

# Colonel George Washington

## Background

You are a 23-year old colonel of militia and a wealthy Virginia planter. Last year, you were sent as a diplomatic envoy to meet with the French commander, but your peaceful entreaty went unheeded. Your diaries of that journey were widely reprinted, and have made you quite famous. On that trip, you met and fell in love with the French commander's wife, **Marie-Amable de Villiers**. Now you have been sent back to the Ohio River region to take command of the militia after **Major Trent's** disastrous performance.

How will you protect the woman that you love, dislodge the French, and prevent war?

## Traits

### Charming

Charisma, Presence, Command, Youthfulness, Nobles, Servants, [Natives], [Soldiers]

### Military Science

Gunnery, Aim, Maintenance, Digging, Observation, Signals, Supplies, Healer, Construction, [Damage Control]

### Athletic

Run, Fencing, Rapier, Stamina, Duels, Shooting, [Pistol], [Acrobatics]

### Keen-Eyed

Insightful, Aware, Coiled, Liars, Traps, [Danger], [Sense Motives]

## Keys and Secrets

### Key of Love (Marie-Amable de Villiers)

Though she is married to the commander of the French troops, you have a deep love for **Marie-Amable**. Hit your key when you show her affection, or when you make a decision influenced by her. **Buyoff:** Sever the relationship with her.

### Key of the Mission

You must dislodge the French from **Fort Duquesne** by any means necessary. Hit your key when you take action to complete the mission. **Buyoff:** Abandon the mission.

### Secret of the Lucky Break

Once per session, you can keep your pool dice when you succeed (so go ahead and roll'em all).

### Secret of Rank

You are a Colonel of militia, appointed (to your surprise) by Virginia Governor Dinwiddie only a few months ago.

Languages: English

## Conditions

Injured

Tired

Angry

Lost

Trapped

Dead

# *Dramatis Personae*

**Jacob Van Braam** is a Dutch mercenary, and your dear friend and mentor. He taught you everything you know about survival on the frontier, from wilderness survival to native customs to swordfighting.

**Major William Trent** was the commander of **Fort Prince George** until he surrendered that fort to the French. Trent is a disgrace to the British military.

**Half-King Tanacharison** leads the Iroquois, and he helped you last year. He hates the French for killing and cannibalizing his father. The Iroquois are your only allies among the natives, but being their ally makes finding other native allies difficult: the Delaware and Shawnee hate the Iroquois.

**“French Margaret” Montour** is your half-Iroquois half-French translator and guide. She has sworn to help you in exploring the Ohio territory.

**Shingas the Terrible** is the war leader for the Delaware tribe. The Delaware are still neutral regarding the British and the French. Though you want to get the Delawares as allies, Shingas has a reputation of being a crude and violent savage.

The **South Carolina Independent Company of Foot**, 100 soldiers under **Captain James Mackay**, en route to the Ohio country. Mackay technically outranks Washington, being an officer in a line company rather than militia.

British Troops: **James Crank**, Ensign and surgeon. **Lt. George Mercer**. **Sgt. John Whiteman**. **Torrence Swiney**, **John Rowe**, **John Kitson**, **Matthew Howard**, **Ignatius Jones** and **Bibby Brooks**



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