

## THE TOWN

Sally Huxtable – friend to Joseph

- Status: Townsfolk, Goddess

Joseph Harrison

- Status: Professional, Weakness: Blind eye
- Motivation: Settled life in a settled place
- **Agrees with Sally, concerned about the soldiers**

Van Gulik – friend to Joseph

- Status: Respected, Curse: Disabled

Dr. Michael Beckett

- Status: Professional, Secret: Mutant, Blessing: Immunity to infection
- Motivation: Medical defense vs. plagues
- **Missed significance of soldiers, still figuring out mutations/disease relation; aware of the townsfolk's support of Jesh, exposed his disagreement with Jesh**

700 SATAN™ – friend to Michael

- Curse: no physical activity, Curse: no contemporary knowledge, Gifted: Ancient Tech

Jesh Hickey – enemy to Michael

- Status: Preacher, Forte, Blessing

**Townie – friend to Bob**

- Status: Townsfolk, Weakness: Greedy

Townsfolk – enemy to Horace, enemy to Bob

- Status: Townsfolk, Personality: Decent, Weakness: Insecure
- **Currently welcoming and receptive to Jesh**

## THE OUTLAND

Sabe – friend to Henry

- Experience, Powers, Status: Mutant (Chief among mutants)

Bob

- Status: Mutant
- Experience, Powers: Acid blisters
- **Motivation**

The gang/community

- Experience, Status: Mutant, Personality: Frightened

## THE WASTELAND

Henry Britten

- Experience, Powers, Status: Mutant, Powers: Eyes/senses, Gifted: Ancient Tech
- **Helped Horace in the waste, going to see Dr. Beckett**

## ARRIVALS

**Zachary Biggs – enemy to Bob**

- **Status: Lawman**

Horace Humpford

- Larger than Life, Status: Outsider
- Motivation: Respite however temporary
- **Arriving in town openly, seeking Joseph**

Captain Dewey – enemy to Horace

- Status: Politician

Soldiers

- Status: Professional
- **Promised Joseph he'd be paid for gun care by Captain Dewey**