

Creating a Spellcaster PC - in general

This is a "cheat sheet" to create a spellcaster Player Character. See below for cheat sheets to create a spellcaster of a specific type.

To make a spellcaster, you must "buy" a magic **path** using some of your Character Points.

Here are the magic path options and their costs:

Alchemist: 5 (or 4 if the PC has a CUNNING of 4 or higher)
Blood Mage: 5 (or 4 if the PC has a CUNNING of 4 or higher)
Shaman: 5 (or 4 if the PC has a PRESENCE of 4 or higher)
Sun Priest: 5 (or 4 if the PC has a CUNNING of 4 or higher)
Voodoo Priest: 5 (or 4 if the PC has a PRESENCE of 4 or higher)

When you take the path, you get your magic trait at level 1e and a single power at rank 1d, but this can be increased (see below). The magic trait has the same name as the path. The power you choose depends on your focus (see below).

After picking your path, you should choose your **focus**. The focus will limit the powers (spells) you may pick and may require a Motivation and/or Complication.

If you are a Blood Mage or Sun Priest you must take the Patron God Major Motivation, and a particular other complication (either major or minor) that matches your focus. If you take the Voodoo Priest path, you must take the Patron Loa Major Motivation. If you take the Shaman path, you must take the Patron Totem Major Motivation and a particular other complication (either major or minor) depending on your focus.

After picking your focus, choose a **talisman** (a physical object). When you attempt to cast a spell, if the you do not have your talisman (or components), you suffer a -2 penalty on all spells.

All the magic traits provide **free assets** and **stage abilities**. All magic traits give the "spirit connection" stage 1 ability for free. Alchemist also gives the Literate (Latin alphabet) and Art of Memory: Read assets. Blood Mage gives the Literate (glyph alphabet) and Education assets. Sun Priest gives the Literate (glyph alphabet) asset.

In addition to these free abilities and assets, you probably will want to take **additional stage abilities**. Each magic path has stage abilities to increase your magic trait level (by 1e) and thus allow you to gain an additional power at rank 1d (which can be increased below). Remember the powers that are allowed depend on your focus. In addition, each magic path has an attack ability. As always you must always have more abilities in lower stages than higher stages. The cost of each stage ability is equal to the stage (e.g. stage 2 abilities cost 2).

Finally, you probably will want to increase the ranks of your **powers**. Your powers all start at 1d. Additional ranks are

purchased just like skills. A power rank costs 1 Character point if the power's current rank is equal to or less than the magic trait level. If the power's current rank is greater than the magic trait level then the rank costs 2 Character points.

Creating a Blood Mage Hero

This is a "cheat sheet" to create a blood mage Player Character.

To make a blood mage, you must "buy" the **Blood Mage** path using your Character Points. The Blood Mage path costs 5 Character Points. If you have a CUNNING of 4e or higher, it only costs 4 Character Points.

When you take the path, you get the BLOOD MAGIC trait at level 1e and a power of your choice at rank 1d, but these can be increased (see below). The power you choose depends on your focus (see below). (p. 76)

After purchasing your path, you should choose your **focus**. This will limit your powers (and require a particular motivation or complication) (p. 91). Here are the options:

- **Kinich Ahau**, powers: Sun, War, Sound and Music, Protection, Fire
 - **Kukulcan**, powers: Wisdom, Art and Beauty, Community and Fellowship, Travel, Strength, Spiritworld
 - **Chac**, powers: Sky and Weather, Water, Thunder and Lightning, Plants, Discard
 - **Ix Chel**, powers: Moon, Life and Healing, Fertility, Night, Earth
 - **Itzamna**, powers: Spiritworld, Life and Healing, Wisdom, Goodness and Joy, Sun, Command and Leadership
 - **Shoch-Iboy**, powers: Wealth, Underworld, Death and Decay, Night, Trickery
-

After picking your focus, choose a **talisman** (a physical object). A blood mage talisman could be an item such as an obsidian dagger or mirror, or a jade necklace. When you attempt to cast a spell, if the you do not have your talisman, you suffer a -2 penalty on all spells. (p. 76)

Your path and focus also determines a required **Motivations** and **Complications**. As a blood mage, you must take the Patron God Major Motivation, and a particular other Complication (either major or minor) that matches your focus. (p. 65-66)

Patron God - You have a patron god who has chosen you. You must honor this god and may occasionally be asked in a dream to do services for it. You have been chosen because your personality matches the god's.

AZTEC GODS

- Huitzilopochtli ("Hummingbird on the Left"): the patron of the Aztec capital and the god of the sun and war. You must also take the Hot Tempered Complication.
- Quetzalcoatl ("Feathered Serpent"): the god of knowledge. You must also take the Heroic Motivation.
- Tezcatlipoca ("Smoking Mirror"): the god of the night and material things. You must also take the Overconfident Complication.
- Tlaloc: the god of rain and fertility. You must also take the Arrogant Complication.

- Mictlantecuhtli and Mictlancihuatl: the god and goddess of death and rulers of the ninth level of the Underworld. You must also take the Coward Motivation.
 - Coatlicue: the mother goddess of the earth, fire, and fertility. You must also take the Charitable Motivation.
 - Xipe Totec: the flayed one, the god of agriculture, renewal, and spring. You must also take the Impulsive Complication.
 - Tonantzin: the goddess of motherhood, the moon, and corn. You must also take the Loyal Complication.
 - Omteotl: the god of duality, lord of close vicinity, giver of life. You must also take the Merciful Motivation.
 - Yacatecutli: the god of the pochteca merchants. You must also take the Ambitious Motivation.
-

The BLOOD MAGIC trait provides the "spirit connection" stage 1 ability, the Literate (glyph alphabet) asset and the Education asset, all for free (p. 77, 58, 60).

In addition to these free abilities and assets, you probably will want to take **additional stage abilities**. Improved Blood Magic Stage 1 and Stage 2 will increase your BLOOD MAGIC trait and give additional powers (at rank 1d, but able to be increased). Blood-Serpent Strike is another appealing ability that allows you to make an attack. If you take Blood Cleanse, be sure to take ranks in Knowledge (Aztec Religion) or Etiquette (Aztec) skills.

As always, you must always have more abilities in lower stages than higher stages. Stage abilities cost equals their stage (e.g. stage 2 abilities cost 2 Character points).

Finally, you probably will want to increase the rank of your **powers**. Your powers all start at 1d. Additional ranks are purchased just like skills. A power rank costs 1 Character point if the power's current rank is equal to or less than the magic trait level. If the power's current rank is greater than the magic trait level then the rank costs 2 Character points.

Creating an Alchemist Hero

This is a "cheat sheet" to create an alchemist Player Character.

To make an alchemist, you must "buy" the **Alchemist** path using your Character Points. The Alchemist path costs 5 Character Points. If you have a CUNNING of 4e or higher, it only costs 4 Character Points.

When you take the path, you get the ALCHEMY trait at level 1e and a power of your choice at rank 1d, but these can be increased (see below). The power you choose depends on your focus (see below). (p. 72)

After purchasing your path, you should choose your **focus**. This will limit your powers (p.72). Here are the options:

ALCHEMIST trait

- **Fire, powers:** Fire, Love and Sex, Sun, Art and Beauty, War, Command and Leadership
 - **Water, powers:** Water, Animal Empathy (water animals), Underworld, Protection, Life and Healing, Travel
 - **Air, powers:** Air, Animal Empathy (birds), Sound and Music, Sky and Weather, Spiritworld, Community and Fellowship
 - **Earth, powers:** Earth, Fertility, Metal, Wealth, Plants, Strength
-

After picking your focus, choose a **talisman** (a physical object). An alchemist talisman could be an item such as emerald pendant, an iron ring, etc. When you attempt to cast a spell, if the you do not have your talisman, you suffer a -2 penalty on all spells. (p. 72).

The ALCHEMY trait provides the "spirit connection" stage 1 ability, the Latin language, the Literate (Latin alphabet) asset and the Art of Memory: Read asset, all for free (p. 73, 60).

In addition to these free abilities and assets, you probably will want to take **additional stage abilities**. Improved Alchemy Stage 1 and Stage 2 will increase your ALCHEMY trait and give additional powers (at rank 1d, but able to be increased). Harm is another appealing ability that allows you to make a magical attack.

As always, you must always have more abilities in lower stages than higher stages. Stage abilities cost equals their stage (e.g. stage 2 abilities cost 2 Character points).

Finally, you probably will want to increase the rank of your **powers**. Your powers all start at 1d. Additional ranks are purchased just like skills. A power rank costs 1 Character point if the power's current rank is equal to or less than the magic trait level. If the power's current rank is greater than the magic trait level then the rank costs 2 Character points.

Creating a Shaman Hero

This is a "cheat sheet" to create a shaman Player Character.

To make a shaman, you must "buy" the **Shaman** path using your Character Points. The Shaman path costs 5 Character Points. If you have a PRESENCE of 4e or higher, it only costs 4 Character Points.

When you take the path, you get the SHAMAN trait at level 1e and a power of your choice at rank 1d, but these can be increased (see below). The power you choose depends on your focus (see below). (p. 89-90)

After purchasing your path, you should choose your **focus**. This will limit your powers (and require a particular motivation or complication) (p.89-90). Here are the options:

- **Alligator or Crocodile**, powers: Water, Strength, Underworld, Animal Empathy (Alligator), Animal Characteristics (Alligator)
 - **Bat**, powers: Moon, Night, Sound and Music, Animal Empathy (Bat), Animal Characteristics (Bat)
 - **Bear**, powers: Strength, Protection, Life and Healing, Animal Empathy (Bear), Animal Characteristics (Bear)
 - **Coyote**, powers: Crossroads, Trickery, Travel, Animal Empathy (Coyote), Animal Characteristics (Coyote)
 - **Eagle**, powers: Air, Spiritworld, Strength, Sky and Weather, Animal Empathy (Eagle), Animal Characteristics (Eagle)
 - **Hawk**, powers: Sky and Weather, Sun, Thunder and Lightning, Animal Empathy (Hawk), Animal Characteristics (Hawk)
 - **Hummingbird**, powers: Art and Beauty, Life and Healing, Air, Sound and Music, Animal Empathy (Hummingbird), Animal Characteristics (Hummingbird)
 - **Jaguar**, powers: Night, War, Strength, Command and Leadership, Animal Empathy (Jaguar), Animal Characteristics (Jaguar)
 - **Owl**, powers: Wisdom, Night, Moon, Spiritworld, Animal Empathy (Owl), Animal Characteristics (Owl)
 - **Raven**, powers: Discord, Trickery, Sky and Weather, Animal Empathy (Raven), Animal Characteristics (Raven)
 - **Snake**, powers: Wisdom, Earth, Discord, Animal Empathy (Snake), Animal Characteristics (Snake)
 - **Tapir**, powers: Strength, Thunder and Lightning, Protection, Animal Empathy (Tapir), Animal Characteristics (Tapir)
 - **Wolf**, powers: Moon, Community and Fellowship, Protection, Animal Empathy (Wolf), Animal Characteristics (Wolf)
-

After picking your focus, choose a **talisman** (a physical object). A shaman talisman could be a rattle, drum, a medicine bundle, a feather necklace, or a mask. When you attempt to cast a spell, if the you do not have your talisman, you suffer a -2 penalty on all spells. (p. 76)

Your path and focus also determines a required **Motivations** and **Complications**. As a shaman, you must take the Patron Totem

Major Motivation, and a particular other Complication (either major or minor) that matches your focus. (p. 66)

Patron Totem - You have a patron totem spirit who has chosen you. You must honor this spirit and may occasionally be asked in a dream to do services for it. You have been chosen because your personality matches the totem's.

- **Alligator/Crocodile**: patient and calm, slow and lethargic, with sudden bursts of savage energy. You must also take the Hot Tempered Complication.
 - **Bat**: dark, mysterious, creative. You must also take the Impulsive Complication.
 - **Bear**: calm and quiet but ferocious when angered, strong and loyal protector. If wounded you cannot flee from a fight. You must also take the Heroic Motivation.
 - **Coyote**: smart and wily, trickster, curious, unpredictable and confident. You must also take the Curious Motivation.
 - **Eagle**: proud, regal, aloof. You must also take the Pride Complication.
 - **Hawk**: tenacious, sneaky. You must also take the Arrogant Complication.
 - **Hummingbird**: beautiful. You must take the Charming Complication.
 - **Jaguar**: reclusive, strong, fast, stealthy, and confident. You must also take the Overconfident Complication.
 - **Owl**: mysterious, secretive, wise. You must also take the Pride Complication.
 - **Raven**: cunning, trickster, instigator, insatiable appetites. You must also take the Hedonist Motivation.
 - **Snake**: cold, quiet, confident, and wise. You must also take the Vengeful Complication.
 - **Tapir**: strong, but solitary and timid. You must also take the Shy Complication.
 - **Wolf**: protector, loyal, teamwork, courageous, and honest. You must also take the Loyal Complication.
-

The SHAMAN trait provides the "spirit connection" stage 1 ability, for free (p. 90).

In addition to these free abilities and assets, you probably will want to take **additional stage abilities**. Improved Shamanism Stage 1 and Stage 2 will increase your SHAMAN trait and give additional powers (at rank 1d, but able to be increased). Spiritwrack is another appealing ability that allows you to make a magical attack.

As always, you must always have more abilities in lower stages than higher stages. Stage abilities cost equals their stage (e.g. stage 2 abilities cost 2 Character points).

Finally, you probably will want to increase the rank of your **powers**. Your powers all start at 1d. Additional ranks are purchased just like skills. A power rank costs 1 Character point if the power's current rank is equal to or less than the magic trait level. If the power's current rank is greater than the magic trait level then the rank costs 2 Character points.

Creating a Sun Priest Hero

This is a "cheat sheet" to create a sun priest Player Character.

To make a sun priest, you must "buy" the **Sun Priest** path using your Character Points. The Sun Priest path costs 5 Character Points. If you have a CUNNING of 4e or higher, it only costs 4 Character Points.

When you take the path, you get the SUN PRIEST trait at level 1e and a power of your choice at rank 1d, but these can be increased (see below). The power you choose depends on your focus (see below). (p. 91)

After purchasing your path, you should choose your **focus**. This will limit your powers (and require a particular motivation or complication) (p.76-77). Here are the options:

- **Huitzilopochtli**, powers: Sun, War, Fire, Strength, Travel, Command and Leadership
 - **Quetzalcoatl**, powers: Wisdom, Art and Beauty, Air, Goodness and Joy, Spiritworld, Community and Fellowship
 - **Tezcatlipoca**, powers: Night, Wealth, Discord, Crossroads, Earth, Command and Leadership
 - **Tlaloc**, powers: Sky and Weather, Fertility, Water, Plants, Thunder and Lightning
 - **Mictlantecuhtli** and **Mictlancihuatl**, powers: Death and Decay, Underworld, Earth, Water, Protection
 - **Coatlicue**, powers: Earth, Fire, Fertility, Plants, Protection
 - **Xipe Totec**, powers: Plants, Fertility, Metal, Love and Sex, Earth
 - **Tonantzin**, powers: Moon, Plants, Earth, Fertility, Life and Healing
 - **Ometeotl**, powers: Life and Healing, Wisdom, Spiritworld, Fire, Sun
 - **Yacatecuhtli**, powers: Wealth, Travel, Trickery, Protection, Community and Fellowship
-

After picking your focus, choose a **talisman** (a physical object). A sun priest talisman could be something such as jade or obsidian jewelry, a flint dagger, or a feather necklace. When you attempt to cast a spell, if the you do not have your talisman, you suffer a -2 penalty on all spells. (p. 76)

Your path and focus also determines a required **Motivations** and **Complications**. As a sun priest, you must take the Patron God Major Motivation, and a particular other Complication (either major or minor) that matches your focus. (p. 66)

Patron God - You have a patron god who has chosen you. You must honor this god and may occasionally be asked in a dream to do services for it. You have been chosen because your personality matches the god's.

- Chac: the god of rain and lightning. You must also take the Arrogant Complication.
- Itzamna: lizard house - You must also take the Merciful Motivation.

- Ix Chel: lady rainbow. You must also take the Loyal Complication.
 - Kinich Ahau: the jaguar sun god. You must also take the Overconfident Complication.
 - Kukulcan: feathered serpent. You must also take the Heroic Motivation.
 - Shoch-Iboy: the lord of the Underworld. You must also take the Coward Motivation.
-

The SUN PRIEST trait provides the "spirit connection" stage 1 ability, the Literate (glyph alphabet) asset, all for free (p. 92, 60).

In addition to these free abilities and assets, you probably will want to take **additional stage abilities**. Improved Sun Priest Stage 1 and Stage 2 will increase your SUN PRIEST trait and give additional powers (at rank 1d, but able to be increased). Sun Burst is another appealing ability that allows you to make an attack.

As always, you must always have more abilities in lower stages than higher stages. Stage abilities cost equals their stage (e.g. stage 2 abilities cost 2 Character points).

Finally, you probably will want to increase the rank of your **powers**. Your powers all start at 1d. Additional ranks are purchased just like skills. A power rank costs 1 Character point if the power's current rank is equal to or less than the magic trait level. If the power's current rank is greater than the magic trait level then the rank costs 2 Character points.

Creating a Voodoo Priest Hero

This is a "cheat sheet" to create a voodoo priest Player Character.

To make a voodoo priest, you must "buy" the **Voodoo Priest** path using your Character Points. The Voodoo Priest path costs 5 Character Points. If you have a PRESENCE of 4e or higher, it only costs 4 Character Points.

When you take the path, you get the VOODOO trait at level 1e and a power of your choice at rank 1d, but these can be increased (see below). The power you choose depends on your focus (see below). (p. 91)

After purchasing your path, you should choose your **focus**. This will limit your powers (and require a particular motivation or complication) (p.96). Here are the options:

- **Agwe**, powers: Water, Sky and Weather, Travel (only by sea), Strength, Community and Fellowship, Protection
 - **Ayida**, powers: Goodness and Joy, Fertility, Sky and Weather, Water, Protection
 - **Baron Samedi**, powers: Death and Decay, Life and Healing, Night, Crossroads, Underworld, Trickery
 - **Damballah**, power: Wisdom, Goodness and Joy, Command and Leadership, Sky and Weather, Water
 - **Erzulie**, powers: Art and Beauty, Love and Sex, Moon, Wealth, Sound and Music
 - **Legba**, powers: Crossroads, Wisdom, Spiritworld, Sun, Travel, Protection
 - **Ogun**, powers: War, Metal, Strength, Fire, Travel, Command and Leadership
-

After picking your focus, choose a **talisman** (a physical object). Voodoo priests need a talisman or a supply of mystical components. A voodoo talisman is normally an asson rattle (a gourd filled with snake vertebrae). Components could be rum, sugar, gunpowder, oil, graveyard dirt, salt, spices, tobacco, ashes, tiny animal carcasses, and candles. When you attempt to cast a spell, if the you do not have your talisman or components, you suffer a -2 penalty on all spells. (p. 76)

Your path and focus also determines a required **Motivations**. As a voodoo priest, you must take the Patron Loa Major Motivation (p. 66).

Patron Loa - You are a practitioner of the Voodoo religion and are a devotee to a particular Loa. You must have an altar to this Loa and must make occasional offerings, rites, and rituals. In addition, you may occasionally become possessed and may have to do services for this Loa. You cannot also have the Devout (voodoo) Complication because they are too similar.

The VOODOO PRIEST trait provides the "spirit connection" stage 1 ability for free (p. 96).

In addition to these free abilities and assets, you probably will want to take **additional stage abilities**. Improved Voodoo Stage 1 and Stage 2 will increase your VOODOO trait and give additional powers (at rank 1d, but able to be increased). Petro Curse is another appealing ability that allows you to make a magical attack. If you take the Dance/Drum Rite, be sure to also take the Entertain (drumming or dancing) skill.

As always, you must always have more abilities in lower stages than higher stages. Stage abilities cost equals their stage (e.g. stage 2 abilities cost 2 Character points).

Finally, you probably will want to increase the rank of your **powers**. Your powers all start at 1d. Additional ranks are purchased just like skills. A power rank costs 1 Character point if the power's current rank is equal to or less than the magic trait level. If the power's current rank is greater than the magic trait level then the rank costs 2 Character points.

Creating a Spellcaster PC

This is a "cheat sheet" to create a spellcaster Player Character.

To make a spellcaster, you must "buy" a magic **path** using some of your Character Points.

Here are the magic path options and their costs:

Alchemist: 5 (or 4 if the PC has a CUNNING of 4 or higher)
Blood Mage: 5 (or 4 if the PC has a CUNNING of 4 or higher)
Shaman: 5 (or 4 if the PC has a PRESENCE of 4 or higher)
Sun Priest: 5 (or 4 if the PC has a CUNNING of 4 or higher)
Voodoo Priest: 5 (or 4 if the PC has a PRESENCE of 4 or higher)

When you take the path, you get your magic trait at level 1e and a power at rank 1d, but this can be increased (see below). The magic trait has the same name as the path. The power you choose depends on your focus (see below).

After picking your path, you should choose your **focus**. Here are the options:

ALCHEMIST trait

- **Fire**, powers: Fire, Love and Sex, Sun, Art and Beauty, War, Command and Leadership
- **Water**, powers: Water, Animal Empathy (water animals), Underworld, Protection, Life and Healing, Travel
- **Air**, powers: Air, Animal Empathy (birds), Sound and Music, Sky and Weather, Spiritworld, Community and Fellowship
- **Earth**, powers: Earth, Fertility, Metal, Wealth, Plants, Strength

BLOOD MAGE trait

- **Huitzilopochtli**, powers: Sun, War, Fire, Strength, Travel, Command and Leadership
- **Quetzalcoatl**, powers: Wisdom, Art and Beauty, Air, Goodness and Joy, Spiritworld, Community and Fellowship
- **Tezcatlipoca**, powers: Night, Wealth, Discord, Crossroads, Earth, Command and Leadership
- **Tlaloc**, powers: Sky and Weather, Fertility, Water, Plants, Thunder and Lightning
- **Mictlantecuhtli** and **Mictlancihuatl**, powers: Death and Decay, Underworld, Earth, Water, Protection
- **Coatlucue**, powers: Earth, Fire, Fertility, Plants, Protection
- **Xipe Totec**, powers: Plants, Fertility, Metal, Love and Sex, Earth
- **Tonantzin**, powers: Moon, Plants, Earth, Fertility, Life and Healing
- **Omteotl**, powers: Life and Healing, Wisdom, Spiritworld, Fire, Sun
- **Yacatecuhtli**, powers: Wealth, Travel, Trickery, Protection, Community and Fellowship

SHAMAN trait

- **Alligator or Crocodile**, powers: Water, Strength, Underworld, Animal Empathy (Alligator), Animal Characteristics (Alligator)
- **Bat**, powers: Moon, Night, Sound and Music, Animal Empathy (Bat), Animal Characteristics (Bat)

- **Bear**, powers: Strength, Protection, Life and Healing, Animal Empathy (Bear), Animal Characteristics (Bear)
- **Coyote**, powers: Crossroads, Trickery, Travel, Animal Empathy (Coyote), Animal Characteristics (Coyote)
- **Eagle**, powers: Air, Spiritworld, Strength, Sky and Weather, Animal Empathy (Eagle), Animal Characteristics (Eagle)
- **Hawk**, powers: Sky and Weather, Sun, Thunder and Lightning, Animal Empathy (Hawk), Animal Characteristics (Hawk)
- **Hummingbird**, powers: Art and Beauty, Life and Healing, Air, Sound and Music, Animal Empathy (Hummingbird), Animal Characteristics (Hummingbird)
- **Jaguar**, powers: Night, War, Strength, Command and Leadership, Animal Empathy (Jaguar), Animal Characteristics (Jaguar)
- **Owl**, powers: Wisdom, Night, Moon, Spiritworld, Animal Empathy (Owl), Animal Characteristics (Owl)
- **Raven**, powers: Discord, Trickery, Sky and Weather, Animal Empathy (Raven), Animal Characteristics (Raven)
- **Snake**, powers: Wisdom, Earth, Discord, Animal Empathy (Snake), Animal Characteristics (Snake)
- **Tapir**, powers: Strength, Thunder and Lightning, Protection, Animal Empathy (Tapir), Animal Characteristics (Tapir)
- **Wolf**, powers: Moon, Community and Fellowship, Protection, Animal Empathy (Wolf), Animal Characteristics (Wolf)

SUN PRIEST trait

- **Kinich Ahau**, powers: Sun, War, Sound and Music, Protection, Fire
- **Kukulcan**, powers: Wisdom, Art and Beauty, Community and Fellowship, Travel, Strength, Spiritworld
- **Chac**, powers: Sky and Weather, Water, Thunder and Lightning, Plants, Discord
- **Ix Chel**, powers: Moon, Life and Healing, Fertility, Night, Earth
- **Itzamna**, powers: Spiritworld, Life and Healing, Wisdom, Goodness and Joy, Sun, Command and Leadership
- **Shoch-Iboy**, powers: Wealth, Underworld, Death and Decay, Night, Trickery

VOODOO PRIEST trait

- **Agwe**, powers: Water, Sky and Weather, Travel (only by sea), Strength, Community and Fellowship, Protection
 - **Ayida**, powers: Goodness and Joy, Fertility, Sky and Weather, Water, Protection
 - **Baron Samedi**, powers: Death and Decay, Life and Healing, Night, Crossroads, Underworld, Trickery
 - **Damballah**, power: Wisdom, Goodness and Joy, Command and Leadership, Sky and Weather, Water
 - **Erzulie**, powers: Art and Beauty, Love and Sex, Moon, Wealth, Sound and Music
 - **Legba**, powers: Crossroads, Wisdom, Spiritworld, Sun, Travel, Protection
 - **Ogun**, powers: War, Metal, Strength, Fire, Travel, Command and Leadership
-

After picking your focus, choose a **talisman** (a physical object). Here are some ideas:

Alchemist - An alchemist talisman could be an item such as emerald pendant, an iron ring, etc

Blood Mage - A blood mage talisman could be an item such as an obsidian dagger or mirror, or a jade necklace.

Shaman - A shaman talisman could be a rattle, drum, a medicine bundle, a feather necklace, or a mask.

Sun Priest - A sun priest talisman could be something such as jade or obsidian jewelry, a flint dagger, or a feather necklace.

Voodoo Priest - Voodoo priests need a talisman or a supply of mystical components. A voodoo talisman is normally an asson rattle (a gourd filled with snake vertebrae). Components could be rum, sugar, gunpowder, oil, graveyard dirt, salt, spices, tobacco, ashes, tiny animal carcasses, and candles.

When you attempt to cast a spell, if you do not have your talisman (or components), you suffer a -2 penalty on all spells.

Your path and focus also determines required **Motivations** or **Complications**. If you are a blood mage or sun priest you must take the Patron God Major Motivation, and a particular other complication (either major or minor) that matches your focus. If you take the Voodoo Priest path, you must take the Patron Loa Major Motivation. If you take the Shaman path, you must take the Patron Totem Major Motivation and a particular other complication (either major or minor).

Patron God - You have a patron god who has chosen you. You must honor this god and may occasionally be asked in a dream to do services for it. You have been chosen because your personality matches the god's. If you are a blood mage or sun priest, you must take this Complication. See the corresponding Path (in the next chapter) for more information on each god.

AZTEC GODS

- Huitzilopochtli ("Hummingbird on the Left"): the patron of the Aztec capital and the god of the sun and war. You must also take the Hot Tempered Complication.
- Quetzalcoatl ("Feathered Serpent"): the god of knowledge. You must also take the Heroic Motivation.
- Tezcatlipoca ("Smoking Mirror"): the god of the night and material things. You must also take the Overconfident Complication.
- Tlaloc: the god of rain and fertility. You must also take the Arrogant Complication.
- Mictlantecuhtli and Mictlancihuatl: the god and goddess of death and rulers of the ninth level of the Underworld. You must also take the Coward Motivation.
- Coatlicue: the mother goddess of the earth, fire, and fertility. You must also take the Charitable Motivation.
- Xipe Totec: the flayed one, the god of agriculture, renewal, and spring. You must also take the Impulsive Complication.
Tonantzin: the goddess of motherhood, the moon, and corn. You must also take the Loyal Complication.
- Omteotl: the god of duality, lord of close vicinity, giver of life. You must also take the Merciful Motivation.

MAYAN GODS

- Chac: the god of rain and lightning. You must also take the Arrogant Complication.

- Itzamna: lizard house - You must also take the Merciful Motivation.
- Ix Chel: lady rainbow. You must also take the Loyal Complication.
- Kinich Ahau: the jaguar sun god. You must also take the Overconfident Complication.
- Kukulcan: feathered serpent. You must also take the Heroic Motivation.
- Shoch-Iboy: the lord of the Underworld. You must also take the Coward Motivation.

Patron Loa - You are a practitioner of the Voodoo religion and are a devotee to a particular Loa. You must have an altar to this Loa and must make occasional offerings, rites, and rituals. In addition, you may occasionally become possessed and may have to do services for this Loa. You must take this Complication if you have the Met Tet Asset or Voodoo Path. You cannot also have the Devout (voodoo) Complication because they are too similar.

Patron Totem - You have a patron totem spirit who has chosen you. You must honor this spirit and may occasionally be asked in a dream to do services for it. You have been chosen because your personality matches the totem's. If you have the Guardian Totem Asset or are a shaman, you must take this Complication.

- Alligator/Crocodile: patient and calm, slow and lethargic, with sudden bursts of savage energy. You must also take the Hot Tempered Complication.
- Bat: dark, mysterious, creative. You must also take the Impulsive Complication.
- Bear: calm and quiet but ferocious when angered, strong and loyal protector. If wounded you cannot flee from a fight. You must also take the Heroic Motivation.
- Coyote: smart and wily, trickster, curious, unpredictable and confident. You must also take the Curious Motivation.
- Eagle: proud, regal, aloof. You must also take the Pride Complication.
- Hawk: tenacious, sneaky. You must also take the Arrogant Complication.
- Hummingbird: beautiful. You must take the Charming Complication.
- Jaguar: reclusive, strong, fast, stealthy, and confident. You must also take the Overconfident Complication.
- Owl: mysterious, secretive, wise. You must also take the Pride Complication.
- Raven: cunning, trickster, instigator, insatiable appetites. You must also take the Hedonist Motivation.
- Snake: cold, quiet, confident, and wise. You must also take the Vengeful Complication.
- Tapir: strong, but solitary and timid. You must also take the Shy Complication.
- Wolf: protector, loyal, teamwork, courageous, and honest. You must also take the Loyal Complication.

All the magic traits provide **free assets** and **stage abilities**. All magic traits give the "spirit connection stage 1 ability for free. Alchemist also gives the Literate (Latin alphabet) and Art of Memory: Read assets. Blood Mage gives the Literate (glyph alphabet) and Education assets. Sun Priest gives the Literate (glyph alphabet) asset.

In addition to these free abilities and assets, you probably will want to take **additional stage abilities**. Each magic path has abilities to increase your magic trait level (by 1e) and thus allow you to gain an additional power at rank 1d. Remember the powers that are allowed depend on your focus. In addition, each magic path has an attack ability. Remember that you must always have more abilities in lower stages than higher stages.

Finally, you probably will want to increase the rank of your **powers**. Your powers all start at 1d. Additional ranks are purchased just like skills. A power rank costs 1 Character point if the power's current rank is equal to or less than the magic trait level. If the power's current rank is greater than the magic trait level then the rank costs 2 Character points.