

NAME

Red Cloud



Mahpíya Lúta is a proud 64-year-old native American leader. He is weathered, wizened, and obviously tough.

CORE ASPECTS

High Concept: Protector of a Dying Nation

Background: War leader and a chief of the Oglala Lakota.

“They made us many promises, more than I can remember, but they never kept but one; they promised to take our land, and they took it.”

Stability: Solitude under a starlit sky on the open plain.

Trouble: Man of peace.

“I am poor and naked, but I am the chief of the nation. We do not want riches, but we do want to train our children right. Riches would do us no good. We could not take them with us to the other world. We do not want riches. We want peace and love.”

Calls everyone by their full name always.

SKILLS

3	Fight	FS	<i>Brave's Weapons, Unarmed</i>
2	Interact	-	
2	Move	F	<i>Ride</i>
	Physique	-	<i>Endurance, Tough</i> (defend)
1	Resolve	-	<i>Brave</i>
1	Wits	-	<i>Survival</i>
	The Unreal	-	

SKILL TALENTS

Focused (F). Gain +1 SP on doubles with this skill. Max rank for this skill increases by 1.

Practiced (P). Choose a simple success with this skill if you are *up* without rolling, or you may reroll any ones on a test once.

Specialized (S). Gain a perk and the ability to trade 1d for +1 SP on success with this skill.

TALENTS

Tough. +1 physical stress & soak, add +1d to Physique (defend) tests.

Well-Trained (x2)

Deadly Fighter. +2 damage, +1 pierce with melee weapons

Load Level. Basic

Load Level	Burdened	Survival	Gear
○ Unprepared	-	-1d, daily	none
○ Basic	-	daily	-1d
○ Light	-1d	daily	+0d
○ Medium	-2d	weekly	+1d
○ Heavy	-3d	monthly	+1d



LEVEL	LOT REFRESH	SETBACKS
10	① ② ③	① ② ③ ④ ⑤
DREAD	COURAGE	UNREAL INSIGHT
① ② ③ ④ ⑤	① ② ③ ④ ⑤	① ② ③ ④ ⑤

STRESS TRACKER

Physical	Consequence	Mental
4	STRESSED	4
8	<i>staggered</i>	8
	incapacitated	

Soak 1; physical

Soak 2; physical; coverage 2

Soak 2; physical; coverage 1

Soak 2; mental

GRAVE ASPECTS

GEAR & ASSETS

Pride Chief's Breastplate. Soak 2; physical; coverage 1. Soak 2; mental.

Memento Pouch of earth from Lodge Trail Ridge, site of the Fetterman Fight.

Solace Peace pipe.

Instrument Brave's Weapons

Tomahawks (2). Damage 5 (pierce 2) [T]; ranged (close, thrown), physical (slashing)

Brave's Knife. Damage 5 (pierce 1) [T]; physical (impaling)

Trappings Modest plains tribal leader

Lakota Leathers. Soak 2; physical; coverage 2

Brown Hat. Pale horse of many campaigns, Load Level (Medium)

BACKSTORY

Red Cloud is war leader and a chief of the Oglala Lakota (Sioux) since 1868. One of the most capable Native American opponents the United States Army faced, he led a successful campaign in 1866-1868 known as Red Cloud's War over control of the Powder River Country in northeastern Wyoming and southern Montana.

Red Cloud's War was the name the US Army gave to a series of conflicts fought with American Indian Plains tribes in the Wyoming and Montana territories. The battles were waged between the Northern Cheyenne, allied w/ Lakota and Arapaho bands, against the United States Army between 1866 and 1868. In December 1866, the Native American allies attacked and defeated a United States unit in what the whites would call the Fetterman Massacre (or the Battle of the Hundred Slain); it was the event on the Plains to that point with the highest US fatalities.

Captain William J. Fetterman was sent from Fort Phil Kearny with two civilians and 79 cavalry and infantrymen to chase away a small Indian war party that had attacked a wood party days before. Captain Frederick Brown accompanied Fetterman; the two were confident in their troops and anxious to go to battle with the Indians. They disobeyed orders to stay behind the Lodge Trail Ridge and pursued a small decoy band of warriors, led by an Indian on an apparently injured horse. The decoy was the prominent warrior Crazy Horse. Fetterman and his troops followed the decoy into an ambush by more than 2,000 Sioux, Cheyenne, and Arapaho. Combined Indian forces suffered only 14 casualties, while they killed the entire 81-man US detachment.

Following this battle, a US peace commission toured the Plains in 1867 to gather information to help bring about peace among the tribes and w/ the US. Finding that the American Indians had been provoked by white encroachment and competition for resources, the commission recommended assigning definite territories to the Plains tribes. The Lakota, Northern Cheyenne, and Arapaho bands, and others settled for peace with the US under the Treaty of Fort Laramie. The US agreed to abandon its forts and w/draw completely from Lakota territory.

RED CLOUD'S DREAM

<Grandfather Stands-As-Wolf comes out of dream mists>

"The time for us as guardians of sky and earth is coming to an end. The rise of steel and smoke heralds a new era for this land. As we pass, so too must our responsibilities. We have sown this land, tended it, harvested it, and laid it to rest so that It may bloom again since the time Father Sky rained life into Mother Earth."

Show the Great White Father how he cannot life without this land.

Show the Great White Hunter that only by fostering his prey can he truly count himself both Great and Hunter, rather than False, and Murderer.

Show our brothers and sisters that vengeful spirits do not peaceful lands make. The truth of the Great Ghost Dance is to clear the land entirely, not just of the white man.

Red Cloud Wakes

<Red Cloud calls council of chiefs and makes a declaration>

"I am poor and naked, but I am the chief of the nation. We do not want riches, but we do want to train our children right. Riches would do us no good. We could not take them with us to the other world. We do not want riches. We want peace and love."

"In accordance with this commitment to peace with the white man and love for all, all talk of the Ghost Dance is ended. The Lakota will not be responsible for any more death. We must become his trusted counsel. So goes the Lakota Nation." Meaning: if you don't agree, you are no longer Lakota.

<Red Cloud travels to Deadwood where the Great White Hunter will be arriving to receive the Dream Talker from the East.>

FEAR

Dread Builds

Dread is the sense of foreboding and tension you acquire on discovery of potential threats. Dread builds with each discovery and is spent automatically to increase the difficulty of Fear or Unreal tests by 1d per point of Dread.

Courage Bolsters

Courage grows as you overcome your fears, tracked as Courage dice. Spend one Courage to add +1d in any action test involving Dread, Fear, or confronting the Unreal.

The Unreal Confounds

If you do not succumb to fear when confronting the Unreal, you gain Unreal Insight, otherwise you are harmed by witnessing the impossible. As your understanding grows, so does your comprehension of how Reality can be, will be, and in many ways already has been, undone.

THE UNREAL

The Unreal reflects your understanding of things you were not meant to know—the horrible truth that lies behind what nearly everyone believes to be real. Folk without skill in The Unreal are referred to, respectfully, as *the oblivious*. In the context of the Unreal, Reality is what the oblivious believe, perceive, and experience to be the truth of the cosmos.

Unreal Insight

Insights into the truth of the cosmos can provide a +1d bonus in any action test when you spend one point of Unreal Insight. However, your approach will possibly frighten any *oblivious* who witness your action.

Knowing The Unreal

When you suffer a grave aspect when confronted by the Unreal or gain Unreal Insight, you can spend one Plot Point to gain one rank (and one only) in The Unreal that will last until the next major milestone. Optionally, you can increase the duration of the grave aspect by one step instead of spending the Plot Point.

The Unreal Subverts Reality

The Unreal responds to your will, which is not the same as submitting to your will. You can spend a Plot Point to subvert reality and use The Unreal to create almost any kind of effect. Failure is...not good.

Those souls that figured out some amount of control with consistency of outcome, survived, and then thought to share their discovery recorded their success as a spell to be studied and mastered.

The Unreal Reveals Terrifying Truth

Use The Unreal to create advantage when solving eldritch puzzles, learning spells, or confronting the Unreal. This can be used to reduce the time required or increase the value of success.

Such Terrible Knowledge

Wits can never provide understanding, but it can be used to translate the Unreal in a way that is useful to the oblivious. This could be a Challenge or a Conflict and require a scene or more. Regardless, each failure results in damage 2 [T] mental (fear). Success solves the puzzle or learns the spell.

Recognizing The Unreal

You can also use the Unreal to identify eldritch terrors from their spoor, possibly discern details about how to serve or banish such terrors, or recognize otherwise hidden evidence of the Unreal.