

THE IXIPTLA OF MAYAHUEL, LADY RAIN

Quiahuatl

Key of Doom: Martyr of Mayahuel

Lady Rain is the Ixiptla, or Deity impersonator, and as such is doomed to die for Mayahuel's greater glory. Gain 3 XP every time she acts without regard to her safety. Gain 3 XP every time she enters battle against superior enemies (1 or more opponents with higher combat skill or several -- 3 or more -- opponents with equal skill). Buyoff: Retreat from an overwhelming battle or fight, or fight for survival when a glorious, honorable death beckons.

Key of the Mission

Lady Rain has sworn to slay the enemies of Mayahuel - Five Flowers, Patecatl, and Lord Wind. Gain 1 XP every time she takes action to complete this mission (2 XP if this action is successful.) Gain 5 XP every time one of these three is slain. Buyoff: Abandon this mission.

Key of Faith: Mayahuel

Lady Rain is guided by her strong religious belief. Gain 1 XP every time she defends Mayahuel's actions and edicts to others. Gain 2 XP whenever she converts someone to her faction. Gain 5 XP whenever Lady Rain defends Mayahuel even though it brings her great harm. Buyoff: Your character renounces her beliefs.

Secret of Imbuement: The amulet of Cipatlipoca (Alligator Mirror)

The Alligator Mirror protects Lady Rain from harm. Treat it as armor when she is attacked.

Secret of Knowledge: Deceit

Lady Rain's Deceit ability is raised to Adept.

ABILITIES

MASTER: Sway (Instinct)

ADEPT: Resist (Reason), Pray (Vigor)*, Spirit-bond (Instinct)**, Deceit (Reason)

COMPETENT: React (Instinct), Sacrifice (Reason)***, Savoir-Faire (Instinct), Endure (Vigor), Etiquette (Reason), Discern Truth (Instinct), Orate (Reason), Poetry (Instinct), Scrapping (Vigor)

UNSKILLED: First Aid (Reason), Sense Danger (Instinct), Stealth (Instinct), Theft (Instinct), Athletics (Vigor), Painting (Instinct), Music (Instinct)

* Pray is used for meditation, blessing actions, and performing religious rituals. It involves Lady Rain's belief that she is connected to something better than her - Mayahuel.

**This ability allows the user to travel in and navigate the Spirit World. A successful roll is necessary to enter the Spirit World. With another successful roll, one can navigate anywhere in the Flowery Dream, or anywhere in the Spirit World one has already been. A third successful roll is necessary to travel to any time besides the present.

***This is the ability to choose an appropriate offering and sacrifice it properly - not an easy task.

A FEW WORDS ABOUT...

Quiahuitl, the ixiptla of Mayahuel, Lady Rain: You! The finest sacred impersonator of the Goddess that could be imagined. You shall die for her - as her!

Tetzotzomoc, the jaguar knight, Shattered Stone: A fine warrior and a thoughtful one.

Acamapichtli, the eagle knight, Reed Fist: He made love to Mayahuel once, through you, but now he thinks he's in love with you, which is ridiculous.

Petlpantzin, the Tarascan general, Lord Mountain Flag: A foreigner and misanthrope.

Quecholli, the priest of the Flayed One, Precious Feather: You once were lovers, but since becoming the sacred impersonator of Mayahuel, you have only loved from afar.

Totzlicuhtli, the sacred drunkard, Lord Bird: A mysterious servant of the Goddess.

Azcalcozoza, the forsaken daughter of Lady Rain, Necklace of Ants: Your daughter, who was abandoned when you became high priestess. Such are the burdens of serving the Goddess.

Mayahuel, Goddess of alcohol and protector of wombs: Your life and death.

Macuilxochitl, Five Flowers, gambler and chief of the Gods of excess: Worthless filth.

Patecatl, God of healing and fertility, father of the Hundred Rabbits: Faithless and unwholesome.

Ehecatl, God of wind and movement, Lord Wind: Ancient and evil.

THE JAGUAR KNIGHT, SHATTERED STONE

Tetzotzomoc

Key of Vengeance: Tarascans

Shattered Stone has a hatred for all Tarascans. Gain 1 XP every time he hurts one. Gain 2 XP every time he strikes a minor blow at Tarasca (killing a Tarascan, disrupting their lives, destroying their property). Gain 5 XP every time your character strikes a major blow at Tarasca. Buyoff: Let your enemy go.

Key of the Eternal Question: Through pleasure or pain do we more intimately touch the divine?

Only when Shattered Stone answers this question will he be ready to be the master of temicxoch and a true servant of the Gods. Gain 1 XP every time you can apply this question to the situation Shattered Stone is in. Gain 3 XP every time he risks harm in pursuit of the answer. Buyoff: Answer the question.

Key of the Guardian: Lord Bird

Shattered Stone has been tasked with keeping Lord Bird out of harm's way. Gain 1 XP every time Lord Bird is present in a scene with Shattered Stone. Gain 2 XP whenever Shattered Stone has to make a decision that is influenced by Lord Bird. Gain 5 XP every time Shattered Stone rescues Lord Bird from harm. Buyoff: Abandon Lord Bird to his fate.

Secret of the Signature Weapon: The red macautl of Acamatichtli

Shattered Stone gains a bonus die to any action taken with the red macautl of Acamatichtli. Any other character attempting to use it receives a penalty die. This need not be strictly violence.

Secret of the Iron Mind

Shattered Stone can refresh Reason whenever he defeats someone else in a one-on-one personal contest of any type, as long as it has been established as a contest between the two.

ABILITIES

MASTER: Athletics (Vigor)

ADEPT: Warrior (Vigor), Battle (Reason), Etiquette (Reason)

COMPETENT: Scrapping (Vigor), Sense Danger (Instinct), Aim (Vigor), Savoir-Faire (Instinct), Music (Instinct)

UNSKILLED: First Aid (Reason), Stealth (Instinct), Theft (Instinct), Deceit (Reason)

A FEW WORDS ABOUT...

Quiahuitl, the ixiptla of Mayahuel, Lady Rain: A dangerous fanatic, but a beautiful one.

Tetzotzomoc, the jaguar knight, Shattered Stone: You! The greatest warrior ever to break an enemy's vanguard.

Acamapichtli, the eagle knight Reed Fist: Respectable and full of skill, but something is not quite right about him - he has a secret.

Petlpantzin, the Tarascan general, Lord Mountain Flag: Scum. A traitor to his own people and an enemy of everything worthy and good.

Quecholli, the priest of the Flayed One, Precious Feather: Weak and terrible as befits his role, but he has the ear of Lady Rain.

Totzlicuhtli, the sacred drunkard, Lord Bird: My charge. To be protected at any cost.

Azcalcozoza, the forsaken daughter of Lady Rain, Necklace of Ants: A pretty but hot-headed girl.

Mayahuel, Goddess of alcohol and protector of wombs: My Goddess, who must be avenged.

Macuilxochitl, Five Flowers, gambler and chief of the Gods of excess: A God who enriched you in your youth and toward whom you harbor no ill will. If Mayahuel bedded him, she surely knew what she was getting into!

Patecatl, God of healing and fertility, father of the Hundred Rabbits: A God of weakness.

Ehecatl, God of wind and movement, Lord Wind: A very old and important God, whose breath moves the sun and rain. Perhaps merely teaching him a lesson would be enough.

THE EAGLE KNIGHT, REED FIST

Acamapichtli

Key of the Impostor

Although he masquerades as an Eagle Knight, Reed Fist is really an aspect of Patecatl, who he is naturally sworn to protect. You gain 1 XP whenever he passes himself off as a crusty old Eagle Knight. You gain 2 XP whenever Reed Fist convinces others in spite of serious skepticism. You gain 5 XP whenever his story survives a deliberate, focused, "Hey everybody, look!" attempt to reveal his identity. Buyoff: Confess your imposture to those duped.

Key of Unrequited Love: Mayahuel/Lady Rain

Reed Fist had a fling with the Goddess Mayahuel through her impersonator, Lady Rain, and still loves her. She does not return this love - perhaps she knows his secret? Gain 1 XP whenever Reed Fist has to make a decision that is influenced by Lady Rain. Gain 2 XP every time he attempts to win her affection. Gain 5 XP every time he puts himself in harm's way or makes a sacrifice for Lady Rain. Buyoff: Abandon your pursuit of Lady Rain or win her love.

Key of Fraternity

Reed Fist is sworn to Mayahuel's strange war-band, and his oath carries great weight. Gain 1 XP every time the entire host is assembled in a scene with him (maximum 3 per adventure). Gain 2 XP whenever Reed Fist has to make a decision that is influenced by the war-band. Gain 5 XP every time he defends it by putting himself at risk. Buyoff: Sever the relationship with the group.

Secret of Divine Might

Reed Fist's aura waxes as he enforces his will, making him appear taller and more threatening. On any attempt to intimidate someone or convince them of his opinion, you may add a bonus die at a cost of one Reason.

Secret of Enhancement (Sway)

You may spend as many points out of the Instinct pool to give bonus dice to Sway as you like. Turn on the divine might for extra power!

Secret of Spirit Transport

Reed Fist may bring others with him when he travels into the spirit World, holding the portal open for them. The Gods will hold him responsible for his visitors' actions. Cost: 1 Vigor per person.

ABILITIES

MASTER: Savoir-Faire (Instinct)

ADEPT: Warrior (Vigor), Deceit (Reason), First Aid (Rea-

son)

COMPETENT: Sense Danger (Instinct), Stealth (Instinct), Athletics (Vigor), Aim (Vigor), Poetry (Instinct), Sway (Instinct), Battle (Reason)

UNSKILLED: Scrapping (Vigor), Aim (Vigor), Music (Instinct), Theft (Instinct), Orate (Reason)

A FEW WORDS ABOUT...

Quiahuitl, the ixiptla of Mayahuel, Lady Rain: I love her with an aching spirit I scarcely understand.

Tetzotzomoc, the jaguar knight, Shattered Stone: A capable mortal, but one with a tendency to think too much.

Acamapichtli, the eagle knight Reed Fist: You! The power of Patecatl flows through you, for you are a part of him.

Petlpantzin, the Tarascan general, Lord Mountain Flag: An enemy of your people. A man who hates the very Gods.

Quecholli, the priest of the Flayed One, Precious Feather: A fool who thinks that Lady Rain can love one such as him. He is mistaken.

Totzlicuhtli, the sacred drunkard, Lord Bird: Of no consequence, a prating pulque-slave.

Azcalcozoza, the forsaken daughter of Lady Rain, Necklace of Ants: Too much like her mother not to notice, but without the spark of the divine. Someone to protect.

Mayahuel, Goddess of alcohol and protector of wombs: Her hundred breasts feed the stillborn. You are devoted to her, and her Ixiptla.

Macuilxochitl, Five Flowers, gambler and chief of the Gods of excess: A worthless scrub. Slaying him will win you much respect from Mayahuel and Lady Rain.

Patecatl, God of healing and fertility, father of the Hundred Rabbits: Yourself, the God of which you are merely an aspect. To be protected through deceit and trickery if necessary.

Ehecatl, God of wind and movement, Lord Wind: An old, old God and not to be trifled with.

THE ENEMY GENERAL, LORD MOUNTAIN FLAG

Petlpantzin

Your people are the mighty Purépecha, known to the ignorant Aztec as Tarascans. You worship the Great Bonfire, Lord Sun, Curicaueri, and She Who Causes All To Be Born, Lady Cloud-Maker, Cuerauáperi.

Key of the Revolutionary

Lord Mountain Flag is dedicated to overthrowing the Gods of the Aztec, the bitter enemies of his proud and unconquered people. Gain 1 XP every time he speaks out against an Aztec God. Gain 2 XP every time he acts directly against the God's interests. Gain 5 XP every time Lord Mountain Flag puts himself in great danger in order to damage the status quo. Buyoff: Accept any favor from an Aztec God.

Key of the Brokenhearted

Lord Mountain Flag can't let go of his love for Necklace of Ants, which caused him to abandon his people forever. It wounded him so deeply that he refuses to form new bonds of attachment. Gain 1 XP every time he chooses to keep new bonds from forming in favor of 'honoring' his past love (or, in other words, every time he chooses nostalgia instead of the now). Gain 3 XP every time he rebuffs an open confession of love or camaraderie. Buy Off – Admit that you have formed a new love.

Key of the Orphan: Tarasca

Lord Mountain Flag can never return to Tarasca, but it is his duty to carry on the people's name. Gain 1 XP every time he tells a story of his homeland. Gain 2 XP whenever he defends his homeland in words or in battle. Gain 5 XP whenever Lord Mountain Flag finds a new legend of his people. Buyoff: Join the Aztec.

Secret of Evaluation

Lord Mountain Flag's battle experience has given him the ability to read an opponent well. He can evaluate his opponent on a successful Battle ability check. You can ask for any of the following information, one bit per success level: Vigor score, Instinct score, best combat ability and score, specific ability score. Cost: 1 Reason.

Secret of Mighty Blow

Lord Mountain Flag can strike with extreme might. Spend as many dice of Vigor as you like to increase the harm of a successful blow in combat.

ABILITIES

MASTER: Tarascan Style (Instinct)*

ADEPT: Warrior (Vigor), Battle (Reason)

COMPETENT: First Aid (Reason), Sense Danger (Instinct), Deceit (Reason), Scrounging (Instinct), Athletics (Vigor), Sway (Instinct), Woodworking (Reason)

UNSKILLED: Scrapping (Vigor), Aim (Vigor), Music (Instinct), First Aid (Reason), Theft (Instinct), Poetry (Instinct)

**Unlike Battle, Tarascan Style is guerilla warfare - knowledge of alternative tactics which give a smaller force a much greater advantage. It is used for coordinating quick and nasty attacks; using noise and trickery to appear to be a larger force, and ambushing your enemies.*

A FEW WORDS ABOUT...

Quiahuitl, the ixiptla of Mayahuel, Lady Rain: A typical Aztec fanatic.

Tetzotzomoc, the jaguar knight, Shattered Stone: A capering blow-hard begging to be humbled.

Acamapichtli, the eagle knight Reed Fist: A love-struck fool who drools over Lady Rain.

Petlpantzin, the Tarascan general, Lord Mountain Flag: You! The most tragic, most noble, most capable general Tarasca has ever produced.

Quecholli, the priest of the Flayed One, Precious Feather: A disturbing Aztec not to be trifled with.

Totzlicuhtli, the sacred drunkard, Lord Bird: Useless - worse than useless, dangerous.

Azcalcocoza, the forsaken daughter of Lady Rain, Necklace of Ants: Beautiful and high spirited - like a Tarascan woman. That's why you fell in love with her so long ago. You left your people for her and she, in turn, left you.

Mayahuel, Goddess of alcohol and protector of wombs: Scheming bitch.

Macuilxochitl, Five Flowers, gambler and chief of the Gods of excess: The only respectable member of the Aztec pantheon, the only one who tells the truth about himself - he is a wastrel, a gambler, a disolute fop. You could work with such a God.

Patecatl, God of healing and fertility, father of the Hundred Rabbits: High-minded prick.

Ehecatl, God of wind and movement, Lord Wind: Dusty, impotent fart. It will be a pleasure to kill such an important Aztec God.

PRIEST OF THE FLAYED ONE, PRECIOUS FEATHER

Quecholli

Key of Love: Lady Rain

Precious Feather was Lady Rain's lover before she became Mayahuel's Ixiptla, or Deity impersonator, and their passion was mutual and true and lives on in spirit if not in flesh. Gain 1 XP every time Lady Rain is present in a scene with him. Gain 2 XP whenever Precious Feather has to make a decision that is influenced by Lady Rain. Gain 5 XP every time he puts himself in harm's way or makes a sacrifice for Lady Rain. Buyoff: Sever the relationship with Lady Rain.

Key of the Guardian: Necklace of Ants

Although she believes that Lord Wind is her father, Necklace of Ants is actually your daughter, the result of your brief liaison with her mother, Lady Rain. You must keep this secret and provide her with security and protection. Gain 1 XP every time Azcalcozoa is present in a scene with you. Gain 2 XP whenever Precious Feather has to make a decision that is influenced by Azcalcozoa. Gain 5 XP every time he rescues her from deadly harm. Buyoff: Reveal your parentage and disavow your daughter.

Key of Bloodlust

Precious Feather enjoys overpowering others in combat. Gain 1 XP every time he defeats someone in battle. Gain 3 XP for defeating someone equal to or more powerful than himself (equal or higher combat skill.) Buyoff: Be defeated in battle.

Secret of Blessing

With a successful Pray ability check, Precious Feather may bless the actions of a group. You must state a specific goal for them to accomplish. Your success level with this ability check is a pool of bonus dice any member of this group can use in accomplishing this task. Cost: 1 Vigor.

Secret of Summoning

Through grueling training, Precious Feather has learned the way to summon the Gods. He knows the rituals for contacting them directly, and can attempt this by spending one Vigor and using the Pray ability. This ritual takes about fifteen minutes and one warm-blooded sacrifice to perform. Summoning any of the four major Gods requires a human sacrifice, which will alternately provide a bonus die in an attempt to summon any minor God.

ABILITIES

MASTER: Bladework (Instinct)*

ADEPT: Anatomy (Reason)**, Sacrifice (Reason)***, Pray (Vigor)#

COMPETENT: Etiquette (Reason), First Aid (Reason), Scraping (Vigor), Sense Danger (Instinct), Stealth (Instinct), Counsel (Reason)##, Orate (Reason)

UNSKILLED: Discern Truth (Instinct), Poetry (Instinct), Leatherworking (Reason)

* This ability is used for intricate knife skills, from cutting paper-thin slices of meat and vegetables, to vivisection, to cutting down your enemy with a long dagger. It can be used to perform skilled work with any well-made sharp knife.

** This ability can be used for all sorts of purposes, helping with a Healing Check to performing cruel acts of torture.

***This is the ability to choose an appropriate offering and sacrifice it properly - not an easy task.

#Pray is used for meditation, blessing actions, and performing religious rituals.

##Counsel is the spiritual equivalent of First Aid.

A FEW WORDS ABOUT...

Quiahuitl, the ixiptla of Mayahuel, Lady Rain: Your love and your life.

Tetzotzomoc, the jaguar knight, Shattered Stone: A typical haughty jaguar knight. Of no consequence.

Acamapichtli, the eagle knight Reed Fist: Your rival for Lady Rain's affection. A powerful man, but not as powerful as you.

Petlpantzin, the Tarascan general, Lord Mountain Flag: Why is he here? Why did Mayahuel choose an unbeliever?

Quecholli, the priest of the Flayed One, Precious Feather: You! The greatest priest of Xipe Totec, the most loyal and faithful lover, the best man in the world.

Totzlicuhtli, the sacred drunkard, Lord Bird: Another mysterious addition to the team. What is mayahuel's plan?

Azcalcozoa, the forsaken daughter of Lady Rain, Necklace of Ants: Your secret daughter, who you love and will protect with your life if necessary.

Mayahuel, Goddess of alcohol and protector of wombs: Your mistress, your commander, your duty.

Macuilxochitl, Five Flowers, gambler and chief of the Gods of excess: A dead man.

Patecatl, God of healing and fertility, father of the Hundred Rabbits: Although it pains you to destroy such a good and gentle God, you must obey Mayahuel.

Ehecatl, God of wind and movement, Lord Wind: Why, why must such a kind old God be destroyed? Why, Mayahuel? Why?

THE SACRED DRUNKARD, LORD BIRD

Totzlicubtli

Key of the Coward

Lord Bird avoids combat like the plague. Gain 1 XP every time he avoids a potentially dangerous situation. Gain 3 XP every time he stops a combat using other means besides violence.

Buyoff: Leap into combat with no hesitation.

Key of the Foolhardy Hero

Lord Bird lives for excitement. As a plaything of fortune, he goes around swimming in sacred pools, fighting corrupt police chiefs, defending impoverished farmers from bandits, and getting duped by court intrigues... simply for the hell of it. Gain 1 XP when he agrees to go on a quest (or side-quest, or some other risky venture). Gain 3 XP from any scene wherein the pursuit of this quest causes stress for him. Buyoff: Reject the opportunity to go on yet another hare-brained mission.

Key of the Mission

Lord Bird has sworn to slay the enemies of Mayahuel - Five Flowers, Patecatl, and Lord Wind. Gain 1 XP every time he takes action to complete this mission (2 XP if this action is successful.) Gain 5 XP every time one of these three is slain. Buyoff: Abandon this mission.

Secret of Specialty (Spirit-Bond: Getting to a party)

You always have a bonus die when your character attempts to use his Spirit-Bond ability to reach a party in *temicxoch*.

Secret of Contacts

Lord Bird knows all sorts of people in all sorts of places. You can use this Secret for your character to automatically have a past relationship with any GM character in the adventure. You may describe the relationship in a short phrase, such as "old enemy," "wartime buddy," "ex-lover," but the GM gets to decide the history and current disposition of the relationship. Cost: 3 points from a pool determined by the GM.

ABILITIES

MASTER: Spirit-bond (Instinct)*

ADEPT: Sense Danger (Instinct), Savoir-Faire (Instinct), Scrounging (Instinct)

COMPETENT: Warrior (Vigor), Scrapping (Vigor), Pray (Vigor)**, Orate (Reason), Poetry (Instinct), Theft (Instinct), Deceit (Reason), Sway (Instinct), Etiquette (Reason), Freeload (Instinct)***

UNSKILLED: Athletics (Vigor), Aim (Vigor), Music (Instinct), First Aid (Reason)

* This ability allows the user to travel in and navigate the Spirit World. A successful roll is necessary to enter the Spirit World.

With another successful roll, one can navigate anywhere in the Flowery Dream, or anywhere in the Spirit World one has already been. A third successful roll is necessary to travel to any time besides the present.

*** Pray is used for meditation, blessing actions, and performing religious rituals. It involves the character's belief that she is connected to something better than her.*

**** Freeload is used to get free meals and shelter. Your character can't really get wealthy using Freeload, but you can manage to survive even if broke, which isn't bad.*

A FEW WORDS ABOUT...

Quiahuitl, the ixiptla of Mayahuel, Lady Rain: She's Mayahuel in the flesh - and some nice flesh it is, too!

Tetzotzomoc, the jaguar knight, Shattered Stone: Why so gloomy, jaguar knight? Cat got your tongue?

Acamapichtli, the eagle knight Reed Fist: "Reed Fist" indeed. He's no eagle knight.

Petlpantzin, the Tarascan general, Lord Mountain Flag: Tarascans! They make the best liquor.

Quecholli, the priest of the Flayed One, Precious Feather: That man knows his way around a blade, and he is a fanatic. To be avoided.

Totzlicuhtli, the sacred drunkard, Lord Bird: You! A drunk old man who seems to have gathered a reputation as something of a mysterious agent of the Gods around himself. This is, of course, absolute rubbish, but it gets you many free drinks.

Azcalcozoza, the forsaken daughter of Lady Rain, Necklace of Ants: A good girl with a soft heart.

Mayahuel, Goddess of alcohol and protector of wombs: Ah, your patron! She has been so good to you, it is time to pay her back.

Macuilxochitl, Five Flowers, gambler and chief of the Gods of excess: A particular friend and enemy in equal measure. Sad that he has to die.

Patecatl, God of healing and fertility, father of the Hundred Rabbits: Again, you love the Hundred Rabbits - such parties! But the mission is sacrosanct, and he must die.

THE FORSAKEN DAUGHTER, NECKLACE OF ANTS

Azcalcozoa

Key of Love: Lord Wind

Necklace of Ants is the daughter of Lord Wind. Gain 1 XP every time Lord Wind is present in a scene with her. Gain 2 XP whenever Necklace of Ants has to make a decision that is influenced by the God. Gain 5 XP every time she puts herself in harm's way or makes a sacrifice for her father. Buyoff: Sever the relationship with Lord Wind.

Key of Renown

You gain 1 XP whenever Necklace of Ants sees to it that her name and deeds are known, by bragging about them or making sure there are witnesses. You gain 2 XP whenever she puts herself at risk to do something unnecessary or foolish that will add to her reputation. You gain 5 XP whenever she risks her life to take credit for her actions. Buyoff: Give someone else credit for an action that would increase Necklace of Ants' renown.

Key of Conscience

Necklace of Ants has a soft spot for those weaker than their opponents. Gain 1 XP every time she helps someone who cannot help themselves. Gain 2 XP every time she defends someone with might who is in danger and cannot save themselves. Gain 5 XP every time Necklace of Ants takes someone in an unfortunate situation and changes their life to where they can help themselves. Buyoff: Ignore a request for help.

Secret of Small Stature

Necklace of Ants is smaller than most people in the world, and can use that to her advantage in combat. Gain a bonus die any time she is avoiding an attack from someone larger than him or any other situation in which his reduced size may help (i.e. an Athletics Ability Check to wriggle through a pipe.)

Secret of Flying Leap

Necklace of Ants can make amazing leaps. Using this Secret, she can jump much further or higher than normal. For each Vigor point you spend, up to three, you can jump another multiple of normal human ability for one leap.

ABILITIES

MASTER: Deceit (Reason)

ADEPT: Animal Ken (Instinct)*, Stealth (Instinct), Scrapping (Vigor)

COMPETENT: Sacrifice (Reason)**, Spirit-bond (Instinct)***, Sense Danger (Instinct), Theft (Instinct), Athletics (Vigor), Aim (Vigor), Sway (Instinct), Discern Truth (Instinct)

UNSKILLED: Warrior (Vigor), Battle (Reason), Pray (Vigor), Etiquette (Reason), First Aid (Reason), Orate (Reason)

** Animal Ken is the social skill for dealing with animals, and is used to deal with domesticated animals or wild ones. Domesticated animals are much easier to control, of course, and this may be used to give them commands. For wild animals, on the other hand, this works about as far as scaring them off, or convincing them not to eat you.*

***This is the ability to choose an appropriate offering and sacrifice it properly - not an easy task.*

**** This ability allows the user to travel in and navigate the Spirit World. A successful roll is necessary to enter the Spirit World. With another successful roll, one can navigate anywhere in the Flowery Dream, or anywhere in the Spirit World one has already been. A third successful roll is necessary to travel to any time besides the present.*

A FEW WORDS ABOUT...

Quiahuitl, the ixiptla of Mayahuel, Lady Rain: Ah, mother. She chose mayahuel over you, and you resent that, but ... not too much.

Tetzotzomoc, the jaguar knight, Shattered Stone: A fine-looking man, not a bad catch - even for just a night in the sack.

Acamapichtli, the eagle knight Reed Fist: Yet another man hopelessly in love with your mother.

Petlpantzin, the Tarascan general, Lord Mountain Flag: A gibbering, angry foreigner.

Quecholli, the priest of the Flayed One, Precious Feather: Another gloomy priest of Xipe Totec. He has a thing with your mother, but he's always got his eyes on you as well - creepy.

Totzlicuhtli, the sacred drunkard, Lord Bird: Once great, now sadly reduced.

Azcalcozoa, the forsaken daughter of Lady Rain, Necklace of Ants: You! The finest woman in all the world, quick of limb and clever of mind, excellent and distinctive.

Mayahuel, Goddess of alcohol and protector of wombs: Despite everything, she is a good Goddess and worth defending.

Macuilxochitl, Five Flowers, gambler and chief of the Gods of excess: A useless drunk well worth killing.

Patecatl, God of healing and fertility, father of the Hundred Rabbits: Mayahuel birthed rabbits for this man. No punishment is too severe.

Ehecatl, God of wind and movement, Lord Wind: Your father. You desperately want to re-connect with him, and to protect him from your foolish, vengeful mother.