Voodoo

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Mastermind | MW+0 | SW+2 | RS+2 | RW+3 | CW+3 |
| Undead | MS+3 | MT+3 | RS+2 | RS+2 | PT+0 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Call Zombie | X | H | 30 | 1 | -- | 1 tgt | M | * Calls a zombie to fight for the caster * Zombie   + Skills 14/14/0/12/10   + Armor 0/0/0   + Claw/Bite 3d8   + 24 HP, Run 5   + Immune to mental powers * Max 2 out at once | * Zombie +1 / x2 / -- / 30P |
| Evil Eye | Arz | A | 20 | 20 | 0 | 1 tgt | 6 | * Cursed (Power) * Damage taken by other Voodoo powers is increased by 2 until curse ends * Target’s Zap is reduced by 2 until curse ends | * Curse Siphon – If any Cursed enemies take damage from their status, you heal a like amount / x1 / +1B / 10P * Save DL +2 / x3 / +1B / 10P |
| Hypnotic Powder | Ap | A | 20 | 0 | -- | 3 cone | 8 | * 2d4 mental damage * Daze * Save (Reflex, Power) to avoid all effects | * Cone +1 / x2 / +1B / 10P * Dmg Die / x3 / +1B / 10P * Save DL +2 / x3 / +1B / 10P |
| Inflict Pain | Arz | A | 20 | 6/ | 0 | 1 tgt | 6 | * 2d6+Power mental damage * Daze (Power) * Pierce(2) * If you have a focus from the target (either a piece of them, or something dear to them), then this attack is Pierce(8) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Insight | U | N | 20 | -- | -- | Self | 0 | * Once per game, you may ask the GM a question pertaining to the current investigation * The question must have a yes or no answer | * Uses +1 / x2 / +0B / 20P |
| Puppeteer | Arz | A | 30 | 6/ | 0 | 1 tgt | 8 | * Target is Controlled (Charisma, Power) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Tarot Draw | ? | A | 30 | 20 | 0 | ? | 6 | * Can draw cards from the tarot deck * The card drawn is random and each card appears only once each encounter * Some cards have upright and inverted effects. Choose which to use when you draw the card * 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 * Effects that are not instant, and have no ongoing save, last 6 rounds * Cards with detrimental effects allow a save (Charisma, Power) to avoid their effects | * Discard – Any time you draw from the deck, you may discard your first draw / x1 / +0B / 10P * Emperor – Can swap the Emperor card in for any other card in the deck / x1 / +0B / 10P * Pair – You can maintain two cards in play at once / x1 / +1B / 20P * Sun – Can swap the Sun card in for any other card in the deck / x1 / +0B / 10P |
| Zombie Juice | B | H | 20 | 1 | -- | 1 tgt | M/E | * You buff one adjacent ally for 6 rounds * Muscle +2 * Toughness +2 * Resist Daze(1) * Resist Fear(1) * Resist Stun(1) * You maintain on the first buff, and any other buffs you give burn energy instead |  |

Tarot Table (roll 1d20 for card)

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| --- | --- | --- |
| **1** | Fool | * *New Beginning*: Target gets another turn instantly * *Foolishness*: Drains 2d4+1 CHA, POW, WIT |
| **2** | Magician | * *Mastery*: Target gains 2d4+1 to CHA, POW, WIT * *Hesitation*: Target is slowed (3) |
| **3** | High Priestess | * *Knowledge*: You gain the equivalent of two Analyze Foe rolls against the target |
| **4** | Empress | * *Initiative:* At the start of the next combat round, all of your team members can choose to reroll their initiative score. While this card remains in play, your team gets Haste(1) * *Vacillation:* Target is Stunned |
| **5** | Hierophant | * *Clarity*: Target gains a +2 to hit and on saves * *Misleading*: Target takes a -2 penalty to hit and on saves |
| **6** | Lovers | * *Harmony*: Choose a member of your team and as long as you are adjacent to them, both of you get a +1 to all rolls and recover 1d6 hits and reduce burn 1d6 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 2d4+1 STR, TOU * *Weakness*: Target loses 2d4+1 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 gains Luck(1) * *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 * *Death*: Target takes 3d12 penetrating damage |
| **14** | Temperance | * *Temperance*: Target gains 2 energy * *Stress*: Target is Winded (2) |
| **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, reduce burn 1d6 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** | Judgement | * *Second Chance*: Target is revived with 4d6 hit points and 3 energy * *Judgement*: The next time your target takes damage, 1d3 random allies immediately get to make a free attack against the aggressor |
| **19** | Devil | * *Devil*: Summons a powerful devil to fight for you   + Skills 17/17/0/15/14   + Armor 4/4/4   + Claw/Bite 3d8   + 32 HP, Run 7 |
| **20** | World | * *Success*: Target’s next attack or skill roll succeeds automatically * *Fear*: Target is Afraid |
| **--** | Emperor | * *Security*: Target gains 4/4/4 armor * *Insecurity*: Target’s armor is Dissolved by 1d6 |
| **--** | Sun | * *Fortune:* Target gains the following buffs while this card remains in play:   + Accuracy +2   + Damage +2   + Defense +2   + Saves +2   + Avoid Killing Blow |