

THE DEATH MAGICIAN

The Death Magician wants to control the power of Death. Quimbanda and voodoo utilize ancient knowledge from African religions. Indian tantrics devote their lives as vama-chara, the ash-clad guardians of crematoriums. Western magicians study meticulously the secrets of life and death. Motives range from altruism to ruthless egotism, but regardless of their reasons she is always approaching the edge of an invisible precipice. One minor misstep and she will tumble into the void.



OCCUPATION

Voodoo Houngan, Hermetic Qabalist, Indian Sadhu, Quimbanda Pai de Santo, Mortician, Bookseller, Medium, Nobleman, History professor, Antiquarian.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Curse
- ◆ Forbidden Knowledge
- ◆ Guardian
- ◆ Occult Experience
- ◆ Pact with Dark Powers

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Bad Reputation
- ◆ Branded*
- ◆ Curse
- ◆ Nemesis
- ◆ Nightmares
- ◆ Marked

ABILITIES

Choose 3 Abilities:

- ◆ Initiate [Obligatory]
- ◆ Journeyman (requires: Initiate)
- ◆ Adept (requires: Journeyman)
- ◆ Master (requires: Adept)
- ◆ A Second Chance
- ◆ Dark Aura
- ◆ Experienced
- ◆ Improviser
- ◆ Talisman

ATTRIBUTES

Assign the modifiers +3, +1, and +0 to the three passive Attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +4, +3, +2, +1, +0, -1, and -2 to the other seven active Attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

NAME

Come up with a name according to your background and setting:

LOOKS

Select or come up with your own distinguishing features for your character. Some suggestions:

Clothes: Old-fashioned, worn, casual, strange, expensive, or black clothes.

Face: Ravaged, tired, guilt-laden, tense, beautiful, dour, flat, or pale face.

Eyes: Arrogant, cheerful, ruthless, fearless, weary, desperate, youthful, or smiling eyes.

Body: Large, bony, slender, sickly, towering, stocky, dignified, or frail body.

ALLIANCES

Choose one **Power broker** as your ally and another you are in conflict with.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

- ◆ One of the characters is your ally. Take +1 Relation with them.
- ◆ One of the characters has gotten in trouble because of you.
- ◆ One of the characters has asked for your help with something concerning death.
- ◆ One of the characters fears you.
- ◆ One of the characters is your enemy.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

ATTRIBUTES



RELATIONS

STABILITY

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	–1 to Disadvantage rolls
<input type="checkbox"/> Unfocused	
<input type="checkbox"/> Shaken	–1 <i>Keep it Together</i>
<input type="checkbox"/> Distressed	–2 to Disadvantage rolls
<input type="checkbox"/> Neurotic	
<input type="checkbox"/> Anxious	–2 <i>Keep it Together</i>
<input type="checkbox"/> Irrational	–3 to Disadvantage rolls
<input type="checkbox"/> Unhinged	+1 <i>See Through the Illusion</i>
<input type="checkbox"/> Broken	GM makes a Move

WOUNDS

Serious Wounds (–1 ongoing)	Stabilized
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Critical Wound (–1 ongoing)	Stabilized
	<input type="checkbox"/>

GEAR

- ☐ Vial with bone dust scraped off your own ribs. A memento from your last stay in Inferno.
- ☐ Old scalpel carved with glyphs.
- ☐
- ☐
- ☐
- ☐

DARK SECRET

& Personal Drives

DRAMATIC HOOKS

ADVANCEMENT

When you accumulate 5 xp, choose an advancement option:

- Increase one active Attribute by +1 (max +4) ☐☐☐☐☐
- Increase one passive Attribute +1 (max +4) ☐☐
- Increase any one Attribute +1 (max +5) ☐
- Select a new Ability from your Archetype ☐☐☐

After 5 Advancements You May Also Choose:

- Increase any one Attribute +1 (to max +5) ☐☐
- Select any new Ability or Advantage. ☐☐☐
- End your character's story arc as you see fit, and create a new character, who starts with 2 Advancements. ☐
- Change Archetype to another Enlightened one ☐

After 10 Advancements You May Also Choose:

- Awake (retire your character to godhood) ☐

ABILITIES

PERFORM A RITUAL

When you perform a ritual, explain what you intend to do and the GM will say what's required based on the list below. You will always be required to make some form of sacrifice, be it a living or inert offering.

- ◆ The ritual takes several hours or even days to complete.
- ◆ You need one or more assistants to complete the ritual.
- ◆ You must perform the ritual in a particular location, or at a particular point in time.
- ◆ You need a particular object in order to complete the ritual.

For every condition you cannot fulfill, you must take -1 to your roll.

Then Roll **+Soul** to determine your degree of control. On **15+** choose 2 options from below, on **10-14** choose 1. On **9-** choose 1 but the ritual has unexpected consequences: it gets either more powerful or weaker than anticipated, causing the magician to attract extra-dimensional beings, or tearing the Illusion.

- ◆ The ritual affects other dimensions.
- ◆ The ritual's effects last for as long as you actively uphold them.
- ◆ The ritual doesn't become unstable (cannot be chosen on a (-9) result).
- ◆ Journeyman or higher: You have protection from creatures and magical energies for as long as you remain within the protective circle.
- ◆ Adept or higher: The ritual affects several beings.

Initiate

You are an amateur who recently started experimenting with magic.

Journeyman (requires Initiate)

Your studies and experiments in your school of magic have granted you new insights. Choose 1 new **Field of Expertise**. When you **Perform a Ritual**, you may always choose this option:

- ◆ You have protection from creatures and magical energies for as long as you remain within the protective circle.

Adept (requires Journeyman)

You're starting to reach deeper insights into your school of magic. Choose 1 new **Field of Expertise**.

When you **Perform a Ritual**, you may always choose this option:

- ◆ The ritual affects several beings.

Master (requires Adept)

You are one of the few people alive with magical abilities akin to beings from the supernatural realms. Choose 1 new **Field of Expertise**. Additionally, you may always choose 1 additional effect when you **Perform a Ritual**.

A Second Chance

You have learned an ancient ritual. When you die, you may choose to possess the body of a human victim. You must have prepared the victim in advance, and they should be kept confined in your sanctum. Your victim's original soul doesn't leave their body, but is merely suppressed. Take the Disadvantage **Haunted**.

Dark Aura

You have a dark aura of corruptive influence and sinister insights surrounding you. When you let your aura touch another, roll **+Soul**: On **15+** choose 2 options, on **10-14** choose 1. On **9-** choose 1 option but you leave a trace of your aura with the affected person – who gains a magical bond with you.

- ◆ You learn one of your target's weaknesses. Take +2 to your roll against her when exploiting this weakness.
- ◆ You can feel your target's soul, and can ask if it has been marked or tainted by supernatural forces.
- ◆ You curse your target. Her body starts to decompose, indicated by a **Serious Wound** that cannot be healed until she finds a way to break the curse.

Experienced

You have life experiences and skills from your life prior to becoming Enlightened. Choose any 1 Advantage from an Aware Archetype.

Improviser

You suffer no penalties to Perform a Ritual when outside your sanctum.

Talisman

You discovered a talisman with a spirit bound to it; for example, a mummified hand, a doll, or a yellowed photograph. The talisman can guide you in the realms of Death. When you allow the talisman to guide you, roll **+Soul**: On **15+** choose 3 options, on **10-14** choose 1. On **9-** the Talisman fail you. The GM makes a move.

Options:

- ◆ Find a particular place in the realm of Death.
- ◆ Find a portal back to the lands of the living.
- ◆ Steel your senses against the influences of the realm of Death or the magic of its inhabitants.

DISADVANTAGES

□ Limitation: Field of Expertise

Field of expertise denotes what aspects of Death magic the magician has insight into. Whenever the Death Magician *Performs a Ritual* in a field she's not familiar with, she may not choose the option "the ritual doesn't become unstable."

At character creation, choose 1 Field of Expertise for your Death Magician:

- ◆ Communicate with the dead.
- ◆ Open portals to Inferno.
- ◆ Summoning.
- ◆ Affect the living.
- ◆ Bind and exorcise.

□ Branded

Death Magic has branded you, and now the dead are drawn to you like moths to flame. At the first session and whenever you use magic, roll +0:

- (15+) You avoid the pursuing entities.
- (10–14) An entity has latched onto you. The GM takes 1 Hold.
- (–9) Several entities, or one very powerful death-being, is on your trail. The GM takes 3 Hold.

The GM can spend a Hold to make a Move for the entities. An entity might possess someone close to the character, reveal itself to them, challenge them, or stalk them. A portal might open to the Death realm. One or several entities may try to trick or lure them into the Death realm, or a malevolent being gains possession of them.

□ Cursed

You are cursed. In the first session and whenever you're confronted by the supernatural, roll +0 to see how strongly the curse influences you:

- (15+) You temporarily avoid the curse's influence.
- (10–14) The GM takes 1 Hold.
- (–9) The GM takes 3 Hold.

The GM can spend Hold to make a Move for the curse: you or someone you care about have an accident, something of yours is taken from you, you experience terrifying visions, or you're forced to take certain actions with risk of dire consequences, if you refuse.

□ Nightmares

You suffer from recurring nightmares, probably connected to your Dark Secrets. During any scene when you sleep, roll +0:

- (15+) You sleep in peace.
- (10–14) The nightmares torment you. The GM may make a Move for your nightmares. For example, you are unable to sleep at all during the night (–1 ongoing until you sleep), something follows you back into reality, the nightmares provide you insight into the Truth, or you are forced to process some trauma (Keep it Together) when you wake up.
- (–9) The nightmares take over completely. You are trapped in the dream until you find a way to wake up, and everything that happens there also directly affects your sleeping body.

□ Nemesis

Through some terrible act you have made an enemy, who does everything in their power to take revenge. Decide who your nemesis is and what you have done to earn their vengeance. In the first game session and whenever you let your guard down, roll +0 to see if your nemesis moves against you:

- (15+) You are safe from your nemesis for the moment.
- (10–14) You have been careless and your nemesis moves against you. The GM takes 1 Hold.
- (–9) You have compromised your position and your nemesis strikes against you in full force. The GM takes 3 Hold.

The GM can spend Hold to make Moves on behalf of your nemesis: your nemesis may strike when you're alone, use secrets they've uncovered to extort you, intimidate you, hire henchmen to capture you, or attack someone you hold dear.

□ Bad Reputation

For some reason, you have attracted the public's disapproval – even animosity. Perhaps you've been spotlighted in the tabloids as a pedophile or murderer, falsely or otherwise. In the first game session and whenever you attract the public's attention, roll +0:

- (15+) You blend in. Nobody is out to get you.
- (10–14) You have been recognized. The GM takes 1 Hold.
- (–9) Several people have recognized you. Anger and fear control their actions. The GM takes 3 Hold.

The GM can spend Hold to make a Move representing how your bad reputation sticks to you. For example, people might react with fear and suspicion towards you, a lynch mob forms to bring you to justice, your property is vandalized, your allies turn against you, and you can lose your job, agreements, and relationships.

□ Marked

You are marked by the darkness. The mark can take the shape of a full-body tattoo, a demonic body part such as a vestigial arm, an extra eye or mouth, machine parts integrated with your flesh, or similar manifestations. Whenever you consciously Harm someone, roll +0:

- (15+) You are still in control.
- (10–14) You feed the darkness. The GM takes 1 Hold.
- (–9) The darkness gains power over you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for the darkness living inside of you. For example, the darkness feeds on your life energy to sustain itself, forces you to commit murder in order to replenish its life energy, takes charge of your body and leaves you with only memory fragments of what transpired, forces you to harm someone in your vicinity, or temporarily transforms your body into something inhuman. You may have to *Keep it Together* to resist the darkness' influence.