

[WC] Angus Graniteskull (Sniper)

Angus is the outfit's sniper. He is a crack shot and instructs the Dragoons in musketry.

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

Skills: Fighting d6, Notice d8, Shooting d10, Stealth d8, Survival d8, Tracking d8

Charisma: -2; **Pace:** 5; **Parry:** 5; **Toughness:** 9 (3); **Sanity:** 5

Hindrances: Vow (major): Sworn to loyally serve the Black Powder Brigade, Mean (minor): -2 Charisma for ill-temper and surliness, Stubborn (minor): Always wants his way

Edges

- **Alertness:** +2 Notice.
- **Marksman:** +2 to Shooting rolls if not moving.
- **Steady Hands:** Ignores unstable platform penalty; running penalty reduced to -1.
- **Trademark Weapon (Spitfire):** +1 Shooting.
- **Woodsmen:** +2 Tracking, Survival, and Stealth.

Racial Abilities

- **Low Light Vision:** Ignore attack penalties for Dim and Dark Lighting.
- **Slow:** Pace of 5".
- **Tough:** Begin with a d6 in Vigor.

Gear

- **Sniper Musket (Spitfire):** Range (10/20/40); Damage: 2d8; RoF: 1; 2 Actions to reload.
- **Plate Corselet and Vambraces:** +3 Toughness over torso and arms.
- **Short Sword:** Str+d6.

