

Graham MacAllan

Your mother and father moved from Glasgow to America a few years before you were born. They settled in Chicago and opened a butcher's shop. Both are very religious, particularly your father, and had always expected the same from you and your older sister, Maggie. Both were dismayed by the rise of the new science and its "infernal devices" and believe that such things are the work of the Devil as are all the rumors about the weird things happening in the world.

A few years ago, two things happened that have had a fundamental impact on your life. First, Maggie and your father had a total falling out. She had fallen in love with, as your father calls them, one of the "damned scientists" and she ran away to Salina, Kansas with this man, Derek. They've settled there and are happily married. You've always wanted to go visit but Maggie discourages such a thing in her secret letters to you and your father would never willingly allow it. You miss your sister quite a bit as you've always looked up to her and considered her your best friend. As you've never been the strongest or fastest (you were ill as a child), she had often stood up for you against some of the other neighborhood kids.

The second thing that happened was a book... *Hoyle's Book of Games*. By the time you were old enough to become your father's apprentice at the butcher shop, he already had one, a young man who your father had tried have Maggie court instead of that "damned scientist." So, instead, your father arranged for you to work in one of Chicago's slaughterhouses before apprenticing at the shop. You hated the work and, one day, while walking to work, you found an old, tattered book in the street. No one else walking by paid it much mind but you picked it up and started to secretly read it at night. The book explained all kinds of card games like poker and bridge but you saw beyond that and soon started to harness the power of magic.

It wasn't long before you stopped working at the slaughterhouse and, instead, spent your time gambling and practicing magic. You knew that if your parents ever found out that you were gambling, let alone "trucking with devils" in the form of magic, they would throw you out. You didn't care anymore. They had already driven away your sister and if they did the same to you, then so be it.

Naturally, your father did get word of your gambling ways and personally came to break up the game, so to speak. And he didn't come alone.

Your father and a few of his religious friends streamed into the pub with clubs and angrily attacked your fellow gamblers and you. To protect yourself, you instinctively reached out and wrested some power from a Manitou to toss up a magical shield. Unfortunately, your father caught sight of what you did and screamed, "Devil!" He came at you with hate and murder in his eyes. Grabbing the money that still sat on the table, you fled.

Using the money to buy a fancy suit like you had always wanted, a small gun as the West is a dangerous place, and a few supplies, you headed for the Union Blue station. One ticket to Salina later, you were on the Union Blue train and headed for your sister. Your biggest fear is that she'll not accept your magics and so, until you know for sure, you'll need to hide it from her.

Rank: Novice **XP:** 10

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Gambling d8, Guts d6, Healing d4, Knowledge (Occult) d6, Notice d6, Shooting d4, Spellcasting d8, Streetwise d4, Taunt d4

Pace: 6; **Parry:** 5; **Toughness:** 5; **Grit:** +1

Hindrances: Ailin (minor), Clueless, Heavy Sleeper

Edges: Arcane Background (Magic), Card Sharp

Gear: Derringer (5/10/20, 2d6, shots 2, AP 1), knife (Str+d4), deck of cards, fancy suit, some dinero (\$5).

1: Spirit to d8

2: Spellcasting to d8 and Gambling to d8