

## Jeremiah Killingbach

*"Killing is my Business, and Business is good!"*

### ASPECTS

#### Portrayal:

Preacher turned bounty hunter.

#### Background:

Proud Confederate veteran of the Civil War.

#### Destiny:

Looking for Old Gilliam's Coffin of Gold.

#### Belief:

Wealth and riches will let me start a new life.

#### Trouble:

Haunted by his violent past.

### Professions

- Solider +3.
- Scout +2.
- Preacher +2.

### EXTRAS

#### Fight Dirty

When the character is fighting dirty, they get +2 to their roll in hand to hand brawling.

#### When a Man with a Rifle Meets a Man with a Pistol

When armed with a rifle in a gunfight, you get the jump on a character with a pistol. For your first roll, you have +2 bonus. The bonus is part practical experience, part egotism.



### STRESS

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### CONSEQUENCES

Mild (2):

Moderate (4):

Severe (6):

### FATE POINTS

Refresh: 2

## Mildred Morgan

*"I hear ya'll know who killed my William, I'd appreciate ya spillin' be beans on that one"*

### ASPECTS

#### Portrayal:

Sassy and independent ex-tavern owner.

#### Background:

Exciting and exuberant showgirl.

#### Destiny:

Out to find husband's killers.

#### Belief:

The world is a playground and full of fun.

#### Trouble:

Doesn't know when to shut up.

### PROFESSIONS

- Performer +3.
- Detective +2.
- Rogue +2.

### EXTRAS

#### Charming

The character can charm the pants off anyone and has +1 when trying to influence someone.

#### Hostess with the Mostest

The character can throw a party for a community, which will draw even the reclusive out of hiding, once per session. The party needs a minimum of planning or materials at hand. The character's charm and charisma at such events gives a +1 to roll.



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## Dr Jonathan Black

*"You'll find the Unknown forces predict that the probability is high today I'll get my reward"*

### ASPECTS

#### Portrayal:

Sharpshooting occultist, player of chance and luck

#### Background:

I heard the call from the Hollow Earth and I came!

#### Destiny:

Looking for Argrarha, the Enlightened City, hidden in the Hollow Earth.

#### Belief:

I talk to spirits on the other side.

#### Trouble:

Pursued by the Order of the Rosy Cross.

### PROFESSIONS

- Gunslinger +2.
- Occultist +3.
- Rogue +2.

### EXTRAS

#### Guardian Angel

The character has a supernatural Guardian Angel who looks after them. Once per session, they can get away from danger scot free. For example, they escape a gunfight, or miraculously avoid injury from being shot in the head.

#### Divination

This magical ability uses a standard deck of cards to predict the future. It requires concentration and a quiet area to conduct the divination that takes at least a scene. The Referee should then reveal an aspect of the future that the player may invoke for free when they encounter it. These aspects are never particular and quite vague.



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Refresh: 3

## Billy Boy Roberts

*"Yee haw! I'm going West to get me some riches, some boozing and some wimmin! Yee haw!"*

### ASPECTS

**Portrayal:**

Wild hard living Cowboy.

**Background:**

A rude cow-poke from Texas.

**Destiny:**

To be the best cowboy in the Hollow West!

**Belief:**

I like the ladies and the ladies like me.

**Trouble:**

Wants to be the centre of attention.

### PROFESSIONS

- Cowboy +3.
- Scout +2.
- Rogue +2.

### EXTRAS

**Shoot from the Saddle**

The character is never penalised for shooting while riding a horse. Indeed, they gain a +1 bonus because they are so at home.

**Unlikely hero**

Once per session, when you spend a fate point on an aspect when doing the right thing rather the wrong thing, you get a +4 rather than a +2 bonus to your action.

**Tough**

+1 Stress



### STRESS

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Refresh: 2

## **Lady Margaret**

*“You, yes you over there, will you please kindly help a lady with her luggage?”*

### **ASPECTS**

#### **Portrayal:**

Aristocratic lady/con artist

#### **Background:**

Well connected in High Society.

#### **Destiny:**

Looking for a place in the Hollow West to settle down.

#### **Belief:**

There’s always a man who will do it for me.

#### **Trouble:**

A con artist on the run from the Pinkerton Detective Agency.

### **PROFESSIONS**

- Aristocrat +2.
- Rogue +3.
- Gunslinger +2.

### **EXTRAS**

#### **A Scoundrel in Every Town**

Once per session, your character can find an ‘old friend’ who can help with the task in hand.

#### **Disguise**

By spending 1 fate point, the character can take on flawlessly the appearance of any other person.



### **STRESS**

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Refresh: 3

**Professor Susan Smith**

*“I’m on a field trip to find artefacts for my latest paper, and after fifteen years in that stuffy University, you bet I’m having fun!”*

**ASPECTS**

**Portrayal:**

Whip snapping hands-on archaeologist.

**Background:**

Bored Academic. from the surface.

**Destiny:**

Discover ruins found in the Hollow West.

**Belief:**

There’s a common secret history.

**Trouble:**

Hard livin’ and hard drinkin’.

**PROFESSIONS**

- Scholar +3.
- Gunslinger +2.
- Scout +2.

**EXTRAS**

**Decipher Ancient Script**

Once per session, the character can automatically translate an ancient script and interpret its meaning.

**Professor**

This extra provides both social status and practical advantages. Your character has +2 to any Action that involves the authorities or dealing with academic institutions or staff.



**STRESS**

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**CONSEQUENCES**

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**FATE POINTS**

Refresh: 2

## Swift Hawk

*"Bring me the Horizon and I'll bring you the future"*

### ASPECTS

#### Portrayal:

Adventurous Native American Brave.

#### Background:

A resilient survivor who fought in the Indian Wars.

#### Destiny:

To explore new lands for his people.

#### Belief:

With a whole new world to discover, he is optimistic the future is bright.

#### Trouble:

His temper gets the better of him.

### PROFESSIONS

- Warrior +3.
- Shaman +2.
- Scout +2.

### EXTRAS

#### Faultless Tracker

The trail has gone cold, or was far too faint and implausible to pick up in the first place, but not for this experienced tracker. Once per session, they can find a trail that leads them to their target without rolling.

#### Medicine Man

The character has learned the Native American's arts of healing, using herbalism and other methods frowned upon by orthodox Doctors. This gives them an extra go at healing a character where 'white man's medicine' has failed or does not apply.



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## Emily Wildheart

*"I'm just getting my hands dirty, just like the menfolk do."*

### ASPECTS

#### Portrayal:

Independent and driven Cowgirl.

#### Background:

Daughter of a murdered ranch owner.

#### Destiny:

To build a new life in the Hollow West.

#### Belief:

One day she'll have a ranch and thousands of cattle just like her daddy.

#### Trouble:

If someone tells her what not to do its like a red flag to a bull.

### PROFESSIONS

- Cowgirl +3.
- Trader +2.
- Scout +2.

### EXTRAS

#### Quick

A character with this extra always goes first in a conflict, unless facing an opponent who also has this extra. The Referee cannot pay a fate point to go first.

#### Ride'm Cowboy

The character is an experienced horse rider and gains +2 for any action involving horses or riding.



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