

Population Narrative Document

Julian Benchimol

Major Character Bios:	2
Character Name: Cassius Widrick	2
Character Name: Hunter Kenison	4
Character Name: Virginia Drew	6
Character Name: Annabelle “Annie” Lawson	7
Character Name: Delma Vanderhoof	10
Intermediate Character Interactions:	12
Minor Character Interactions:	14

Major Character Bios:

Character Name: Cassius Widrick

Age: 50 Years Old

Eye Color: Blue

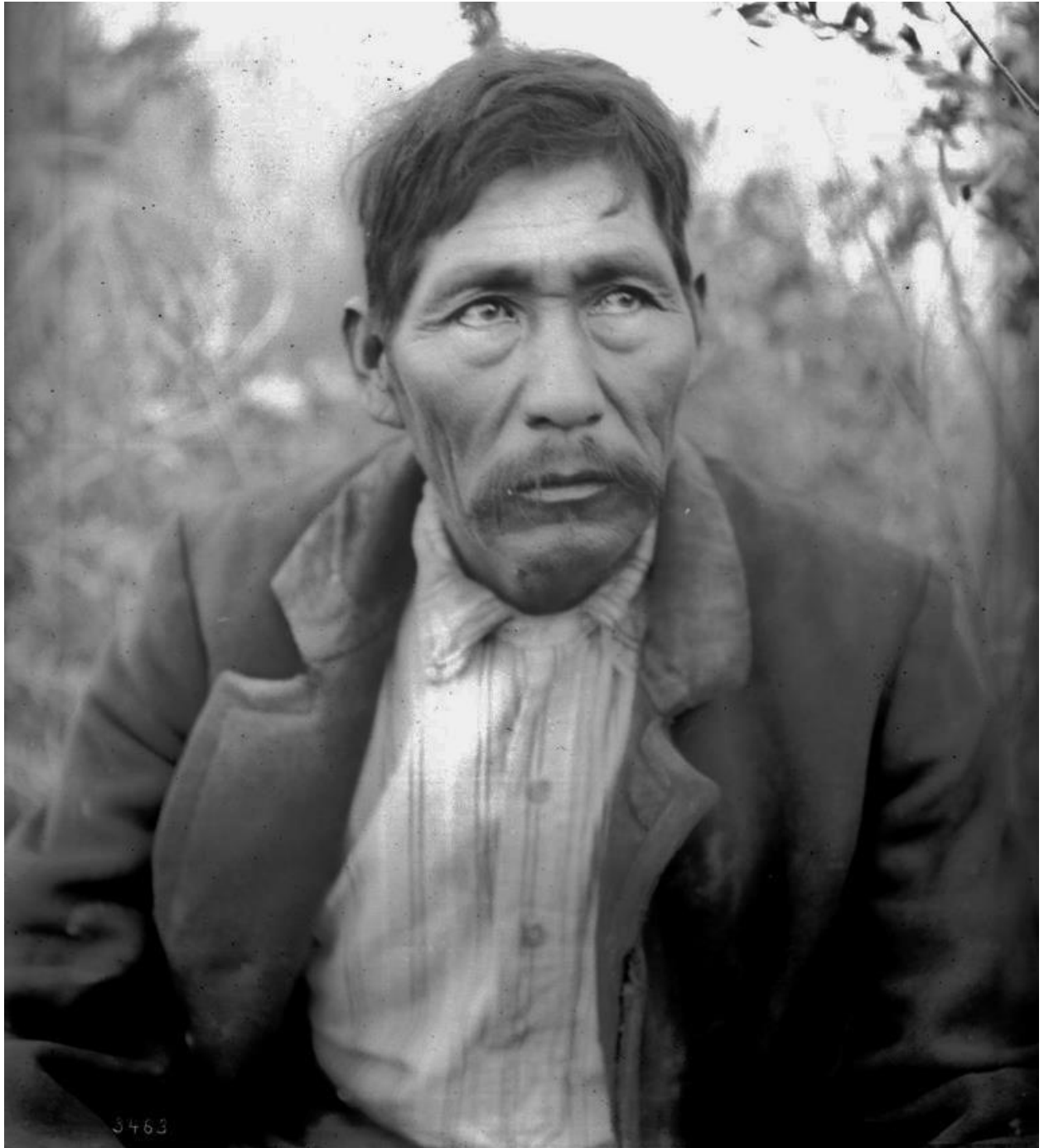
Hair Color: Brown

Height: 5'10"

Alignment: Neutral/Good (non-combative)

Cassius Widrick is the local apothecary in Liberty and moved in when he got word of a new town being made from some buddies. Needing a fresh start after a string of unsuccessful treatments, he decided to move out and set up shop to maybe help more people there. After getting his plot from Virginia Drew, one of the co-founders of Liberty, he quickly secured a foothold and started caring for people. When he wasn't tending to the sick, he would work at the general store, selling groceries and various other amenities to the locals. Once the White Hand secured the tin mine, he found he was spending more time in the doctors as more people were being hurt by the savagery of the White Hand. However, the occasional White Hand would turn up needing stitches and while Cassius didn't like them, he saw it as strictly business and didn't want to see these people dying when he could save them.

The player can meet Cassius either in the general store rarely, or more commonly in the apothecary next door. He is able to sell the player a multitude of healing items but will become more useful as the player completes more quests. Should the player befriend him, then he will cease to help the White Hand, and there will be less of them roaming the town at a time. However, should the player only buy from Cassius, there will be no significant change to the story or the final fight in the tin mines.



Character Name: Hunter Kenison

Age: 40

Eye Color: Brown

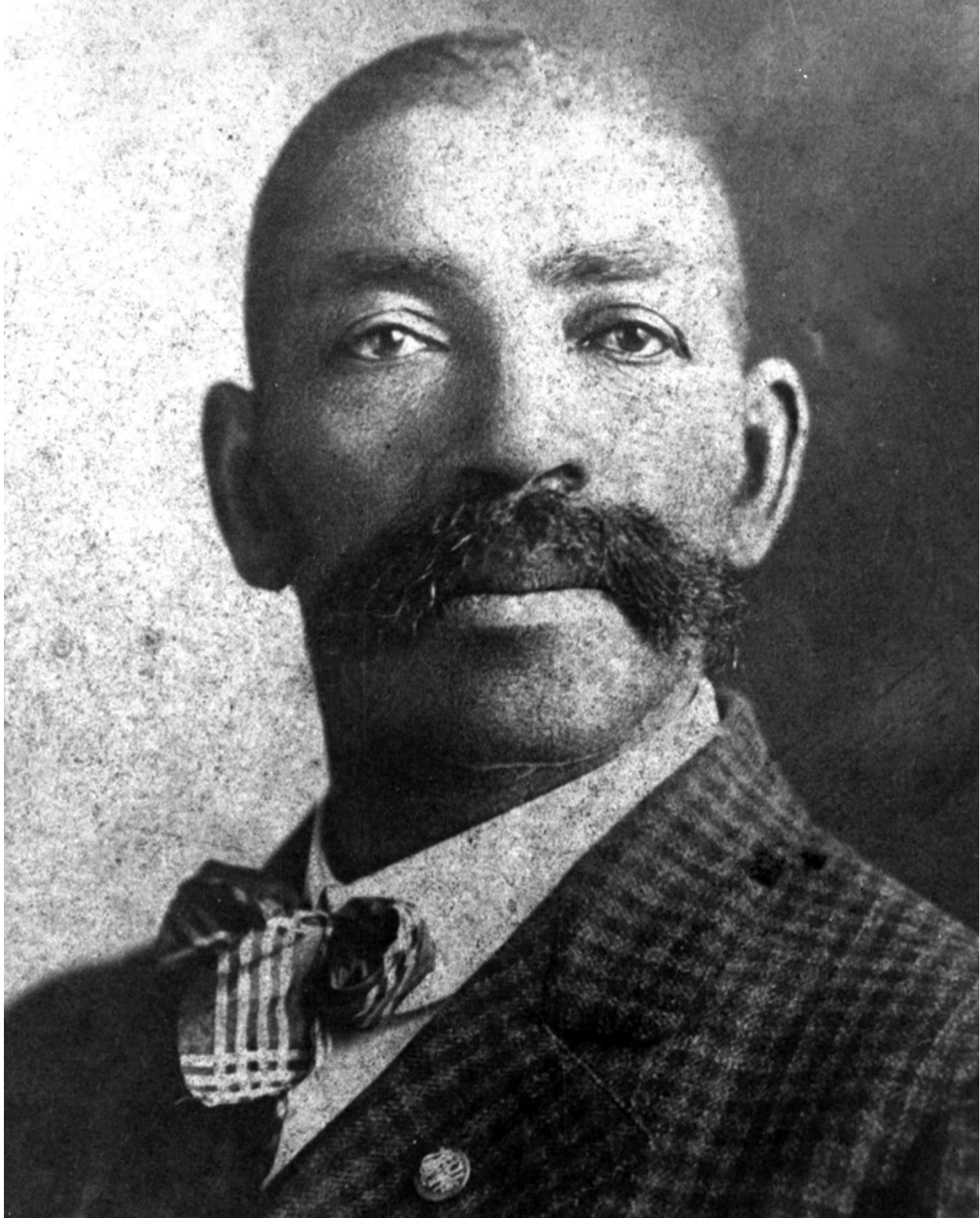
Hair Color: Black

Height: 5'11"

Alignment: Neutral (information)

Hunter is the owner of the local Saloon, the Rambling Rabbit, where bandits and townspeople come together to enjoy a meal and a drink. Hunter is great at acquiring information from his drunk patrons and is very useful to the right person. Hunter became the owner after accepting the job from Virginia Drew, one of the founders of Liberty. She claimed he wouldn't have to buy the property to own the saloon but would have to pay a land tax instead. He gracefully accepted the job and has been an owner ever since. Since the White Hand moved in, he has had. No quarrels with them have sprouted as they are always eager to pay for a drink, but he will make some exceptions to Delilah if she ever wanted to stop buy as he didn't want to anger her. The only difference between the White Hand and a normal saloon customer is that the gang members tend to be a bit rowdier, but it's nothing he cannot handle. As a bartender, he is able to hear many rumors throughout his nights at the saloon, meaning his information is very useful to the right person be them good or bad.

The player can meet him during the night at the saloon where he can inquire about information that he might know. He will give basic knowledge, but as the player completes quests for him, more information will become known about strengths and weaknesses of enemies. While he is not required to befriend, his role as an ally in the final fight could prove useful, as he can spike the brew with a sleep aid and make the final fight in the tin mine a bit more manageable for the player. However, if the player makes an enemy of Hunter, then he will give his information to the White Hand gang members, making them more violent and more likely to attack the player on sight as they know the player is up to something.



Character Name: Virginia Drew

Age: 39

Eye Color: Green

Hair Color: Blonde

Height: 5'5"

Alignment: Helpful (peaceful)

Virginia Drew is one of Liberty's richest inhabitants, as her husband helped found the town. After she had gotten married at the age of 19, the two of them moved out here to start the town and, alongside the now sheriff of Liberty, she played a pivotal role in the development of the town before the White Hand came. While she has no combat experience, Virginia is against the violence that the White Hand brings into Liberty. Seeing all of her hard work being dismantled, she sends out a bounty for Delilah to nearby towns, but no one is able to come to help the town and live. Her main motive is keeping the people of her town safe from violence and enforces this with an iron fist. She has no backstory against the White Hand and has no idea the kind of power they have, but she wants them out of her town in any way possible. She is unafraid to dish out the harshest punishments for any act of violence. Virginia currently has no idea that Boney is in Liberty, but that changes nothing for her goal to run the bandits out of her town.

Virginia is the main reason why the player moves towards Liberty, as the player finds her bounty and catches wind that one of Boney's top leaders. The player first meets Virginia after going to the Sheriff's office and presenting the bounty offer. The sheriff points the player in the direction of her house, and that is where she remains for most of the plot in Liberty. The player is required to complete missions for her to progress the story to the climax, where they retake the tin mines and capture Delilah and end the White Hand in Liberty once and for all.



Character Name: Annabelle "Annie" Lawson

Age: 20 years old

Eye Color: Brown

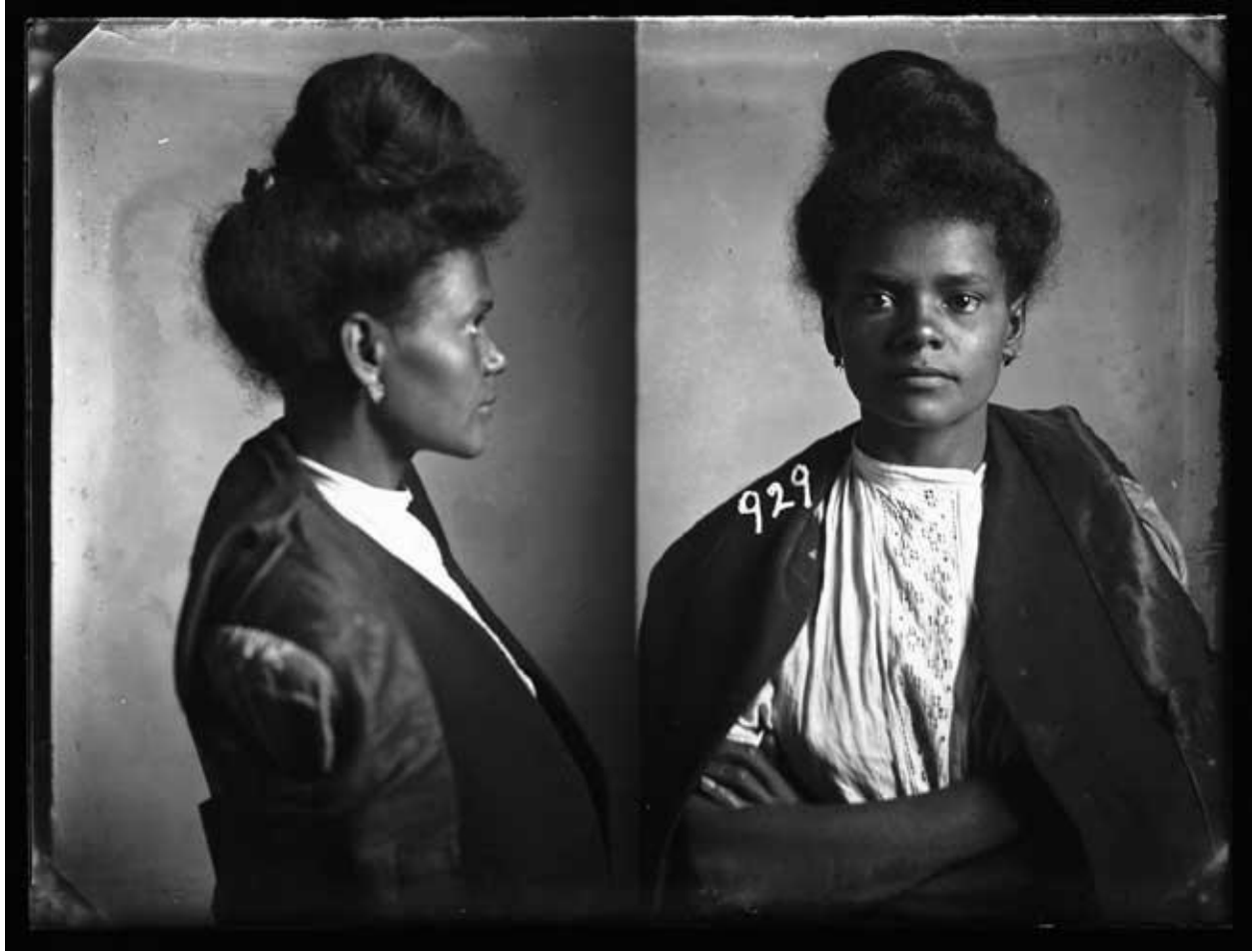
Hair Color: Black

Height: 5'3"

Alignment: Evil (deceitful)

Annabelle was born into the town of Liberty and grew up in the care of her mother. Her father used to own the local tin mine, but when Delilah wanted to claim it for the White Hand, her father refused to step down and was killed. She was 3 years-old at the time so she doesn't remember him, only that he was a hero. She went to school at the local schoolhouse in town and had a fairly normal childhood. She was always told by her mother to be wary of the gang members roaming the town since they "lack morals and basic intelligence." However, she would always see the way the gang members acted; never paying for food and taking what they deserve and would always hound her mother asking why they can't do the same thing if other people are doing it. Her mother always told her that even though they got free food, they didn't deserve it based on their actions and would always get what they deserved, but this wasn't enough for Annabelle. She started sneaking out at night to steal from the Saloon, releasing the livestock from their pens. More often than not, she'd wind up in the jail night after night. One night in particular she had planned to raid the tin mine storage shed but was captured by the gang when she was found trying to break through a small hole in the side of the shed. She was taken and brought to Delilah who saw her potential. She offered to recruit Annabelle and in return offer her protection and food for her and her mother and Annabelle gratefully accepted. Four years later, Annabelle acts as a scout for the White Hand in the town for anyone who may be a harm to her and her cause.

When the player character comes into Liberty, they are discovered almost immediately by Annabelle thanks to some White Hand scouts, and she sets up a trap to extort them. She pretends to be attacked by the White Hand and has the player save her. The two return to Annabelle's house where they work together, all while Annabelle is relaying the information to Delilah. As Annabelle is a loyal follower to Boney, she cannot be swayed to the player's side of the fight but will use her father's murder as a false motive for fighting against the White Hand. In the final showdown of Liberty in the tin mines, the player finds out about Annabelle's betrayal and must decide to spare her or kill her to get to Delilah and Boney. If spared, Annabelle is taken to jail and is never encountered again.



Character Name: Delma Vanderhoof

Age: 17

Eye Color: Brown

Hair Color: Dark Brown

Height: 5'3"

Alignment: Helpful (fighting)

Delma Vanderhoof, along with her sister were both orphaned by the White Hand when they were just very young but were taken by them to be raised into the life of the gang. As they were kids, any trouble that they got into would be less severe than if they had been adults. As Delma was 16 years-old, she took the responsibility as mother for her 14-year-old sister. She was always looking out for her; making sure she got food and was never harassed by the older men in the gang, at the cost of them harassing her instead. By the time they made it to Liberty, Delma had planned to escape and leave the gang with her sister in the middle of the night. Together, the two slip away to the local church to find some help. After telling the pastor their story, he vowed to keep them safe and give them a proper home and food. Now, with the town crawling with White Hand members, the two must stay in hiding or in costume while out and about. Delma mostly goes out to run errands for the pastor, grabbing groceries and supplies from the general store while her sister goes to school. Her main goal is to live a normal life in Liberty without the threat of the White Hand.

The player can meet Delma in one of two ways: either in the general store picking up groceries, or back at the church. When they meet, Delma is visibly against the White Hand given her past and would like nothing more than to drive them out of the town. The player is able to gain her assistance in the final battle at the tin mines by aiding her in a series of quests. In the final battle, she is able to help fight the White Hand alongside the player. While she is not required, she is more than useful to the player and will not die. By the end of the fight, she is grateful for your help in liberating Liberty from the White Hand and claims that maybe she can start a new life with her sister.

Rosa
Vanderhoof

Delma
Vanderhoof



Intermediate Character Interactions:

Intermediate Characters / Player Interactions:

- **Aurelia Reiley-**
 - Aurelia is a ranch owner's wife. She lives in the outskirts of Liberty close to the road that the player entered the town in. The family keeps to themselves, not to anger the White Hand. The family has to pay a tax to Delilah to keep the White Hand away from their ranch.
 - Dialogue:
 - "Welcome to Liberty stranger."
 - "You best be on the lookout. I hear the White Hand doesn't take too kindly to strangers"
 - "You another one of those white hand? You should keep on walkin"
- **Madeline Reiley-**
 - Lives with her mother Aurelia on the farm. She is a young girl who does a lot to help out her family on the ranch, but mostly spends her day at the schoolhouse. Since there are not many kids in Liberty, she makes her own fun among the farm animals
 - Dialogue:
 - "Hi! Are you the new farm helper?"
 - "Mom says not to talk to strangers, but you seem alright!"
 - "Sometimes, when I'm supposed to be working, I sneak out and play tag with the pigs instead! Don't tell mama though."
- **Lacy Antill-**
 - Lacy teaches the kids at the school during the day, so she rarely has any encounters with the White Hand. She mostly keeps to herself when she isn't teaching but will occasionally go out to the saloon.
 - Dialogue:
 - "You look too old to be one of my students! You new around here?"
 - "Watch out for the White Hand pal, that tin mine is crawling with them ever since they set foot in this town."
 - "You hear about struggles on the east coast? Some say they're a myth, but I'm a full believer."
- **Roseanne Vanderhoof-**
 - Younger sister to Delma Vanderhoof. Escaped the White Hand with her sister and is living in the church with the pastor. She will sometimes go to the outskirts to play with Madeline, but her sister doesn't like when she leaves the safety of the school or the church in case the White Hand gets a hold of her once again.
 - Dialogue:
 - "I'm not afraid of you or the White Hand, but my sister says I have to stay safe."

- "I'm happy the pastor took us in. I don't know where we'd be if we didn't have his help."
- "I hope the White Hand pays for what they did to our family."
- Baldwin Reiley-
 - Husband to Aurelia and father to Madeline, Baldwin lives on the outskirts of Liberty with his family. He runs one of the most popular ranches in Liberty and a big friend to most of the inhabitants. He doesn't take anything from the White Hand and refuses to humor anything they do.
 - Dialogue:
 - "Howdy, welcome to Liberty. Don't cause trouble and we'll get along just fine."
 - "I run the best farm here in Liberty. Let me know if you need anything. I might just strike you a deal."
 - "Don't let the White Hand scare you, they're nothing but cowards."
- Kasper Haywood-
 - Lives alone at the edge of town and has a good social interaction with the player and other inhabitants of Liberty. Not letting the solitude get to him, he frequently visits the town and the saloon. Kasper is one of Liberty's most friendly occupants that the player will come across.
 - Dialogue:
 - "I've never seen you here before! Howdy, and welcome to Liberty!"
 - "Let's go for a drink sometime and catch up!"
 - "I bet the White Hand would be great drinking buddies if they weren't led by that crack pot Boney."
- Otto Youngerman-
 - Pastor at the church and adoptive father of Delma and Roseanne Vanderhoof. Tries to keep the White Hand out of his daily life as much as possible and runs the only church in town. While the White Hand are a violent gang, they seem to have an unwritten agreement with Otto that no violent acts should take place in the church.
 - Dialogue:
 - "Welcome to Liberty child. Feel free to come to services every Sunday. We'd love to have you."
 - Those poor girls of mine, the White Hand orphaned them, and I couldn't just leave them on their own."
 - "Come and pray with me child. Pray the White Hand leaves Liberty once and for all."

- Ignacio Babbit:
 - Owner of the general store, Ignacio is a fairly neutral person in the fight against the White Hand. He will assist anyone who is willing to buy his wares if you have the coin. As the player completes more quests for him, his prices will slightly improve.
 - Dialogue:
 - “Hello and welcome to General’s. Look around and ask any questions. You may have.”
 - “The White Hand may be violent, but coin is coin.”
 - “Don’t steal anything, or I’ll grab the sheriff faster than you know.”

Minor Character Interactions:

Minor Characters/Interaction with Player:

- Greeting Dialogue:
 - Millie Ritter
 - “Keep out of trouble or the sheriff will get you.”
 - Vira Dellinger
 - “You here to stop the White Hand? ‘bout time someone did something.”
 - Dee Mayberry
 - “If you see Ignacio, give him my best.”
 - Ruby McOwens
 - “Stay away from those mines, unless you want some serious trouble.”
 - Lynn Albright
 - “Hunter makes the best food. Make sure to head to the saloon while you’re here.”
 - Byrson Irnus
 - “Ah, a new drinking buddy! What’s your drink of choice? Mine is straight whiskey.”
 - Kirk Holzhauer
 - “Welcome to town traveler. Never turn your back on the White Hand...or your front. No matter what they will kill ya if you give them the chance.”
 - Othaniel Yates
 - “Cassius is the best doctor we got! Well...he’s the only doctor we got but that makes him the best.”
 - Hayes Kohler
 - “The White Hand proves that anyone will follow anyone with a crazy enough goal.”
 - Isaiah Bodwell
 - “Liberty is a good town for anyone who has a deathwish.”