



STRADDLE COUNTY

THIS BOOK REQUIRES COYOTE TRAIL

COYOTE TRAIL WILD WEST ADVENTURES STRADDLE COUNTY

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Situating in Montana, just east of the Rocky Mountains is a small patch of land; barely enough to define itself as a county. But this area is home to an international dispute that could turn into a war at any time. For Straddle County sits right on the border between the Dominion of Canada and the United States of America, and the lines have never been more blurred than at this time in the 1870s.

Government surveyors from both sides have traced and tracked the border for decades, each coming to different conclusions. But as this area remains in a legal limbo, the expansion of both countries has resulted in each having their own small town in the county—Bucktooth and Maple Ridge. Both towns scrape out a meager existence while awaiting final word on whose land it really is.

Both towns have learned to work together in a state of cooperation with the harsh reality keeping them both at odds and as best friends. This situation could flare up into armed conflict at any time or simply remain in a state of mutual friendship.

Straddle County is an add-on for Coyote Trail, designed to give player gangs a base for their adventures. Set on a pair of hills overlooking a major trail that allows goods to be imported and exported from Canada, the twin towns provide a unique atmosphere for even the most seasoned traveler. Are you willing to visit one of the last disputed areas in the known world?

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SETTLEMENT

A border sits between the southern-most parts of Canada and the northern territories of the United States. This is a disputed line, but situated around it, along a trail taking riders between the two great nations, two small towns learn to live together and even form a symbiotic relationship. Friendships are created, as are animosities, and Straddle County becomes something of an irregularity in the West. But the real issue is whether it can develop into a region with a booming population and economy or collapse into yet another ghost town.

Straddle County started off much like any other series of towns; small settlements springing up along the trail to accommodate the travelers wandering south to seek their fortune in the gold mines and north to seek fresh hunting grounds in the Dominion of Canada. Bucktooth was the first to actually set up buildings and begin to define itself as a town. The stagecoach began a weekly route between Fort Benton and Helena, and a monthly route northeast to the Canadian border and Fort Walsh, where disembarking passengers were given a smile and handshake, along with a warning to keep their weapons holstered.

Then the surveyors arrived with their instruments, tools, and mathematical calculations. It was determined that the border lay much, much closer than anyone had thought—a mere few minutes ride from Bucktooth lay Canadian territory.

The Canadian Government immediately sent a North West Mounted Policeman to secure the land and recruit settlers to build a town on a hill overlooking Bucktooth. Eager to stake their claims to the profitable trails running outside their very doors, people flocked to Maple Ridge.

Then more surveyors appeared, but this time, they were from the U.S. Government. More measurements and more scribbling of notes. The final result was that Bucktooth was not only well within U.S. territory, but so was Maple Ridge and much more land than had previously been thought. In fact, a sizable amount of fertile land, now in theory, belonged to the State of Montana.

Appeals were filed in courts, lawyers were dispatched to study the scene, and file briefs and both governments appealed to the other to let it go—as long as it benefited them.

Meanwhile, Bucktooth continued to grow as Maple Ridge spread out over the hill, and new buildings sprang out of the dirt as fast as they could be built. The Canadian settlement

eventually threatened to match or surpass Bucktooth, sending the Mayor into a fit.

“We cannot allow them to drive us off of our land,” Mayor Tom Benskill thundered, pounding his fist on the podium in the makeshift City Hall. During the day, it doubled as Marty’s Saloon, but once a month it was made respectable and used as a public meeting hall. The overweight man thumped the wooden panel again, threatening to break it.

“We cannot allow them to do this,” He repeated, his face red and sweaty. “I have again appealed to the government to force them off that hill and back to the Canadian wilderness from which they came!”

His proclamation met with scattered applause from the crowd. He frowned as he stared out over the townspeople. “What, do you want us to lose our land? Our town?”

A woman lifted her hand, slowly and tentatively, her husband by her side. Benskill nodded. “Mrs. Cavendish, please speak.”

The immaculately-dressed woman brushed invisible lint from her shoulder before speaking. “Mayor, I have been to Maple Ridge more than once and have found them to be good neighbors.” She glanced around, seeing a few heads nod. “There is an establishment there, Mrs. Gray’s Tea House and Restaurant, that serves the most wonderful sandwiches and fine meals.” Taking a deep breath, she continued. “I find no such respectable establishment in Bucktooth, I am sorry to say, and I would be amiss if I did not express my dismay at the idea of attempting to close them down.” Her piece said, she sat down quickly as a soft wave of applause swept across the audience.

“So they got good eats,” the Mayor scoffed. “That’s not a reason for us to tolerate them being there. If we just...” His voice trailed off as he spotted a familiar face in the crowd.



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"Sheriff." He nodded as the lawman strolled up to the podium, hands in his pockets.

"May I speak?"

"Of course." Benskill bowed as he stepped away, standing to one side.

"Folks, you know me. Sheriff Tyndall." The weathered lawman licked his lips, shifting his weight from side to side. "Now I'm not going to tell you what to do because that's not my job. At least, not until it's illegal." He smiled awkwardly. "But I can tell you that Maple Ridge ain't going to disappear overnight. And I tell you that if it goes, we go."

The muttering rose among the townspeople, prompting the Sheriff to lift both hands to hush the crowd.

"Look, I'm no learned man, but I can see things as they are. We got the best blacksmith in the county—the only blacksmith in the county. And he does mighty fine work, Al does." The middle-aged man nodded to the large man standing at the back. "But the best barber, the only barber is David McKenzie up in Maple Ridge. Same with the General Store. I know some of you have been in there and seen some fine goods that we just can't get in here unless we special-order straight from the Coast." Taking his hat off, he began to run his hand along the brim. "Maybe until the government gets it all sorted out, we could perhaps work with Maple Ridge and keep the peace for everyone." Running a hand through his thinning grey hair, he replaced the hat. "I've spoken to the Constable over there and he's a good fellow. Says that as long as we play by their rules we're welcome there and the same here." He looked out over the audience. "Seems to me that it might be the best way to go until things get sorted out by the higher-ups. Then we can decide what to do." His eyes narrowed as he glanced at the Mayor. "I'd be rather upset if anyone started causing trouble up there, as he would be if any of his people started trouble down here."

The town meeting dissolved into small groups of people talking amongst themselves as the Mayor and Sheriff spoke in low, hushed tones at the back of the room. Finally Benskill left, shaking his head.

THE CANADIAN WEST

A young country compared to the United States, Canada gained independence from the British in 1867. A major purchase of land in 1869 from the Hudson Bay Company has dramatically increased the amount of land now under Canadian rule. The British, however, are still holding onto the land that would come to be known as British Columbia when it finally joins the Dominion of Canada in 1871.

Canada is still smarting, however, from their own internal war. With the purchase of the land came the people who had settled there originally, and many of them were French

Catholics who feared for their future under the English rule of the new government. Many of these settlers had also married local Indians, creating a new tribe called the Metis. They, too, feared for their freedom under this new agreement.

A Metis leader named Louis Riel rose up with his followers and took over Fort Garry in Manitoba, creating his own government and demanding recognition from the Canadian Government in Ottawa of their right to be a free and independent colony. Unfortunately, during this time, Riel had executed Thomas Scott, a civilian who opposed the rebels. This left the government no choice but to send troops to put down what would be known as the Red River Rebellion.

Riel's demands did meet with some approval and the French-speaking residents were assured that they would be able to keep speaking their native tongue and worship freely, but the rebellious Metis had to be removed from office. Canadian and British troops marched on the Fort, resulting in the collapse of the rebel government, but not the end of Louis Riel. He escaped to the United States.

This was not the end of the rebellion, however. With the expansion of the Canadian West, many Metis moved from Manitoba further West to Saskatchewan, building a settlement at Batoche on the South Saskatchewan River. But soon enough, conflicts arose between them, and newer settlers arriving from Ontario wanted to live more like their British ancestors than the French traditional way of life. In 1885, Louis Riel returned from the U.S. and set up another provisional government, intending to negotiate much as he had years before. Riel had two major disadvantages this time—a new railway line had been built across the country and the North West Mounted Police was established.

Major battles were fought, with tribes choosing sides depending on how they viewed Riel. Because he claimed to be a prophet from God, the Catholic Church denounced him and the Blackfoot tribe would not support him. The Cree fought beside him, but in the end, Riel was caught and hanged, and the major leaders were sentenced to either death or imprisonment. Even now, it is disputed whether Louis Riel was truly a criminal who deserved to be hanged or a revolutionary following in the footsteps of the Americans.

THE METIS

The first settlers to venture past the established boundaries in what would be known as Canada were traders and explorers. They were hired by the Hudson Bay Company to seek out resources and bring back what could be sold. Trading with the indigenous tribes was more profitable than fighting with them and as a result, many traders took native women for their brides.

The tribes involved in the trading were commonly the Cree and Ojibway, and their women married French Canadians or



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Irish/Scottish settlers. The Metis homeland includes a vast area of Canada as well as parts of the United States (North Dakota and Montana). The name Metis itself comes from a mixture of French and Spanish, translated as "mixed blood," and they are a recognized Aboriginal People in Canada.

The closest resemblance to the Metis in the United States might be the Cajun, sharing the common language of the French and a distinctive culture that has survived over the centuries.

Unlike the United States, Canada does not pursue an aggressive relationship with the native tribes, creating a situation where Indian bands gleefully raid south of the border and then race for the safety of Canadian soil. This creates an often-tense environment for both countries.

Around the same time, the Sioux become major players in the area, starting with the Battle of the Little Bighorn in 1876. The Lakota Sioux move onto the plains of Saskatchewan not long after this battle, and cooperate with the Canadian authorities that are under pressure to send them back to the U.S. for trial and placement on official reservations.

Fate intervenes with a decline of buffalo in Canada, creating bad relations between the visiting Lakota Sioux and the native tribes of the Crees, Blackfoot, and Bloods. The Lakota carry out raids across the border for buffalo and then return to Canada, upset that the Canadian government does not offer them a reservation as they had their local tribes.

Homesickness eventually overcomes the Lakota Sioux, who miss the rest of their tribe now settled on the Great Sioux Reservation. They move south to place themselves in the hands of the U.S. authorities.

Straddle County circa 1870



THE TOWNS

Bucktooth and Maple Ridge, two towns that straddle the border between the United States and Canada, make up Straddle Country—hence the name of the county. The border is only important to a few residents, and the majority cross it freely, seeking services not found in the town in which they reside.

BUCKTOOTH

Bucktooth is a small town. It is smaller than Shady Gulch since resources are spread over the two towns. Fiercely proud of their American heritage, four streets make up the core of the town—Washington, Lincoln, Franklin and Jefferson. Washington is the main street, with Franklin running parallel to the north, and Lincoln and Jefferson connecting the two.

ACCOMMODATIONS/SALOONS

The Bucktooth Hotel

The Bucktooth Hotel is a small, two-story building with rooms priced at \$1 per night for anyone who is interested. With no meals provided and a stable in the back able to hold up to six horses, this hotel spends more time empty than full. Only stagecoach drivers and merchants passing through the town are willing to pay the high fee. Danny Cannon runs the hotel by himself, but rumor has it that he makes most of his money by also running poker games in the back room.

Marty's Saloon

Marty's Saloon is the single drinking establishment in Bucktooth, but not for the lack of trying. Various other bars have tried to open, but failed due to mysterious accidents. Marty Gold is a sly entrepreneur who knows that keeping a stranglehold on his position in the town is important. Strangely enough, he refuses to have any female entertainment, leaving that to Goldie's down the street. Gambling is popular in Marty's, but with the Bucktooth Hotel also allowing gambling with a slightly safer atmosphere, many are placing bets on a conflict between the two in the near future.

Marty's Saloon is another option for weary travelers who do not mind the smoke, drinking, and noise downstairs. With rooms at only 50¢ per night, it is a viable alternative for poor

folk. Marty's has a cook, Kenny Dennison, who can whip up a fast steak or stew on a moment's notice, offering cheap meals. Regular patrons have learned not to ask about the food or its ingredients.

BUSINESSES

Al's Blacksmithing

Al is the sole blacksmith for both Bucktooth and Maple Ridge. Al Trainer is an old Southern gentleman who works hard to meet demands. Rumor has it that he inherited a fortune down South, but left it for the promise of a new life and has now settled down with a proper trade. Able to perform wonders with metal, he does custom work if needed, but for a high price.

Bucktooth General Store

Bucktooth General Store is owned by the Mayor, Tom Benskill, and is not doing well. His shelves are empty most of the time, with very few products arriving that cannot be found cheaper in Maple Ridge. Still, his wife Helen can be seen dusting the shelves daily and smiling at anyone who enters the small, single-story building. Prices here are usually ten-percent higher than in Maple Ridge.

Goldie's

Goldie's is the name of the local brothel, a quiet unassuming two-story house that sits behind Marty's Saloon. Goldie Hanson is a middle-aged woman who takes care of her girls with a vengeance; anyone who attempts to hurt or intimidate these ladies might find themselves dead or seriously injured within seconds. The relationship between Goldie and Marty is unknown, but he has been seen moving through the alleyway between their houses, with a bottle or two, and late at night.



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Bucktooth Jail and Post Office

Bucktooth Jail sits not too far from the Saloon, making it easy for Sheriff Tyndall to do his duty if necessary. This building also doubles as the post drop for Bucktooth, with mail going out every time a stagecoach leaves. His deputy, Mark Tyndall, is not only his younger brother but also the postmaster for the town. The jail has three cells, and are usually occupied by drunks. A judge comes through once a month to decide cases.

Tucker Livery and Corral

Tucker Livery is a single-story building with an attached corral that provides both horses and a place to keep them for 25¢ per night. Mick Tucker lives here alone, sleeping on a cot in the back of the building when he is not down at the Saloon. Odd and mysterious horses appear from time to time, but Mick stands by his promise to never sell knowingly illegal horses.

OTHER BUILDINGS

There are plenty of empty lots and buildings within the town boundaries, just waiting for entrepreneurs to step in and utilize them. The Mayor has announced that he is willing to waive taxes for anyone willing to stay a year with a successful business. Still, Bucktooth is fighting a losing battle unless it can find some unique ways of distinguishing itself from the other nearby towns, including Maple Ridge.

Bucktooth Church

The elderly Reverend Hatcher uses the church to save as many lives as he can with his fiery sermons of Hell and Heaven. He lives just behind the church in a small shack, waiting for his flock to grow enough to allow him to build a proper home. Attendance is low.

Bucktooth Cemetery

This small patch resting not too far from the church contains only a few gravestones at present, with most internments overseen by Reverend Hatcher and the Sheriff.



MAPLE RIDGE

Sitting atop a small hill overlooking Bucktooth, the town of Maple Ridge is growing fast. The original settlers who were paid to travel south from Canada are spreading out quickly. Two main streets, King and Queen, run from east to west with small lanes connecting them. The newer streets have no names and are just numbered (First, Second, etc.).

ACCOMMODATIONS

The Hartford Inn

This small and unassuming two-story building sits on King Street and was one of the first businesses in town. It offers cheap, clean accommodations at \$1 per night with free stabling for horses in the rear. Mayor Dave Hartford runs the place with his wife, Ellen, who is pleased to offer good hearty meals for only one bit (25¢) extra per meal. She is also happy to put together box lunches at 50¢ each for those wanting a decent meal on the trail. The Hartford has seen rapid expansion in the past few months with more entrepreneurs racing into Maple Ridge. More often than not, the rooms are all full.

SALOONS

Rock Red Saloon

The Rock Red Saloon is not doing well due to the competition down the hill provided by Marty's Saloon, who can provide better entertainment and better quality liquor. Hampered by puritan laws, which means that they cannot open on Sundays, the owner, Harris McMillan, is considering shutting down the place or selling it if he can find a buyer.

BUSINESSES

Mrs. Gray's Tea House and Restaurant

By far, the most successful business in the town to date, Mrs. Gray's Tea House and Restaurant prides itself on being able to offer good food at reasonable prices as well as a safe place for ladies. Mrs. Gray herself is in charge of the establishment and watches the books with an eagle eye, willing to fire employees for any infraction. Meals here are slightly higher in price, at \$2 per meal, but it provides what passes for high-class cuisine. Her pot roast is a favorite, as are her teas and scones.

The Hartford Inn

Maple Ridge General Store is owned by Jacob Peterson, a retired military man who lost two fingers off his right hand in battle. He does not talk much about the details, but eagerly debates current events with an eye to the military aspect. Using connections built over time, he has managed to provide many



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items in his store that are rarely seen, if ever, in Bucktooth. He is also able to offer such good deals that the American store to the south just cannot compete.

Barber/Doctor

David McKenzie doubles as both the barber and the doctor for both towns at present. His medical experience is shadowy, at best. His preference for herbal treatments claimed to have been passed on to him by Indians have given him a good reputation. His flexibility to accept barter instead of cold hard cash for his treatments also makes his services more desirable.

Maple Ridge Police Station

Constable Ryan McLeod of the North West Mounted Police is the law here, with three cells open and ready for anyone who wants to cause a fuss in his town. Criminals are usually sent up to Fort Walsh to receive a trial under Canadian law. Mail also travels through here to Fort Walsh and to the rest of Canada. Those wishing to send their mail to the United States must go down to Bucktooth. At the present time, there is no cost for the mail, as it is subsidized by the government.

Mrs. MacGregor's Laundry

The Widow MacGregor runs her business with an iron hand and a sharp tongue, ready to berate customer and employee alike who do not deliver the respect she feels she deserves. Her results are the best in the county, however. Being the only laundry in the surrounding area, people put up with her behavior.

OTHER BUILDINGS

A variety of businesses have cropped up in Maple Ridge, some directly competing with Bucktooth and some seeking to dig out their own profitable niche in this growing town. Taxes are low, and with a high number of new settlers arriving almost daily, Maple Ridge seems poised to boom.

THE SURROUNDING AREA

DOG CREEK

Running at the bottom of the hill between the two towns and flowing into Milk River, this waterway slows to a trickle during the summer, but can turn into a raging river and threaten flash floods for parts of Bucktooth if the weather is right. One can usually walk across the water with it no more than knee-high. Rumors of gold nuggets being discovered after flooding make it a popular site for those seeking a fast fortune, but those in search of gold return to either town much poorer for the experience.

CRAIG'S CRAG

Named after James Craig, the first surveyor to start the ongoing fight over the border, this short, fat cliff is filled with holes and small caves that could hold anything from hidden treasure to smugglers. The wind frequently blows through the various outlets to release a low moaning sound, supposedly illustrating the man's annoyance with the current situation.

HELENA-FORT BENTON-FORT WALSH TRAIL

This stagecoach line runs from Helena, Montana to Fort Benton, and then across the border (wherever that is) to Fort Walsh near Battle Creek. The seats are usually filled with felons in-transit to Canada for trial or military personnel being transferred, but there is always room for civilians. The fee between the two Forts is \$10, while the fee from Fort Benton to Helena increases to \$15.

The danger from marauding natives is minimal, but still something for which to be vigilant. With the recent Indian clashes at the Little Bighorn still fresh in everyone's mind, there is always a chance of a rogue band racing across the border from Canada to raid and then attempt to make it back before the U.S. authorities can catch them.



THE PEOPLE

Hundreds of people live in and around the two towns that make up Straddle County, with more coming and going each day. Most offer services for wary travelers (those travelling south in search of gold and other commodities) but others have also settled in the county seeking a peaceful existence away from the larger cities.

MAYOR TOM BENSKILL

Tom Benskill started his political career in order to get more business for his floundering general store, and is quite annoyed that it is not working as fast as he would like. In a perfect world, he could have absorbed Maple Ridge and become the sole resource for supplies for the area, but the longer the political wrangling continues, the more frustrated he grows. His wife, Helen, has a much calmer temper when dealing with people and thus is usually found at the counter of their General Store, while her husband stays in the back. Benskill has written letter after letter to the Montana Government, demanding a military presence to push the Canadians out of the area, but has received no response to date.

STORY IDEAS

- Benskill welcomes any chance to show Maple Ridge as a clear and present danger to Bucktooth. Perhaps an attack by Canadian forces would change the U.S. government's mind.
- A nearby Indian raid on a settlement has the Mayor rattled and he needs bodyguards for a supply wagon expected from Helena. The gang may be hired to ride out and meet the wagon, and escort it back to town.

MAYOR TOM BENSKILL				
2 FITNESS	3 AWARENESS	3 CREATIVITY	3 REASONING	3 INFLUENCE
SKILLS literacy 5, academics 7, business 6, commodities 6, general knowledge 8, western lore 7, commerce 5, intimidation 5, negotiation 5, street cred 5				
GIMMICKS town authority, gentlemanly, proud				
INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DIFF +1 +2 +3 —	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 +2 +3 —	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 +2 +3 —		

SHERIFF TYNDALL

Sheriff Daniel Tyndall is a lawman nearing the end of his career and glad to be there. A survivor of more battles than he cares to remember, the sheriff saw the posting at Bucktooth to be nothing more than a baby-sitting job in a town that has a low crime rate. Unmarried and likely to stay that way, he finds the ongoing verbal sparring between the two towns annoying and threatening his retirement. He is on good terms with both the Canadian Mayor and Constable, and continues to put down Benskill's attempts for military action as long as he can.

STORY IDEAS

- An old friend rides into town with bad news—one of the many men that Tyndall sent to prison years ago is out and gunning for the Sheriff. He may be in need of many deputies.
- Unknown to everyone but the doctor and the Sheriff, Tyndall is suffering from an old bullet wound that needs immediate surgery. He must be escorted to Helena and back or else he will likely die.

DANNY CANNON

SHERIFF TYNDALL				
3 FITNESS	4 AWARENESS	3 CREATIVITY	3 REASONING	4 INFLUENCE
SKILLS archery 4, brawling 5, firearms 7, knife fighting 4, riding 7, roping 5, interrogation 5, investigation 5, tracking 5, general knowledge 6, legends 5, survival 6, western lore 7, intimidation 5, street cred 6, composure 5				
GIMMICKS town authority, territorial authority, famous, constitution, lawful, enemies				
INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DIFF +1 +2 +3 —	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 +2 +3 —	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 +2 +3 —		



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Danny Cannon is one of those few gamblers who kept his winnings and invested. Unfortunately, he invested in a hotel that may just be a dud. Running poker games in the back rooms just might keep his business afloat. With the only competition being Marty's Saloon, Danny is hoping that his reputation can attract more "professional" gamblers and people seeking a safer place to play than a saloon.

STORY IDEAS

- Cannon holds a major poker competition in his hotel. With thousands of dollars on the table, he needs help to make sure no one walks off with the winnings.

MARTY GOLD

Marty started life as a young boy running beer deliveries to thirsty workmen in the South. He saved his pennies and was finally able to afford his own institution. Now that he has reached this point in his life, however, Marty is not going to share it with anyone and "discourages" new bars from opening. He actually supports Maple Ridge's current status, seeing a boom in his business on weekends when the Canadian Saloon is closed on Sundays, and increased business means more money. His relationship with Goldie Hanson is platonic, despite rumors to the contrary.

STORY IDEAS

- Marty hears a rumor about a huge shipment of booze headed for Maple Ridge. This shipment is large enough to undercut his prices and put his saloon out of business. It would be a shame if the shipment got lost or rerouted...

KENNY DENNISON

Kenny Dennison is the cook at Marty's Saloon. In fact, he is one of the best cooks in the county. He has not moved on from Marty's despite receiving better offers since he claims to owe a debt to Marty.

STORY IDEAS

- One of the secret ingredients in Kenny's famous stew is an herb found only in deep Indian country. He needs more of it and is willing to pay!
- A nasty rumor is circulating in the county describing how Kenny is slaughtering horses for his meals. He needs the rumor to cease, one way or another.

HELEN BENSkill (THE MAYOR'S WIFE)

2 FITNESS	2 AWARENESS	2 CREATIVITY	3 REASONING	3 INFLUENCE
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SKILLS

crafts 5, designs 5, business 5, commodities 5, composure 6, general knowledge 5, commerce 5, negotiation 5, street cred 5

GIMMICKS

compassionate

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -

DANNY CANNON

2 FITNESS	3 AWARENESS	2 CREATIVITY	2 REASONING	3 INFLUENCE
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SKILLS

finesse 5, firearms 3, gambling 5, drinking 5, business 2, commodities 2, general knowledge 2, streetwise 2, commerce 2, performance 5, negotiation 4, street cred 5

GIMMICKS

gambling addict, jack of all trades

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -

MARTY GOLD

2 FITNESS	2 AWARENESS	1 CREATIVITY	2 REASONING	3 INFLUENCE
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SKILLS

brawling 5, knife fighting 5, drinking 5, gambling 7, interrogation 4, investigation 4, literacy 4, business 6, commodities 4, general knowledge 6, streetwise 8, western lore 6, commerce 5, intimidation 6, negotiation 6, street cred 7

GIMMICKS

greedy, famous, constitution

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -

KENNY DENNISON

1 FITNESS	1 AWARENESS	1 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

brawling 2, drinking 5, gambling 7, general knowledge 3, western lore 3, commerce 4, street cred 4

GIMMICKS

loyal, reduced stamina

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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AL TRAINER

Al Trainer is the only blacksmith between the two towns and he likes it that way. An older gentleman, Al made his fortune in the South when his family chose the right side in the Civil War—they sold secrets to the North. Looking to free himself of any bad luck created by his family's past, Al has come West with his skills and an eye for a peaceful existence.

STORY IDEAS

- A black man appears, claiming to be Al's son from an affair back South. Is this an attempt to steal the business?
- A Civil War veteran recognizes Al as one of the men wanted for war crimes back south—can it be true?

GOLDIE HANSON

The madam for Bucktooth, this middle-aged woman has a surprising past—she is actually a frontierswoman who worked as a scout for the military. Finally tiring of the blood and gore of the battlefield, Goldie took her meager pension and retired to Bucktooth, seeking an opening for the most profitable occupation to take hold. She does not stand for any trouble in her house, and if anyone abuses her girls they are likely to discover just how good a shot she is with a pistol. Her friendship with Marty Gold is that of two old warhorses reminiscing over the past, and nothing more.

STORY IDEAS

- A man is found beaten almost to death behind Goldie's. He claims that he is a bounty hunter, sent to retrieve one of her girls for a murder charge in Helena. Goldie is tough, but she can still recognize when more muscle is needed. Perhaps the gang can help.

MARK TYNDALL

The Sheriff's younger brother, Mark is comfortably settled into his job as Postmaster for the fledging town. He is autistic, and capable of calculating weight and the cost of packages without consulting a chart. His condition has resulted in a lot of trouble in life, requiring Daniel to keep Mark safe.

STORY IDEAS

- Word arrives from Helena of a discrepancy in the records for the U.S. Postal Service, and Mark is accused of theft.

MICK TUCKER

Mick is a reformed horse thief, seeking to make a new life after nearly dying in a shootout between raiding Indians and a wagon train. Still, that does not stop him from padding his corral at times with fresh mounts.

AL TRAINER

3 FITNESS	3 AWARENESS	2 CREATIVITY	2 REASONING	3 INFLUENCE
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SKILLS

sword fighting 4, crafts 5, design 6, literacy 5, blacksmithing 7, commodities 5, general knowledge 5, street cred 7, composure 6, animal handling 3

GIMMICKS

dexterous, wealth, gentlemanly, enemies

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

GOLDIE HANSON

2 FITNESS	3 AWARENESS	3 CREATIVITY	3 REASONING	3 INFLUENCE
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SKILLS

athletics 3, brawling 4, firearms 4, knife fighting 5, riding 4, roping 3, stealth 5, drinking 3, gambling 3, interrogation 5, tracking 6, business 4, commodities 4, general knowledge 6, legends 3, streetwise 6, survival 6, western lore 6, commerce 4, intimidation 6, negotiation 4, performance 3, street cred 7, composure 7

GIMMICKS

sure-footed, internal compass

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

MARK TYNDALL

1 FITNESS	3 AWARENESS	1 CREATIVITY	5 REASONING	1 INFLUENCE
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SKILLS

literacy 4, commodities 4, commerce 4

GIMMICKS

clumsy, gifted (+5 on all tasks relating to mathematics and the analysis of weights)

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

STORY IDEAS

- One of Mick's supposed stray horses bears an Indian brand and now a war band is preparing to raid the town and take revenge. Can they be stopped?
- A U.S. Marshall rides into town with an eye to catch Mick in a crime—any crime. Mick escaped the noose once with a good lawyer and now the lawmen is out to get him by any means necessary—fair or foul!



COYOTE TRAIL WILD WEST ADVENTURES

STRADDLE COUNTY

REVEREND HATCHER

An elderly preacher past his prime, Reverend Harold Hatcher peppers his speeches with Bible quotes and is willing to discuss spiritual matters anytime and anywhere. One local rumor has it that he left his last church in disgrace with one woman pregnant, but nothing has ever been proven.

STORY IDEAS

- Another minister appears to compete with the Reverend for the town's souls. Is this new preacher just a fraud seeking to empty the faithfuls' pockets or is he more trustworthy than Reverend Hatcher?
- The Reverend is on another campaign to raise money for the church and build a proper steeple. He discovers that the money is missing, however, and the evidence points to a member of the gang.

MAYOR DAVE HARTFORD

Dave Hartford and his wife Ellen originally came from Moose Jaw, a growing metropolis in Canada. Appointed to the position by the Canadian government, he is anxiously waiting for the first mayoral election Maple Ridge has ever had, and hopes to win. Ellen is quite happy with their small business and secretly hopes that her husband loses the election so he can devote more time to their growing enterprise.

STORY IDEAS

- The upcoming election needs guards to take the ballot boxes to Fort Walsh where the votes will be counted.
- There are rumors that Hartford has been seen with one of Goldie's girls in a less than flattering position. Who is starting these rumors and who can gain from them?

HARRIS McMILLAN

Bad luck has dogged McMillan all the way from the Prairies, where he lost his left hand in a mishap while roping horses. Given a small amount of cash by his employer for the accident, the young cowboy decided to try his hand at running a business and founded the Rock Red Saloon in Maple Ridge. Due to the popularity of Marty's Saloon down in Bucktooth, McMillan is on the edge of bankruptcy. This is also partially due to the Canadian law of being closed on Sundays. McMillan is holding out for a few more months until his savings is exhausted and he is forced to close for good and seek other employment.

STORY IDEAS

- A mysterious benefactor is willing to bankroll the Rock Red for another six months if McMillan allows some mysterious crates to be stored in the supply shed.

MICK TUCKER

3 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

brawling 4, firearms 4, knife fighting 3, riding 4, roping 4, drinking 4, gambling 4, tracking 3, carpentry 2, streetwise 4, general knowledge 4, western lore 5, street cred 5

GIMMICKS

criminal

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

REVEREND HATCHER

1 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	3 INFLUENCE
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SKILLS

literacy 7, music 6, general knowledge 5, performance 8, composure 6

GIMMICKS

pious, intolerant, over-zealous

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

DAVE HARTFORD

2 FITNESS	3 AWARENESS	3 CREATIVITY	3 REASONING	2 INFLUENCE
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SKILLS

literacy 5, academics 4, business 7, commodities 7, general knowledge 6, western lore 5, commerce 6, intimidation 3, negotiation 3, street cred 5

GIMMICKS

town authority, gentlemanly, tolerant

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

HARRIS McMILLAN

1 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

brawling 3, firearms 3, knife fighting 3, riding 3, roping 3, drinking 5, tracking 2, business 4, commodities 4, general knowledge 4, legends 2, streetwise 2, western lore 4, commerce 4, negotiation 4

GIMMICKS

clumsy, reduced stamina

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —



COYOTE TRAIL WILD WEST ADVENTURES

STRADLE COUNTY

MRS. CASSANDRA GRAY

One of the upstanding businesses in the small town, Mrs. Gray's Tea House and Restaurant is known far and wide as the only place for both decent meals and conversation. British High Tea is served each day to those wanting a bit of tradition. Mrs. Gray herself oversees each and every tea sandwich served and personally monitors the Earl Grey tea in the imported English china cups. A widow who claims to have lost her husband to the Metis during a raid, Mrs. Gray is the picture of the British upper-class and does not let anyone forget that the British burnt the White House in the War of 1812.

STORY IDEAS

- Mrs. Gray is always on the lookout for expensive china. Unscrupulous folk may seek to appropriate the commodity illegally and sell it to Mrs. Gray for a substantial profit. Because of the value of the merchandise, victims may track the stolen goods back to the tea house and seek justice. The gang may be hired to find the china or even the perpetrator of the crime.
- Mrs. Gray hears a rumor that her husband is not in fact dead, but is actually alive and still a prisoner of the Metis band across the border. The gang may be hired to bring back proof, dead or alive.

JACOB PETERSON

Jacob Peterson is a veteran of the Canadian military, and now retired with a pension due to the loss of two fingers in a firearms mishap. Working his connections, Peterson is able to stock items from both the Canadian and U.S. side in his General Store, making a good profit and undercutting the Bucktooth General Store. His only addiction is to alcohol and more often than not, his profits are lost to a bar tab down at Marty's Saloon.

STORY IDEAS

- Jacob has been called out for a duel by one of the men with whom he served and still holds a grudge. Being crippled, Jacob needs help trying to prepare for a gunfight that he can neither win nor afford to lose.

DAVID "DOC" MCKENZIE

The only doctor in the area, this young man also doubles as a barber for both towns. Fresh to the medical profession, Doctor McKenzie wanted to come out West to seek his fortune and, instead, found himself on the front lines of a politically charged situation.

CASSANDRA GRAY

1 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	3 INFLUENCE
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SKILLS

literacy 4, music 4, business 4, commodities 4, general knowledge 4, commerce 4, negotiation 5, performance 3, seduction 3, street cred 4

GIMMICKS

famous, alluring, proud

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -

JACOB PETERSON

3 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	3 INFLUENCE
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SKILLS

athletics 2, brawling 4, firearms 7, knife fighting 5, riding 5, roping 4, drinking 1, gambling 3, interrogation 4, investigation 3, tracking 5, literacy 4, business 3, commodities 2, general knowledge 4, legends 2, streetwise 3, survival 5, western lore 5, commerce 2, negotiation 3, street cred 4

GIMMICKS

greedy, clumsy, alcoholic

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -

DAVID MCKENZIE

2 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	3 INFLUENCE
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SKILLS

athletics 3, firearms 1, riding 1, investigation 3, literacy 5, academics 7, general knowledge 4, medicine 7, sciences 4

GIMMICKS

charitable, lawful, thrill-seeker

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -

STORY IDEAS

- A random accident has the good doctor running low on supplies. He does not have the cash to afford another case and approaches the gang for help.



COYOTE TRAIL

WILD WEST ADVENTURES

STRADBLE COUNTY

CONSTABLE RYAN McLEOD

Ryan McLeod is the youngest constable in the history of the North West Mounted Police, only winning entrance after the recommendations of his father and two uncles, all serving in the same uniform. Eager to prove himself, McLeod jumped at the idea of being on the front line in Maple Ridge—ready to react to the potential threat of a border war with the United States. This eagerness might also prove his downfall, however, as he begins to learn that answers are not all found in a book or manual.

STORY IDEAS

- A letter arrives, notifying the young constable that his uncle has been killed in a fire-fight with Jake Kilderry, a notorious outlaw. The killer is going to be travelling through the area on the prison stage headed for Fort Walsh, and his gang is sure to be nearby to save his scrawny hide.

MRS. ANN MacGREGOR

The Widow MacGregor does not talk about herself much nor does she care to do so. Those who have worked for the strict Scotswoman say that she has a picture of her husband in a locket around her neck that she never removes. Once, the chain broke and the entire business ground to a halt while every member of the staff looked for the precious locket. She pays well and on time, however, and is considered one of the most reputable businesswomen in either town.

STORY IDEAS

- Laundry requires something extremely scarce in the West—water. When one of her largest laundry bins is smashed to bits and the water allowed to escape, she wants to know who is behind this sabotage. It may be the Chinese that just moved into Bucktooth or...

LOUIS GAUTHIER

Louis is one of the Metis, a group of European/North American crossbreeds who have tried to regain their rightful place in society by rebelling. His hero and leader, Louis Riel, was recently hanged for attempting to overthrow the Canadian Government. While he is not currently wanted for any crimes, Louis would eagerly welcome any conflict between the U.S. and Canada, as he sees both equally evil.

STORY IDEAS

- A Metis rebel wanted by the Canadian Authorities is hiding out in the area. Gauthier needs help smuggling him to Bucktooth and then to Helena without anyone knowing.

CONSTABLE RYAN McLEOD

3 FITNESS	3 AWARENESS	3 CREATIVITY	2 REASONING	3 INFLUENCE
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SKILLS

athletics 3, brawling 3, firearms 6, knife fighting 3, riding 4, stealth 4, interrogation 4, investigation 4, tracking 5, literacy 5, general knowledge 5, legends 3, streetwise 4, survival 5, western lore 4, intimidation 5, negotiation 5, street cred 5, composure 5

GIMMICKS

town authority, territorial authority, military, lawful, loyal

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

ANN MacGREGOR

1 FITNESS	2 AWARENESS	3 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

literacy 2, business 4, commodities 4, general knowledge 4, streetwise 3, commerce 4, negotiation 4, street cred 4

GIMMICKS

acute hearing, greedy

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

LOUIS GAUTHIER

3 FITNESS	2 AWARENESS	3 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

archery 3, athletics 3, brawling 4, firearms 5, knife fighting 5, riding 5, roping 5, stealth 7, drinking 2, gambling 2, tracking 6, interrogation 4, investigation 4, design 3, general knowledge 5, legends 7, streetwise 5, survival 5, western lore 5, intimidation 4, negotiation 4, street cred 2, composure 3

GIMMICKS

multilingual (English, French, various Indian dialects), sure-footed, discrimination, alcoholic, superstitious

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —



COYOTE TRAIL WILD WEST ADVENTURES

STRADDLE COUNTY

CASSIDY HELLBOUND

Most town drunks have only one town through which to stagger, while Cassidy has two. A middle-aged cowboy who found comfort in the bottom of a bottle after the love of his life was killed in an Indian raid on his homestead, Cassidy now makes his way from town to town throwing himself on the generosity of the public. A frequent visitor to both jails, he claims to be the only inhabitant of both towns with dual citizenship, since his mother was from Canada and his father supposedly from the United States. He has no proof of this, however, and continues to play the system when it works to his advantage.

STORY IDEAS

- The town drunk claims to have heard the American Mayor brag about arranging an ambush for the newest surveying party if they do not give the results he wants. Can he be trusted?
- Cassidy is accused of having killed an Indian in a drunken rage in the middle of Bucktooth's main street. There are no witnesses other than the Indian's partner and Cassidy was too drunk to remember.

MRS. SUSAN CAVENDISH

Mrs. Cavendish is the wife of one of the more successful businessmen in Bucktooth—a tailor. Envisioning herself to be the last bastion of culture in this wild land, she is constantly comparing the businesses and people to San Francisco, from where she originally hails. She followed her husband to Bucktooth after hearing that a fortune was to be had on the frontier. Unfortunately, her fortune has not come as fast as she would have preferred.

STORY IDEAS

- The Temperance movement has arrived in Bucktooth and Mrs. Cavendish is at the forefront, demanding that Marty Gold's saloon be closed. No one pays much attention to her until a threatening note appears, slipped under her door one morning. It warns her to stop promoting this poppycock. It may just be an idle threat, but it could also be something more...

CASSIDY HELLBOUND

1 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

brawling 1, firearms 1, riding 1, drinking 1, gambling 3, demolitions 4, streetwise 5, western lore 4, street cred 4

GIMMICKS

criminal, infamous, internal compass, clumsy, alcoholic

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -

CASSIDY HELLBOUND

2 FITNESS	2 AWARENESS	4 CREATIVITY	2 REASONING	3 INFLUENCE
---------------------	-----------------------	------------------------	-----------------------	-----------------------

SKILLS

literacy 7, music 6, general knowledge 5, performance 5

GIMMICKS

famous, proud

INT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -





GETTING THE GIRL

This ready-to-play scenario for Coyote Trail is designed to drop the player gang right into the middle of Straddle County intrigue. It is intended to introduce the gang to the county and some of its more colorful residents.

The characters arrive in Straddle County—either in Bucktooth or Maple Ridge (whichever the gamemaster decides is closer to their travels). As they wander around and discover the unique problems of the area, the gang eventually ends up at Marty's Saloon, seeking a decent drink, because it is Sunday and the Maple Ridge Saloon is closed.

Settling into a table, the gang looks around and relaxes, picking up bits and pieces of gossip from the other tables and enjoying the hospitality. Suddenly, Goldie Hanson staggers in, clutching her shoulder. Marty Gold leaps over the bar counter and catches Goldie as she collapses.

At first glance, it is obvious that Goldie has been shot and requires medical attention. If one of the characters offers to provide medical aid, it is accepted and Marty yells for someone else to get Doctor McKenzie. If one of the gang volunteers to get the doctor, he is given rough directions to Maple Ridge and the doctor's office. If a member of the gang actually seeks out the doctor and brings him back to the scene, the characters are likely to have a more favorable reaction from the rest of the town. This is also true if proper medical aid is administered before the doctor arrives.

Goldie growls out her story, leaning heavily on Marty's shoulder. Goldie explains that one of her girls has been kidnapped and she was shot while attempting to force the culprit from her house. The man's name is Dibney Gillson, and he was muttering something about making for the border, since a posse cannot legally travel into Canada to retrieve him.

The girl's name is Debbie DuBois, a new arrival both in town and at Goldie's house. Not much is known about her past other than that she came to Goldie through a mutual friend in another city. Due to a previous accident with a client, she can no longer hear out of her left ear and can barely hear properly out of her right.

THE BOUNTY

Marty Gold watches as Doc begins to patch up Goldie, shooing away anyone who gets too close to see her bare skin. Fortunately, the wound is a "through-and-through" in the shoulder, and she should be just fine, although the damage has already been done.

Gold announces that he will pay \$100 to the man or men who bring back Gillson and DuBois before they can reach the border—dead or alive in Gillson's case. As he announces the bounty, Sheriff Tyndall enters the bar.

Annoyed at Gold's reward, the Sheriff reminds everyone that **he** is the law in the area, and that if they want to form a posse and ride with the Sheriff, they are welcome to meet him outside in five minutes. If they choose to go off on their own, he cannot be held responsible for the consequences.

If the characters choose to join the official posse, they accompany the Sheriff and a number of local men equal to the roll of one die. They ride north to see if they can cut Gillson off at the border. After a few hours, the Sheriff declares the mission to be a failure and returns to Bucktooth. The gang has to decide whether to continue the hunt in near-darkness or wait until morning, when it will probably be too late.

If the gang decides to go it alone, they get just outside of Bucktooth before running into Constable McLeod, who reminds them that committing crimes on what he perceives as Canadian land (the area around Maple Ridge and within view) means arrest. The constable is leading a smaller group of Canadians out towards the border as well, sending a courier to Fort Walsh to alert them to the problem.

THE HUNT

As the group exits either town, they run into Louis Gauthier, who points them towards the border. In his mind, anything



COYOTE TRAIL WILD WEST ADVENTURES

STRADDLE COUNTY

that increases the tension between the two countries is a good thing. He is also covering for a Indian group that is in the area smuggling guns across the border.

If the group decides to visit Goldie's to inspect the scene, they find nothing but an angry Goldie Hanson who doubles Gold's offer if Gillson is killed. Outside of the brothel, they literally trip over Cassidy Hellbound who has some information for them at the right price.

If negotiations go well with Hellbound, the group gets the information they seek—Hellbound remembers hearing Gillson yelping something about “down the rabbit hole” and “waiting until night.” Gillson intends to hide in the caves until night falls and then make a run for the border when no one can see them. If he is not stopped, Gillson successfully takes DuBois into Canada and the posse fails.

The characters may realize that Gillson is referring to Craig's Crag, the short, fat cliff not too far from the two towns. As they approach the area, a good tracker can pick up the trail of a single horse, as well as a hair ribbon trampled in the dirt (complex tracking task).

At this point, the gang can return to either Bucktooth or Maple Ridge, and attempt to intercept the Sheriff or the Constable, who returns just before dark. Alternatively, they can try to take Gillson themselves. If they do seek assistance, the Sheriff tells them to remain in town and keep away from the action. While they may receive a small pittance from Marty Gold for finding Gillson, it is not the full amount.

GOT YA'

If the characters attempt to take Gillson themselves, they have to search through the various caves dotting the cliff. With more than twenty openings visible, it could take a long time or luck may intercede with the pair running into the gang. Characters with high stealth and tracking ratings may be able to find the cave without alerting Gillson, but it is tricky (requiring challenging tasks). Random encounters can include bears, mountain lions, and snakes while they seek the missing couple.

Once the gang finds Gillson, he attempts to first negotiate with the characters, offering \$50 if they turn the other way and allow them to head for the border when the sun sets. If the characters take the bribe, they have to deal with the consequences of their actions, since Debbie is obviously an unwilling captive.

If a fight ensues, Gillson has no problems using his “wife” as a shield and if the battle is going badly, he attempts to kill her before taking his own life. This would obviously result in an abject failure by the gang and their diminished reputation in the two towns, if not outright rejection for failing to call for help.

DEBBIE DuBOIS

★

Debbie DuBois came to Bucktooth to hide from Gillson, a stalker who believed that she was meant to be his wife. Using her contacts, Debbie arranged to be relocated to Goldie's establishment in Bucktooth, believing that she would be safe there. She has not told anyone about her previous history with Gillson.

2 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

knife fighting 4, drinking 3, gambling 3, general knowledge 3, streetwise 4, western lore 3, negotiation 4, performance 4, seduction 5, street cred 2

INT : FAT : INJ

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1DIFF
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2DIFF
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3DIFF
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	—

GIMMICKS

alluring, poor hearing

★

DIBNEY GILLSON

★

Dibney Gillson is a failed gambler, entertainer, and cowboy. In his mind, the only thing he needs to be truly successful in life is a wife—and he has his sights set on Debbie DuBois. He is willing to go to any ends to make this happen, even if it means killing himself and his new “wife” in order to keep them together in death if not in life.

3 FITNESS	2 AWARENESS	3 CREATIVITY	1 REASONING	2 INFLUENCE
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SKILLS

brawling 4, firearms 5, riding 4, knife fighting 4, roping 4, drinking 2, gambling 2, tracking 3, streetwise 2, general knowledge 4, survival 4, western lore 4, intimidation 3

INT : FAT : INJ

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1DIFF
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2DIFF
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3DIFF
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	—

GIMMICKS

criminal, lecherous, sadist

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CONCLUDING THE ADVENTURE

If Gillson is killed and DuBois is recovered alive and well, both Marty Gold and Goldie Hanson pay their bounties. If Gillson is brought back alive, Gold pays, but Hanson refuses. If both are brought back alive, the characters receive Gold's bounty and an extra \$100 from both the Canadian and U.S. towns as a reward for their heroism and duty to the towns.

