

# Character Creation QuickRef

**1. Character Concept:** Decide on basic concept and details about PC, e.g. gender, appearance, personality.

**2. Musical Tastes:** Choose one primary and two secondary favorite musical styles.  
*African Drums, Blues, Classical Music, Field Songs, Folk Ballads, Gospel, Honky-Tonk Jazz, Modern Country, Nashville Country, Old Time Country, Old-School Rap, Outlaw Country, Punk Rock & Roll, Zydeco*

**3. Attributes:** Split 80 points between 8 attributes (min. 1, max. 20):

**Awareness (AWR)**  
**Agility (AGY)**  
**Charm (CHM)**  
**Intelligence (INL)**  
**Strength (STH)**

**4. Character Class:** Choose class. This sets access to skills and special abilities.

**Crossroads**

**Free Skills:** Crossroads Contact (1)  
**Conjure Skills:** Diabolical: 10, Fortune: 12, Hands: 12, Native: 12, Protection: 12, Resolve: 14, Sams: 12.  
**Mundane Skills:** Arts: 3, Booklearning: 4, Folk: 5, Labor: 4, Martial: 6, Troublemaking: 4.  
**Advantages & Disads:** **The Deal** (Choose payments, use the points to get powers).

**Crossroad Payments** (choose one):  
 Unreserved Soul Sale (20 DP), The Favor (5 DP), Contest for Powers (10 DP), Soul in Hook (5 DP), Contest (20 DP)

**Crossroad Powers:** Escape Ability (5 DP), Gambling Luck (5 DP), Conjure Skill (5 DP), 5 levels of conjure skills, Riches (10 DP), Starting money (x64), Invisibility (10 DP), Partial Invulnerability (5 DP), Physical Supremacy (5 DP), Unearthly Talent (5 DP), 6 levels of Music, Performance, Painting/ Drawing or Writing, Unearthly Beauty (5 DP), Silver fongae (5 DP)

## Hag

**Free Skills:** Ride Humans (2)  
**Conjure Skills:** Diabolical: 6, Fortune: 11, Hands: 8, Native: 9, Protection: 10, Resolve: 11, Sams: 10.  
**Mundane Skills:** Arts: 4, Booklearning: 4, Folk: 4, Labor: 3, Martial: 6, Modern: 7, Troublemaking: 7.  
**Special Skills:** The PC can buy the special skill Young Face (WIL for 10 skill points per level).

**Advantages & Disads:** **Ravages of Time** (Mandatory Disad, For each decade -2 STH, -2 END, -2 AGY, -½ BLD and -½ BDY (to base attributes) and -4 to seduction rolls. Starts with a current STH, END and AGY at 10 and BLD at 4)  
**Counting** (Mandatory Disad) **Can't-Cross-A-Broom** (Mandatory Disad) **Nightmare Steed** (Optional Advantage, Costs 4 BP) **Familiar** (Optional Advantage, Costs 3 BP) **Witchball** (Optional Advantage, Costs 5 BP) **Native Hag** (Optional Advantage, Costs 4 BP)

## Hoodoo Doctor

**Conjure Skills:** Depends on specialty;  
**Two-Head Doctor:** Diabolical: 12, Fortune: 7, Hands: 8, Native: 7, Protection: 6, Resolve: 8, Sams: 10.  
**Free Skills:** Light Roots (1), Faith Healing (1).  
**Conjurer:** Diabolical: 11, Fortune: 8, Hands: 6, Native: 8, Protection: 8, Resolve: 8, Sams: 10.  
**Fortune Teller:** Diabolical: 11, Fortune: 6,

**Hands:** 8, Native: 8, Protection: 8, Resolve: 8, Sams: 10, Free Skills: Choose one of the following: Omens (3), Jack Consultation (3) or Reading (5).

**Mundane Skills:** Arts: 4, Booklearning: 4, Folk: 4, Labor: 3, Martial: 6, Modern: 6, Troublemaking: 5.

## Loup Garou

**Conjure Skills:** Diabolical: 8, Fortune: 11, Hands: 10, Native: 10, Protection: 12, Resolve: 12, Sams: 11. The special skill Animal Form (WIL) costs 10 skill points per level.

**Mundane Skills:** Arts: 4, Booklearning: 4, Folk: 4, Labor: 3, Martial: 5, Modern: 6, Troublemaking: 5.

**Free Skills:** Animal Form (3)  
**Advantages & Disads:** **The Hunger** (Mandatory Disad) **Salt Weakness** (Mandatory Disad) **Pointed Stick** (Mandatory Disad) **Iron** (Mandatory Disad)

**Weakness:** (Mandatory Disad)  
**Silver Weakness** (Mandatory Disad)  
**Contagion** (Mandatory Disad) **Frog Weakness** (Optional Disad, Gives 1 BP)  
**Claustrophobia** (Optional Disad, Gives 2 BP) **Giant Bat** (Optional Advantage, Costs 4 BP) **Counting Weakness** (Optional Disad, Gives 2 BP)

## Medicine Worker

**Free Skills:** Light Roots (1), Cleansing (1), Conpel Spirits (1).  
**Conjure Skills:** Diabolical: 12, Fortune: 7, Hands: 9, Native: 5, Protection: 7, Resolve: 11, Sams: 11.  
**Mundane Skills:** Arts: 4, Booklearning: 4, Folk: 3, Labor: 3, Martial: 5, Modern: 6, Troublemaking: 5.

**Special Costs:** Can buy Animal Form (p.27) and Leave Skin (p.44) for only 8 points per level.

**Advantages & Disads:** **Medicine Bag** (Mandatory Disad) **Partial** (Mandatory Disad, For each decade after 60, the PC gets -1 to seduction rolls and -1 to either STH, AGY, SPD or END).

**Pollution Sensitivity** (Mandatory Disad) **Haunted for Vengeance** (Optional Disad, Gives 5 BP) **Permanent Puzzlement** (Optional Disad, Gives 7 BP) **Youngest Twin** (Optional Advantage, Costs 2 BP) **Young Body** (Optional Advantage, Costs 4 BP)

## Voodoo

**Conjure Skills:** Diabolical: 12, Fortune: 8, Hands: 8, Native: 7, Protection: 7, Resolve: 11, Sams: 5.  
**Mundane Skills:** Arts: 3, Booklearning: 3, Folk: 4, Labor: 3, Martial: 6, Modern: 6, Troublemaking: 6.

**Free Skills:** Monter la Tete (2)  
**Advantages & Disads:** **Offended Saint** (Optional Disad, Gives 2 BP) **Riding in Another** (Optional Disad, Gives 3 BP) **Place in Society** (Choose one of the following): No Society (Gives 5 BP), Societe Member (Gives 2 BP), Houais (Costs 0 BP), Houngan/Mambo (Costs 3 BP) or Large Following (Costs 6 BP)

**6. Skills:** Spend 100 Skill Points, skill costs set by Character Class. Can buy 1 to 5 levels of any skill.

## Diabolical

Crossroads Contact (INL)  
 Leave Skin (WIL)  
 Ride Humans (WIL)

## Fortune

Divining Road (AWR)  
 Jack Consultation (WIL)  
 Omens (AWR)  
 Reading (AWR)

## Hands

Animal Powder (WIL)  
 Black Cat Bone (INL)  
 Bring & Hold Hands (WIL)  
 Burying Gris-Gris (WIL)  
 Come To Me Hand (WIL)  
 Fugitive's Hand (WIL)  
 Gambling Mojo (WIL)  
 Go Away Hands (WIL)  
 Go-Crazy Hand (WIL)  
 Goofy Dust (WIL)  
 Hush Water (WIL)  
 Poisons (INL)  
 Po Man's Lawyer (WIL)  
 Quarreling Hand (WIL)  
 Sexual Mojo (WIL)

## Native

Cleansing (WIL)  
 Conpel Spirits (WIL)  
 Crystal Divination (AWR)  
 Fire Spy (AWR)  
 Prophecy & Visions (AWR)  
 Storm Dancing (WIL)

## Protection

Haint & Hag Protection (INL)  
 Light Roots (INL)  
 Miscrnt Protection (WIL)  
 Silver Dime (WIL)  
 Spirit Capture (INL)  
 Trick Turning (WIL)

## Resolve

Bloody Bones (WIL)  
 Faith Healing (WIL)  
 Judo Eye (WIL)  
 Lock Whistling (WIL)  
 Oath Administration (WIL)  
 Word of Control (WIL)

## Saints

Ariolatoio (AWR)  
 Christian Exorcism (WIL)  
 Empower Justice (WIL)  
 Ghost Payoff (WIL)  
 Monter la Tete (WIL)

## Arts

Fashion and Beauty (CHM)  
 Filmmaking (INL)  
 Music (AWR)  
 Painting Drawing (AWR)  
 Performance (CHM)  
 Photography (INL)  
 Sculpture (AWR)  
 Storytelling (CHM)  
 Writing (INL)

**Booklearning**  
 Autopsy (INL)  
 Business (INL)  
 Government (INL)  
 Language (INL)  
 Math (INL)  
 Oration (CHM)  
 Crime Scene Forensics (INL)  
 Electronics (INL)  
 Law (INL)  
 Medicine: Diagnosis (INL)  
 Medicine: First Aid (INL)  
 Medicine: Pharmacology (INL)  
 Medicine: Surgery (INL)  
 Mythology (INL)  
 Philosophy (INL)  
 Physics (INL)\*  
 Religion (INL)  
 Research: Academic (INL)  
 Science: Biology (INL)  
 Science: Chemistry (INL)  
 Science: Earth Sciences (INL)  
 World History (INL)

## Folk

Acrobatics (AGY)  
 Animal Training (CHM)  
 Climbing (AGY)  
 Horse Riding (AGY)  
 Hypnosis (CHM)  
 Light Sleep (AWR)  
 Lj-preading (AWR)  
 Running (SPD)  
 Sleight of Hand (AGY)  
 Spiritual Codes (INL)  
 Sports (AGY)  
 Swimming (END)  
 Tracking (AGY)  
 Traditional Crafts (INL)  
 Wilderness Survival (INL)

## Labor

Blacksmithing (INL)  
 Carpentry (AWR)  
 Cleaning (AWR)  
 Cooking (AWR)  
 Definitions (INL)  
 Driving (AGY)  
 Farming (INL)  
 Heavy Machinery (AGY)  
 Mechanics (INL)  
 Plumbing (INL)  
 Sailing (AGY)

## Martial

Airplane Pilot (AGY)  
 Archery (Combat)  
 Automatic Weapons (Combat)  
 Bayonet (Combat)  
 Bodyguard (Combat)  
 Boxing (Combat)  
 Black Powder Small Arms (AGY, Combat)  
 Black Powder Ammunition (INL, Combat)  
 Fencing (Combat)  
 Gun Repair (INL)  
 Helicopter (INL)  
 Immobilization (Combat)  
 Interrogation (CHM)  
 Military Tactics (INL)  
 Ordnance (Combat)  
 Pistol (Combat)  
 Rifle/Shogun (Combat)  
 Self-Defense Weapons (Combat)

Sniper (Combat)  
 Specific Weapon Training (Combat)  
**Modern**  
 Aikido (Combat)  
 Alarm Systems (AWR or INL)  
 Computers (INL)  
 Crime Scene Forensics (INL)  
 Electronics (INL)  
 Research: Internet (INL)\*  
 Tae Kwon Do (Combat)

## Troublemaking

Black Market (CHM)  
 Capoeira (Combat)  
 Club (Combat)  
 Disguise (INL)  
 Drug Resistance (WIL)  
 Escape Artistry (AGY)\*  
 Forgery (INL)  
 Gambling (INL)  
 Impersonation (CHM)  
 Knife Fighting (Combat)  
 Knife Throwing (Combat)  
 Lock Picking (AGY)  
 Moonshining (INL)  
 Motorcycle (AGY)  
 Offensive Driving (AGY)  
 Pocket Picking (AGY)  
 Prowling (AGY)  
 Scrapping (Combat)  
 Seduction (CHM)  
 Shoe Fighting (Combat)  
 Straight Razor Fighting (Combat)  
 Street Raps (AWR or INL)  
 Torture (INL)  
 Wrestling (Combat)

## Advantages & Motivations:

*Determine decades since adulthood, max 20. PC suffers -1 or -2 to WIL for each decade half that when following a Motivation. Describe 5 Motivations for the PC.*

## Starting Wealth:

White: \$800  
 Native American: \$400  
 Black, Mulatto or Other: \$200

## Decades & Motivations:

*Determine decades since adulthood, max 20. PC suffers -1 or -2 to WIL for each decade half that when following a Motivation. Describe 5 Motivations for the PC.*

## Starting Wealth:

White: \$800  
 Native American: \$400  
 Black, Mulatto or Other: \$200

**Sufferin':** Increase weariness penalty by 2, +2 WIL (WIL gained this way can bring the PC above the 20 maximum cap for WIL)

**Workin':** Increase weariness penalty by 1, 2 free levels in one or more Labor skills (-or- 2 free levels in Business (a Booklearning skill), Quadruple (x4) Booklearn (or, if the PC has more than one million dollars, add another million)

**8. Advantages & Disadvantages:** Round out character by taking advantages (cost BP), disadvantages (give BP).  
 1 BP = 3 XP or 1 att or 1/3 health att

## Advantages

Ally: Ageless (-3 BP)  
 Ally: Ancient (-4 BP)  
 Ally: Criminal (-2 BP)  
 Ally: Family (-3 BP)  
 Ally: Professional (-1 BP/ea.)  
 Ally: Wealthy (-2 BP)  
 Bared Attorney (-2 BP)  
 Basket Name (-3 BP)  
 Black Eye Blue (-4 BP)  
 Blue-Gummed (-5 BP)  
 Boom Feet-First (-5 BP)  
 Cauldron (-4 BP)  
 Child of Privilege (-5 BP)  
 Civil War Weapon Cache (-5 BP)  
 Concealed Weapon Permit (-1 BP)  
 Drug Resistant (-1 BP)  
 Frizly's Key (-1 Bonus Point)  
 Good Rep (-2 BP)  
 Hag Horse (-2 BP)  
 Low Sleep Need (-1 BP)  
 Medical License (-2 BP)  
 Multilingual (-1 BP)  
 Ordained Minister (-1 BP)  
 Pain Experienced (-1 BP)  
 Perfect Identity (-1 BP)  
 Physically Attractive: Major (-4 BP)  
 Physically Attractive: Minor (-2 BP)  
 Semi-Lethic (-10 BP)  
 Sense of Direction (-1 BP)  
 Snake Handler (-3 BP)  
 Stone Face (-1 BP)  
 Two Shadows (-5 BP)  
 Unsuited (-4 BP)  
 Witch Survivor (-1 BP)

## Disadvantages

Addiction (BP varies)  
 Addiction: Hush Water (+5 BP)  
 AIDS (+20 BP)  
 Ailery: Deadly (+4 BP)  
 Allergy: Incapacitating (+2 BP)  
 Animal Soft-Spot (+2 BP)  
 Bad Rep (+2 BP)  
 Bad Temper (+1 BP)  
 Blind (+20 BP)  
 Bom To Drown (+7 BP)  
 Bom With Clenched Fists (+8 BP)  
 Caregiver: Child (-10 BP)  
 Caregiver: Elderly/Physically Disabled (+5 BP)

## Character Advancement:

Use XP to gain experience levels and improve the PC.  
 2 XP = 1 Skill Point  
 10 XP = 1 Attribute Point.  
 30 XP = 1 Health Att. Point.

Caregiver: Family (+3 BP)  
 Caregiver: Mentally Disabled (+10 BP)  
 Chronic Pain (+2 BP)  
 Clumsy (+2 BP)  
 Colorblind (+1 BP)  
 Compulsion (+3 BP)  
 Criminal Record (+1 BP)  
 Death (+7 BP)  
 Debt: Bank (+3 BP)  
 Debt: Loan Shark (+1 BP per \$5000, max. 5)

Deformed (+1 BP)  
 Delusion (+3 BP)  
 Disfigured (+4 BP)  
 Dissociative Disorder (+2 BP)  
 Drug Sensitivity (+1 BP)  
 Enemy: Ageless (-4 BP)  
 Enemy: Family (+4 BP)  
 Enemy: Reveler (+2 BP)  
 Enemy: Scorned Lover (+4 BP)  
 Epilepsy (+2 BP)  
 Fugitive (+15 BP)  
 Gambling Addict (+3 BP)  
 Hemophilia (+10 BP)  
 High Sleep Need (+1 BP)  
 Hoodoo Love (-4 BP)  
 Hunted: Organized Crime (+10 BP)  
 Illiterate (+10 BP)  
 Inexperienced: Urban (+1 BP)  
 Inexperienced: Rural (+1 BP)  
 Insomnia (+1 BP)  
 Long-Term Alcoholic (+X BP)  
 Memory Gaps (+1 BP)  
 Mental Health History (+1 BP)  
 Missing Arm (+7 BP/ea.)  
 Missing Eye (+3 BP)  
 Missing Leg (+7 BP/ea.)  
 Mute (+10 BP)  
 Nightblindness (+3 BP)  
 Obese (+3 BP)  
 No Papers (+3 BP)  
 Old Body (+10 BP per decade after 50)  
 Out of Commission (+1 BP/decade, max. 5)

Parole (+2 BP)  
 Phobia (-2 BP)  
 Physically Unattractive: Major (+2 BP)  
 Physically Unattractive: Minor (+1 BP)  
 Poor Hearing (+1 BP)  
 Poor Vision (+1 BP)  
 Restraining Order (+1 BP)  
 Senile (+3 BP)  
 Sickly (+4 BP)  
 Suttler (+3 BP)  
 Tuberculosis (+4 BP)  
 Weak Stomach (+1 BP)  
 Young Body (+10 BP for Teenager, 20 BP for Adolescent, 30 BP for Child)

**9. Character Advancement:** Use XP to gain experience levels and improve the PC.  
 2 XP = 1 Skill Point  
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