

## **[WC] Juan Herrera (Conquistador Officer)**

Juan comes from a lesser noble family in northern Spain on the border of France. Being a younger sibling of an already fading family led Juan to seek his fortune as a conquistador.

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

**Skills:** Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Riding d8, Shooting d8, Stealth d6

**Charisma:** 0; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (3); **Sanity:** 6

**Hindrances:** Arrogant (major): Always seek “master” in battle, Greedy (minor): Argues over loot, Jingoistic (minor): Looks down on other races and cultures.

### **Edges**

- **Command:** Command radius 5”; +1 to troops to recover from Shaken.
- **Dodge:** -1 to be hit with a ranged attack.
- **Hold the Line:** Troops have +1 Toughness.
- **Level Headed:** Act on best of two cards in combat.
- **Musketeer:** Reload blackpowder weapon in 1 Action.

### **Gear**

- **Musket:** Range (10/20/40); Damage: 2d8; RoF: 1; 2 Actions to reload.
- **Plate Corselet and Helmet:** +3 Toughness over torso and head.
- **Rapier:** Str+d4; +1 Parry.

