

# Voodoo Child

## Belle Conti, Musician, Monster Hunter, Hero

Brawling:	<b>Cm(0)(6)</b>	Reputation:	<b>Gd(+1)(10)</b>
Agility:	<b>Gd(+1)(10)</b>	Health Points:	<b>42</b>
Strength:	<b>Cm(0)(6)</b>	Story Points:	<b>44</b>
Endurance:	<b>Ou(+3)(20)</b>	Character Points:	<b>4800</b>
Willpower:	<b>Ou(+3)(20)</b>	Resourcefulness:	<b>Pr(-1)(4)</b>
Intelligence:	<b>Gd(+1)(10)</b>		
Perception:	<b>Gd(+1)(10)</b>		



### Powers

#### Sense "The Touch of New Orleans": **Ou(+3)(20)**

New Orleans radiates a powerful mix of magics that leaves its touch on everyone who spends time in the city. Belle is so sensitive to this unique magical signature that she can recognize it on anyone who's lived in NOLA for at least a year and a day —no matter where she encounters them now. Conti feels the city's touch on creatures as a vibration which grows stronger as she approaches them, and Belle can even see it on them as a shimmering nimbus. Her sense works with a **(+1)** bonus on anyone who spent at least ten years in New Orleans, a **(+2)** bonus on those who spent at least a hundred years in the city, and an additional **(+1)** bonus on creatures with magical powers. Conti's gift comes with a few side effects:

- **Sense Magic:** **Gr(+2)(15)**
- **Sense Ghosts:** **Gr(+2)(15)**

#### Precognition: **Gd(+1)(10)**

Belle receives hints of her future through her dreams, and also when she puts herself in trances. They often show Conti where she will meet her next monster.

#### Magic: **Gr(+2)(15)**

Belle is creating her own eclectic magical path that blends and builds on different magic traditions. Several of her spells are powered by *The Source Beyond*: local spirits, or sometimes the spirit of a city itself. If Conti shows respect to such spirits by performing for them or by making an offering when she enters their territory, Belle gets a **(+1)** bonus on her Willpower check for both casting these spells and avoiding spell backlash on their land, for one full cycle of the moon. The rest of her spells are powered either by *The Source Within* or *The Source Without*. They include:

- **Night Sight** <sup>1</sup>
- **Empathy:** with people and animals. <sup>1</sup>
- **Illusions:** projected directly into people's minds. <sup>1</sup>
- **Control Fire** <sup>2</sup>
- **Control Shadow** <sup>2</sup>
- **Control Weather** <sup>2</sup>
- **Protection from Fire** <sup>2</sup>
- **Protection from Physical Attacks** <sup>2</sup>
- **Protection from Magic** <sup>2</sup>
- **Claque:** Blunt Attack from a distance. <sup>2</sup>
- **Imbroglia:** Entangling Attack using nearby materials. <sup>2</sup>
- **Gyve:** any creature entering a chalk circle is Trapped In, and cannot leave without losing character points. <sup>3</sup>
- **Malédiction:** Curse <sup>3</sup>
- **Miséricorde:** Heal <sup>3</sup>

<sup>1</sup> Powered by *The Source Within*.

<sup>2</sup> Powered by *The Source Without*.

<sup>3</sup> Powered by *The Source Beyond*.

## Skills

**Arcana:** (+1) bonus to Intelligence.

**Culture & Customs:** The Afterlife.

**Knowledge:** Legends & Folklore of New Orleans.

**Language:** English (US), Creole, French (Cajun).

**Local Geography:** The US South.

**Medicine:** (+1) bonus to Intelligence; Permanently stabilize a dying character; Characters under your care recover HP as if their Endurance were two levels higher, and recover one extra trait level per day.

**Profession:** Musician.

## Gear

### Bocaux de Donjon

Resource Cost: **Wo(+7)(100)**

- Material: **Ph(+5)(40)**, enchanted glass, bone, and metal.
- Trapped In: **Wo(+7)(100)**, any creature locked within is incapable of leaving on it own.

These magical prisons, each roughly the size and shape of a wine bottle, can hold inside a single creature of any size, in suspended animation. An individual *Bocal* is activated by first decorating it with some small piece of the would-be prisoner's body —hair, nail clipping, blood— or something personal to it (**Wondrous** limitation). Once the intended occupant of this magic prison is trapped inside anything from a jail cell to vine ropes to Conti's Gyve spell, approaching within **Dr** range (20 m / 60 ft) of the creature and reciting an incantation off the bottom of the bottle will pull the creature inside it (**Phenomenal** limitation). Still-conscious creatures get a Willpower check. Belle usually has at least one inactive bottle on her at all times, and is regularly resupplied by a group of New Orleans mages.

### Mobile Phone

Resource Cost: **Dr(-3)(1)**

- Signal Range: **Wk(-2)(2)**, 4 km (2.5 mi) to a cell tower; Requires a telecommunications network to function.

### Acoustic Guitar

Resource Cost: **Wk(-2)(2)**

## Contacts

### Beauregarde "Beau" Conti

Her late uncle, a Voodoo priest and an expert on the monsters of New Orleans, who remains bound to this world until Belle can achieve mastery of her magic.

### Bill "Billy Goat" Gaultier

Conti's kinda-sorta booking agent, who manages to arrange last-minute gigs for her in remote towns, while still not putting together any pattern behind them.

### The Aunties

A group of mages dedicated to recapturing and locking up the escaped monsters of New Orleans.

## Followers

### The Cousins

A rotating group of ten young people entrusted to carry filled *Bocaux de Donjon* back to New Orleans and return to Belle with empty ones. They are all Mechanic / Technician / Tradesperson NPCs. Conti will never risk putting The Cousins into an actual monster hunt.

## Description

### Appearance

Belle Conti is a human female in her mid thirties, about 176 cm (5 ft 10 in) tall and weighing about 84 kg (185 lbs), with a slight build. Her dark dove eyes, cinnamon complexion, and shower of curls reflect an ethnic gumbo of early New Orleans families: African, Caribbean, French, and Spanish. An ornate labrys tattoo adorns her right shoulder. She favors comfortable but cute denims and practical boots.

### Background

Belle on Belle:

*"What can I say that isn't already on my web site? Plenty. Buy me another drink and maybe I'll tell you."*

*Here's what most people know: I used to be with an all-woman blues/rock/zydeco/punk band called 'Dump Your Boyfriend' that managed to bomb at both blues clubs and womyn's music fairs but had a loyal college following. The rest of the band eventually went off to work on other, better-paying projects and I finally made my family happy by going to medical school. When the hurricane —yes, that hurricane— came to town, I was actually crazy enough to go into New Orleans to try to rescue my uncle Beau. I failed; Enough said. With my school destroyed and my family and band scattered, I left town to figure out my next move while developing my music on the road. Now I'm touring with an ex-girlfriend and some new friends in a beat-up old car.*

*Bourbon? Great. Here's what most people don't know: I could always see people in old-fashioned clothes that no one else saw, and anyone I ever put a bandage on seemed to heal so much faster than if they'd put one on themselves. It came from being fifth in line to some sort of Voodoo queen, but I never thought much of it, since my Uncle Beau was the family's head mage, and probably would be for decades to come. Then that hurricane came, and as I'm trying to escape, Uncle Beau calls to tell me I'm now actually the next in line, and to come get him quick. I didn't have time to think about what his words meant, didn't have time to cry. I just acted, and fought my way to the Ninth Ward, where I saw him trying to contain a second flood, a flood of monsters. I could tell just by looking that he was fighting a losing battle and the effort was killing him. When he saw me, he 'zapped' me, I guess you could say, and said 'bring them back'. Then he collapsed just as a storm-surge of water and who-knows-what flooded the street and carried me away.*

*When I recovered from nearly drowning in water, unchained otherworldly evil, and magical energy, there was a ghost at my side: Uncle Beau. While I huddled with everyone else in the reeking SuperDome, he told me about how the storm took out more than just the city's levees, but the magical wards that had kept all kinds of evil locked up in this town. Now that evil was running wild all over the South, and as his heir, it was my job to find those old monsters wherever they hid, bring them back to their cages in New Orleans, and lock them up again."*



## Notes

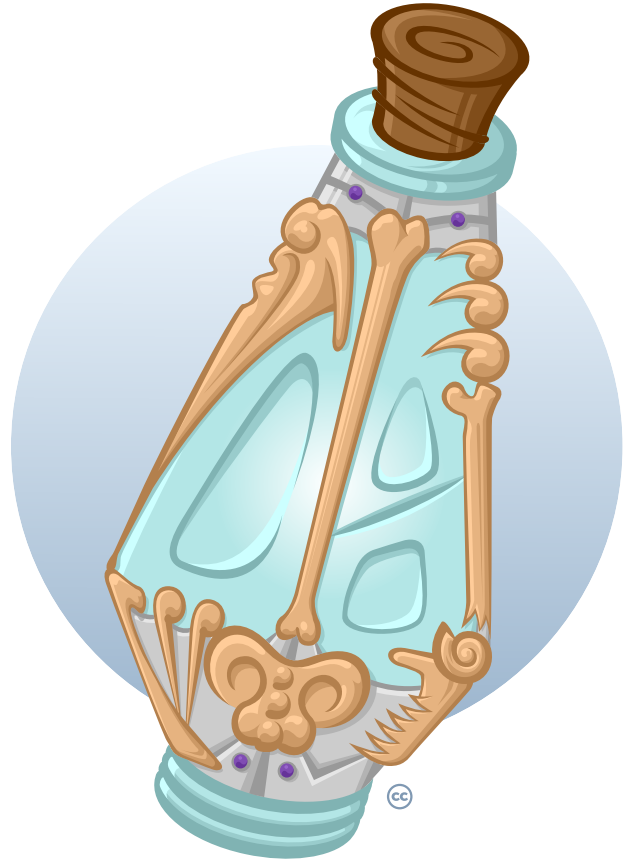
**Home Base:** Mobile, traveling the US South.

**Story:** Southern Knights.

Belle works well in many modern fantasy settings. With a few adjustments (trading her mobile phone for a carriage, picking a different natural disaster) she could operate in an earlier era. Conti could even be reworked into one of the original New Orleans mages, capturing monsters the first time around.

Your heroes could meet Belle just about anywhere along the byways of the US South: at a roadside diner between shows, assisting injured people at a traffic accident, or on the hunt for the same monster —which she'll insist be sent back to New Orleans.

**Unused Character Points:** 36



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It should go without saying, but this work is part of a game, **Ten Thousand Worlds**, meant to make a rainy afternoon more enjoyable for you and a few friends. This is a game that requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is probably not for you.