

Pierre Bascou

Hailing from New Orleans, Pierre almost always sticks his nose into things he shouldn't. In a lot of lines of work, that isn't such a good idea. Working as a journalist, it is encouraged. Pierre has left his home town and, as he has discovered, the good food and culture to become a journalist. He traveled to Tombstone to work for The Epitath. Although the Epitath wasn't looking for a new journalist, Pierre persuaded the editor to take him on a freelance basis. Pierre can be quite persuasive when he needs to.

Somehow Pierre also got the editor of The Epitath to let him cover the Hellstromme Express...a train that takes "mad scientists" from Chicago to Dodge City for the Kansas Scientific Symposium. See, Pierre, has a love for all this new technology. He doesn't understand how or why it works but it does work and that's what matters to him. Although the new technology doesn't always seem to have a love for him...gadgets seem to break more often when he uses them than when others do.

Fortunately, Pierre has a few weeks before the Hellstromme Express leaves Chicago. Unfortunately, he isn't in Chicago or even heading in that direction. In fact, he is currently going the other way. When he arrived in Lawrence, he dropped his camera and broke it...not the first time he's clumsily dropped or broken something. Rather than arrive in Chicago without a camera, Pierre is heading back to Dodge City to buy one...perhaps he can even find an Epitath Camera for sale, if only he had enough money to buy one. Then again, if he doesn't get some good pictures or a good story to sell soon, he won't have much money for anything.

Rank: Novice **XP:** 5

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

Skills: Fighting d4, Guts d6, Investigation d8, Notice d8, Persuasion d8, Shooting d4, Streetwise d8, Taunt d4

Pace: 6; **Parry:** 4; **Toughness:** 7 (2); **Grit:** +1

Hindrances: All Thumbs, Curious, Quirk (New Orleans accent)

Edges: Investigator, Snakeoil Salesman

Gear: Colt Frontier (12/24/48, 2d6, shots 6, AP 1), Bullet Proof Vest (+2 Armor), Restoration Elixir (two doses), Vocal Unction Elixir (one dose), Adrenal Booster (one dose), broken camera, clothing, notebook and pencil, some dinero (\$50).

1: Persuasion to d8 and Notice to d8