

Chapter 8: Broken in Their Violence

PLAYER CHARACTERS

While it is likely that players will want to create characters of their own, with the following characters you can play the adventure right away. They are built on 175 Points.

All characters have two sets of everyday clothes, a carpetbag or sack, and any other reasonable items (pen and ink, paper, coin purse, toiletry items, etc.). In addition, character specific possessions are listed.

Sarah Miller

Affiliation: Sons of Canaan

Race: White

D. O. B.: August 8, 1831

Gift: The ability to heal the sick and injured through “prayer.”

Manifestation: Sarah Hickey married businessman James Miller, 10 years her senior, in May 1849. Two months later she lost her husband and her mother to the cholera epidemic that swept through St. Louis that summer. The following summer cholera returned. This time it struck her father. Sarah came to his home in what appeared to be his final hours. She held his hand, knelt beside him and prayed. Miraculously, the disease receded and Bertram Hickey survived. Sarah is convinced that her talent, which came to her in a dream, was a blessing from God.

Personality: Sarah is deeply spiritual. She believes in a divine spirit, and she is convinced that God gave her The Gift because of her faith. She has learned that her blessing has limits, that it fades for a time with overuse. She bought a ranch to escape the city’s wickedness. Her desire to do good works led her to use her ranch as a depot on the Underground Railroad. She often travels to St. Louis and ministers to the poor and needy. It was there that she met Vera and William Cole. They recognize the power of her prayers, and Sarah has since recognized The Gift in two employees, Joshua Curtis and Ben Brown. She also believes there is biblical justification for spilling blood for a higher cause.

Possessions: 15-gauge double-barrel shotgun, Remington New Model Army pistol, 10 rounds of 15-gauge shotgun ammunition, 12 rounds of .44 pistol ammunition, \$35.

Point Total: 175 pts

Archetype: Gifted (10 pts)

Stats (119 pts)

Body: 2d (10 pts)

Coordination: 2d (10 pts)

Sense: 2d (10 pts)

Mind: 4d (20 pts)

Command: 3d (15 pts)

Charm: 3d (15 pts)

Base Will: 17 (33 pts)

Loyalty: Her faith (5), the Sons of Canaan (3)

Passion: “Doing good works” (3), justice (1)

Willpower: 18 (1 pt)

Skills (38 pts)

Driving [Wagon] 2d (5d), Endurance 2d (4d),

First Aid 3d (7d), Knowledge [Ranching] 3d (7d),

Ranged Weapon [Pistol] 1d (4d), Ranged Weapon

[Shotgun] 2d (5d), Ride 3d (6d), Stability 3d (6d)

Superpowers (13 pts)

Healing: 5d + 2hd + 1wd (U; 1/die; 13 pts)

Useful Extras and Flaws: Direct Feed –2, Engulf +2, If/Then (must pray) –1

Capacities: Range

Effect: Sarah’s healing Gift requires a short prayer (taking one round, or she must say it quickly at a –1d penalty) to work. The prayer doesn’t have to be out loud, though she usually vocalizes it. Her Gift works on damage from any source, injury or disease, curing width in Shock and Killing to each hit location.

Attacks: *Remington New Model Army pistol*, 4d:

width + 1 in Shock and Killing; Range: 10/25/150 yds; Capacity: 6. Reload time: 5 – width rounds with a Skill roll for one bullet, 5 – width minutes with Skill roll for full reload.

15-gauge shotgun, 5d: width + 1 in Shock and Killing, Spray: 2/3; Range: 10/20/100 yds; Capacity: 2 (1 per barrel). Reload time: 6 – width rounds with a Skill roll for one barrel.

Chapter 8: Broken in Their Violence

Joshua Curtis

Affiliation: Sons of Canaan

Race: White

D. O. B.: May 25, 1842

Gift: Superhuman senses.

Manifestation: Joshua's father taught him how to hunt, but Joshua was never particularly good at it. After his father, a drunk, left the family, Joshua was left to provide for himself and his mother. The frustration of spending the morning crashing through the woods without seeing any game brought out his Gift. He became attuned to all the sights, sounds, and smells around him. Through his acute hearing he learned how to move quietly through the woods. There's little that Joshua can't see or hear.

His mother died of consumption three years ago. He has worked on Sarah Miller's ranch since then. (If not using the Sarah Miller character, introduce Josh as an employee of the Coles.)

Personality: Josh is a busybody. He likes to know other peoples' business. He comes across as a quiet, shy boy when encountered in large groups, but in reality he's simply taking in everyone's conversations, looking for good gossip. Sometimes the conversation is about him. His feelings have been hurt, though that still doesn't stop him from eavesdropping.

Possessions: Kentucky rifle, Colt Army pistol, hunting knife, 10 rounds of .44 rifle ammunition, 10 rounds of .44 pistol ammunition, \$15

Point Total: 175 pts

Archetype: Gifted (10 pts)

Stats (88 pts)

Body: 2d (10 pts)

Coordination: 3d (15 pts)

Sense: 1d (1d+2wd with Hyperstat) (5 pts)

Mind: 2d (10 pts)

Command: 2d (10 pts)

Charm: 2d (10 pts)

Base Will: 10 (18 pts)

Loyalty: The Sons of Canaan (3)

Passion: Gossip (7)

Willpower: 15 (5 pts)

Skills (42 pts)

Brawling 1d (3d), Perception 5d (6d + 2wd),

Ranged Weapon [Longarms] 4d (7d), Ranged

Weapon [Pistol] 3d (6d), Ride 3d (6d), Scrutiny 2d

(3d + 2wd), Stealth 3d (6d)

Superpowers (40 pts)

Hyperstat (Sense): 2wd (A, D, U; 5/die; 40 pts)

Hyperstat Extras and Flaws: Booster (2) +2,

Willpower Bid -1

Capacities: Range

Effect: Gains +2wd with all Sense-based rolls.

Attacks: *Colt Army pistol*, 6d: width + 1 in Shock and Killing; Range: 10/25/150 yds; Capacity: 6; Reload time: 5 – width rounds with a Skill roll for one bullet, 5 – width minutes with Skill roll for full reload.

Kentucky rifle, 7d: width + 1 in Shock and Killing, Range: 25/100/400 yds; Capacity: 1; Reload time: 8 – width rounds with a Skill roll.

Chapter 8: Broken in Their Violence

Ben Brown

Affiliation: Sons of Canaan

Race: Black

D. O. B.: May 11, 1833

Gift: Resistant to harm and pain.

Manifestation: As a prime farm slave, Ben received more than his fair share of whippings. Any time it looked like he wasn't working hard enough, out came the whip. During those terrible beatings he prayed to God not for vengeance but for the strength to get through the beatings like a man. The Gift manifested during a particularly bad one. Part way through he stopped feeling the pain, and the scars healed the very next day. After that, Ben didn't fear the lash anymore. His productivity dropped, and he was beaten more than ever, but he didn't care. Sarah Miller heard about Ben's resistance to the lash and purchased him in 1858. Ben's old master was glad to be rid of him. (If not using the Sarah Miller character, introduce Ben as an employee of the Coles.)

Personality: Ben is calm and slow to anger, but explosive when he does get angry. His Gift has so far protected him. Sarah has noticed that Ben is quicker to reach his anger's boiling point now. She worries that he will get into enough trouble that even his Gift won't save him.

Possessions: Hunting knife, 10-gauge double-barrel shotgun, 20 rounds of 10-gauge ammunition, \$12

Point Total: 175 pts

Archetype: Gifted (10 pts)

Stats (86 pts)

Body: 4d (20 pts)

Coordination: 2d (10 pts)

Sense: 2d (10 pts)

Mind: 2d (10 pts)

Command: 3d (15 pts)

Charm: 2d (10 pts)

Base Will: 8 (9 pts)

Loyalty: Sarah Miller (or the Coles) (6)

Passion: Vengeance (2)

Willpower: 9 (1 pt)

Skills (26 pts)

Brawling 2d (6d), Empathy 3d (5d), Endurance 2d (6d), Ranged Weapon [Shotgun] 3d (5d), Ride 1d (3d), Stability 2d (5d)

Superpowers (48 pts)

Immunity [Physical Trauma]: 4hd (*D*; 6/*die*; 48 pts)

Defends Extras and Flaws: If/Then (physical trauma only) -1, If/Then (only deliberate attacks against him) -1, If/Then (only for Interference) -1, Interference +3, Permanent +4

Capacities: Self

Effect: Ben is immune to physical damage directed against him by other people. He can still hurt himself falling down a flight of stairs or if attacked by fire, electricity, etc. If it's a deliberate attack against him, his Gift removes four dice from each attack against him.

Attacks: *Punch*, 6d: width in Shock.

10-gauge shotgun, 5d: width + 1 in Shock and Killing; *Spray*: 2/3; *Range*: 15/30/150 yds; *Capacity*: 2 (1 per barrel); *Reload time*: 6 - width rounds for one barrel.

Chapter 8: Broken in Their Violence

Clifton Tripp

Affiliation: Sons of Canaan

Race: White

D. O. B.: January 30, 1820

Gift: Extraordinary good luck.

Manifestation: Clifton was always plagued with bad luck. His mother died in childbirth. His father, a wealthy Illinois businessman, died in a freak carriage accident taking Clifton to his first day of school. An uncle and aunt burned through his inheritance. He bought a newspaper but it went up in smoke while rival fire companies fought over the right to put it out. Sinking in debt, on his 30th birthday he put a gun to his head and pulled the trigger. It misfired. He went to bed depressed that he couldn't even take his own life. That night, the Dream returned.

The next morning one of his biggest debtors died, and the man's books were in such poor shape that Clifton's debt was erased. He went into the shipping business and it thrived. His partner, a free black man, introduced Clifton to the Underground Railroad. After Clifton started making regular runs to New Orleans, gambling and winning during every trip, his partner introduced Clifton to the Coles.

Personality: Clifton can't bring himself to quite believe his luck. Vera Cole told him about the Dream and he understands what she said, but he constantly looks for his fortunes to turn sour again.

Possessions: Walker Colt pistol, 12 rounds of .44 ammunition, a deck of cards, \$40

Point Total: 175 pts

Archetype: Gifted (10 pts)

Stats (100 pts)

Body: 2d (10 pts)

Coordination: 2d (10 pts)

Sense: 2d (10 pts)

Mind: 3d (15 pts)

Command: 3d (15 pts)

Charm: 4d (20 pts)

Base Will: 7 (0 pts)

Loyalty: Business partner (2), Sons of Canaan (2)

Passion: Gambling (3)

Willpower: 22 (15 pts)

Skills (22 pts)

Drive [Wagon] 2d (4d), Lie 2d (6d), Persuasion 3d (7d), Ranged Weapon [Pistol] 2d (4d), Stability 2d (5d)

Superpowers (48 pts)

Aces: 4d + 1wd (A, D, U; 3/die; 24 pts)

Attacks Extras and Flaws: Augment +4, Latent (2) -2, Only for Augment -1, Willpower Cost -2

Capacities: Self

Defends Extras and Flaws: Augment +4, Latent (2) -2, Only for Augment -1, Willpower Cost -2

Capacities: Self

Useful Extras and Flaws: Augment +4, Latent (2) -2, Only for Augment -1, Willpower Cost -2

Capacities: Self

Effect: Clifton can add his Aces dice to any roll. The Latent Flaw gobbles two dice out of a successful set unless he pays Willpower. Despite that, he is aware of his ability even if he doesn't always believe it. Aces costs Clifton 1 Willpower per regular die and 4 Willpower per wiggle die.

Jinx: 4d + 1wd (A, D, U; 3/die; 24 pts)

Attacks Extras and Flaws: Interference +3, Latent (2) -2, Only for Interference -1, Willpower Bid -1

Capacities: Range

Defends Extras and Flaws: Interference +3, Latent (2) -2, Only for Interference -1, Willpower Bid -1

Capacities: Self

Useful Extras and Flaws: Interference +3, Latent (2) -2, Only for Interference -1, Willpower Bid -1

Capacities: Range

Effect: Clifton can Jinx an opponent. The Latent Flaw gobbles two dice out of a successful set unless he pays Willpower. Despite the Latent Flaw, he is aware of his ability (even if he doesn't totally believe it). Failing his Jinx roll costs Clifton 1 Willpower per regular die and 4 Willpower per wiggle die.

Attacks: Walker Colt pistol, 5d: width + 1 in Shock and Killing, Range: 10/30/150 yds; Capacity: 6; Reload time: 5 - width rounds with a Skill roll for one bullet, 5 - width minutes with Skill roll for full reload.

Chapter 8: Broken in Their Violence

Andrew Rutherford

Affiliation: Sons of Canaan

Race: White

D. O. B.: September 6, 1823

Gift: Extraordinary hunting skills.

Manifestation: Andrew Rutherford is a conductor on the Underground Railroad. A hunting guide by day, he helps escaped slaves navigate the “depots” by night. One moonlit night in 1855 bloodhounds caught the scent of Andrew and his charge. They ran through the fields of southern Missouri with the slave patrol closing in. They split up at a river, with Andrew staying on the near bank to draw away the patrol. For over an hour the patrol followed Andrew, inching ever closer. Like many a Gifted man before him, he prayed to God. As he ran, snippets of a strange dream came to mind. His Gift manifested all at once when a felled tree trunk half submerged in a bog seemed like the perfect hiding place. The slave patrol ran past. As the night wore on, he lost more of his pursuers as they split up in a desperate attempt to find him. Shortly before dawn, it was Andrew versus a single rider and his dog. From thirty yards away he fired a miraculous shot that grazed the man’s horse and ripped a saddle strap, sending his pursuer sprawling. Andrew escaped in the predawn gloom.

Personality: Andrew doesn’t like relying on others. He prefers to do things on his own. He has a deep respect for nature, but not much respect for most of humanity. He keeps his weapons and tools meticulously clean, and near at hand.

Possessions: Bowie knife, Whitworth rifle, Colt New Model Army pistol, 20 rounds of .44 rifle ammunition, 20 rounds of .44 pistol ammunition, \$15

Point Total: 175 pts

Archetype: Gifted (10 pts)

Stats (100 pts)

Body: 3d (15 pts)

Coordination: 4d (20 pts)

Sense: 3d (15 pts)

Mind: 2d (10 pts)

Command: 2d (10 pts)

Charm: 2d (10 pts)

Base Will: 9 (15 pts)

Loyalty: Sons of Canaan (2), those under his protection (4)

Passion: “Going it alone” (3)

Willpower: 9 (0 pts)

Skills (30 pts)

Endurance 2d (5d), Melee Weapon [Knife] 3d (6d), Knowledge [Navigation] 4d (6d), Knowledge [Woodlands Survival] 4d (6d), Ride 2d (6d)

Superpowers (40 pts)

Hyperskill (Ranged Weapon [Longarms]): 2wd (4d + 2wd) (A, D, U; 1/die; 8 pts)

Hyperskill Extras and Flaws: Willpower Bid -1

Capacities: Range

Effect: Gains +2wd to the Ranged Weapon [Longarms] Skill.

Hyperskill (Ranged Weapon [Pistol]): 2wd (4d + 2wd) (A, D, U; 1/die; 8 pts)

Hyperskill Extras and Flaws: Willpower Bid -1

Capacities: Range

Effect: Gains +2wd to the Ranged Weapon [Pistol] Skill.

Hyperskill (Scrutiny): 3wd (3d + 2wd) (A, D, U; 1/die; 12 pts)

Hyperskill Extras and Flaws: Willpower Bid -1

Capacities: Range

Effect: Gains +3wd to the Scrutiny Skill.

Hyperskill (Stealth): 3wd (4d + 3wd) (A, D, U; 1/die; 12 pts)

Hyperskill Extras and Flaws: Willpower Bid -1

Capacities: Self

Effect: Gains +3wd to the Stealth Skill.

Attacks: *Bowie knife*, 6d: width in Killing.

Colt New Model Army pistol, 4d + 2wd: width + 1 in Shock and Killing; Range: 10/25/130 yds; Capacity: 6; Reload time: 5 – width rounds with a Skill roll for one bullet, 5 – width minutes with Skill roll for full reload.

Whitworth rifle, 4d + 2wd: width + 1 in Shock and Killing; Range: 50/100/1500 yds; Capacity: 1; Reload time: 6 – width rounds with a Skill roll.

Chapter 8: Broken in Their Violence

Thelma Harrington

Affiliation: Sons of Canaan

Race: White

D. O. B.: May 17, 1830

Gift: The ability to change to the body of a man.

Manifestation: Thelma Harrington was an expert actress touring the Midwest. Frustrated at losing parts to male actors, one night she lay in bed wishing she was a man. The next morning she looked in a mirror and was shocked to see a man's face.

She became a dashing man, handsome and athletic—everything, as it turned out, but a great actor. Still, her Gift reaped benefits. She named her alter ego after playwright John Stone. “Stone” became her manager and was able to extract better terms from theater owners. When she was short-changed, a visit by “Stone” sorted things out.

Thelma became involved in the Women's Movement and the Abolitionist Movement, where she met Vera Cole. At one meeting Vera slipped a reference to the Dream into conversation. When Thelma recognized it, Vera brought her into the Sons of Canaan.

Personality: Thelma doesn't care for the proper Vera Cole, who disapproves of Thelma's lifestyle. She takes pleasure in Vera not knowing exactly what form Thelma's Gift takes. Still, that hasn't dampened Thelma's enthusiasm for helping the Sons.

Possessions: \$30 as Thelma Harrington. Remington New Model Army pistol, 20 rounds of .44 ammunition, \$10 as John Stone.

Point Total: 175 pts

Archetype: Gifted (10 pts)

Stats (100 pts)

Body: 2d (10 pts)

Coordination: 2d (10 pts)

Sense: 2d (10 pts)

Mind: 3d (15 pts)

Command: 3d (15 pts)

Charm: 4d (20 pts)

Base Will: 11 (12 pts)

Loyalty: Sons of Canaan (3), those under his protection (4)

Passion: Acting (5), adventure (3)

Willpower: 14 (3 pts)

Skills (40 pts)

Drive [Wagon] 2d (4d), Empathy 2d (4d), Interrogation 2d (5d), Lie 3d (7d), Performance [Acting] 5d (9d), Persuasion 2d (6d), Ranged Weapon [Pistols] 2d (4d), Stability 3d (6d)

Superpowers (30 pts)

Alternate Form: 5d (U U U; 6/die; 30 pts)

Useful (assume “John Stone” form) Extras

and Flaws: Direct Feed -2, Endless +3, If/Then (must be out of sight to change) -1, Only One Other Form -2

Capacities: Self

Useful (shift Stat and Skill dice) Extras and

Flaws: Direct Feed -2, Endless +3, If/Then -1 (always the same in the Alternate Form)

Capacities: Self

Useful (separate damage) Extras and Flaws:

Direct Feed -2, Endless +3

Capacities: Self

Effect: Thelma can change into “John Stone.”

Damage she takes in one form does not affect the other, but she must spend time in the injured form for it to heal. Her clothes and possessions change with her. These items are in the exact same state as when she last changed out of that form.

Stats as “John Stone”

Body 4d, **Coordination** 3d, **Sense** 2d, **Mind** 2d,

Command 3d, **Charm** 2d

Base Will: 9

Willpower: 12

Skills

Athletics 2d (6d), Brawling 3d (7d), Dodge 3d (6d), Endurance 2d (6d), Intimidation 2d (5d), Ranged Weapon [Longarms] 3d (6d), Ranged Weapon [Pistol] 3d (6d), Ride 2d (5d)

Attacks: *Punch*, 7d: width in Shock.

Remington New Model Army pistol, 4d (“Thelma”) or 7d (“John”): width + 1 in Shock and Killing, Range: 10/25/150 yds; Capacity: 6; Reload time: 5 – width rounds with a Skill roll for one bullet, 5 – width minutes with Skill roll for full reload.