

THE TOWN

Sally Huxtable – friend to Joseph

- Status: Townsfolk, Goddess
- **People pressure her about mutants, want to monitor food supply**

Joseph Harrison

- Status: Professional, Weakness: Blind eye
- Motivation: Settled life in a settled place
- **Percussion cap conversion for Horace**

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
- **Shooed away townsfolk spies**

700 SATAN™ – friend to Michael

- Curse: no physical activity, Curse: no contemporary knowledge, Gifted: Ancient Tech
- **Really wants to help “Mike,” thinks he has a learning disability or something**

Jesh Hickey – enemy to Michael

- Status: Preacher, Forte, Blessing
- **Seeks Van Gulik’s counsel, very convincing**

Quinn Ziggs – friend to Bob

- Status: Townsfolk, Weakness: Greedy
- **Inclined to stand up to Jesh**

Townsfolk – enemy to Horace, enemy to Bob

- Status: Townsfolk, Personality: Decent, Weakness: Insecure
- Spencer, Parley, Wilford, Chloe
- **Excited about Jesh, Horace; incited vs. Michael**

THE OUTLAND

Sabe – friend to Henry

- Experience, Powers, Status: Mutant (Chief among mutants)
- **Riding to the encampment with some supplies**

Bob

- Status: Mutant
- Experience, Powers: Acid blisters
- Motivation: anti-authoritarian, defiant, mutant pride
- **Riding openly into town, oblivious**

The gang/community

- Experience, Status: Mutant, Powers (generally minor), Personality: Frightened
- **Encampment: families gathered for a traveling doctor**

THE WASTELAND

Henry Britten

- Experience, Powers, Status: Mutant, Powers: Eyes/senses, Gifted: Ancient Tech
- **Going to see Sabe, encountering the attack on the encampment**

ARRIVALS

Zachary Biggs – enemy to Bob

- Status: Lawman, Secret: Mutant
- **Assaulting encampment: 5 guys, horses, pistols, whips, and sabers**

Horace Humpford

- Larger than Life, Status: Outsider
- Motivation: Respite however temporary
- **Guns in conversion; got along with Spencer, out hunting mutants alone – did he get information about the encampment?**

Captain Dewey – enemy to Horace

- Status: Politician
- **Arriving in town soon**

Soldiers

- Status: Professional
- **Promised Joseph he’d be paid for gun care by Captain Dewey**
- **Running around preparing, bordering on threatening**