Name: Admiral Nelson Duckworth

CV:

Race: Human, Experience: 40, Rank: Veteran, Level: 8, Bennies: 3

Description:

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

Charisma:	Pace:	Parry:	Toughness:
0	6	5	8/+3 Armor

Hindrances

Quirk: -2 to Taunts about his name

Edges

Command: Allies' Spirit: +1 to recover from being shaken

Master and Commander: Crew's Boating: +2

Fervor: Allies' Fighting Damage: +1

Hold the Line!: Allies' Toughness: +1

Skills:

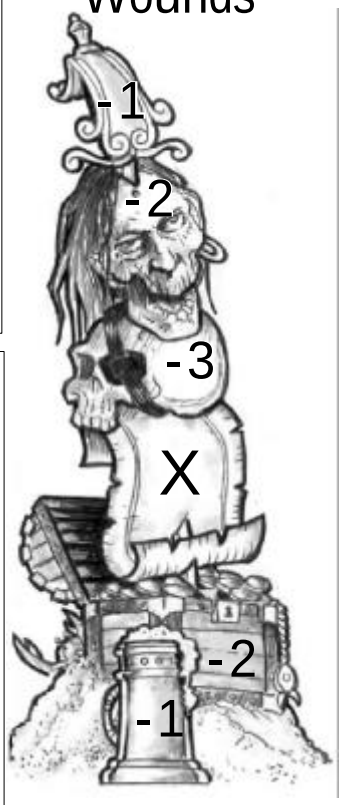
d6	Knowledge (Masaquani)
d10	Boating
d6	Climbing
d6	Fighting
d6	Guts
d8	Intimidation
d6	Notice
d8	Shooting
d4-2	Swimming

Armor Type	Areas Protected	Protection	Weight	Cost
Chain Hauberk (+1)	Torso, Legs, Arms	3	13	300

Weapon	range	rof	dam	Wt.
Flintlock Pistol ...	5/10/20	1	2d6+1	3
Reload: 2; .60 caliber				
Justice Bringer	--	--	Str+2	4
Glows dull green and gives Str+8 damage vs. pirates.				

Injuries:

Wounds



Fatigue

Gear	Location	Wt.

Pieces o' Eight: 500

Total Weight Carried:	19
Load Limit:	30
Encumbrance Penalty:	0

Spells:

HMS Justice
Combat Value: 1307
Acc/Top Speed: 2/13
Travel Speed: 4
Toughness: 26(6)
Crew: 40+120
Cargo Space: 4
Guns: 40
Wounds: -1 -2 -3 Wrecked
Weapons
Cannon (40)
Bowchaser
Notes: Mermaid figurehead adds +1 travel speed

Weapon	***Range***	***Damage***	***RoF***	***Shots***	***Burst***	***AP***	***Reload***
Bowchaser	24" path	2d6	1	--	Small	--	--
Cannon	75/150/300	3d6+1	1	--	--	4	-2

Reload: 2 if crew of three or less