Cast of Characters

### The Narrator’s Overview

# The Player Personas

## Alexis

Alexis is working with Joseph for a secret organization. She is specifically looking out for any trouble that might jeopardize their operation. She is loyal to her superiors but sees Joseph and Ivan as peers, at best.

## Carla R. Krauss

Ms. Kreutzer is a mysterious bystander. Whatever her agenda it seems to have little to do with the events on this train. If and when she acts it will likely be based on her sense of personal responsibility.

(Depending on the number of players, Carla is not always present for the story.)

## Jacque

Jacque is keeping a careful eye on all of these events. He seems to expect that *someone* is going to do *something* and is trying to be aware and ready when it happens.

## Lodan

Lodan is assisting a woman named Scylla, but seems to have some reservations about it and he doesn’t share her anger and zeal.

## Phyllis

Phyllis got on to the train at the last stop (Bucarest). She seems to have an idea of what’s happening and may be deciding when and how to get involved.

# The Narrator Personas

## Joseph

Joseph’s public identity is that of a shipping mogul, but in truth he is working for a government conspiracy. He recently came across a something he believes is of considerable value. He can’t really do much with it, but he’s willing to sell it to someone who might.

Joseph is meeting his buyer, Scylla. He chose this train as a safe place to make the transaction, but he still doesn’t trust Scylla. He has taken several precautions to insure his safety, including bringing Alexis and Ivan as backup.

### Joseph’s Motivations:

* Meet with Scylla and have dinner with her at the dinning car. After dinner exchange keys to your rooms.
* Find and secure Scylla’s payment in her room.
* Limit contact with everyone except Alexis. You can’t have anyone meddling in your business.
* Give as good as you take. Retirement was never an option in your profession so while you don’t have a death wish, you’ll make sure that all scores are settled in the process.

### Joseph’s Demeanor:

* Joseph is a once common man who recognizes and adopts the symbols of wealth and status. He wants to be treated like someone competent and important.
* He tries to be suave, but most of the time Joseph wears is heart on his sleeve. There’s something unpleasant and demeaning about the way he treats people he doesn’t respect. It’s a problem he seems unaware of.
* Joseph always thinks he’s the smartest person in the room. He tries to anticipate other people’s motives and relishes holding secrets from people.

## Scylla

Scylla is magnetic, passionate, and of course, dangerous. Scylla is a man-eating chimera that’s not from “around here” and she hates just about everyone and everything she encounters. She’s a little better at hiding her emotions than Joseph, but only barely.

Scylla is here because Joseph has promised her something that might help her cause. She doesn’t trust him, so she’s bringing Lodan along. Lodan is the only “person” here Scylla has any sympathy or respect for because he’s a monster like her. She pities him though because sometimes he seems to forget that and actually get concerned about creatures that are little better than cattle.

### Scylla’s Motivations:

* Get the keys from Joseph and pick up the package from his room. If anything is missing, take it from his hide. Humans are only as valuable as their word and that’s not saying much.
* Along those same lines, punish anyone who crosses you. Those that hurt you must die as an example to anyone who might consider it in the future. Never show any vulnerability. Only anger.
* To get back at everyone who’s ever slighted you you’re going to need power. You’re hoping Joseph can supply you with just that.
* This place is a dump! You hate living in the shadows of these pests and look forward to escaping to the Outside. Joseph said he could supply that too.

### Demeanor:

* Scylla treats everyone and everything like it’s a trial of her patience and perseverance. Likewise, everyone and everything is either a resource or a risk.
* In that same vein, there is a sense that at any moment Scylla could “lose control” . . . but it’s not so much that she’s being pushed to the edge as she’s just looking for a good enough excuse to give up any pretense of cooperation. She really just wants to watch the world burn.
* The weirdest things are funny to a sea monster disguised as a person. Look at these pests, they think they’re people!

# The Train Crew

## Jasmine Yilmaz (Bartender)

Jasmine is pleasant and talkative because it’s part of her job. More importantly, she keeps an eye on everyone who passes through the dining car has an excellent memory for faces. She’ll cooperate with anyone who seems honest and reasonable.

Jasmine seems to age slightly with every reset. In the first play-through she seems to be in her mid 30’s, but with each reset have seem to be about 10 years older. She remains sharp as a tack though, and never notices the lost time, even if confronted about it. If characters become too persistent about this topic though she might write them off as lunatics and cease being helpful.

## Nerad Kravis (Baggage Handler)

Nerad is a simple baggage handler. He’ll show up and help out whenever someone calls for him, but otherwise seems eager to return to his compartment. He’s almost non-communicative and sometimes curt, doing only the bare minimum of anything he’s asked to do.

Nerad is in his late 20’s. He does not seem to age from each reset.

## Adam Stanislaw (Conductor)

Adam is austere, responsible, and unlikely to interact with any of the cast on his own. He sticks to the engine and treats most inquiries as unnecessary distractions. He takes the safety of the train very seriously though and will listen if he believes something threatens it.

Adam seems to age very quickly from each reset. He begins in his early 40’s and ages 15 years from each reset. If players cannot find a solution after three resets he will fade from existence and *someone else* will have to keep the train from crashing.