

# Taking Eliza Further

You played a hero with the edges filed off, so you could start rolling on page one. Four steps turn Eliza into a full character for a full campaign. They are Chapter Three of the Core Rulebook.

## 1 · ESTABLISH NPC BONDS

In the demo you had simple contacts. In the full game, relationships carry mechanical weight. Pick your bonds from your Background. They pay out during Downtime.

Street Urchin gives her a Fence, an Informant, and an Underworld contact. Name them, and name what is left of the Kourt.

## 2 · FORGE PLAYER BONDS

A party is more than strangers in the same fight. Bond with at least two other characters. Rival ranks a skill up when they do. Bound by Fate swaps Boons and Banes. Shared Secret buys one re-roll a session.

## 3 · BUILD YOUR FOUNDATION

Choose one location as your Home. You roll no Fate dice on downtime checks there. Then choose two more you frequent, and you are known and welcome in both.

A crossroads shrine is the Home. Then pick a bar where nobody asks names and a cemetery gate as her two locals.

## 4 · CREATE YOUR NEMESIS

This is the one that matters. Choose a characteristic you want to raise. Your Nemesis is better at it than you are, and beating them is the only way to raise it permanently.

Whoever betrayed Mambo Odette. That is already the strongest thread she has. Pick Influence if you want to become untouchable in a room, or Soul if you want Baron Samedi to answer faster.

## WHAT THE FULL GAME OPENS UP

**Crafting.** Build your own magical items, potions and gadgets during Downtime.

**The world.** Past the Grey Zone into the Infernal Realms, the Necropolis, and the Dream Realm.

**Deep progression.** The Nemesis Cycle, permanent characteristic gains, and new Traits.

*Your destiny is waiting. The Mist has fallen. What will you do now?*



# Eliza Moreau

“Ezili”

VOODOO PRIEST · HUMAN · CRIMINAL (SMUGGLER)

*She buried her teacher, then made a harder bargain.*

Eliza Moreau was not born to a lineage of Mambos. She found her calling on the streets of Baton Rouge, a city bound outwardly by the Confederate Union's dogma and thick inwardly with Voodoo. Orphaned, raised in the shadow of St. Joseph Cathedral, she walked away from the Heavenly Host after watching its zealots break up a hidden ritual.

Mambo Odette took her in. She taught the Old Ways and turned Eliza's charisma into a real connection with Erzulie Freda. The work was simple enough at first. Charm and wit, used to protect her Kourt and move her people out of the Union's reach.

Then a betrayal cost Odette her life. Eliza buried her near Magnolia Cemetery and made a second pact, this one with Baron Samedi. She no longer only guides the living. She has earned the right to craft her first Hex Bag.

| Characteristics |     |     |      |     |     |      |
|-----------------|-----|-----|------|-----|-----|------|
| PHY             | DEX | MEN | SOUL | INF | AFF | EDGE |
| 2               | 2   | 2   | 2    | 3   | 2   | 2    |

Your status tracker runs from minus the characteristic to plus it. Drive one to zero and you take an injury.

| Skills                            |    |                                  |    |
|-----------------------------------|----|----------------------------------|----|
| Charm <small>(Inf)</small>        | D8 | Negotiation <small>(Aff)</small> | D6 |
| Deception <small>(Inf)</small>    | D8 | Occult <small>(Soul)</small>     | D6 |
| Leadership <small>(Inf)</small>   | D8 | Religion <small>(Soul)</small>   | D6 |
| Manipulation <small>(Inf)</small> | D8 | Stealth <small>(Dex)</small>     | D6 |
| Cunning <small>(Men)</small>      | D6 | Streetwise <small>(Aff)</small>  | D6 |

Anything not listed is untrained and rolls a D4.

| MAGIC · AFFINITY: SHADOW, BLOOD, DEATH |    |               |    |
|----------------------------------------|----|---------------|----|
| Degradation                            | D6 | Translocation | D6 |

She commands the border between the quick and the dead. Her pacts are with Erzulie Freda, Papa Legba, and now Baron Samedi. Every school not listed is untrained and rolls a D4.

| Equipment · 4 Wildcard Slots |               |        |                                     |
|------------------------------|---------------|--------|-------------------------------------|
| Slot                         | Item          | Rarity | Tags                                |
| Class Item                   | Hex Bag       | Common | Ward Mentality, Foci: Degradation   |
| Weapon                       | Dagger        | Common | Parry                               |
| Attire                       | Outfit        | Rare   | Evening, 3 quality, 3 magical slots |
| Storage                      | Messenger Bag | Common | Quick Draw                          |

| Consumables        |     |                                                                                                                 |
|--------------------|-----|-----------------------------------------------------------------------------------------------------------------|
| Item               | Qty | Effect                                                                                                          |
| Alcoholic Beverage | 1   | Free action. For 1d4 rounds, make a Resilience (Physicality) check against 3 to ignore a Fear or Terror effect. |

**Your Way In · The Smuggler's Job**

A desperate student reached out to your Underworld contact. The University's Special Collections library is holding a hex bag or a ritual dagger that belonged to Mambo Odette, confiscated in a raid.

The item is active and leaking Degradation magic. It curses anyone who touches it. Leave it there and your mentor's legacy gets turned into a weapon.

Clues ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Leads ☐ ☐ ☐ ☐

| Conditions You May Meet Tonight                                                               |                                                                                                |
|-----------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------|
| <b>Bleeding.</b> One Physicality and one Dexterity each round at the end of the Delayed Step. | <b>Mind-worm.</b> One Mentality at the end of the Delayed Step, for rounds equal to its ranks. |
| <b>Cover.</b> Add two to your rolls to defend from ranged attacks.                            | <b>Prone.</b> On the ground. Standing costs your action. Subtract two from ranged attacks.     |
| <b>Cursed.</b> One Soul damage per encounter for each rank of the curse.                      | <b>Root.</b> You cannot change range bands. You are pinned where you stand.                    |
| <b>Fear.</b> One Mentality damage at the start of each round, before Declare.                 | <b>Stun.</b> You lose your next action.                                                        |
| <b>Hidden.</b> Hard to detect. Usually the result of a Stealth check.                         | <b>Terror.</b> One Soul damage at the start of each round.                                     |
| <b>Knockdown.</b> You are struck off your feet and gain Prone.                                |                                                                                                |

| Traits                |            |                                                                                           |
|-----------------------|------------|-------------------------------------------------------------------------------------------|
| Trait                 | Origin     | Effect                                                                                    |
| Adaptable             | Heritage   | Rank 1 in two extra skills. Taken as Manipulation and Stealth.                            |
| Friends in Low Places | Background | She may place a low-level criminal contact or informant in entertainment venues for free. |
| My Word Is Bond       | Class      | Break a pact made with her and you take the Cursed condition.                             |

| Talents          |               |         |                                                                                                                      |
|------------------|---------------|---------|----------------------------------------------------------------------------------------------------------------------|
| Talent           | Skill / Tag   | Type    | Effect                                                                                                               |
| Silver-Tongued   | Charm         | Ability | Add her rank in Charm to her skill checks as a bonus.                                                                |
| Favor Broker     | Charm         | Ability | After a successful Charm on a non-hostile NPC, spend a Clue to make them owe her a favor.                            |
| Loose Change     | Thievery      | Ability | Gain one point of Affluence status after each encounter.                                                             |
| Person           | Translocation | Tag     | You may translocate an ally instead of yourself.                                                                     |
| Condition [Root] | Degradation   | Tag     | A successful skill check inflicts the Root condition for a number of rounds equal to her ranks in the manifestation. |

**Playing Eliza**

Influence 3 and four Influence skills at D8 make you the best talker in the party, and social combat works exactly like a fight. Charm and Deception are your weapons. Silver-Tongued adds your Charm rank on top, so lead with it and let the others swing.

**Everything Else You Need**

**The Core Check**

Characteristic + Skill die – Fate die. Beat the Challenge Level and you succeed. Match it exactly and you succeed. Come in under it and you fail, and the Narrator adds a complication. Double the Challenge Level or more is a heroic triumph and earns a Boon.

**Skill Dice**

Untrained **D4** Rank 1 **D6** Rank 2 **D8** Rank 3 **D10** Rank 4 **D12** Rank 5 **2D8** Rank 6 **D20** Rank 7 **D20+D4**

**Fate Dice**

One rank **D4** Two **D6** Three **D8** Four **D10** Five **D12** Six **2D8** Seven **D20**

**The Round**

Declare what you are doing before anyone rolls. Then resolve in speed order: **Superhuman, Fast, Normal, Slow, Delayed**. Spells are Slow by default. Then Ready, where everyone decides to hold or run.

**Taking Damage**

You do not have hit points. Damage marks a status tracker down, and the tracker's floor is your characteristic. Drive a characteristic to zero and you take an injury from that table. Healing can only bring a negative status back up to zero.

**Boons and Banes**

**Boon.** Remove a rank of Fate from your next check. Add a story element to the scene. Bank it as experience. Or trigger a talent or item that needs a Boon.

**Minor complication.** Add a rank of Fate to the next check. The Narrator adds a story element. Or more goons arrive.

**Major complication.** Status damage. An injury. A new nemesis. You are forced to roll unskilled. Or something on an Adversary Card fires.