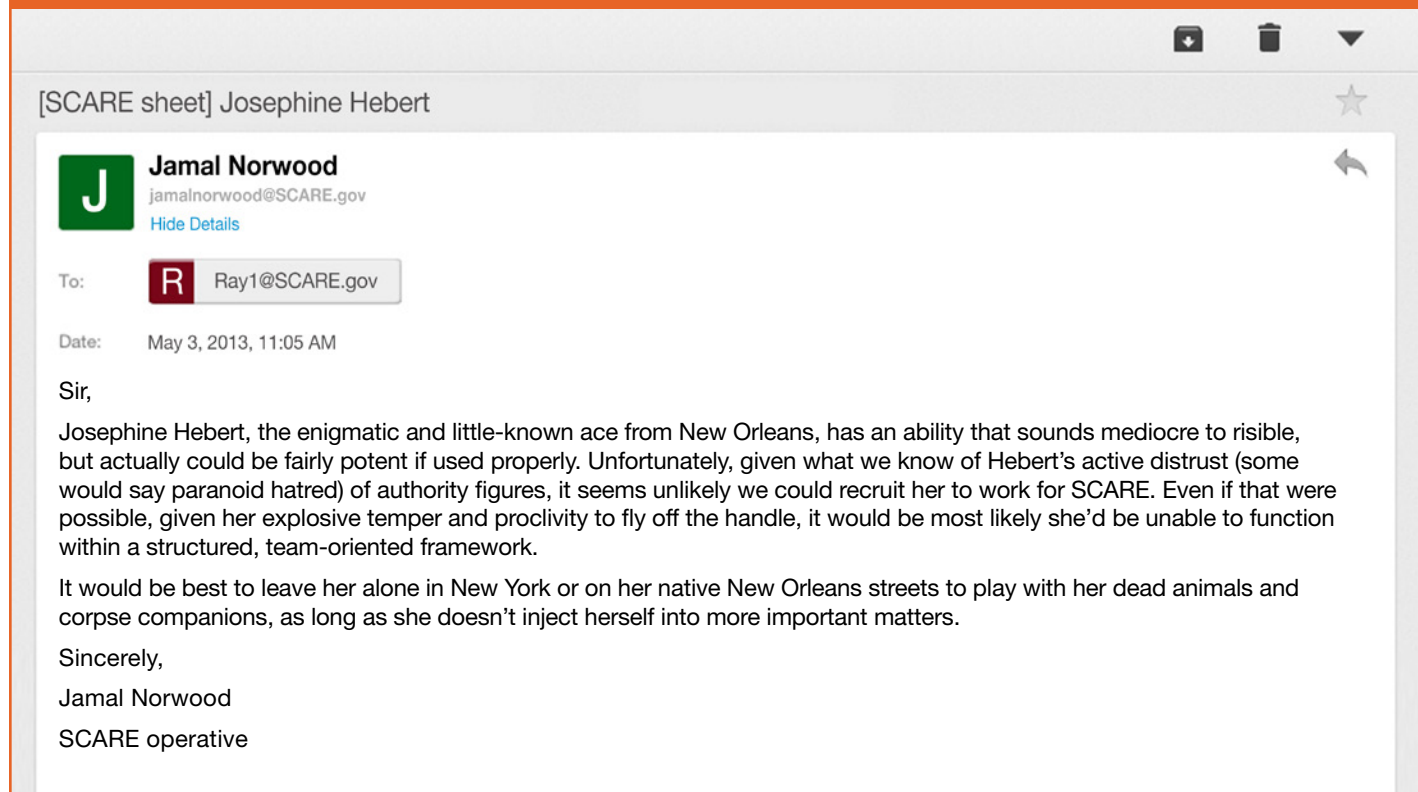


## SCARE SHEET: HOODOO MAMA



## HISTORY

Joey Hebert's card turned as a pre-teen while she was being raped. Since then she uses sex as a release, to help her mentally escape the world and the problems she faces. She seems to be a lesbian, but will engage in hetero sex if she feels the need to blank out the world.

She has lived on her own for years, in a red shotgun shack in New Orleans's Tremé district, by the old St. Louis Cemetery. She has a ring in her navel and a red-dyed streak in her hair, and is foul-mouthed and hard-edged—almost feral.

She's a young teenager when she meets Michelle Pond (The Amazing Bubbles) and other members of the Committee when they came to New Orleans to deal with a massive hurricane. Hoodoo Mama is sheltering a number of street people in her home, and in a nearby warehouse, and Bubbles and Cameo try unsuccessfully to convince her and them to evacuate.

Later, at the height of the disaster, Joey seduces Bubbles, and Michelle becomes the only human being who has anything approaching a normal human relationship with her.

Eventually, Michelle refuses Joey's further advances, which angers and frustrates the teenager.

While Bubbles is comatose in Jackson Square for over a year after absorbing a nuclear blast, Joey is one of her guardians. She raises a zombie army in a failed attempt to prevent Michelle's parents from pulling the plug on her. When the amazing ace awakens from her catatonic state anyway and declares her plans to go to Africa to find the little girl of her visions, Joey decides to accompany her. After a make-over by Bubbles' lover, Juliet Summers, makes her more acceptable for polite company, they travel to Africa with Joey playing the role of Michelle's personal assistant.

They have many adventures while on Adesina's trail, including encounters with Leopard Men, in which Joey is injured. The injury in itself isn't terrible, but a subsequent raging infection forces Bubbles to leave her behind in a hospital where they think Joey will be safe. However, Joey, in a weakened state, is captured by Leopard Men and bought to Alicia Nshombo, who uses her as a hostage to ensure Bubbles's cooperation with Nshombo's plan to assassinate Tom Weathers.

Things fall apart as Bubbles refuses to play along and Hoodoo Mama raises an army of the recent dead to fight Nshombo's Leopard Men and, ultimately, bring down Alicia Nshombo herself. Joey goes ballistic when Bubbles is forced to kill the child ace Mummy to save her own life, but the two are reconciled by the time Bubbles leaves Joey behind to take care of the newly-rescued Adesina and the other child aces, while she goes on to the final confrontation with Tom Weathers.

Hoodoo Mama returns to America after her African adventure, and is last seen in New York City with Bubbles and her rescued child aces.

<b>NAME:</b> JOSEPHINE (COMMONLY "JOEY") HEBERT	<b>WC NAME:</b> HOODOO MAMA
<b>OCCUPATION:</b> PANHANDLER, PETTY EXTORTIONIST, ZOMBIE MASTER	<b>WC STATUS:</b> ACE
<b>BASE:</b> NEW ORLEANS, LA	<b>ETHNICITY:</b> AFRICAN AMERICAN

## PERSONALITY

Explosive, to say the least. Joey has anger issues she can take out in inappropriate ways, on friends, bystanders, and foes alike. It's not that she doesn't care about others. She cares too much, and gets easily frustrated and angry when the weak and innocent are injured or threatened. She lacks formal education. She can be a loyal friend, but she can also abuse her friends, mentally and physically. She has a dark sense of humor. She would likely benefit from psychiatric therapy, and it's equally likely she'll never receive it.

## POWERS & ABILITIES

Hoodoo Mama can raise and control dead bodies, human and animal alike. Statistics for standard zombies are provided on the facing page, and will work just fine for most of her minions. For more exotic zombies, or zombies animals, apply the Zombie template provided other creatures. She often creates zombies from small creatures, and it is said in New Orleans that the (dead) rats and pigeons are her eyes. Hoodoo Mama can also sense the location of hidden animal and human corpses.

She normally controls a dozen or more zombies at a time, but the upper limits of her powers have not yet been established, with scores or even hundreds of zombies within her demonstrated capabilities. Her power is particularly effective in places where the dead aren't buried far underground (such as New Orleans, the Third World, and sites of recent battles, massacres, or disasters).

Joey's physical or mental condition is mirrored in the zombies she controls. If she's tired or weak, the movements of her zombies become uncoordinated (even for zombies).

## ALLIES

Although their sexual relationship was a one-time event, Michelle Pond is still Joey's best friend. Joey



## HOODOO MAMA

POWER LEVEL 5

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
0	2	1	1	1	1	2	2

POWERS			
<b>Animate Dead:</b> Summon Zombies 1 (15 points), Controlled, Horde, Mental Link, Multiple Minions 8 (256 minions), Limited to available corpses • 20 points <b>Sense the Dead:</b> Senses 4 (Detect Corpses, Ranged, Extended 2) • 4 points			

SKILLS			
Close Combat: Unarmed 2 (+5), Expertise: Zombies 4 (+4), Intimidation 4 (+5), Perception 4 (+5), Stealth 2 (+2)			

OFFENSE			
INITIATIVE +0			
Unarmed +5	Close, Damage 1		

## DEFENSE

DODGE	5	FORTITUDE	4
PARRY	5	TOUGHNESS	1
WILL	5		

## COMPLICATIONS

**Motivation—Defend The Weak:** Having been preyed upon herself when she was younger, Joey will fight anyone and anything to protect those who need it, especially (but not limited to) children. Joey's views on this are as absolutely black-and-white as any other teenager's.

**Hatred:** Joey is almost paranoid in her hostile suspicion of the government, authority figures, and strangers, and what she distrusts, she hates.

**Temper:** Joey has an explosive temper that causes her to frequently take questionable actions. Add in her utter lack of impulse control, and at times she's a danger to herself and any companions.

**Voices:** Even when she's not controlling them, Hoodoo Mama can sense the dead around her, even feeling their pain and emotions if they're recently and wrongfully deceased. The voices can be distracting, or even debilitating, if they are too strident or numerous.

Abilities 14 + Powers 24 + Advantages 0 + Skills 8 + Defenses 14 = 60

## ZOMBIE

PL2 • MRI

STR 2 STA — AGL -1 DEX -1 FGT 1 INT — AWE -1 PRE —

**Powers:** Immunity 30 (Fortitude effects), Protection 3. **Offense:** Init -1, Unarmed +1 (Close, Damage 2). **Defenses:** Dodge 0, Parry 1, Fortitude —, Toughness 3, Will —. **Totals:** Abilities -30 + Powers 33 + Advantages 0 + Skills 0 + Defenses 1 = Total 4 points.

## ZOMBIE (TEMPLATE)

0 POINTS

**Abilities:** No Stamina, Intellect, or Presence • -30 points

**Powers:** Immunity 30 (Fortitude effects)

also developed a close friendship with Michelle's other lover, Juliet Summers (Ink), during the year two were caring for the comatose Bubbles. The Committee turned Hoodoo Mama down for membership earlier, but after the events in Africa they might reconsider.

## ENEMIES

There are many people Joey hates and who she assumes hate her, but in reality she hasn't yet made any enemies.

## ZOMBIES

The **Zombie** statistics at right fit the standard sort of zombie that Hoodoo Mama raises to aid her. For animals or other more unusual forms of walking dead, simply apply the **Zombie** template. The template can be added to any creature to turn it into a zombie. It assumes the creature also loses any Intellect- or Presence-based skills, but that it retains its relative Toughness: apply ranks of Protection to make up for any Toughness lost due to having no Stamina rank.

WILD CARDS



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