

Sorcerer: Las Cruces

Once Upon a Time in New Mexico

Influences: Unforgiven, Once Upon a Time in the West, The Wild Bunch, Dead Man, Pat Garrett and Billy the Kid.

What is Humanity?

Being civilized, law abiding, emphatic, humane.

Belonging to the human world, reality, as opposed to the realm of spirits and demons.

O Humanity means the character becomes a mindless, uncaring brute, or simply transends into the realm of spirits, lost to the human world.

Humanity loss check: inhumane, unlawful or violent actions. Taking something by force that doesn't belong to you. Allowing the weak or helpless to be mistreated or abused. Spending long periods of time in isolation, away from fellow human beings.

Humanity gain check: stand up for yourself to protect yourself or your peers. Enforce positive social contact and human bonds.



What is a Demon?

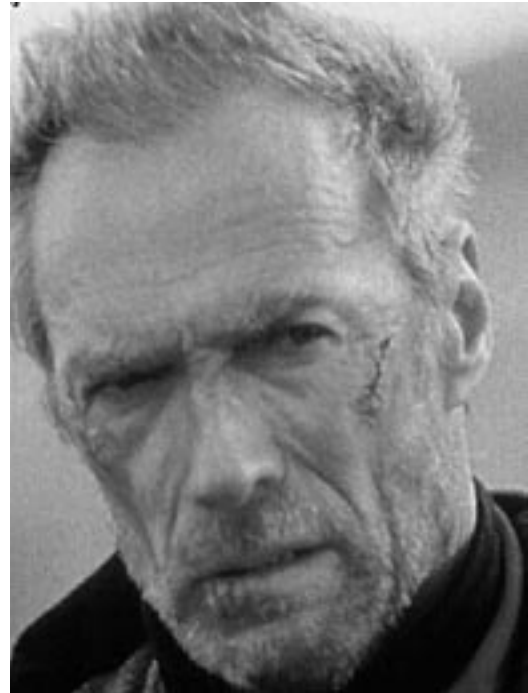
Spirits, mythical creatures, totems or magical items. Some call them God, some call the spirits, others call them the Devil or demons.

What is a Sorcerer?

A human that has chosen to use demonic/spiritual powers to get by in life, for good or for worse. Sorceres break the rules of reality. They do things they should not be doing. In that sense they are outlaws, and ul-



timately arrogant. The risk you have taken involves bargaining with something that does not exist.



What do Rituals consist of?

Rituals breach the barrier between the human and the spiritual world. One way to do that is by doing inhumane, unlawful or uncivilized actions. Or spend a long time alone, without food or water, perhaps drinking alcohol or other hallucinogenic drugs. Stripping in the desert and dancing around in only body paint. Chanting old Indian chants. Tatooing or burning yourself.



Stamina descriptors

Sickly. Your health is poor and your resistance against disease is weak.

Soldier. You are trained to handle combat.

Naturally healthy. Your health is good and resistant against disease.

Wildcat. Your life has been shaped by physical violence.

Unearthly Gifts. Your body works in ways the Lord never meant for bodies to work.

Cowboy. You are used to and shaped by outdoor life, the Sun and the weather.

Medicine man. You hold your body up by means of alcohol, elixirs or other drugs.

Will descriptors

Aristocrat. You know you have intrinsic value.

People call you arrogant.

Zest for life. Life is short.

You just want to enjoy it.

Rageful and vengeful. You feel the world is out to get you. You are determined not to let it.

Vow. Your commitment gives you direction.

Belief System. You can explain why there are demons. This could be an agnostic, atheist or any religious belief.

Preacher. You can make people listen and get what you want.

Lore descriptors

Prophet. Lore 2+. You have an insight into the depths of fate.

Wise. Lore 2+. You carry an ancient knowledge the rest of the world have forgotten.

Apprentice. Lore 2. You have a mentor who is a sorcerer.

Damned. You carry a curse and it makes you stronger.

Crazy. Lore 4 or higher. You have a deeper knowledge about the spiritual world, which has made it hard for you to function in society. Price comes along as -2 and needs to be serious.

Simpleton. Lore 1. You know demons exist and you have got one.

Setting

New Mexico after the American-Mexican war, not historically correct. The border town of Las Cruces, Doña Ana County, close to Rio Grande, the White Sands desert and the Organ Mountains. The state has recently been included into the United States of America.

Las Cruces is on the American frontier, a community trying to establish law and order in the middle of the wild. The railway is prospected to reach the town shortly, and the town is frequented by groups of cowboys off-duty from their work herding cattle across the prairie.



Theme and story resolution

So, how far will your player character go for power? The answer to that is the theme of Sorcerer. Does the ends justify the means? The resolution of a Sorcerer story can include these:

Retribution. The character's plans and goals blow up in his face, and he fails utterly.

Remorse. The character achieves his goals, but the price of using sorcery has been too high and made it an empty victory.

The Outlaw prevails. The character succeeds in his goals, keeping his methods under control.

Redemption. The character abandons the sorcerous path and achieves his goals in another way.