

Major William Trent

Background

You are a 39 year old disgraced militia officer. You were in charge of the British **Fort Prince George**. Though in an excellent defensive position, your fort were sorely lacking in logistic support. No aid came from Virginia to you. So when a massive group of French soldiers approached the fort and offered to let you evacuate peacably, you left. The French tore down your beautiful fort and built **Fort Duquesne**.

Now you have retreated with your troops to **Fort Necessity** and some upstart young farmer is in charge of your men. After your 'surrender', you're a laughingstock.

Can you work this parade of fools, regain your good name and live to tell the tale?

Traits

Officer

Soldiers, Form a Square, On My Signal, Tactics, Fortification, Connections, Maps, [Loyalty], [Sacrifice], [Duty and Honor]

Charm

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

Sly

Crafty, Sneaky, Distractions, Bluff, Languages, Trade Speak, [Sharp], [Disguise]

Gentleman

Etiquette, Persuasion, Dueling, Drinking, Friendly Wager, Fisticuffs, Noblesse Oblige, [Towering Rage], [Gravitas]

Keys and Secrets

Key of the Competitor (Washington)

You hate that upstart Washington. Hit your key when you outperform or outfox him in any arena.

Buyoff: Decline to compete against him.

Key of Intolerance

You have a deep-seated intolerance for those that are different from yourself. Hit your key when you demonstrate your disdain, or when your intolerance causes problems.

Buyoff: Acknowledge a native or a Frenchmen as an equal.

Secret of Rank

You are a Major of militia serving the British crown on the western frontier. You are inarguably the most experienced British officer west of the Appalachians.

Secret of Leadership

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

Languages:

English, French, Dutch

Conditions

Injured

Tired

Angry

Lost

Trapped

Dead

Dramatis Personae

Col. George Washington is some twenty year old kid that thinks he can take your command away from you and deny you the chance clear your name. Stomp him into the dirt, while making yourself look good.

Louis Coulon de Villiers commands the local French troops, and is assisted by his brother **Joseph Coulon de Jumonville**. Previously you trusted the French, and they kept their word. Nonetheless, it didn't work out well for you, though. Should you trust their diplomat a second time?

Marie-Amable de Villiers is a beautiful young French woman married to commander Villiers. Why is she so friendly with Washington?

Various Native Types aren't worth worrying about at all, except if it advances your goals. Don't bother keeping promises with these savages; they don't understand contracts and can't keep their word.

Jacob Van Braam is a Dutch blowhard that Washington brought along with him. He's worse than Washington, really.

Captain Claude-Pierre Contrecoeur, garrison commander of Fort Duquesne.

Edward Ward, your aide-de-camp.

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



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