

Black= information.

red= part of the text that directly addresses you.

blue= coaxoch's aspects or her asset's aspects.

purple= suggested aspects for npcs. made to give you a loose idea of who the npc is.

Character Sheet

Aristocrat. +4

engineer +0

explorer + 2

fighter +1

scholar +3

scoundrel +1

Coaxoch has had one minor, one significant and one major milestone.

Portrayal "[One of the last blood priests of Quetzalcoatl](#)"

invoke to be an awesome Alhmac blood priestess

Trouble "[Mictlantecuhtli demands sacrifice, but i have Chimalma's mercy](#)"

Compel to: have her not avoid conflict. Not to kill, not to go along with plans that cause deaths. To do overly complicated things to plan around not killing.

Background "[Naramel's Wild Rose](#)"

invoke: social rolls invoke people attracted to women, knowledge of the Naramel nation, gunskill brothers taught her,

Compel: mistrust charming men or men in general, have people respond negatively to her charms.

Belief "[Herald of Huitzilopochtli to the forbidden Alhmac religion](#)"

invoke: knowledge of Alhmac culture and their religion, Rolls involving Alhmac blood sorcery, situations where her devotion would give her strength

compel: situations where her devotion could cloud her judgement, the fact that she practises an illegal religion, follow the tenets of the religion.

Inciting incident "[the Spirit of Tonatiuh](#)"

invoke: rolls involving defending Alhmac people, possibly also just rolls involving the vigilante's skillset

compel: to defend Alhmac people. to try to send a message rather than just be inconspicuous

Refresh:2

Assets:

-Blood Magic

Refresh cost: 4

Type: Technique

Guiding aspect: [the devotion of Huitzilopochtli when it comes to the forbidden Alhmac religion](#)

Features:

-flexible

-scholar instead of fighter to attack

-flexible

-scholar instead of explorer to defend against attacks (specifically attacks made by people who have blood not environmental hazards and the like)

-exceptional

-Defenders can't tick a stress box to reduce the hit

-exceptional

On a successful defense, deal shifts of harm equal to your margin of success

Flaws:

-Demanding

-requires an action to activate

-Situational

- Must have either stress or a consequence

for the situational flaw of must be bleeding, i was thinking that if it's a small amount of blood (like coaxoch having small scratch) then it has a negative aspect of "weakly powered", and conversely if it's a large amount of blood (like from a major wound) then it could have an aspect of "incredibly powered". Using blood magic as a defensive action is limited to people attacking because she manipulates the attacker's blood causing their attacks to fumble, this means it probably wouldn't work so well against certain mechanical monstrosities. Attack not limited this way since i'm going to describe it as magically infused gunplay (which may vary from description to description since half the fun in being a magic user is having a ton of narrative freedom in descriptions)

- The Homunculus

Refresh cost:2

Type: Device

Guiding aspect: [One of the last blood priests of Quetzalcoatl](#)

Features:

-focus x5

Flaws:

-Situational: only for blood magic

-Troubling ["undeveloped life, cares only for its own survival"](#)

The Homunculus is created to allow the usage of blood magic, thus all other blood priests would have a version of this asset. the troubling flaw would be Compelled for the Homunculus to control Coaxoch for her to escape danger. You could also figure the homunculus having its own agenda. I'm thinking more that is

Coaxoch was born with the name 'Talia Amari' to a family of travelling Naramel bounty hunters. They would mainly capture/kill outlaws who would attempt to flee to neighbouring countries, so they would spend most of their time in the wilderness outskirts of the Naramel nation. Her Father Arrad Amari (old wise retired gunslinger, isn't what he used to be) was the patriarch of the family, Dana was her mother (Nurturing mother to a family of bounty hunters). She had two older brothers Cyril (hotheaded strongman bountyhunter) and Jaron (skilled yet arrogant bounty hunter,) they were very protective of Talia.

Talia herself took after her mother, she was warm, kind and very beautiful. She would often wear flowers in her hair, that combined with her beauty and the fact that she travelled the wilds with her family lead to her being called Naramel's wild rose.

One day at Bashrinket, the small town that the family would often base themselves out of, Talia met a Man named Hazama Litchi (young wandering master of the 7 forbidden Martial arts) a smug knife wielding martial artist from the Kaiyu nation. Hazama was taken with Talia's beauty and spent weeks courting her. Cyril & Jaron hated Hazama, Arrad told them to stay out of Talia's affairs, and Dana was supportive of the relationship. Jaron & Cyril Decided to begin to teach Talia how to use a gun because they were that distrustful of Hazama, Talia only went along with it and carried their spare guns in her bag to give her brothers peace of mind.

Unfortunately Hazama was mentally unstable, and had become haunted by the idea that Talia would grow old and her beauty would fade. So he called for Talia to meet him at the Dunreit river (where they would often meet) and he planted a rose in her teeth and then he smashed her head with a rock leaving her body to flow down the river. From this point my character doesn't know what happened. Hazama could have fled even ending up in Kausao. Her family could still be searching for her. a conflict could have happened between Hazama and his possible allies and Talia's family. perhaps Hazama feels remorse? he probably wouldn't be able to truly comprehend what hes done. Also picture of Hazama [http://blazblue.wikia.com/wiki/File:Hazama_\(Continuum_Shift,_Character_Select_Artwork\).png](http://blazblue.wikia.com/wiki/File:Hazama_(Continuum_Shift,_Character_Select_Artwork).png).

As Talia had been floating down the river for awhile she arrived in Alhmac territory, the Dunreit river had a somewhat large trail of blood. She was fished out of the water by Eztli (Old eccentric blood priest, who sees omens in everything) who was a priest of the blood worship in the Alhmac nation. Eztli saw Talia and the river 'turning red' (maybe he exaggerates a little) and saw this as a good omen. He nursed Talia back to health and had her taken back to his city (which was named Tlacopan)

Talia made friends with a doctor named Papan (good willed doctor who is steadfast in her faith) who managed to comfort her and help her adjust to her new surroundings and to make friends. Talia then vowed to never to return to the life she once had until she became strong

enough to handle herself. She asked Eztli if she could stay in his temple even offering to clean and cook. To her surprise Eztli acted as if he was offended by this and made a counteroffer: "you can stay here but only if you commit yourself to becoming my pupil" and with that Talia was dead and Coaxoch was born. **Basically hes the Obi wan for my character to justify her skillset** <http://vtropes.org/pmwiki/pmwiki.php/Main/TheObiWan>

Coaxoch soon would start to join Eztli when he met with the other priests of the city. This made her an essential member of the community. This led to her meeting the fellow head priests of Tlacopan; Matal (**an aging warrior turned blood priest**), Tototl (**a dedicated blood priest who wears his heart on his sleeve**) and Ixchel (**an old priestess who had her beginnings as a simple farmer**) .

One day the four religious head of the city state of Tlacopan were visited by Nelli (**The undisputed master of Alhmac blood Sorcery, Anything it takes to put he Alhmac on top, well intentioned extremist, there can be only ONE!**) who was basically the pope of the blood worshiping religion of Alhmac. He appeared in their meeting room and gave them a long speech about the superiority of the Alhmac nation and how it entitled them to what the world has to offer. The speech ended with Nelli revealing that he believed the power of Alhmac sorcery was more powerful the less practitioners of it there were. This inevitably led to a fight between the 6 of them, in which Coaxoch had to flee the city. **The character doesn't know who survived, Nelli almost certainly did, but she knows some people had to have died.**

Soon Coaxoch would arrive at Kausao city (**where the plot is**). She would be given shelter in the city by a family of Alhmac people. They had a spare room because their daughter had been killed in an industrial incident. Coaxoch was very grateful to this family. This was interrupted by the city guards harassing the family for displaying a doll covered in their blood, which is an Alhmac custom to show the fact that they are in mourning. The guards began to get rough with the family and Coaxoch retaliated by following them and then shooting at them on the streets then using traditional Alhmac festival face paint to intimidate them into leaving that family alone. This would lead to Coaxoch becoming an urban legend, known as the spirit of Tonatiuh (pronounced Toh-nah-tee-uh) (a Alhmac god who provides living beings with warmth and fertility. In order to do so, however, he needed sacrificial victims). With many of the local Alhmac people believing that the god had been reborn into the world to protect his people from hardships. After seeing that the Alhmac religion was being suppressed in Kausao despite its sizable population of the Alhmac minority, Coaxoch decides to fight for her people's interests embracing the title that they have given her.