

Alice's Tricks

As a Voodoo Occultist, each day you must ask the loa, usually your patron, to grant you power for the coming day. This is done by asking for their favor at an altar of your own construction, sometime between sunrise and sunset. The altar may be as simple or elaborate as you wish, but at a minimum must include the loa's icon and offerings of alcohol, tobacco, flame, and money. The materials are claimed by the loa to whom they are devoted, and so, cannot be used again. You must make a **Moderate** Occult Test. If it failed, then until the next such offering is made, the next day between sunrise and sunset, **you cannot** add your **Weird** when performing Recall Checks. This ritual cannot be performed more than once per sunrise-sunset cycle.

Most Ritualism Tricks require the sacrifice of your blood (in the form of points of Grit, Ken, or Vigor damage) and one or more of these sacred materials: Smoke, Medicine, or Bone. These materials are consumed when calling the power.

Recall Check

$$(\text{Card} + \text{Weird} + \text{Bet}) \geq (\text{Trick Power} + \text{Station Penalty} + \text{Recall Penalty})$$

Gambler's Luck (2) | 0 Actions | Mojo Bag

Modify the numeric value of a card by one or change its suit. This Trick requires no Action to cast; when you attempt to Recall it, *Blind-Turn* two cards and use the lower of the two values. If your **Weal** is 4 or more, then modify the value of a single card by up to 2 or change the Suit of Magic of up to two cards.

Spirit Sight (3) | 1 Action | 1 Grit Damage & Smoke

See into the Spirit Realm for minutes equal to your Grip in Occult. If your **Weal** is 4 or more, add Bone to see into the Realm of Shadows or add Medicine to see into the Astral Plane, or both; further, duration becomes hours equal to your Grip in Occult.

Admiration (4) | 6 Actions | Mojo Bag

Heavily and positively sway a person's opinion of you. The target may attempt a **Moderate Ken** Test penalized by your **Wile** to resist this Trick. If this Trick is successful, the target favors you and is amenable to your reasonable (not injurious or out of character) requests and suggestions. If your **Weal** is 4 or more, then this Trick cannot be resisted.