**Voodoo – rough draft**

**Highlights:**

* Wacky buff/debuff/attack power

**Super Stats:**

* Willpower
* Charisma

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Call Zombie | Sum | R | Direct | 1” | -- | 1 zombie | 10s | * Calls zombie to fight for the caster * Multiple zombies can be called, but each energy cost must be paid | 10 |
| Crystal Ball | Utl | -- | -- | -- | -- | -- | -- | * Once per game session may ask the GM one question pertaining to the ongoing investigation * The question must have a yes or no answer | 10 |
| Evil Eye | Att | A | Direct | 20” | -- | 1 target | 6u | * Target is cursed (WIL, CHA 20) * All mental attacks are +2 to save DL and effect | 10 |
| Inflict Pain | Att | A | Direct | 50” | -- | 1 target | 6u | * 3d6 mental damage and Daze (WIL, CHA 20) * Pierce(2) * Pierce(8) with focus from target | 10 |
| Puppeteer | Att | A | Direct | 50” | -- | 1 target | 6u | * 3d6 mental control (WIL, CHA 20) * Pierce(2) * Pierce(8) with focus from target | 10 |
| Tarot Draw | Omni | A | Direct | 20” | -- | ??? | 6u | * Can draw cards from the tarot deck * The card drawn is random and each card appears only once each encounter * Each card represents a power or attack * Only a single card can be in play at once * Drawing a new card ends any effect that is currently active * Detrimental effects whose duration is not specified last until a save is made like any normal lingering effect | 20 |

**Additional Information**

**Call Zombie**

* A zombie rises from the ground to fight for you. Multiple zombies can be called to fight, but each zombie out has a sustained energy cost that must be paid. Zombies have the following stats:

|  |  |  |  |
| --- | --- | --- | --- |
| **STR, TOU** | 20 | **Melee** | 14/14 |
| **AGI, DEX, SPD** | 10 | **Missile** | 0/12 |
| **INT, CHA, INU, WIL** | -- | **Mental** | -- |
| **PER** | 8 | **Damage** | 3d8 |
| **Hit Points** | 40 | **Armor** | 0/0/0 |
| **Mental Hits** | -- | **Move** | 5” Run |

**Tarot Draw**

* You have a tarot deck from which you can create powers and effects. You can draw up to one card a round and use it. Each card can only appear once in a given encounter.
* Most cards have upright and inverted effects which allow for different uses. You choose which effect to invoke when you draw the card.
* Effects generally last 10 rounds or until a new card is drawn and all detrimental effects have a save (WIL, CHA 20).

|  |  |  |
| --- | --- | --- |
| **1** | Fool | * *New Beginning*: Target gets another turn instantly * *Foolishness*: Drains 2d6 INT, WIL and INU for 10 rounds |
| **2** | Magician | * *Mastery*: Target gains 2d6 to INT, WIL, INU, CHA for 10 rounds * *Hesitation*: Target is slowed (3) |
| **3** | High Priestess | * *Knowledge*: You gain the equivalent of two Analyze Foe rolls against the target |
| **4** | Empress | * *Security*: Target gains 4/4/4 armor * *Insecurity*: Target’s armor is dissolved by 1d6 |
| **5** | Hierophant | * *Clarity*: Target gains a +2 to hit and on all saves * *Misleading*: Target takes a -2 penalty to hit and on all saves |
| **6** | Lovers | * *Harmony*: Choose a member of your team and as long as you are adjacent to them, you get a +1 to all rolls and recover 1d6 hits and energy each round. * *Obsession*: Target is smitten |
| **7** | Chariot | * *Mobility*: You gain all movement powers at 15”. * *Immobility*: Target is snared 2d6 for 10 rounds |
| **8** | Strength | * *Strength*: Target gains 2d6 STR, TOU and the corresponding secondary stats * *Weakness*: Target loses 2d6 STR, TOU |
| **9** | Hermit | * *Caution*: Target gets a +2 to all defenses * *Recklessness*: Target takes a -2 to all defenses |
| **10** | Wheel of Fortune | * *Luck*: Target gets one instance of luck * *Unluck*: Target is cursed |
| **11** | Justice | * *Balance*: Anyone doing damage to the target takes half of that total as penetrating damage to himself * *Bias*: Anyone doing damage to the target immediately heals for 1d6 hit points |
| **12** | Hanged Man | * *Sacrifice*: Sacrifice up to 3d8 hit points to do that much damage or heal another |
| **13** | Death | * *Renewal*: Instantly heal all damage, energy and mental hits * *Death*: Target takes 3d12 penetrating damage |
| **14** | Temperance | * *Temperance*: Target gains 3d6 energy * *Stress*: Target is winded |
| **15** | Tower | * *Freedom*: Target is freed from all status effects and bonds * *Imprisonment*: Target is entangled with 6/6/0 & 4d8 |
| **16** | Star | * *Hope*: All allies heal 1d6 hits and energy and gain a +1 to defenses and +2 to saves * *Stubbornness*: Target must make a save to change his action round to round |
| **17** | Moon | * *Psychic*: Target’s mental powers are +2 to hit and +1/die * *Illusion*: Target is blinded |
| **18** | Judgment | * *Stagnation*: Target is stunned |
| **19** | Devil | * *Devil*: Summons a powerful devil to fight for you |
| **20** | World | * *Success*: Target’s next attack or skill roll succeeds automatically * *Fear*: Target is afraid |
| **--** | Emperor |  |
| **--** | Sun |  |