

The Skull Tree

A Fantasy Imperium Adventure in 1690 Pennsylvania

By

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The Skull Tree is a story about people and how they can let their fears get the better of them. It takes place in the small village of Hope, somewhere in South Central Penn's Woods (Pennsylvania) in 1690. In this story, a small group of townsfolk confront their fears and solve the mystery, or their fears get the better of them and they succumb to the power of supposition.

The concept of this adventure is that the characters each have prejudices and opinions about the other characters in the story. How the characters, through the players, interact and react to those preconceptions is what propels the story along. This is a character interaction piece in which the characters may move the story along to other settings, or completely live through the gamut of fears, passions, love and hate in the main room of the local tavern.

The antagonists are the other characters; is each member of the small group the cause of the strange events in Hope? Is it witchcraft, or perhaps something more mundane? Do the characters even stop to consider the possibilities?

In this story, there is a mystery to solve – the question is will the characters look past themselves and seek it out, or will the story become the exploration of the worst humanity has to offer. The mood is what the players through the persona of their characters make it. This can be a story of horror, or it can become an epic monster hunting action yarn.

A long time ago, before the town of Hope, there lived a young native woman who was called "Fawn" though her true name is now lost to the antiquities. Fawn had the misfortune to love a man from a nearby village though she was promised to another. She and the powerful hunter would secretly meet in the forest. One day when he went to meet with her, she did not appear. He searched for her relentlessly though he never found her or any sign of what happened. Local legends even say that if you listen carefully on the darkest nights when the sky is clear that you can hear him calling her name to fulfill his vow to never quit the search. Eventually the natives moved on with no explanation, though it is rumored that the forest had turned against them. Now, many years later, a young woman has vanished, a farmer's fields are cursed and strange shadows have been witnessed in the forest as our story begins.

This adventure requires a minimum of four players; the characters needed for play by number of players is:

- 4 players: Sir Edward, Griffith, Sharp, and Clarrisatt.
- 5 players: Sir Edward, Griffith, Sharp, Clarrisatt, and Guyat.
- 6 players: Sir Edward, Griffith, Sharp, Clarrisatt, Bartley, and Susiy
- 7 players: Sir Edward, Griffith, Sharp, Clarrisatt, Bartley, Jaquin, and Susiy.
- 8 players: Use all of the characters.

Special Note regarding Clarrisatt (Do not reveal to the player): Clarrisatt actually has been granted miracles by God, though she and everyone around her thinks it is witchcraft because everyone knows a woman cannot be a priest. Her Alchymy that she uses to make salves and elixirs is considered by everyone to be Witchcraft. Her “spells” are cast from desire to help and are cast through prayers and the sign of the Cross. There is no roll on the spell failure chart when she fails to cast a spell. This characters true piety score is reflected incorrectly on the character sheet (this is intentional) and is really 55%.

Special Note regarding Bartley (do not reveal to player): His agriculture skill is really 27% though his character sheet shows 67%.

Scenes

The adventure starts at Scene 1, but each scene is not necessarily linked linearly to the scene before, and the characters may travel from one scene to another in almost any order.

1. The Tavern

Goal: Introduce the characters. Tell the story of the Indian maiden.

Opposition: Each characters' perception of the others.

Setting: A Tavern in Hope, Pennsylvania.

Tie-In: Character dialogue or the Indian's story will lead to one or more of The Forest, The Farm, or Dina's House.

2. The Forest

Goal: To find the skull tree.

Opposition: The other characters, wild animals, and a treant.

Setting: The woods.

Tie-In: The ghost's or treant's story leads to A Mystery Solved. The characters may also choose to go to The Farm or Dina's House.

3. The Farm

Goal: Investigate the "curse".

Opposition: Bartley, who is really an incompetent farmer but swears that his failed crops are due to a curse. Discover that there is no curse; he is not meant to be a farmer.

Setting: Bartley's Farm.

Tie-In: The character's may choose to go to The Forest or Dina's House.

Note: This scene is based on conflict between Bartley and Susiy.

4. Dina's House

Goal: Discover that Dina's disappearance is not really supernatural at all.

Opposition: Solve the clues.

Setting: Dina's House.

Tie-In: The characters may choose to go to The Forest based on clues found here or from a previous scene. Characters may also choose to go to The Farm.

5. A Mystery Solved

Goal: Reunite the Indian lovers.

Opposition: Solve the clues.

Setting: Pandora's Box tavern, The Forest.

Scene 1: The Tavern

The Entrance

Pandora's Box is the place where old men go to while away the hours with gossip; the kind of place that the men go to in the evening to wash down the harsh realities of hewing a community from the wilderness; a warm fire and hot meal to the weary traveler. Today everyone is present in the room cut seemingly from a single giant tree, the aroma of the wooden structure is thick mingled with the smell of drink, venison and sweat. Everyone is present except for Sir Edward and Griffith. An ancient Indian sits in the seat farthest from the fire.

Quick Glance

The common room of the tavern holds two long tables and a bar. On the side of each table is a bench seat. Two rustic square stools sit at the bar. On one of the stools sits the old Indian. A fire crackles in the fireplace, the wood pops and the smoke has a slightly lavender scent. Above the fire hang two old muskets, a sword dangling beneath them. Lanterns on the tables, the bar, and hanging from the ceiling shed light through smoky glass into the room. A vase of wildflowers adorns each table and the bar. Behind the bar there is an open doorway into the kitchen area. A rough hewn door that probably leads to the living area is closed. Framed drawings adorn the walls.

- 1. Tables:** Two large tables.
- 2. Benches:** Two long benches on each side of the tables.
- 3. Bar:** A bar with the tavern keeper (Jaquin) behind it.
- 4. Bar stools:** two square stools.
- 5. Fireplace:** logs crackle engulfed in a bright orange flame.
- 6. Muskets:** Two hang above the fireplace.
- 7. Sword:** Hangs below the muskets.
- 8. Wildflowers:** A vase on each table and the bar holds flowers.
- 9. Pictures:** Framed drawings adorn the walls.
- 10. Lanterns:** One sits on each table, one hangs from the ceiling, and one sits on the bar to light the room.
- 11. Open doorway:** leads to the Kitchen.
- 12. Door:** Closed door leads outside.
- 13. Door:** Closed door.

Close Look (20 minutes)

The front door is flung open and the young Sir Edward bursts into the room followed by Elder Griffith the town minister. They are a stark contrast to each other, the flamboyant nobleman next to the plainly dressed minister.

- 1. Tables:** The tables are rough hewn but well smoothed.

2. **Benches:** The benches are made of wood.
3. **Bar:** The bar is well smoothed wood.
4. **Bar stools:** crudely constructed from wood.
5. **Fireplace:** -
6. **Muskets:** Both are French muskets, the stock is worn but well oiled.
7. **Sword:** Long Military sword, well polished.
8. **Wildflowers:** Vases contain lavender and lilac. The vases are made of wood carved with a fine hand.
9. **Pictures:** Pencil drawings of landscapes.
10. **Lanterns:** Glass is smoky.
11. **Open doorway:** -
12. **Door:** Heavy oak door with iron hooks to hold a heavy wooden bar.
13. **Door:** -

Brief Search (30 – 40 minutes)

Note to the GM: Once the player interaction has died down, the players seem stuck, or if they are getting ready to leave the tavern the following will happen:

The ancient Indian, who has never been known to speak, begins to tell a tale. His words do not seem aimed at the occupants of the room, yet at the same time, you cannot but stop and listen to a voice never heard speak words as if from a faraway place in another time. *A long time ago, before the town of Hope, there lived a young native woman who was called "Fawn" though her true name is now lost to the antiquities. Fawn had the misfortune to love a man from a nearby village though she was promised to another. She and the powerful hunter would secretly meet in the forest. One day when he went to meet with her, she did not appear. He searched for her relentlessly though he never found her or any sign of what happened. Local legends even say that if you listen carefully on the darkest nights when the sky is clear that you can hear him calling her name to fulfill his vow to never quit the search. Eventually, amidst rumors that the forest itself had turned against them the natives moved on though no explanation was ever found or heard. No one, not from the once local tribes, not even from the Shawnee, has ever returned to the place that is now called "Hope".*

1. **Tables:** -
2. **Benches:** -
3. **Bar:** -
4. **Bar stools:** -
5. **Fireplace:** -
6. **Muskets:** -
7. **Sword:** -
8. **Wildflowers:** The lavender and lilac are grown locally and the scent is very calming. The vases are initialed "GW".
9. **Pictures:** The landscapes are of the French countryside and are signed "Clarrissant".
10. **Lanterns:** -
11. **Open doorway:** -

12. Door: -

13. Door: -

Ideas: Encourage the players to interact. The idea here is to start them acting on their motivations, which involve the other characters. Once the pot is boiling then spice with the Indian's tale.

Scene 2: The Forest

The Entrance

It does not take one long to be deep in the woods, surrounded by the sounds of wildlife and the smell of the evergreens, all signs of civilization having quickly disappeared.

Quick Glance

Trees. There are trees everywhere. Oaks trees, evergreen trees, and trees you don't even know the names of.

Close Look (20 minutes)

As time passes the trees seem to be changing, growing slightly darker, feeling more ominous and less familiar almost as if the trees could reach right out and touch you.

Brief Search (30 - 40 minutes)

It must be the light, you could swear the trees are moving, but when you turn to look, they are motionless, save for a slight chill breeze disturbing the graying leaves.

For those that pass an Awareness check (failed roll can try again using reconnaissance): You look back the way you came, and the path is gone, consumed by the forest.

For those that pass an Intuition check: You feel a thousand eyes poring over you, watching...waiting.

Thorough Investigation (1 hour or more)

The wood grows darker and more ominous, the sky blotted out by the thick gray canopy. Anyone passing an awareness check notices a huge stag in the gloom of the trees.

If the players let the stag go: Let the players keep wandering in the wood, the stag will reappear until they finally go after it.

If the player's pursue the stag have each make an endurance check or they may choose to take a shot at the stag. If they fail the check, they fall out of the chase. Once only one pursuer is left, the stag will stop and disappear from view. Anyone who has been asking to make a **mythology** roll may do so at this point (do not ask them for it – only if they asked to make one) and if passed they know that a giant stag embodies the spirit of the forest. Once everyone catches back up, the stag returns, at its side is a young Indian maiden in traditional dress of the once local tribes. Skip to “**The Ghost**”.

If the stag is shot at and hit, the projectile passes right through! At this moment a great murmur echos through the trees and the ground rumbles a low snarl. Something big is moving through the trees. Let the players speculate for a bit.

The ground shakes as a Large tree approaches the group its branches swinging wildly at them as if in...anger!

Enchanted Tree / Tree Shepard

Size: Large

Hits: 500

Armor: 10

Movement: 20"/r

Attacks:

Sweep with Branches: 75%

4d6L damage.

Entangle & Strangle: 65%

Suffocation (see *drowning* rules).

Grab & Hold with Roots 60%

5d6L damage.

Magick Resistance:

C: 20% N: 20% E: 20% B: 20%

Special:

Animate Trees: Tree Shepards can animate other trees, allowing them to move.

Description:

Enchanted Trees are sometimes known as Tree Shepards, and they are the protectors of the forest. They are very rare, and often are mistaken for ordinary trees.

Enchanted Trees were made at the dawn of time, and they existed before mankind. They have a tendency to go fall asleep, going dormant. A dormant Tree Shepard will look just like a normal tree.

Enchanted Trees have a great affinity for all forest dwellers, especially elves.

This is a full blown battle with an angry ancient Tree Shepard. Any characters trying to escape will have the way blocked by other trees! Players may not spend luck points in this battle, not even to save a life. If the Tree Shepard takes a critical wound or is down to less than 100 hits or as soon as one player character is killed a young Indian maiden appears by the tree singing a melody in some long forgotten tongue gently stroking its trunk. This will calm the tree. The maiden then turns to the gathered characters and smiles tossing a handful of wildflower petals at them. They are healed of all wounds and any dead characters come back to life fully restored as the petals fall among them and pass through them disappearing in a vaporous splash as they hit the ground. Go to "**The Ghost**".

If, after all this, the players insist on attacking the Indian maiden, let the fully healed tree attack anyone that attacked the maiden. They probably deserve to die. If they stop and beg for mercy or apologize the tree will stop. The tree will also stop if they stop the attacks. Anyone that does not attack the Indian maiden will be ignored.

The Ghost

The Indian maiden smiles, then turns to the wood and begins to sing happily and pick wildflowers and she moves with a happy gait deeper into the trees. If you don't follow, she quickly disappears from view.

If they follow: You follow the maiden as she moves happily from tree to tree, singing and picking flowers, sewing some into her hair as she walks. She stops, like she heard a sound, though you hear nothing. She speaks words you do not understand to someone unseen in the trees. An arrow appears in her side, blood dripping down, her smile changed to a look of pain and despair. She turns to run, but is thrown to the ground by some invisible force as deep cuts appear all over her body. As her lifeblood pours to the ground you hear her sob and say a word you don't understand, then she repeats it more quietly, until finally, she breaths her last. A shadow crosses her now still form, that of a tree. The maiden then fades.

Light returns to the forest, the path now clear. The large tree is no where to be seen.

NOTE: The player's can search all they desire, they will find no sign of the giant tree, the stag, or the girl. The players can return to the tavern (Scene 5), go to the farm (scene 3) or go to Dina's House (scene 4). Let them go other places if they desire, though scenes are not triggered except at the mentioned locations.

Scene 3: The Farm

The Entrance

The path breaks through the trees and you are greeted by the most rundown, un-maintained farm you have ever seen. Split rail fence posts lay half on and half off of fences. The fields are plowed but something doesn't look quite right (agriculture check to note that the furrows are not straight). Chickens are under foot and the crops appear withered, unhealthy. The stone farmhouse stands in stark contrast; the house looks to be in great shape, in fact, you don't recall ever having seen a more nicely built home.

Quick Glance

The farm consists of a sturdy looking stone farmhouse with a small wooden outhouse behind it. Near the farmhouse is a small overgrown garden patch. About 50 feet from the front of the house is a single fenced in area containing all of the farm animals. Nearby there is a large barn in need of a new coat of paint, its great doors hanging open. A chicken coop is also close by, the chickens not presently underfoot wandering in and out the large open door.

- 1. Stone farmhouse:** A freshly constructed very nice-looking stone house.
- 2. Large Barn:** In need of paint, the doors are hanging open.
- 3. Outhouse:** A small wooden structure with a half-moon cut into the door.
- 4. Animal pen:** All of the animals are in the same fenced in area.
- 5. Small garden:** Overgrown. Agriculture or Herbology check to notice they are weeds mixed with assorted vegetables and rose bushes.
- 6. Chicken Coop:** Wooden structure with some wandering chickens around it. The door is open.
- 7. Fields:** Plowed. Plants don't look healthy. Agriculture check to know that the plants are not the correct ones for this time of year.

Close Look (20 minutes)

The fields have all been carefully worked.

- 1. Stone farmhouse:** The fit and look of the stones surpasses even Byless Manor.
- 2. Large Barn:** Peeeyew! Needs cleaned!
- 3. Outhouse:** Just an outhouse, really.
- 4. Animal pen:** The animals are all together; any dividing fences are now down and in disrepair. Horse and pigs and cows and sheep living together – oh my!
- 5. Small garden:** Weeds mixed with assorted vegetables and rose bushes.
- 6. Chicken Coop:** Almost as many roosters as hens!
- 7. Fields:** Wrong plants for the time of year. Furrows look like they might be a little crooked.

Brief Search (30 – 40 minutes)

In the fields you notice a stone fence under construction.

- 1. Stone farmhouse:** The joining in the stone work is tighter than any you have ever seen before.
- 2. Large Barn:** Agriculture check to know that the hay was brought in too early and is starting to rot from dampness - that's probably what that smell is. Everyone else: God! What is that smell! The stalls are clean, and things seem put away, though some of the tools don't look like they are quite where they belong. If a player asks about that then Agriculture check (or 1/2 Reasoning) to know the misplaced tools are farming tools.
- 3. Outhouse:** Stinky since you insist on checking.
- 4. Animal pen:** -
- 5. Small garden:** Wow, there really are vegetables under all that!
- 6. Chicken Coop:** -
- 7. Fields:** Yup, the rows are definitely not straight. No rocks though.
- 8. Stone Fence:** Most farmers fences are stacked stone built from discarded field stones. This one the stones are joined perfectly!

Thorough Investigation (1 hour or more)

In the fields you notice a stone fence under construction.

- 1. Stone farmhouse:** If ever there was more perfect construction, you have not seen it!
- 2. Large Barn:** What the heck was someone thinking when they put that plow together! It's just all wrong! One of the stalls is filled with stone cutter tools perfectly laid out.
- 3. Outhouse:** No really, it smells bad. No one can hold their breath that long!
- 4. Animal pen:** -
- 5. Small garden:** -
- 6. Chicken Coop:** -
- 7. Fields:** Really, there are no stones, at all. None.
- 8. Stone Fence:** -

NOTE: In this scene, the idea is that Bartley is not lazy, in fact quite the contrary; he is a very hard worker. He is just not a farmer. This is why the crops are not doing well, even though he thinks they're cursed. He's just not planted them correctly and in the wrong season. Let this knowledge guide you when answering questions from the players based on skill checks, spells, etc. Bartley is an excellent stone mason. It's a shame when folks miss their calling. Remember that Bartley *thinks* he is a good farmer and that it is a curse that is causing all of his misfortune; don't tell him he believes any different – though the players are free (and that is the point) to try.

Scene 4: Dina's House

The Entrance

Dina lives in a small cabin with her father, and as you approach you can see the hand of a young woman in the way the flowers growing on each side of the stair leading up to the door are arranged. There is a small porch, decorated almost the way a girl would decorate her doll house. The windows on each side of the front door are dark. The small home looks almost idyllic.

Quick Glance

The door opens to reveal a single room. In the center of the room is a square wooden table with a vase in the center surrounded by four chairs. To the right is a narrow unmade bed with a large trunk of the kind immigrants brought from Europe. On the left is a cast iron cooking stove. Nearby is a wooden table/counter with a pitcher and basin that is piled high with dishes with closed cabinets above that. On the wall opposite you is a stone fireplace that needs cleaned. To the right is a ladder going up. In a corner to the right is a spinning wheel and next to that is a small loom. A rocking chair is nearby with something draped over the back. Near the rocking chair is a small chest. Under the table is a rug.

- 1. Stove:** A cast iron cooking stove.
- 2. Bed:** A narrow bed, unmade.
- 3. Trunk:** A large wooden traveling trunk from Europe. Closed.
- 4. Table:** A square wooden table with a wooden chair at each side. There is a vase with flowers on top.
- 5. A side table:** A simple wooden table with a large basin and pitcher. There are several meals (one person if asked by a player) worth of dirty dishes piled here.
- 6. Fireplace:** It looks like it has not been swept clean in a while. No fire currently.
- 7. Rocking Chair:** A well finished chair with a cushion. A comforter is thrown over the back. There appears to be fine details painted on it.
- 8. Cabinets:** Closed wooden cabinets. There appear to be fine details painted on the doors.
- 9. Rug:** A homespun rug.
- 10. Spinning Wheel:** -
- 11. Loom:** It appears there is an unfinished project still on it.
- 12. Small Chest:** Closed wooden chest. There are fine details painted it.
- 13. Ladder:** Wooden ladder leads up. The rungs are well worn.

Close Look (20 minutes)

The room is empty, but looks as if it hasn't been dusted in several days.

- 1. Stove:** Cold to the touch. The firebox is filling with ash and needs cleaned.

2. **Bed:** -
3. **Trunk:** Closed. If opened there are three wooden plates, three wooden bowls, and three clay mugs on top of the other contents. Below that is a couple of pairs of men's working clothes and a pair of Sunday best. There is also a sketch of a beautiful young woman that looks very similar to Dina. The sketch appears to be fairly old.
4. **Table:** This is a carefully polished and well cared for table, though the dust has been starting to gather. The table top has scattered crumbs and flower petals. The flowers in the vase are wilted.
5. **A side table:** In addition to the mess there is a man's razor. The dishes are fine ceramic.
6. **Fireplace:** -
7. **Rocking Chair:** The back of the chair has gentle vines surrounded by delicate flowers carefully painted on it using a fine hand.
8. **Cabinets:** Closed, the fine details on the cabinet doors are the same as on the rocking chair. If opened there are several sealed jars, a few dishes and a couple of mugs all of fine ceramic and appear to fairly new.
9. **Rug:** -
10. **Spinning Wheel:** There is thread still attached.
11. **Loom:** -
12. **Small Chest:** Closed. The fine details are similar to the ones found on the rocking chair. If opened, there are sewing supplies and tools neatly put away.
13. **Ladder:** Leads up to a loft.

Brief Search (30 – 40 minutes)

1. **Stove:** -
2. **Bed:** -
3. **Trunk:** -
4. **Table:** -
5. **A side table:** If the ceramic is examined for a maker's mark, it is "ws". Everyone knows there is no one in town with those initials (if asked). If asked for the meaning of "ws" all anyone knows is that it is from out of town – as there is no ceramic maker local.
6. **Fireplace:** -
7. **Rocking Chair:** -
8. **Cabinets:** See "A side table" for details on the ceramic dishes.
9. **Rug:** -
10. **Spinning Wheel:** -
11. **Loom:** -
12. **Small Chest:** -
13. **Ladder:** -
14. **Loft:** The loft is a well made bed, with fancy hand sewn quilt. There are closed cabinets on the wall, the doors painted with the fine vine and flower motif found on other furniture in the house. On each side of the cabinet is a small shelf. At the foot of the bed is a cedar chest. Scattered on the bed are papers and envelopes.

Thorough Search (1 or more hours)

1. **Stove:** -
2. **Bed:** -
3. **Trunk:** -
4. **Table:** -
5. **A side table:** -
6. **Fireplace:** -
7. **Rocking Chair:** -
8. **Cabinets:** -
9. **Rug:** -
10. **Spinning Wheel:** -
11. **Loom:** -
12. **Small Chest:** -
13. **Ladder:** -
14. **Loft:** The papers and envelopes are from Sir Edward and addressed to Dina. Sir Edward, if present, will try and claim these items before anyone can examine them. He will insist. If examined anyway, they are clearly love letters and quite expressive, which was not uncommon for the time.
15. **Shelves:** Lying on its side is a book. (if examined “Love Poems” if asked – printed in Philadelphia). *Note: Sir Edward has never seen this book before.* There are a couple of spots where the dust is not as thick and forms small irregular shapes. A few ceramic animals are on the shelves, some have been knocked over. If examined, the animals all have the maker’s mark “ws”.
16. **Loft Cabinets:** Closed. If opened, empty.
17. **Cedar Chest:** Closed. If opened, the chest is half empty. The lacework is wrinkled and pushed to the side, as well as several other cloth items. If the items are gone through, found are: two sheets, two pairs of pillowcases, one sheet-sham, a white tablecloth, a dozen white napkins, one carefully embroidered between-meal centerpiece, three dish towels, three each of hand-towels and washcloths, two camisoles, three petticoats, silk and washable, and a slip-on apron.

Scene 5: A Mystery Solved

The Entrance

Pandora's Box is the place where old men go to while away the hours with gossip; the kind of place that the men go to in the evening to wash down the harsh realities of hewing a community from the wilderness; a warm fire and hot meal to the weary traveler. The room is cut seemingly from a single giant tree, the aroma of the wooden structure is thick mingled with the smell of drink, venison and sweat. An ancient Indian sits in the seat farthest from the fire.

Quick Glance

See Scene 1 for detailed descriptions if they are desired.

Mention the Indian Maiden: The ancient Indian will ask politely for her to be described. Upon hearing the description he will be visibly shaken, and his voice will crack as he asks if she said anything.

Mention the strange word uttered by the Maiden: Tears will fill the ancient Indians eyes and he will beg to be taken to the place where they saw her.

Return to the Forest

Do not run this unless the ancient Indian is with the party. Any journey into the woods from this point results in nothing special happening until the old Indian is with the group.

Have the player's make Tracking or Reconnaissance checks to find their way back to the part of the forest where the events happened. On the third successful check they find the location again. If everyone misses a check, try and blame getting lost on the player that seems to be the most controversial at the time and get a little blood boiling between the players. Once things calm down ask for additional checks. Draw out each check with descriptions of wandering, etc. Encourage chatter unless time is of the essence.

The Tree Sheppard

Upon arriving a large tree suddenly begins to move deeper into the woods, its branches moving in a way that seems to beckon to be followed.

If they follow: The great tree moves deeper into the wood as you follow it. Finally it stops and stretches out its branch almost pointing.

If they go to where the tree points: You move now on your own, even deeper into the wood. You come upon a clearing; in the center is a giant old oak, greater than any you

have ever seen before. Its roots drive up from the ground in a tangled knot forming the shape of a great human skull.

If they investigate the roots: A human skull and other bones are sheltered within the roots of the great tree, cradled and protected by its ominous mass. The old Indian kneels weeping. An object is on one of the roots.

Investigate or pick up the object: It appears to be an old Indian necklace, though it is remarkably well preserved. If the old Indian is shown the necklace, he will stand, weeping. "It is her. After so long." He openly weeps. The young maiden appears, arms outstretched to the ancient Indian. He looks up, tears streaming down his face and utters something in a strange tongue. She speaks, smiling and embraces him. As they grasp each other the ancient Indian changes growing younger until he is about the same age as the maiden. As they both fade away you hear soft spoken words, "At last my little Fawn, I have found you at last..."

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Bartley O'Scanahan

The Farmer

Characteristics		Combat		Saving Throws			
Strength	84	Shock Role	57%	Ceremonial	06%		
Endurance	86	Morale Role	32%	Natural	11%		
Dexterity	52	Hits	170	Extrasensory	12%		
Intuition	16	Winded	86	Black Magic	06%		
Self Discipline	43	Exhausted	172	<u>Movement & Penalties</u>			
Reasoning	61	Burnout	258	<u>melee</u> <u>shooting</u>			
Ego	53	Power Points	0	<small>Attack & Parry</small>	<small>Attack/Target</small>		
Awareness	74	Luck Points	6	Walk	2	-10%/-5%	
Presence	50	Piety	35%	Jog	3	-10%	-20%/-10%
Attractiveness	36	Spirit Points	74	Run	4	-20%	-30%/-15%
		Base Initiative	0	Sprint	8	-30%	-50%/-25%

Combat

Melee Weapon	Initiative	Skill	Parry	Breakage	Damage	Type	Sharp
Pitch Fork (at the farm)	-3	50%	35%	12% ⇒ 25%	4d6+3	P	

Missile Weapon	Init.	Skill	Mis.	Ammo	Load	Short	Medium	Long	Extreme	Pen+Damage
English Musket (at the farm)	-2	49%	91+%		8	15	45	90	150	6d6+5d6

Skills

Agriculture	67%
Animalcraft (horse)	39%
Bargaining	60%
Carpentry	47%
Cooking	33%
Engineering	62%
Foraging	55%
Language (English)	native
Masonry	77%
Mathematics	62%
Script (Latin)	native
Street Fighting	67%

Stuff

Pitchfork and Musket are kept at the farm; Bartley may only pick them up if the adventure goes to the farm.

Farmer's clothing.

A flask of Irish Whiskey

Actions – How does he act towards and treat others?

Bartley tends to blame outside agencies (The Devil for example) and others for the failures of his farm of late. He does complain a lot about how badly things are going for him (so much for the luck of the Irish) to whoever will listen.

Goals – What does he want?

Goal: To be successful.

Motivation: He does not want to be the “poor Irishman” forever. It takes success to get things like respect and a family.

Inner Need (what is he missing?) and Character Flaw (what blocks the need?)

Inner Need: To know his true calling

Character Flaw: The Devil, Witches, Curses, and all of those things are stopping him for some reason.

History

Last season Bartley purchased the Addams Farm after terrible tragedy had struck the family and all but the daughter (Susiy) had perished. The log farmhouse was in a deplorable state so he immediately tore it down and built a new farmhouse. He also started working the farm, mending fences, and generally bringing things into a proper state of repair. On the first harvest, the crops were withered, barely enough for him to survive on, certainly not enough to sell. Continuing to pour his heart, soul, and sweat into working the farm he has tried for a second season. He works from dawn until dark keeping things maintained, caring for the animals, and seeing to the tasks necessary for growing crops. Unfortunately, it looks as if something has again conspired against him, for this crop is worse yet than the previous. With talk of shadowy figures in the forest and witch trials all over the colonies, it seems pretty clear that someone has hexed his land and he thinks he might even know who.

Appearance

Long wavy auburn hair set against green eyes. His skin is tanned dark from so much time spent under the sun, his hands course from toiling against the soil.

What Bartley thinks of the others...

Sir Edward: Damn Englishman!

Reverend Griffith: Good preacher. Agrees that something is not right and is willing to help!

Dina: Local girl. Pretty. Might be a good wife someday.

Sharp: A quiet man that minds his business. He can't seem to stay in one place for long.

Clarrisatt: The leader of the local witches coven which is based at the Inn. The Devil always seems to get the pretty ones.

Guyat: A quiet nervous man that makes a good pair of work boots. Needs to watch who he gets involved with. He obviously is obsessed with Clarrisatt. Has she hexed him, just like she did to the farm?

Susiy: It's very sad what happened to her family. The farm was once her family farm. She is much too pretty for her own good and another member of the coven at the Inn. The Devil really does get the pretty ones.

Jaquin: Keeps a good bar, but is blind to the evil happening right in his own home. Probably the result of a hex to keep him from the truth.

Actions – How does she act towards and treat others?

Clarrisatt is very tolerant of others, even putting up with the Reverend who is constantly scrutinizing her and trying to convert her for not being a Quaker.

Goals – What does she want?

Goal: To be left in peace and be allowed to live her life

Motivation: She is a widow, and as such is very busy with her cooking responsibilities at the Inn and her responsibilities to Hope as midwife. She just doesn't have time for such silliness as having to pick a new religion or the time to dedicate to romance.

Inner Need (what is she missing?) and Character Flaw (what blocks the need?)

Inner Need: The closeness of a husband.

Character Flaw: She is afraid of losing again. She could not save one husband and can't bear to face that again.

History

Clarrisatt came to the new world with her husband Philippe a tradesman. It was not long after settling in that Philippe took ill and though Clarrisatt never left his side, eventually he succumbed to the illness. After burying her husband, her brother Jaquin offered to take her in and let her work and live in his inn. Desperate to never feel helpless to illness again, she took up the medical arts becoming a midwife, but even this was not enough. She stumbled upon the knowledge of alchemy and took up witchcraft to learn how to make elixirs and to get the power to heal so that no one should suffer again. This, of course, is punishable by burning, so even though she has the power to heal, she is loath to use it because of the ignorance of those around her. The very people she wishes to save condemn her for the ability to save them!

Special Talents, Habits, & Preferences

Clarrisatt is a witch, which is punishable by death if discovered.

Appearance

Clarrisatt is a very beautiful woman with long black curly hair and deep doe eyes. She dresses simply, wearing plain clothes and no jewelry.

What Clarrisatt thinks of the others...

Sir Edward: A stuffy English nobleman that is a little too dandy for the area. Not practical.

Reverend Griffith: A man of God, too bad he isn't a Catholic Priest then he wouldn't be so bothersome about converting. Still, he is a true Christian and his church is the only one around.

Dina: A child that will make someone a good wife someday when she grows up.

Sharp: A friend of Jaquin that will stay after hours to smoke, drink and talk. A polite man and hard worker, so his after hours at the Inn to spend some time with a friend are understandable. Glad that Jaquin spends his time with an honest and good man considering the others he is forced to socialize with because of the Inn.

Guyat: He gives too many gifts for intentions that there really is no time for right now. A very polite man that is a bit too nervous, which makes him a little uncomfortable to be around.

Bartley: He needs to spend more time working his farm and less time blaming everyone else.

Susiy: A good girl who obviously has her eye on Jaquin. Not sure the age difference will work. The girl is still a dreamer that needs a good dose of self-confidence and a bit less worry about what everyone else thinks.

Jaquin: Big Brother. Do not want to be a burden to him. He is a fair loving man that deserves a family. Will do anything for him, and he has shown he will do the same.

Magick

Clarrisatt performs her magick by prayer and using her crucifix. The Alchemy is done by saying prayers while mixing ancient formulas. She will not be creating any new elixirs or salves in the span of this adventure, so those spells are not shown.

<i>Spell</i>	<i>Chance</i>	<i>Cost</i>	<i>Range</i>	<i>Time</i>	<i>Duration</i>	<i>Area</i>	<i>Description</i>
<i>Cure Sickness</i>	59%	6	<i>touch</i>	20 min	<i>one illness</i>	<i>person</i>	<i>Cures a minor illness.</i>
<i>Heal</i>	55% or 60%	5 or 10	<i>touch</i>	10 sec	<i>permanent</i>	<i>person</i>	<i>Completely heal one wound (60% Chance, 5 power) or completely one person (55% Chance, 10 power). Diseases can also be cured (55% Chance, 10 power).</i>
<i>Remove Poison</i>	60%	5	<i>touch</i>	1 min	<i>permanent</i>	<i>person</i>	<i>Removes all affects of any poison.</i>

Actions – How does he act towards and treat others?

Guyat is very polite, but nervous and unsure of himself and it shows in his interaction with others.

Goals – What does he want?

Goal: Obtain the hand of Clarrissett in marriage.

Motivation: He is lonely.

Inner Need (what is he missing?) and Character Flaw (what blocks the need?)

Inner Need: A family – think Geppetto from Pinocchio.

Character Flaw: His nervousness and awkwardness in social situations. He is more comfortable making shoes than talking to people. He has decided that Clarrissett is the only woman for him and has focused on her despite the fact that there are other women in Hope quite suitable for marriage who would consider marriage to a successful tradesman to be very good fortune.

History

Originally from England, Guyat is a very successful and well-known maker of shoes. In fact, he is one reason anyone would travel from the towns or city to visit Hope – the chance to purchase a pair of his hand-made boots or shoes. Beside the Church, the Inn is the only place to socialize in Hope, so Guyat, being lonely frequents it often. This is where he first met Clarrissett. After many months of visiting the Inn and getting to know her and enjoy her cooking, he decided she had the perfect qualities including humility, domestic skills, and above all stunning beauty to be his bride. So far this has not been successful, but he cannot now imagine life with any other except her.

Special Talents, Habits, & Preferences

Guyat is a highly skilled cobbler. His shoes are highly prized and sought after. Guyat is extremely orderly, everything is in its place – obsessively so. When sitting in one place for any length of time he absently taps his foot with a very rapid beat. Guyat tends to eat fast, usually wolfing down meals at the Inn.

Appearance

Even though Guyat always appears to be clean and well kept, he always wears the exact same clothing. Not entirely unusual in this time period, but either Guyat only owns one set of clothes (not likely due to his success) or all of his clothing is exactly identical! This does not include his Sunday best for Church, but even that is similar to his every day clothes. When working, he wears a sturdy cloth apron filled with tools and all sorts of bits he uses in his trade.

What Guyat thinks of the others...

Sir Edward: *A regular customer that appreciates a good pair of boots..*

Reverend Griffith: *The local servant of God. He does a good job.*

Dina: *who?*

Sharp: *Mountain Man. He watches Clarrissett a bit too much for comfort.*

Clarrissett: *The perfect woman. There is no other woman in all of creation that is more suited to be the wife of a successful cobbler. Clarrissett is the perfect combination of beauty, domestic capability, and humility. A man could not ask for any more. It's a little odd that she hasn't acknowledged all of those gifts for her, and always saying thank you on behalf of the Inn. Life is unimaginable without Clarrissett in it.*

Bartley: *Local farmer that needs to stop bothering Clarrissett. Not sure what his problem is.*

Susiy: *Clarrissett's young helper at the Inn.*

Jaquin: *Clarrissett's big brother. He seems to be doing a good job of taking care of her, but needs to start watching a little bit more carefully. He is a good and fair man.*

Jaquin Hurtis

The Innkeeper

Characteristics		Combat		Saving Throws			
Strength	97	Shock Role	53%	Ceremonial	14%		
Endurance	61	Morale Role	40%	Natural	09%		
Dexterity	87	Hits	158	Extrasensory	12%		
Intuition	42	Winded	61	Black Magic	09%		
Self Discipline	99	Exhausted	122	<u>Movement & Penalties</u>			
Reasoning	44	Burnout	183	<u>melee</u> <u>shooting</u>			
Ego	50	Power Points	0	<small>Attack & Parry</small>	<small>Attack/Target</small>		
Awareness	76	Luck Points	8	Walk	2	-10%/-5%	
Presence	40	Piety	35%	Jog	4	-10%	-20%/-10%
Attractiveness	63	Spirit Points	54	Run	5	-20%	-30%/-15%
		Base Initiative	+3	Sprint	11	-30%	-50%/-25%

Combat

Melee Weapon	Initiative	Skill	Parry	Breakage	Damage	Type	Sharp
Long Military Sword (on mantle)	+1	67%	46%	5% ⇔ 10%	4d6+5	PE	
Dagger	+3	67%	36%	4% ⇔ 10%	1d6+5	PE	

Missile Weapon	Init.	Skill	Mis.	Ammo	Load	Short	Medium	Long	Extreme	Pen+Damage
French Musket (on mantle at Inn)	+1	70%	91+%		8	15	45	80	140	6d6+5d6

Skills

Administration	39%	Instrument (flute)	38%
Ambush	45%	Language (English)	fluent
Animalcraft (horse)	70%	Language (French)	native
Bargaining	58%	Reconnaissance	45%
Brewery	59%	Riding (horse)	38%
Bribery	48%	Script (Latin)	native
Business	49%	Song Lore	39%
Close Combat	49%	Stealth	50%
First Aid	39%	Streetwise	60%
Foraging	45%	Tactics	39%
Gambling	70%		

Stuff

French Musket, shot and horn. This is usually kept on the mantle in the Inn.

Long Military Sword (on the mantle at the Inn, he only takes this when he has very good reason to suspect violence)

Dagger

Flute

Purse with a moderate amount of coinage.

A long cloth apron when bartending at the Inn. Clothing is typical of a successful tradesman.

Actions – How does he act towards and treat others?

Jaquin is fair, kind, generous and outgoing. A true friend to those he calls friend, but also a true friend to those in need or less fortunate than himself.

Goals – What does he want?

Goal: To be an Innkeeper.

Motivation: He enjoys the company of others that comes with having an Inn. It's a bonus to him that he can support himself and his family at the same time.

Inner Need (what is he missing?) and Character Flaw (what blocks the need?)

Inner Need: The fill the blackness made by the killing...so much death.

Character Flaw: All of the things he has seen is too much to expect someone else to share. Exposing another to the blackness inside would only taint them, not fill the void and dispel the darkness.

History

Jaquin is a military veteran and saw more than his share of blood, battle, heroism and death. Especially death. Jaquin served proudly, and to this day is proud of his service, and as a decorated war veteran, a hero, he was able to secure enough of a pension to leave Europe and its wars behind and travel to the new world. The new world, a perfect place to start a new life. The perfect place to open an Inn and meet people. To give people food in their bellies, a roof over their heads, and a little liquid warmth in the evening after a long hard day of toil. Jaquin opened an Inn in Hope, because a place named Hope sounded right for a man who wanted to experience people instead of kill them.

Jaquin lives with his sister Clarrisatt and Susiy an orphan girl. He took in Clarrisatt when her husband died; it was not proper for a woman to live in the new world alone and unsupported. Susiy joined his household when her family died tragically of illness and left her orphaned. She needed someone to take her in, and well, an inn always has a little extra to eat, a warm fire, and always needs an extra hand.

Special Talents, Habits, & Preferences

Jaquin tends to toss a coin absently when carrying on at the bar. He loves to socialize with his guests, and sometimes spends more time talking than tending to his Inn. When things do get quiet he can sometimes take out his flute and play. He will not play in front of patrons; but sometimes on quiet nights, when the family is alone by the fire in the great room, Susiy will sing a gentle song and he will take out his flute and play a simple melody in harmony with her soothing voice.

Appearance

A scar is dug deep into the left side of his face, a badge of honor from a war long past. He wears his blond hair cut short, mostly a habit from times past when he would shear it off so that he didn't have to worry about it in encampments.

What Jaquin thinks of the others...

Sir Edward: English. Enough said.

Reverend Griffith: A man of God who forgets how close one can get to God in battle and should probably yell a little bit less because of that.

Sharp: A regular that is nice to pass the time with after hours when the Inn is quiet. A kindred spirit in some ways, though Sharp seems to still be fighting his battles.

Clarrisatt: Baby sister. A good woman, it's probably time for her to move on and start a family. She is depriving herself of an important part of life.

Guyat: A nervous man that obviously has his eye on Clarrisatt. Not sure yet if he is really worthy of her.

Bartley: A regular patron. Not very happy about the lies he's been spreading. Need to keep an eye on him, he could be trouble for the girls.

Susiy: A helpful hand at the Inn, she is family.

Actions – How does he act towards and treat others?

It is his responsibility upon the torment of hellfire to make sure that his congregation follows the commandments of God and do not become sinners crushed in the hands of an angry God. He is constantly watching and instructing the faithful (and unfaithful) in the proper way to behave and live, often correcting transgressions on the spot. He is ever vigilant against the Devil and his minions (especially witches) who are everywhere and want to drag the good people of Hope into the Pit.

Goals – What does he want?

Goal: Save as many souls as he can, and stop the Devil any way he can.

Motivation: Who wants to burn in a lake of fire for all eternity – not him!

Inner Need (what is he missing?) and Character Flaw (what blocks the need?)

Inner Need: Respect

Character Flaw: He is afraid acknowledged respect is pride, and pride is a sin punishable by burning in hell.

History

Griffith Garlick came to the colonies to escape religious persecution and to enjoy a life of religious tolerance as a Quaker in Pensilvania as proclaimed by William Penn. After living in the colonies a while, it has become clear that he is needed as the rumors of witchcraft and the news of witch trials grow more frequent. The Devil is on the move and he is being ever vigilant of late lest the Devil gain a foothold in Hope. Reverend Griffith suspects that the Devil has cast his eye on Hope because of the many strange events that have been occurring lately. He is convinced that his greatest test is nigh, and he does not want to be found wanting in the eyes of God and suffer the wrath of an angry God.

Special Talents, Habits, & Preferences

Everything must be simple and in moderation.

Appearance

Think Quaker Oats.

What Reverend Griffith thinks of the others...

Sir Edward: A bit worldly but very generous to the church. He needs help to be kept on the straight and narrow for it is easier for a camel to pass through the eye of a needle than a rich man to enter the Kingdom of God.

Dina: She is out of control. Her father needs to spare the rod and spoil the child lest both find themselves the attention of God's wrath.

Sharp: A quiet man who is very confused right now and is in need of guidance and direction before he succumbs to the ways of the heathen. He has turned from God but not rejected Him and is a good man that can be salvaged.

Clarrisatt: A regular at church, but you suspect that this is a cover for being a witch; you just can't prove it...yet.

Guyat: A regular member of the congregation. This is a polite man that does his best to follow the commandments. Not much to worry about.

Bartley: A tormented soul that as much as he might try, there are forces at work against him. You do not know why the Devil has singled this man out, but you intend to find out. In the meantime, you work diligently to keep him from despair and keep his faith in God alive.

Susy: *A serving girl at the Inn who is bitter about her family's poor fortune to lose the farm now owned by Bartley. She is overly critical of Bartley, and given how bad things have been going on his farm, you wonder if she has not hexed the poor man. After all, serving girl is not a proper activity for a young lady that attends church and believes in God as she professes to do. You are concerned that she too may be a witch. She is certainly too pretty for her own good – a witch and a temptress; a perfect tool of the Devil. Sadly, you do not have any proof, but you intend to get some.*

Jaquin: *A god-fearing Frenchman who spends far less time in Church than he should and far more time in the Inn than is healthy for his soul. He is a hard worker and an honest man.*

Miracles

Reverend Griffith is able to bring about the miracles of God by fervent shouted prayer and use of his wooden cross.

<i>Spell</i>	<i>Chance</i>	<i>Cost</i>	<i>Range</i>	<i>Time</i>	<i>Duration</i>	<i>Area</i>	<i>Description</i>
<i>Exorcise Spirit</i>	73%*	2/level	100 feet	5 min	permanent	person	<i>This will force an evil spirit out of an object or person that is being possessed. -2% from chance for each two levels of the spirit.</i>
<i>Heal</i>	73% or 68%	5 or 10	touch	10 sec	permanent	person	<i>This prayer will completely heal one wound (5 power 73% chance), or completely heal one person (10 power, 68% chance). Diseases can be cured for 10 power (68% chance).</i>
<i>Refresh</i>	73%	5	touch	5 sec	permanent	person	<i>Removes all fatigue</i>
<i>Restoration</i>	68%	10	touch	10 sec	permanent	person	<i>Restores a person's spirit to 1 point after the death of the soul. Can also be used to restore a person's characteristic that has been drained as a result of an encounter with an evil spirit. The characteristic will be restored to its original value.</i>

See also page 57 for additional prayers based on piety.

Actions – How does he act towards and treat others?

Sharp is shy, almost backwards socially, so he doesn't really do it too much. His broken English doesn't help, it's just easier to stay to oneself. Sharp is sincere, polite, courageous, almost Daniel Boone. Even though he very much likes to smoke a pipe, he will not do so in the presence of ladies. In regard to the ladies, he is a complete gentleman.

Goals – What does he want?

Goal: To kill the huge stag he once spied in the wood.

Motivation: This is the ultimate hunter's challenge.

Inner Need (what is he missing?) and Character Flaw (what blocks the need?)

Inner Need: A wife and family. Sharp has his eye on Clarrissatt.

Character Flaw: He is so shy and unused to social situations he just doesn't know how to approach a woman or what to do.

History

A poor immigrant from Germany he found himself alone and lost in the great wilderness of the new world. Fortunately, the local natives took him in and taught him to hunt and survive. He started trading with the people of Hope and soon formed a strong friendship with Jaquin, the local innkeeper. It was through Jaquin and the many times after hours he spent with him smoking pipe, drinking, and staring into the fire that he became enamored of Jaquin's lovely sister Clarrissatt. The problem is, she is his only friend's sister and the Innkeeper is quite protective of her; that and even if Jaquin did give his blessing, Sharp hardly would know what to do.

Sharp has seen many strange things in the forest as he hunted, which was where he first spied the huge stag that he now hunts. He has only seen the stag a few times, and only fleetingly, and while his native friends tell him that it is a creature best left alone, he knows that to bring down that great beast would be the ultimate test of his skill. It was very recently while hunting near the home of Dina, Sharp saw strange ghostly, shadowy figures moving about. He tried to get a closer look, but the strange forms disappeared before he could get a better view..

Special Talents, Habits, & Preferences

Sharp never sits with his back to the door, though he can't remember where or why he might have picked this up, its just something he does without thinking about it. He loves to smoke a pipe, and when not in the presence of polite company (such as those of the fairer gender) will happily fill the bowl with tobacco and contentedly puff the time away. When alone, he will play with his small wooden flute, a gift from a young native given years ago. He's not very good, but the sounds give him company when he is alone.

Appearance

Sharp keeps his pale blond hair tied back in a pony tail, usually with a black ribbon. His pale blue eyes and features give away his Germanic heritage. He dresses in buckskins and looks the part of the typical 17th century trapper, and while his clothing is not necessarily the same as the natives, "civilized" folk often assume that he is dressed like a native, and his clothing does have a native flavor to it.

What Sharp thinks of the others...

Sir Edward: A snooty child barely off of his mother's teat afraid of a hard day's work. He plays at hunting, but has no idea what it really means to hunt.

Reverend Griffith: The Reverend has the right idea, but he really doesn't need to shout it so much. Actions speak louder than words except in the Reverend's case where his voice is drowning all those good actions out! The Reverend is also a bit more nosy than is polite. If the Reverend wants to know something, why not just come out and ask?

Dina: Hard working girl, too bad she has to flit around the forest so much. If it wasn't for all that flitting to and fro she could be a native woman with how much she loves the out doors and her hard work.

Clarrisatt: *Would make a fine wife.*

Guyat: *A nervous fellow, eats too fast, and has an annoying foot tap. Always tap tap tap. Watches the women, especially Clarisatt, a little too closely to be normal.*

Bartley: *Don't have much to do with him, but he certainly has his share of bad luck. Doesn't like the fact that Bartley is watching the women very closely, but more out of blame than admiration, especially Clarsissatt. How could she have anything to do with his troubles?*

Susiy: *She clearly has her eye on Jaquin, but is a little too young to be a good wife. Still a child in a woman's body.*

Jaquin: *Best friend and drinking buddy. You have spent many hours after the inn has closed smoking, drinking, and talking with Jaquin. You consider him your brother, you would give your life for this man, and you are sure he would do the same for you.*

Sir Edward Byliss

The Rich Young Nobleman

Characteristics		Combat		Saving Throws			
Strength	66	Shock Role	30%	Ceremonial	14%		
Endurance	24	Morale Role	52%	Natural	15%		
Dexterity	53	Hits	90	Extrasensory	10%		
Intuition	52	Winded	24	Black Magic	10%		
Self Discipline	86	Exhausted	48	<u>Movement & Penalties</u>			
Reasoning	83	Burnout	72	<u>melee</u> <u>shooting</u>			
Ego	71	Power Points	0	<small>Attack & Parry</small>	<small>Attack/Target</small>		
Awareness	48	Luck Points	14	Walk	2	-10%/-5%	
Presence	51	Piety	45%	Jog	3	-10%	-20%/-10%
Attractiveness	65	Spirit Points	59	Run	4	-20%	-30%/-15%
		Base Initiative	0	Sprint	8	-30%	-50%/-25%

Combat

Melee Weapon		Initiative	Skill	Parry	Breakage	Damage	Type	Sharp
Rapier		0	61%	50%	10% ⇒ 10%	2d6	PE	

Missile Weapon		Init.	Skill	Mis.	Ammo	Load	Short	Medium	Long	Extreme	Pen+Damage
English Musket Pistol		0	57%	86+%		8	5	20	35	60	5d6+4d6 P
English Musket		-2	67%	91+%		8	15	45	90	150	6d6+5d6 P

Skills

Administration	67%	Language (English)	native
Animalcraft (Horse)	67%	Language (French)	basic
Animalcraft (Falcon)	67%	Mathematics	57%
Business	67%	Music (Mandolin)	50%
Eloquence	60%	Painting	30%
Etiquette	60%	Riding (Horse)	60%
Gambling	37%	Script (Latin)	native
Heraldry	67%	Storytelling	30%
History (European)	67%	Streetfighting	13%
Intrigue	60%	Tracking	50%

Stuff

English Musket Pistol

English Musket

Powder and Shot

Rapier

English Gentleman's Attire

Horse properly equipped

Engagement Ring

Coin Purse (Well Stocked)

He is a nobleman, therefore he may stop at his estate to obtain other items at the GM's discretion.

Actions – How does he/she act towards and treat others?

The village is a bit too low brow for Edward, so he usually travels to town for social activities. He generally ignores those of a lower station – why waste the energy to even look down upon them?

Goals – What does he/she want?

Goal: He wants to find Dina who is missing.

Motivation: Dina is his true love.

Inner Need (what is he/she missing?) and Character Flaw (what blocks the need?)

Inner Need: Dina is the first time he has experienced love in his life so that is his need.

Character Flaw: His social status and proper English upbringing have no place for love.

History

The Byliss Family arrived in Hope from England to join the father after the estate was well established. One day while hunting, Edward spied what could only be a wild and free wood nymph. Dina was everything he could not, was not allowed to be and he fell in love almost instantly. She gave him the feeling of being alive and not a day passed that he did not spend time with her. Against his family's wishes he resolved to make her his bride, but on the day he called on her, she was missing! Vanished without a trace! Quickly he called upon Reverend Griffith who informed him of the strange goings-on of late, poor crops, and the witch trials happening all over the colonies. This is clearly the work of the Devil upon such an innocent girl!

Special Talents, Habits, & Preferences

Edward does not like common food. He hums to himself no particular tune.

Appearance

Edward is very light skinned, always well dressed. His dark brown eyes stand out against his strawberry blond hair. His features clearly express his youth of a mere 17 years.

What Edward thinks of the others...

Reverend Griffith: He is poor, but a man of God which means he's supposed to be poor, right? The Reverend has been to the estate on more than one occasion. On things involving the spirit, God, and the Devil there is no one better qualified to speak the truth of the matter. The Reverend is a good and honorable man, even if he is poor.

Sharp: No better than an Indian, which is worse than being poor.

Clarrisatt: poor.

Guyat: poor, makes nice shoes.

Bartley: poor farmer, you can take that either way.

Susiy: poor.

Jaquin: poor Frenchman, probably still better than being a native, not much, but a little bit.

Susiy Addams

The Serving Girl

Characteristics		Combat		Saving Throws			
Strength	53	Shock Role	31%	Ceremonial	09%		
Endurance	41	Morale Role	38%	Natural	12%		
Dexterity	79	Hits	94	Extrasensory	18%		
Intuition	88	Winded	41	Black Magic	09%		
Self Discipline	61	Exhausted	82	<u>Movement & Penalties</u>			
Reasoning	62	Burnout	123	<u>melee</u> <u>shooting</u>			
Ego	54	Power Points	0	<small>Attack & Parry Attack/Target</small>			
Awareness	88	Luck Points	13	Walk	2	-10%/-5%	
Presence	94	Piety	30%	Jog	3	-10%	-20%/-10%
Attractiveness	121	Spirit Points	94	Run	5	-20%	-30%/-15%
		Base Initiative	+2	Sprint	10	-30%	-50%/-25%

Combat

Melee Weapon	Initiative	Skill	Parry	Breakage	Damage	Type	Sharp
Poniard	+2	66%	39%	4% ⇔ 10%	2d6	PE	

Missile Weapon	Init.	Skill	Mis.	Ammo	Load	Short	Medium	Long	Extreme	Pen+Damage
French Musket (kept at Inn)	0	42%	91+%		8	15	45	80	140	6d6+5d6

Skills

Acting	52%	Language (French)	basic
Administration	62%	Legerdemain	47%
Agriculture	38%	Perfumery	68%
Animalcraft (cow)	62%	Script (Latin)	basic
Bargaining	69%	Sewing (hand)	62%
Brewery	52%	Singing	69%
Business	42%	Song Lore	62%
Cooking	45%	Story Telling	49%
First Aid	52%	Street Fighting	11%
Intrigue	68%	Textiles	62%
Language (English)	native		

Stuff

Poniard
 Simple dress
 Mother's Locket

Actions – How does she act towards and treat others?

She is polite to all of the Inn's patron's, but does not flirt with the men or even return their attentions. When Jaquin is in the room it is all she can do to keep from swooning and making googly eyes. When Susiy gets excited her voice gets louder and higher pitched.

Goals – What does she want?

Goal: Jaquin

Motivation: He took her in when she was orphaned. She has fallen in love with him in the time she has lived in his home.

Inner Need (what is she missing?) and Character Flaw (what blocks the need?)

Inner Need: Home; Closure with her family's death.

Character Flaw: She blames Bartley who took the farm after her family died. How dare he try to replace them and take what is hers! She has not reached acceptance yet.

History

The Addams family died tragically of illness leaving poor Susiy on her own. Unable to work the farm she was taken in by Jaquin, who has cared for her and treated her as his own family. In all this time she has fallen deeply in love with Jaquin, not like a daughter for a father, but the love of a woman for a man that protects and cares for her. At night, after Jaquin has retired she secretly works on her wedding dress for when the day finally comes.

It was with shock and horror when she learned that someone had bought her family's farm! She is outraged that Bartley dare take what rightfully belongs to her and her family! While she knows he was not around when her family died, he did stand to gain the most, so maybe, just maybe it is his fault, somehow.

Special Talents, Habits, & Preferences

Susiy likes to sing. It's not unusual on quieter nights at the Inn for her to sing (to him of course) by the fire. When she thinks no one is around except for Jaquin, Susiy will let down her long blond hair so that hopefully he will see and enjoy her luxurious waves of gold.

Appearance

Susiy is stunningly beautiful, gifted with long golden hair, deep blue eyes and skin like porcelain. When men gaze upon her it is usually in shocked silence as it is likely they have never seen such a beautiful woman in all their lives. It is also likely they will never again see one as beautiful.

What Susiy thinks of the others...

Sir Edward: Snob, he thinks he's too good for the Inn.

Reverend Griffith: His looks are very uncomfortable. Not looks like the other men give, but looks of blame and suspicion.

Dina: One of the other women of Hope. She'd better keep her claws out of Jaquin!

Sharp: A friend of Jaquin's that is a real friend, not just a fly-by-night patron. Anyone that is a friend of Jaquin must be good.

Clarrisatt: Sister and sister-in-law to be hopefully soon!

Guyat: A nervous man that has his eye on sister. Maybe sister can let go and marry once Jaquin is married.

Bartley: The man that stole the family farm! It must be his fault that Father and Mother died, since he ended up with the land. He seems to be conspiring with the Reverend and even gives the same blaming looks as the Reverend does.

Jaquin: The man to marry as soon as he can see beyond the orphan and to the woman.