

HOODOO BLUES

CONCEPT

<i>Original Name</i>	<i>Decades Old</i>	<i>Character Class</i>	<i>Race</i>	<i>Weariness Penalty</i>
_____	_____	_____	_____	_____
<i>Appearance</i>	<i>Musical Tastes</i>	<i>Motivations</i>		<i>Current Motivation</i>
_____	_____	_____		_____
_____	_____	_____		_____
<i>Advantages</i>			<i>Disads</i>	
_____			_____	
_____			_____	
_____			_____	

ATTRIBUTES

	<i>Base</i>	<i>Current</i>	<i>Plusses/Minuses</i>
AGY	_____	_____	_____
AWR	_____	_____	_____
CHM	_____	_____	_____
END	_____	_____	_____
INL	_____	_____	_____
SPD	_____	_____	_____
STH	_____	_____	_____
WIL	<i>(full weariness)</i>	_____	_____
	<i>(half weariness)</i>	_____	_____
<i>Health Attributes</i>			
BLD	_____	_____	_____
BDY	_____	_____	_____
INCY	_____	_____	_____

SKILLS

<i>Skill</i>	<i>Attribute</i>	<i>Type</i>	<i>Levels</i>	<i>AV</i>
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____

EQUIPMENT

<i>Modern</i>	<i>Old</i>	
_____	_____	
_____	_____	
_____	_____	
_____	_____	
<i>Money On Person:</i>	<i>Money Hidden:</i>	<i>Money in Bank:</i>

ADVANCEMENT

Skill Costs: Diabolical _____ Fortune _____ Hands _____ Native _____ Protection _____ Resolve _____ Saints _____
Arts _____ Booklearning _____ Folk _____ Labor _____ Martial _____ Modern _____ Troublemaking _____
Special Skill Costs _____ Unspent XP _____ Total Earned _____

XP

HOODOO BLUES

DECADES SHEET FOR

1810s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1910s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1820s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1920s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1830s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1930s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1840s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1940s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1850s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1950s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1860s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1960s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1870s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1970s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1880s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1980s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1890s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1990s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

1900s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

2000s Type: _____
Living In: _____ Doing: _____
Gained/Lost: _____

HOODOO BLUES

COMBAT SHEET FOR

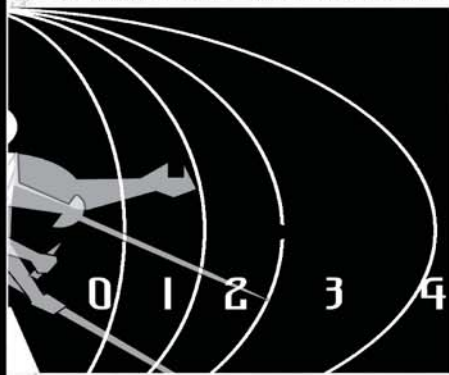
ARMOR

Armor Name	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	PR	Penalties
_____	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	_____	_____
_____	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	_____	_____
_____	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	_____	_____
_____	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	_____	_____

COMBAT SKILLS

Skill	Levels	Actions/Reactions
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMBAT RANGES



UNARMED

Punch Dmg _____ Kick Dmg _____ Unarmed Plusses _____

Action/Reaction Att1 + Att2 + Skill + Misc = Total + 1d20 vs. Difficulty

COMBAT MODIFIERS

Aim	+4 to roll
Blinded (Full)	-15 to roll
Blinded (Partial)	-7 to roll
Burst	-4 to roll
Extended Action	+5 to roll (-10 to next reaction)
Improvised Weapon	-8 to most rolls
Leaning	-10 to roll
Paired	-4 to roll
Simultaneous Act	-20 +WIL to roll
Split	-10 to rolls
Targeted	-4 to roll
Underwater	-8 to rolls, half damage

MELEE WEAPONS

Weapon _____ Dmg _____ Range _____ Pierces As _____

Action/Reaction Att1 + Att2 + Skill + Misc = Total + 1d20 vs. Difficulty

ACTIONS

Area Attack	INL+#of shots+1d20 vs. 10+area in ft. (or +3/m.)
Blinding Strike	INL+AGY+1d20 vs. 30
Crippling Attack	STH+INL+1d20 vs. 30
Disarm	STH+AGY+1d20 vs. 30
Grab	STH+AGY+1d20 vs. 25
Grab (Pain)	STH+INL+1d20 vs. 35
Grab (Strangle)	STH+AGY+1d20 vs. 25
Grab (Wrestling)	STH+INL+1d20 vs. 30
Knockaway	STH+AGY+1d20 vs. 25
Knockdown	STH+AGY+1d20 vs. 30
Knockout	STH+AGY+1d20 vs. 30
Pain/Stun	INL+AGY+1d20 vs. 25
Slash	INL+AGY+1d20 vs. 25
Stomp	SPD+STH+1d20 vs. 25
Strike (Handheld)	STH+AGY+1d20 vs. 25
Strike (Projectile)	INL+AGY+1d20 vs. 25
Tackle	SPD+STH+1d20 vs. 20
Vital Strike (Bladed)	INL+AGY+1d20 vs. 35
Vital Strike (Blunt)	INL+STH+1d20 vs. 40
Wing	INL+AGY+1d20 vs. 20

PROJECTILE WEAPONS

Weapon _____ Dmg _____ FR _____ MR _____ ROF _____

Pierces As _____ Clip Holds _____ Amount of Ammo _____

Action/Reaction Att1 + Att2 + Skill + Misc = Total -1/FR+1d20 vs. Difficulty

REACTIONS

Dodge	AWR+AGY+1d20 vs. 25
Entangle	INL+STH+1d20 vs. 30
Flip	AGY+STH+1d20 vs. 35
Drop	AWR+AGY+1d20 vs. 20
Jump	SPD+AGY+1d20 vs. 25
Mental Block	WIL+1d20 vs. 20
Parry	STH+AGY+1d20 vs. 25