

ABBY WALKER

medium humanoid (human), lawful good

Armor Class 11

Hit Points 29 (3d10 + 15)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	15 (+2)	12 (+1)	12 (+1)	15 (+2)

Skills Insight +6, Persuasion +7, Survival +6

Senses passive Perception 10

Languages English, Apache

Challenge 3 (700 XP)

Charming (3/day). Abby Walker can give herself advantage on a single Charisma-based checks against one creature that isnt hostile towards her.

Markswoman (3/day). If Abby Walker would miss with a firearm, she may choose to hit instead.

Inhuman Resilience (3/day). If Abby Walker would drop to zero hit points, she may choose to drop to one hit point instead.

ACTIONS

Pistol. Ranged Weapon Attack: +3 to hit, range 30/90 ft., one target. Hit : 6 (1d10) piercing damage.

Shotgun. Ranged Weapon Attack: +3 to hit, range 30 ft. cone, all creatures in cone must make a DC 13 Dex save (half damage on success). Hit : 9 (2d8) piercing damage.

Rifle. Ranged Weapon Attack: +3 to hit, range 80/240 ft., one target. Hit : 11 (2d10) piercing damage.

A native of Boston, Abby Walker and her husband were in the process of moving to the fledgling town of Independence, Texas, in the late eighteen-hundreds when they were attacked. Her husband was brutally murdered and she was assaulted, shot, and left for dead.

Rescued by Calian, a member of an indigenous tribe, she was nursed bck to health and helped to her destination only to discover that the man who had killed her husband, Tom Davidson had taken his place and was the new sheriff, working with a philosopher named Augustus who was only questionably on his side.

She planned to assassinate him but was stopped by local hobo and do-gooder Hoyt, and ended up moving in with barkeep, entertainer, burlesque performer, and spy Kate Carver. The five them - Abby, Calian, Hoyt, Augustus, and Kate - worked to uncover the powerful financial interests behind Tom in an effort to bring him to justice.

Things proved to be more complex than Abby had initially suspected them to be, and when Tom Davidson was brought down it felt more like a tragedy than a victory - and the powers behind him offered a \$10 000 bounty for his rescue.

KATE CARVER

medium humanoid (human), chaotic good

Armor Class 12

Hit Points 33 (3d10 + 15)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	15 (+2)	11 (+0)	15 (+2)

Skills Investigation +7, Performance +7, Persuasion +7

Senses passive Perception 15

Languages English, Cantonese

Challenge 3 (700 XP)

Biting Commentary (3/day). Kate Carver can needle someone with insults. As a bonus action, she insults someone with a word or action, forcing them to make a Wisdom save, DC 11. On a failure, the target takes 1d4 psychic damage and has disadvantage on all rolls until the end of Kate Carver's next turn.

Charming (3/day). Kate Carver can give herself advantage on a single Charisma-based checks against one creature that isnt hostile towards her.

Mocking Performance. Kate Carver makes an investigation roll against a creature or group that she has seen, spending 24 hours to investigate and prepare. She then chooses a public space and puts on a performance in front of an audience and the creature that she investigated. The creature must make a Charisma save against a DC equal to Kate Carver's Investigation check. On a failure, that creature or group has disadvantage on all Charisma checks for the next seven days. Only one creature or group can be affected by this feature at a time.

ACTIONS

Derringer. Ranged Weapon Attack: +4 to hit, range 20/40 ft., one target. Hit : 5 (1d8) piercing damage.

Following in the footsteps of Kate Wearne, Kate Carver faced tragedy and found employment and purpose among the Pinkerton Dctective Agency, helping to bust unions and bringing anyone that dared to challenge the American oligarchs that were trying to twist the country into their own image.

She was an effective weapon for the Knights of Capitalism, helping to bring down several threats to the American aristocracy. Allowed to follow her own excellent instincts, she followed a lead to Independence, where she went about investigating the activities of one Tom Davidson and his mysterious links to a vast conspiracy - a conspiracy linked to the agency she worked for.

Having seen the Agency for what it was, she quit and began to turn her biting wit and investigative skills towards combating the very people she had once worked for.

CAPTURING ABBY WALKER AND KATE CARVER

Although physically weaker than some, Abby Walker and Kate Carver present a unique challenge that makes them much more dangerous than they might otherwise appear.

Gathering Intel. Kate Carver has a high perception, and if she even suspects someone is looking into her or Abby, she will give Abby a head's up and launch an investigation against that person and all their friends. She is *very* good at what she does, and her Charming ability lets her recruit others to the task.

The second that she concludes her investigation, she will use her Mocking Performance to turn people against the person or group stalking her, learning more about them, exposing their secrets, and getting other people to fight her battles for her. If pressed, Abby will use Markswoman to keep Kate safe while she does this.

What this means is that before combat even begins, Kate may have turned or primed to turn an entire population against anyone that might be looking to grab them.

Combat. If Abby or Kate is attacked before Kate has had a chance to use Mocking Performance, either or both of them will flee, using Charming to get people to help them hide or cover their escape. Both of them are proud but neither of them is stupid - both of them would rather pick and choose the moment of engagement.

If one escapes, she will use Charming to recruit allies and free the other. Once both are free, Kate will launch an Investigation and use Mocking Performance to turn the locals hostile to efforts to capture them.

Once Mocking Performance is in play, both Abby and Kate can use Charming to call 1d4+2 locals to their aid. Locals take their initiative on the same turn as the person that called them, and use the Guard stat block as found in both the Player's Handbook and Monster Manual, but gain an additional action. Roll a d6 for each local that responds to the call for aid; on a result of 1 or 2 add the Pistol action as found in Abby Walker's stat block, on a 3 or 4 add the shotgun action as found in Abby Walker's stat block, or on a 5 or 6 add the rifle action as found in Abby Walker's stat block.

On average, this means that both Abby Walker and Kate Carver can expect nine to twelve additional fighters to come to their aid in the first few rounds of combat.

In combat, Kate Carver hides and uses Biting Commentary and then her derringer. Abby Walker will find as much cover as she can and then use her rifle or shotgun, switching to her pistol when she runs out of bullets for either of her other weapons.

If one falls, the other will escape and try to launch a rescue operation as soon as they've had a chance to recover.

TRANSPORTING ABBY WALKER AND KATE CARVER

Both Abby Walker and Kate Carver are used to being able to talk their way out of trouble, and this can be incredibly problematic for those that aren't ready for it.

Upon regaining consciousness, **Kate Carver** will use Biting Commentary on everyone her.

After that, both she and **Abby Walker** will use the Charming trait and then their Persuasion skill to try and get people to release them and let them go. If one succeeds, she will also try to free the other, and then both will flee, lick their wounds, and get ready to go after their captors.



BREAKING ABBY WALKER

Abby Walker may not understand what's going on around her, but she's charming, determined, and tough.

She will attempt to charm her way out of the ICF, presenting a difficult and unusual challenge for those trying to break her in.

Breaking Abilities. Abby is tough but charming, possessed of an incredible resilience and impressive presence. Her two chosen Abilities are Constitution and Charisma.

Note that until her Abilities are broken, she can use her Charming and Unnatural Resilience traits as usual. She will try and talk people into releasing her, and if she is successful and still has uses of Charming left, she will try and persuade her captors into helping her escape.

Breaking Skills. Abby has a good eye for reading people, a gift for bringing people to her side, and a instinct for survival. While breaking skills, roll a d3, where 1 is Insight, 2 is Persuasion, and 3 is Survival. If the skill being attacked is the one that shows up the die, you have discovered one of her two chosen skills and can now go about breaking it as normal.

Note that if her Persuasion skill remains in play, she can use it at the end of a therapy session to try and turn one of her captors or one of the guards to her side so that they aid her in attempts to escape.

Breaking Background. Abby's Background is either Caravan Specialist, Courtier, Folk Hero, or Investigator. Roll 1d4 when attempting to break her background, where 1 is Caravan Specialist, 2 is Courtier, 3 is Folk Hero, or 4 is Investigator. If you are breaking the same background that shows up on the die, then you have discovered her background and can no go through the process of breaking her down.

Escape. If Abby escapes, she will bide her time until she can find out where Kate is being kept, and then try and free Kate. The two of them together will use Charming to turn people to their side, using the guards that are supposed to be keeping them bound to guide them to freedom.

Using her Charming trait, she can have up to three guards or doctors working with her, and may be able to persuade them to give her some kind of firearm. She's not terribly stealthy, but the people trying to help her will try to keep her hidden.

Abby may try to free others while trying to save Kate, but she is largely ignorant to the ICF or the people in its care - she will not really understand what's going on and escape will be her top priority. If she does get back to her own world, she will be on high alert against future attempt to take her into custody (see Breaking Kate Carver for more details).

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BREAKING KATE CARVER

Kate Carver doesn't need to know the fine details; she's caught the gist of things and will try to turn anything she can to her advantage. She's used to being alone and in danger.

Amazingly, she will attempt to neg people into working with her, destroying her captor's self-esteem before turning them to her side. She is an agent of chaos who can turn an unprepared ICF against the organization itself.

Breaking Abilities. Kate is intelligent, charming, and ruthless. Her two chosen Abilities are Intelligence and Charisma, and she will use them to brutalize the self-image of anyone around her.

Until her Abilities are broken, she can use her Biting Commentary and Charming traits as usual. She will try to weaken the wills of the people around her and then talk them into releasing her, and if she is successful and still has uses of Charming left, she will try and persuade her captors into helping her find Abby and escape.

Breaking Skills. Kate has a talent for finding things out, turning what she knows into performance art, and getting people to do what she wants. While breaking skills, roll a d3, where 1 is Investigation, 2 is Performance, and 3 is Persuasion. If the skill being attacked is the one that shows up the die, you have discovered one of her two chosen skills and can now go about breaking it as normal.

Note that if her Investigation and Performance skills remain in play, she can use Investigation at the end of one therapy session to try and use her Mocking Performance trait at the end of the next session. She will typically target one person with this performance, isolating that person and making them easier to persuade to her side...

Breaking Background. Kate's Background is either Charlatan, Entertainer, Investigator, or Spy. Roll 1d4 when attempting to break her background, where 1 is Charlatan, 2 is Entertainer, 3 is Investigator, or 4 is Spy. If you are breaking the same background that shows up on the die, then you have discovered her background and can no go through the process of breaking her down.

Escape. If Kate escapes, she will immediately get whoever she has turned to take her to Abby and do her best to free her. The two of them together will use Charming to turn people to their side, using the guards that are supposed to be keeping them bound to guide them to freedom.

Using her Charming trait, she can have up to three guards or doctors working with her, and may be able to persuade them to give Abby some kind of firearm. She's not terribly stealthy, but the people trying to help her will try to keep her hidden.

Kate will ask about the other captives in an ICF, and will be interested in knowing who would be the worst person to free from captivity. She will then, if pressed, try to free that person and turn them loose as a distraction so that she can Abby can escape.

If she does get herself and Abby back to her own world, she may try and recruit anyone that she's turned and has survived to come and work for her. She will keep Mocking Performance active against the ICF and its agents unless she is dealing with a specific threat, and then turn it against the ICF and its allies going forward. She, more than Abby, will realize how lucky they were to escape.