

Captain Pipe Hopocan

Background

Keys and Secrets

You are the 27 year old nephew of **Chief Custologa**, a Delaware chief. The Delaware (more properly called the **Lenape**) have recently rebelled against the tyranny of the **Iroquois Confederation**, and are trying to navigate their own path between the Iroquois, the British and the French. You owe your life to the French soldier and diplomat, **Joseph Coulon de Jumonville**, after he saved you in the wilderness. So though you would like to see both the French and British leave the region, you must deal with Jumonville, who is brother of the French army's commander.

How can you balance the freedom of the Delaware with your friendship?

Traits

Delaware

Courageous, Tough, Escapes, Underdog, Local, Resourceful, We are the grandfathers of the Iroquois, Hatred, [A stranger might be the Great Spirit], [Foreseen in a Dream]

Charm

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

Protect

Awareness, Threats, Defend, Disarm, Restrain, Carry, Delay, [Healer]

Tricky

Quick, Dirty Fighting, Find Weakness, Tumbler, Escape, Contortionist, [Sleight of Hand], [Acrobatics], [Dagger]

Key of the Mission

You must drive the British and the French out of the Ohio country by any means. Hit your Key when you take action to complete the mission. **Buyoff:** Abandon the mission.

Key of the Manipulator

You work behind the scenes, manipulating others in order to be a shadow leader. Hit your Key when you exert your will over someone, even over minor matters - especially then. **Buyoff:** Accept a position of legitimate authority.

Key of the Guardian

You are Joseph de Jumonville's friend and loyal defender. Hit your key when you make a decision influenced by him or protect him from harm. **Buyoff:** Sever the relationship.

Secret of the Bodyguard

Once per session, you can reroll a failure when protecting someone.

Secret of Leadership

Once per session, you let someone else reroll a failure when they follow your orders or advice.

Languages: English, French, Shawnee

Conditions

Injured

Tired

Angry

Lost

Trapped

Dead

Dramatis Personae

Louis Coulon de Villiers is the leader of the French troops. Can he be trusted? Or will he oppress the natives like the other foreigners?

Joseph Coulon de Jumonville is your friend and ally after he saved your life. Can he sway his brother to help you?

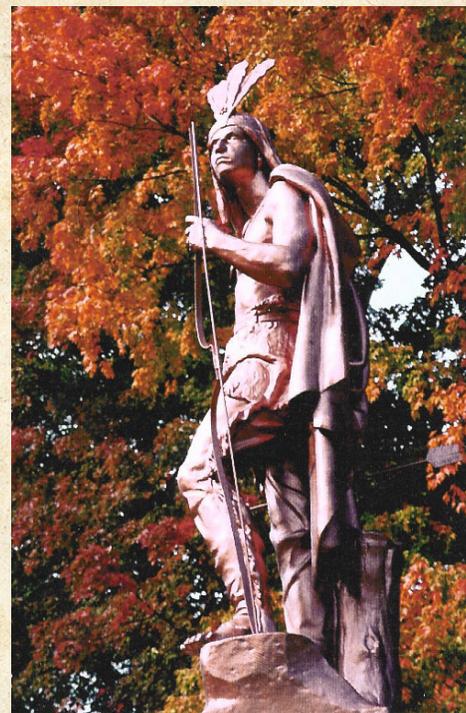
Shingas is another chieftain of the Lenape, and believes that he is smart and tough. But he is dim and easy for you to manipulate. This is made all the easier by the fact that he does not speak any French or English. How can you use him as a pawn?

Hawk Necklace leads the Shawnee warriors, who reluctantly work for the French despite being sympathetic to the British. Can the Shawnee be enlisted to your aid?

Half-King Tanacharison speaks for the Iroquois. He is no doubt trying to assert control over the Lenape by lying to the British. Notorious for his hatred of the French... could he be provoked into doing something stupid, like attacking the French diplomat?

Raspberry Girl Mehowimi is a Lenape woman who married a British deserter named **Ignatius Jones**, though the colonial powers are unlikely to acknowledge their wedding.

Queen Aliquippa, a respected Seneca elder. **Kanuksusy**, Queen Aliquippa's son and war leader of the Forks Seneca. **Buckongahelas**, a powerful Delaware chief. **Killbuck Gelellemend** and **White Eyes**, young Delaware braves. Delaware men: **Wise Man Leppoewina**. **Copper Snake Machgeuachgook**. **He-Looks-Strange Tspinaxu**. **Black Fox Wulalowe**. Delaware women: **Rich Woman Wilawiochqueu**.



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