

“Bluebeard,” the Duke's Leader

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d6, Fighting d8, Shooting d6, Guts d6, Sailing d8, Notice d8, Stealth d6, Gambling d8.

Charisma: -0-; Pace: 6; Parry 6; Toughness: 7.

Edges: Combat Reflexes, Command.

Equipment: Pistol or Rifle, Leather Jacket (+1 Toughness), Sword, Knife, Elvis Wig, Sequin Jumpsuit.

The Duke's Men

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d6, Fighting d6, Shooting d6, Guts d4, Sailing d6, Notice d6, Stealth d6, Throwing d4, Gambling d4.

Charisma: -0-; Pace: 6; Parry 5; Toughness: 5.

Edges: Combat Reflexes.

Equipment: Bow or Crossbow (fewer than 50% have a Pistol or Rifle), Leather Jacket (+1 Toughness), Sword or Axe, Knife.

Malarky, Kinney's Crew Leader

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d6, Fighting d8, Shooting d6, Guts d6, Sailing d10, Notice d8, Stealth d6, Gambling d8.

Charisma: -0-; Pace: 6; Parry 6; Toughness: 7.

Edges: Combat Reflexes, Command.

Equipment: Pistol or Rifle, Leather Jacket (+1 Toughness), Sword or Axe, Knife.

Kinney's Crew Lackeys

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d6, Fighting d6, Shooting d6, Guts d4, Sailing d8, Notice d6, Stealth d6, Throwing d4, Gambling d4.

Charisma: -0-; Pace: 6; Parry 5; Toughness: 5.

Edges: Combat Reflexes.

Equipment: Bow or Crossbow (fewer than 35% have a Pistol or Rifle), Leather Jacket (+1 Toughness), Sword or Axe, Knife.