

2) Name: Charles Grant

It's 1867. The US civil war has been over for two years and things are starting to change around the country. You live in a small town called Lake's Crossing in the new state of Nevada. The Central Pacific railroad is on it's way through the Cascades and there's talk of changing the community's name to commemorate the event.

You're a carney man. You travel from place to place setting up shows of the unusual and bringing people to see them. Full of schemes and dreams. For the last few years you've been travelling up and down the railway as it makes more and more towns easy to get to.

Right now, you're on to a fantastic chance. Mister Foulke's dinosaur bones have stirred up the public imagination – and you happen to know a geologist friend has found more bones like it up here. You can see the posters now “Come see the thunder lizard”. But the craze has been dying down a bit and a good showman knows to put on a show.

So – you've hired some of the railway workers to claim to have seen a real live thunder lizard, and then there'll be expeditions and hunts – and your exhibition will get more visitors than you'll know what to do with.

Stats and Skills.

Attribute		Skill		Description
Body	30%	Fightin'	40%	You can hold your own in a bar brawl.
Mind	20%	Know what it's worth	40%	You may not be the smartest cookie, but you aint gonna get fooled into buying worthless junk.
Soul	50%	Talking it up	60%	You can get people all fired up about something. Whether it's talking someone into working for you or bringing punters in to see the show, you can usually get people interested and excited.

Special Equipment:

- A map that shows the location of the bones.
- A deed of ownership for that bit of mountain.
- A half full cash box.

1) Name: Edward Howerton

It's 1867. The US civil war has been over for two years and things are starting to change around the country. You live in a small town called Lake's Crossing in the new state of Nevada. The Central Pacific railroad is on it's way through the Cascades and there's talk of changing the community's name to commemorate the event.

A strong minded man with a head for business, you're the proud (half) owner of the local railroad company and you've got a plan. You intend to buy out your partner while the railroad has a setback and then finish the road ad rake in the profits.

Unfortunately for your plan, there was no significant setback.

Fortunately, you know some excitable lads from the reservation who were more than happy to take your help in causing trouble – and they've managed to get the workers all afear'd of monsters in the dark.

Now you just need to steer the posse so that you don't get hurt and ride the railroad to profits.

Stats and Skills.

Attribute	Skill	Description
Body 30%	Imposing presence 40%	You've got that big booming voice thing going on. People take notice of you.
Mind 50%	Making money 60%	By hook or by crook, beggin' or borrowin' – though not yet outright stealin' you can make money make more money.
Soul 20%	Ruthless 40%	You'll sell your own grandma for a dollar – and you can keep a straight face when you lie about it, after.

Special Equipment:

Share certificate for the Lake's crossing county Railroad company.

Friendship bracelet given you by the lads upriver.

7) Name: Micheal Thompson

It's 1867. The US civil war has been over for two years and things are starting to change around the country. You live in a small town called Lake's Crossing in the new state of Nevada. The Central Pacific railroad is on it's way through the Cascades and there's talk of changing the community's name to commemorate the event.

You're a worker on the notched-circle ranch, and this was to be your first cattle drive. But you came down with a fever and had to stay home.

The boys have been sassin' you something awful about it and you've been looking for a way to prove to Anni-Mae that you're a proper cowboy.

So now there's this kerfuffle about the rail workers being scared of some noises in the night and maybe there's some critter been messing up their camps.

Well. You shook off that fever weeks ago and it's time to hit the trail.

Stats and Skills.

Attribute	Skill		Description
Body: 50%	Riding and Roping	60%	You can do pretty good rope tricks, from the back of an unfriendly bronco.
Mind: 20%	Playing cards	40%	You sure win more than your fair share.
Soul: 30%	Plenty of friends	40%	Plenty of people know you and like you and owe you a favor or two.

Special Equipment:

A pair of pearly handled pistols. They've been in the family for ages and they shoot pretty good.
A well trained horse named Jeff.

9) Name: Frank Littlefield

It's 1867. The US civil war has been over for two years and things are starting to change around the country. You live in a small town called Lake's Crossing in the new state of Nevada. The Central Pacific railroad is on it's way through the Cascades and there's talk of changing the community's name to commemorate the event.

You're the part owner of the local railway company – and you're afeared for the lives and souls of the men working for you.

There's tales of bad things happening up in the hills and the Indians say that there's monsters there.

With a missing survey party and people saying they hear strange noises at night, why – you're tempted to have shut of the whole thing.

Still – it's important to this town, so you've agreed to come along and see if this whole thing can't be cleared up.

Stats and Skills.

Attribute	Skill		Description
Body: 20%	Shooting	40%	Like most folks, you spent your time in the army, and you learned how to fight.
Mind: 50%	Planning rails	60%	You've got more than half an idea of how this railway business goes – where to lay rails and such.
Soul: 30%	Praying to the good lord	40%	When the parson's busy, you can lead quite a rousing prayer session.

Special Equipment:

Golden Pocket watch

Walking cane

8) Name: Johnny Chann

It's 1867. The US civil war has been over for two years and things are starting to change around the country. You live in a small town called Lake's Crossing in the new state of Nevada. The Central Pacific railroad is on it's way through the Cascades and there's talk of changing the community's name to commemorate the event.

You came to America from China, working hard to found a better life. It is your dream to travel from one side of this continent to the other – and right now it looks like you'll do it before the first train does.

There's a lot of fuss in camp. A group of surveyors out scouting on the mountain never came back, and there's been loud noises from outside the camp at night. Some whisper that it's the Konlong come to destroy you.

But you're not scared. You've got two good strong arms and a lot of good strong friends, and you are ready to help sort out whatever the problem might be.

Stats and Skills.

Attribute	Skill		Description
Body: 50%	Fighting	60%	You can't live a life on a camp without getting in a few licks.
Mind: 30%	Speaking English	40%	You actually speak a lot better than most of the natives, when you want to. After all, you put in effort and learned it, while they just gabbled as babies.
Soul: 20%	Stupid foreigner	40%	People tend to underestimate the foreigner. Such a shame.

Special Equipment:

Ivory playing cards.
Sledgehammer.

Fighting Note:

On a double, you get to do a special martial arts effect of your choice.

6) Name: Aliyetti Butler

It's 1867. The US civil war has been over for two years and things are starting to change around the country. You live in a small town called Lake's Crossing in the new state of Nevada. The Central Pacific railroad is on it's way through the Cascades and there's talk of changing the community's name to commemorate the event.

Having retired from the army, you're now the owner and sole employee of the Lake's Crossing Gazetteer – a flourishing newspaper with a readership in the hundreds!

The railway is bringing big changes to your little town – and this latest fuss about troubles in the camp is just the thing to spice up your newspaper. No way you're missing out on this.

Stats and Skills.

Attribute	Skill		Description
Body: 20%	Soldier	40%	Mostly marching about in squares, but you've fired a musket.
Mind: 50%	Camera Man	60%	Cameras are complicated devices and it can take minutes to get everything in place. So mostly this skill covers persuading people to stand in one place long enough to get a good picture.
Soul: 30%	Telling the story	40%	You can spin one heck of a yarn out of the most boring events.

Special Equipment:

Brand new Camera

Musket

Copies of the previous edition

Printing press

5) Name: Hank Farley

It's 1867. The US civil war has been over for two years and things are starting to change around the country. You live in a small town called Lake's Crossing in the new state of Nevada. The Central Pacific railroad is on it's way through the Cascades and there's talk of changing the community's name to commemorate the event.

You're a hunter from up north. You've got friends in these parts and when they started having trouble with some big animal bothering their camps they asked you to come down and deal with it without causing a fuss.

You figure they've probably upset a mountain bear – or maybe some big cat.

Stats and Skills.

Attribute	Skill		Description
Body: 30%	Shooting	40%	Can't be a hunter unless you can bring down your prey.
Mind: 40%	Hunting	60%	Certainly can't be unless you can find them, track them and guess where they're going to be next.
Soul: 30%	Telling tall stories	40%	You've got plenty of stories about the cat that got away and the wolf that took friends with a boy and fought off the whole hunting pack.

Special Equipment:

Hunting rifle

Trail supplies

Mechanisms for snares and such

A very very large hunting dog

4) Name: Gregory Parsnich

It's 1867. The US civil war has been over for two years and things are starting to change around the country. You live in a small town called Lake's Crossing in the new state of Nevada. The Central Pacific railroad is on it's way through the Cascades and there's talk of changing the community's name to commemorate the event.

And Jesse James! They're coming up your mountain!

You're a prospector, eking out a living from an area the commercial mines abandoned years ago. This land is hard – but you're harder and it's learnt not to protest too much as long as you don't do something stupid like blast a road through its cliffs.

There's plenty of animals and such up here, and you'd not be surprised if the durnblasted railroad men got themselves in trouble. They sure have enough trouble readin a map and stayin off your land gadnabbit! They're gonna be climbin' Sam-Hill if they're not careful.

Stats and Skills.

Attribute	Skill		Description
Body: 50%	Prospectin'	60%	Prospecting is a hard life. You need to be harder than the rocks if you're going to squeeze life out of them. This skill covers lots of things, done badly.
Mind: 30%	Blastin'	40%	One thing you don't do badly is handle dynamite. Leastways, you don't do it twice.
Soul: 20%	Look 'em in the eye's	40%	Aint no man tell you what to do. Aint no man, nor woman neither, who you can't tell whether they worth spit or not.

Special Equipment:

Shotgun.

Lifetimes supply of beans.

Mining equipment (pick and rope and such)

2 sticks of dynamite.

1 barrel of gunpowder.

3) Name: Sike Sinopa (The fox who sits at home)

It's 1867. The US civil war has been over for two years and things are starting to change around the country.

You are a shaman of the tribe, proud despite their being reduced to living on a reservation and having adopted many of the white man's ways. (Ways which, you have to admit, are often comfortable)

You live in a small town called Lake's Crossing in the new state of Nevada. The Central Pacific railroad is on it's way through the Cascades and many of your people aren't happy about it.

The solution that was worked out was to have the iron road run across Wendigo's mountain – a cursed place and the railroad men are welcome to it. Of course, just because your people didn't want it didn't stop them protesting long and hard when someone else did – or getting plenty of dollars in exchange.

There are rumours of bad things happening to the railroad men on that mountain (no big surprise) and your chief is smart enough to send you across to make sure your people don't get the blame.

Stats and Skills.

Attribute	Skill		Description
Body: 30%	Hunting	40%	Even in this decadent age, it is unseemly to be unable to hunt.
Mind: 20%	Cannon	40%	The white man's weapon of war was seen as terrible magic by your people – so of course it was the shamans who learned about it most.
Soul: 50%	Magic	60%	You know a lot of magical chants and rituals.

Magic:

You perform daily a short ritual to bring luck. This involves casting some powders into the fire and breathing of the smoke.

You also know a ritual to make a warrior proof against bullets. It involves killing a cat and didn't prevent the utter defeat of your people.

You've can also make up a ritual to do almost anything. Sounding convincing so that the spirits don't try and gainsay you is most of the battle.

Special Equipment:

Bow and spear.

Magic bag.

Dream catcher.