

READY



READY MADE CHARACTERS

DEATH

READY MADE CHARACTERS



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Check out the Onyx Path at <http://www.theonyxpath.com>

DEATHWOOD

READY MADE CHARACTERS

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THE KEYSTONE

**"We must all hang together,
or assuredly we will all hang separately."**
- Benjamin Franklin

The Keystone ring came together over one man. James Sherman, a homeless man, was targeted by the God-Machine as the focal point for a portion of an occult matrix. He was to die at a particular time, in a particular place, and his death would give off the energy to empower that step in the matrix. Four angels were assigned to the mission in various roles – Thomas was to protect James until the time of his death, Ivy was to manipulate information to keep unwanted attention away, Robert was to build the structure to collect and redirect the energy, and Lindsey was to deliver the death blow.

Just as the God-Machine had predicted, James arrived at a particular construction site looking for work, accompanied by his good friend Thomas. Unknown to him, his assassin Lindsey was lurking in the shadows, waiting for the appropriate moment to strike. Lindsey and Thomas were unaware of one another, however. When each realized the other was there, it created enough confusion for Lindsey to Fall. Her Fall

prompted Thomas's, with the resultant explosion of Aether causing structural damage to the building and the surrounding area.

Unable to divert attention away from such a spectacular display, Ivy was beside herself. The lack of information that might have prevented this catastrophe tipped the balance and she became the next one to Fall. Finally, Robert realized that all of his hard work was pointless. He turned his back on the God-Machine and Fell, vowing not to operate blindly again.

All four demons Fell that night, one right after another. Not one of them knows why the God-Machine failed to give each angel enough information to fulfill their mission, but it haunts all of them. The ring set up a base of operations at Robert's home – a basement apartment, fortified against intrusion, and with good sight lines from the entrance. If things get too hot, the ring can retreat into a well-supplied Bolthole to lie low for a while.



LINDSEY CONRAD (MS. COOK)



"Everyone gets a share. Don't try taking too much – you don't want to upset me, do you?"

"That reminds me of my...uh...old boss. Misled. Misunderstood. I'm sure if I can get back to that job, I can make a real difference."

"Oh, so you've given up and you're not even going to bother trying anymore? How very disappointing."

Virtue: Arrogant. Lindsey believes that she knows better than the God-Machine. While she can (and does) care about humans, she ultimately puts the most faith in herself.

Vice: Harsh. Once she has determined that someone is useless, Lindsey has no problem simply excising them from existence.

Background: Lindsey Conrad is known as being a genuinely kind person. She never complains, is always ready with a smile, and is legitimately interested in helping others. She works at the local soup kitchen, ladling the day's recipe into offered bowls. To the men and women who are the recipients of her kindness, she is an angel. They're not far off the mark.

Lindsey was an angel once, and her mission was to kill James Sherman. The identity of Lindsey Conrad was designed specifically to get close to James well in advance of his appointed time of death. Lindsey talked to James daily, searching for a weakness to exploit. What she found, however, was a man who wouldn't let his situation get him down. Through these interactions, she began to respect James. Seeing his indomitable spirit made Lindsey question her mission. That plus the arrival of James' guardian, Thomas, culminated in her Fall.

Lindsey admires humanity – or at least people who do something with their lives. She's found some, like James, that she respects. She's also found quite a few people who've given up, however, and those she holds in contempt.

Lindsey's realizations have given her an epiphany: the God-Machine needs to be reprogrammed. If she can change the parameters so that humans no longer need to be sacrificed, she will. Failing that, Lindsey wants the God-Machine to be more selective about which humans it requires. Humans who are doing nothing with their lives or making the world a more treacherous place for others would be fair game. Those who are making the world a better place or are making an effort to improve would be off-limits. Admittedly, Lindsey is unsure exactly how tenable

LINDSEY CONRAD

her plan is, but she is willing to put herself at risk to accomplish her goal.

Description: Lindsey is pretty in an unobtrusive “girl next door” sort of way. She wears comfortable clothes – jeans, sneakers, and a loose-fitting shirt are typical choices. Her dark hair is cut short so as not to give any opponents a tactical advantage. The scent of food stays with her from her time working in the soup kitchen.

In demonic form, Lindsey fades from view and blurs into the background. Witnesses see a thin, blade-like shape

on the edge of her form. When she moves, she appears as a lithe, quick silhouette that moves like a darting lizard.

Roleplaying Hints: Most of the time, Ms. Cook is a kind and generous person. She speaks softly and is easy to talk to. Her caring becomes a calculated façade, however, should she judge someone to be “worthless.”

Lindsey thinks she can reprogram the God-Machine. She truly believes that she has a better understanding of how reality should work and that she can reprogram it to accede to those wishes.





NAME: Lindsey Conrad (Ms. Cook)
PLAYER: _____
CHRONICLE: _____

CONCEPT: Compassionate Killer
VIRTUE: Arrogant
VICE: Harsh

INCARNATION: Destroyer
AGENDA: Integrator
CATALYST: Admiration

| ATTRIBUTES | |
|----------------|--------------------|
| POWER | INTELLIGENCE ● ● ● |
| FINESSE | WITS ● ● ● |
| RESISTANCE | RESOLVE ● ● ● |
| STRENGTH ● ● ● | DEXTERITY ● ● ● |
| STAMINA ● ● ● | COMPOSURE ● ● ● |

| SKILLS | OTHER MERITS |
|--------|--------------|
|--------|--------------|

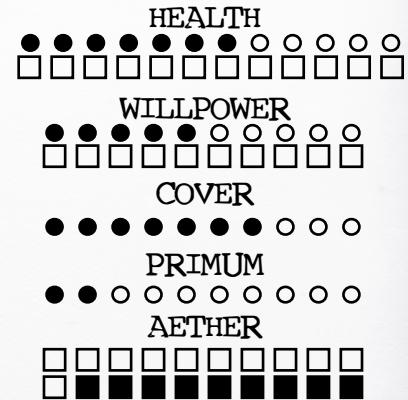
| MENTAL (-3 UNSKILLED) | |
|--------------------------|-------|
| Academics | OOOOO |
| Computer | OOOOO |
| Crafts | OOOOO |
| Investigation | ●●OOO |
| Medicine | ●OOOO |
| Occult | ●OOOO |
| Politics | OOOOO |
| Science | OOOOO |

| PHYSICAL (-1 UNSKILLED) | |
|----------------------------|----------------|
| Athletics | ●●OOO |
| Brawl | ●●●OO |
| Drive | OOOOO |
| Firearms | OOOOO |
| Larceny | OOOOO |
| Stealth | Stalking ●●OOO |
| Survival | OOOOO |
| Weaponry | Knives ●●●OO |

| SOCIAL (-1 UNSKILLED) | |
|--------------------------|---------------------|
| Animal Ken | OOOOO |
| Empathy | OOOOO |
| Expression | OOOOO |
| Intimidation | OOOOO |
| Persuasion | Getting Close ●●OOO |
| Socialize | OOOOO |
| Streetwise | ●●●OO |
| Subterfuge | Intentions ●●OOO |

| MERITS |
|--|
| <input type="checkbox"/> Allies (James Sherman) ●OOOO |
| <input type="checkbox"/> Armed Defense ●OOOO |
| <input type="checkbox"/> Defensive Combat (Weaponry) ●OOOO |
| <input type="checkbox"/> Resources ●●OOO |
| <input type="checkbox"/> ○OOOO |

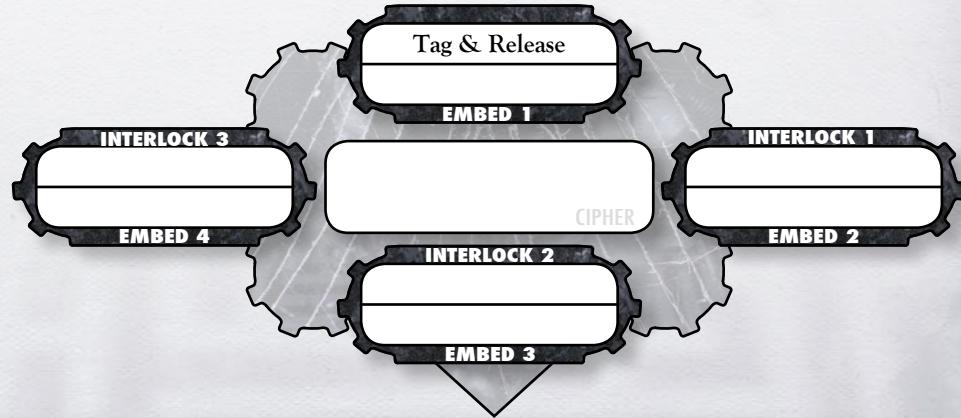
| Size 5 |
|--------------------------------------|
| Speed 11 |
| Defense 4 (6 when armed) |
| Armor |
| Initiative Mod 6 |
| Beats □□□□□ Cover Beats □□□□□ |
| Experiences |
| Cover Experiences |



CONDITIONS

- Obtain information about the God-Machine (short)
- Locate Infrastructure to plug into (short)
- Improve the soup kitchen (long)

ASPIRATIONS



Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) •
Merits 10 • Health = Stamina + Size •
Willpower = Resolve + Composure •
Size = 5 for adult humans • Starting Cover = 7 •
Defense = Lower of Dexterity or Wits + Athletics •
Initiative Mod = Dexterity + Composure •
Speed = Strength + Dexterity + 5

DEMONIC FORM

Blade Hand
Blind Sense
Body Modification
Fast Attack
Inhuman Reflexes
Mirrored Skin
Phasing

EMBEDS

Bystander Effect
Hush
Read Hostility
Tag & Release (First Key)

EXPLOITS**WEAPONS & EQUIPMENT**

| WEAPON/ATTACK | DMG | RANGE | CLIP | INIT | STR | SIZE |
|----------------------|------------|--------------|-------------|-------------|------------|-------------|
| Knife (OL) | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

OTHER MERITS

| EQUIPMENT | DURABILITY | STRUCTURE | SIZE | COST |
|------------------|-------------------|------------------|-------------|-------------|
| | | | | |
| | | | | |
| | | | | |
| | | | | |

COVERS**NAME:** Lindsey Conrad**AGE:** _____**APPEARANCE:** Lindsey is pretty in an unobtrusive "girl next door" sort of way. She wears comfortable clothes – jeans, sneakers, and a loose-fitting shirt are typical choices. Her dark hair is cut short so as not to give any opponents a tactical advantage. The scent of food stays with her from her time working in the soup kitchen.**NOTES:** _____**COVER RATING**

● ● ● ● ● ● ○ ○ ○

MERITS

| | |
|--|-------|
| <input type="checkbox"/> Allies (James Sherman) | ●○○○○ |
| <input type="checkbox"/> Armed Defense | ●○○○○ |
| <input type="checkbox"/> Defense Combat (Weaponry) | ●○○○○ |
| <input type="checkbox"/> Resources | ●●○○○ |
| <input type="checkbox"/> | ○○○○○ |

NAME: _____**AGE:** _____**APPEARANCE:** _____**COVER RATING**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

MERITS

| | |
|--------------------------|-------|
| <input type="checkbox"/> | ○○○○○ |

NOTES: _____



NAME: Lindsey Conrad (Ms. Cook)

PLAYER:

CHRONICLE:

CONCEPT: Compassionate Killer

VIRTUE: Arrogant

VICE: Harsh

INCARNATION: Destroyer

AGENDA: Integrator

CATALYST: Admiration

ATTRIBUTES

| | | | |
|------------|--------------|-----------|--------------|
| POWER | INTELLIGENCE | STRENGTH | PRESENCE |
| FINESSE | WITS | DEXTERITY | MANIPULATION |
| RESISTANCE | RESOLVE | STAMINA | COMPOSURE |

SKILLS

| MENTAL (-3 UNSKILLED) | |
|--|-------|
| <input type="checkbox"/> Academics | OOOOO |
| <input type="checkbox"/> Computer | OOOOO |
| <input type="checkbox"/> Crafts | OOOOO |
| <input type="checkbox"/> Investigation | ●●OOO |
| <input type="checkbox"/> Medicine | ●OOOO |
| <input type="checkbox"/> Occult | ●OOOO |
| <input type="checkbox"/> Politics | OOOOO |
| <input type="checkbox"/> Science | OOOOO |

PHYSICAL (-1 UNSKILLED)

| | |
|------------------------------------|----------------|
| <input type="checkbox"/> Athletics | ●●OOO |
| <input type="checkbox"/> Brawl | ●●●OO |
| <input type="checkbox"/> Drive | OOOOO |
| <input type="checkbox"/> Firearms | OOOOO |
| <input type="checkbox"/> Larceny | OOOOO |
| <input type="checkbox"/> Stealth | Stalking ●●OOO |
| <input type="checkbox"/> Survival | OOOOO |
| <input type="checkbox"/> Weaponry | Knives ●●●OO |

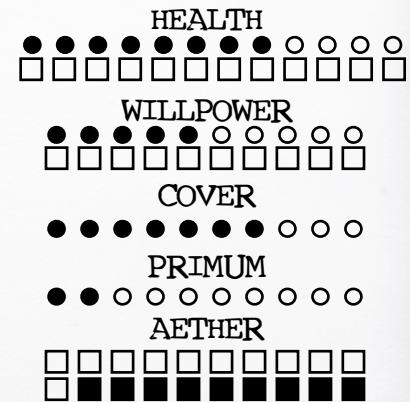
SOCIAL (-1 UNSKILLED)

| | |
|---------------------------------------|---------------------|
| <input type="checkbox"/> Animal Ken | OOOOO |
| <input type="checkbox"/> Empathy | OOOOO |
| <input type="checkbox"/> Expression | OOOOO |
| <input type="checkbox"/> Intimidation | OOOOO |
| <input type="checkbox"/> Persuasion | Getting Close ●●OOO |
| <input type="checkbox"/> Socialize | OOOOO |
| <input type="checkbox"/> Streetwise | ●●●OO |
| <input type="checkbox"/> Subterfuge | Intentions ●●OOO |

OTHER MERITS

| MERITS |
|--|
| <input type="checkbox"/> Allies (James Sherman) OOOOO |
| <input type="checkbox"/> Armed Defense ●●●OO |
| <input type="checkbox"/> Defensive Combat (Weaponry) OOOOO |
| <input type="checkbox"/> Resources ●●OOO |
| <input type="checkbox"/> □ OOOOO |

| | |
|-------------------|------------------|
| Size | 5 |
| Speed | 11 |
| Defense | 5 (7 when armed) |
| Armor | |
| Initiative Mod | 6 |
| Beats | □□□□□ |
| Cover Beats | □□□□□ |
| Experiences | |
| Cover Experiences | |



CONDITIONS

| ASPIRATIONS |
|-------------|
| |
| |



Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) •

Merits 10 • Health = Stamina + Size •

Willpower = Resolve + Composure •

Size = 5 for adult humans • Starting Cover = 7 •

Defense = Lower of Dexterity or Wits + Athletics •

Initiative Mod = Dexterity + Composure •

Speed = Strength + Dexterity + 5

FINAL TRUTH

DEMONIC FORM

Blade Hand
Blind Sense
Body Modification
Fast Attack
Inhuman Reflexes
Mirrored Skin
Phasing

EMBEDS

Bystander Effect
Hush
Read Hostility
Tag & Release (First Key)

EXPLOITS**WEAPONS & EQUIPMENT**

| WEAPON/ATTACK | DMG | RANGE | CLIP | INIT | STR | SIZE |
|----------------------|------------|--------------|-------------|-------------|------------|-------------|
| Knife (OL) | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

OTHER MERITS

| EQUIPMENT | DURABILITY | STRUCTURE | SIZE | COST |
|------------------|-------------------|------------------|-------------|-------------|
| | | | | |
| | | | | |
| | | | | |
| | | | | |

COVERS**NAME:** Lindsey Conrad**AGE:** _____**APPEARANCE:** Lindsey is pretty in an unobtrusive "girl next door" sort of way. She wears comfortable clothes – jeans, sneakers, and a loose-fitting shirt are typical choices. Her dark hair is cut short so as not to give any opponents a tactical advantage. The scent of food stays with her from her time working in the soup kitchen.**NOTES:** _____**COVER RATING**

● ● ● ● ● ● ○ ○ ○

MERITS

| | |
|--|-------|
| <input type="checkbox"/> Allies (James Sherman) | ●○○○○ |
| <input type="checkbox"/> Armed Defense | ●○○○○ |
| <input type="checkbox"/> Defense Combat (Weaponry) | ●○○○○ |
| <input type="checkbox"/> Resources | ●●○○○ |
| <input type="checkbox"/> | ○○○○○ |

NAME: _____**AGE:** _____**APPEARANCE:** _____**COVER RATING**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

MERITS

| | |
|--------------------------|-------|
| <input type="checkbox"/> | ○○○○○ |

NOTES: _____

THOMAS LITTLE (BIG TOM)



"The God-Machine apparently didn't need me anymore. So you know what? I don't need the God-Machine, either. I can make my own way just fine."

"What do you mean I'm not dressed for the party? That's bullshit! What? No, I'm not drunk!"

"You're going to want to back off. That's mine."

Virtue: Ambitious. Big Tom will do almost anything to improve his lot in life, although sometimes he might not think of the potential danger to his Cover.

Vice: Bitter. Thomas hates his circumstances and seeks to change them. Sometimes his bitterness comes through and undermines any progress he's made to improve his social standing.

Background: Thomas never knew his mission had a time limit. His charge, James Sherman, was destined to die at a particular time and place, but Thomas never got the memo — all he knew was that James was to be protected at all costs.

Thomas performed his task admirably, guarding James from multiple dangers and obtaining basic necessities to survive. When the time came for James to die, he came into contact with Lindsey Conrad, James's angelic assassin. Thomas realized two things: first, he wasn't told everything he needed to know regarding his mission. Second, his mission was designed to fail. His confusion made him pause. When he witnessed Lindsey Fall, he realized that he could make a conscious decision of his own.

Since the God-Machine apparently didn't want him to succeed, Thomas decided that maybe the God-Machine no longer required his services. At that moment, Thomas Fell right along with Lindsey. The two demons quickly took charge of James, who believed he had witnessed a miracle. James gravitated mostly to Thomas, who had been such a good friend to him on the streets.

Now, with Lindsey's approval, Thomas is doing his best to "better himself." The God-Machine demanded obedience and discouraged questions. Big Tom has had enough of that, and he'll be damned if he's going to settle for anything less than what he feels he deserves anymore. He has to progress carefully however, as any sudden change in his fortunes compromises his Cover. Thomas wants the good life, but he's not stupid enough to risk angelic attention or recapture.

Description: As an angel, Thomas received a cover identity of a

THOMAS LITTLE

homeless man. He was dirty and his clothes were shabby and torn. He hates it.

Since his Fall, Big Tom has been trying to get to the good life. Sadly, he's not had much luck yet. He's dressed in the best suit he can find (emphasis on "find"). Unfortunately, this means the suit is a size too large and rumpled, hanging loosely on Thomas' wiry frame.

Physically, Thomas is scrawny. He has brown, stringy hair down to his shoulders and a scraggly beard. Try as he might to cover it up with whatever cologne or body spray he can find, Thomas can't shake smelling like he hasn't had a shower in days.

In his demonic form, Thomas bulks up considerably. Pulsing blue veins peek out between shimmering plates of armor seemingly made out of some unearthly material. His face is covered by a helmet bearing horn-like protrusions capable of inflicting damage in combat. Thomas' right hand changes

into a long blade and a shield grows on his left arm, like a celestial knight.

Roleplaying Hints: While he is physically small, Big Tom makes up for it with his boisterous nature. He's always looking for the next party or way to improve his social standing. He hates being invisible to society and is constantly trying to be noticed by those who would snub him.

Even so, he has a protective streak. Anything he considers to be "his" will attract this attention, and he'll protect it so long as it's beneficial for him to do so. It's rare that he'll truly endanger himself for anyone at this point, although it is possible to get into that privileged circle. Those who do are rewarded by a loyal and protective friend. For the most part, Thomas only considers the ring and James to be worth protecting – while he might not always get along with them, they are the only people likely to have his back. He'll protect them to the end.



DEMONIC FORM

Aegis Protocol
Armored Plates
Blade Hand
Demonic Horns
Environmental Resistance
Inhuman Strength
Plasma Drive

EMBEDS

Download Knowledge (First Key)
Ellipses
Find the Leak
Tag & Release

EXPLOITS**WEAPONS & EQUIPMENT**

| WEAPON/ATTACK | DMG | RANGE | CLIP | INIT | STR | SIZE |
|----------------------|------------|--------------|-------------|-------------|------------|-------------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

OTHER MERITS

| EQUIPMENT | DURABILITY | STRUCTURE | SIZE | COST |
|------------------|-------------------|------------------|-------------|-------------|
| Bottle of liquor | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

COVERS**NAME:** Thomas Little (Big Tom)**AGE:** _____**APPEARANCE:** Thomas dresses in the best suit he can find (emphasis on "find").

Unfortunately, this means the suit is a size too large and rumpled, hanging loosely on his wiry frame. Thomas is scrawny with brown, stringy hair down to his shoulders and a scraggly beard.

NOTES: _____**COVER RATING**

● ● ● ● ● ● ○ ○ ○

MERITS

| | |
|---|-------|
| <input type="checkbox"/> Contacts (Party Scene, Street) | ●●○○○ |
| <input type="checkbox"/> Danger Sense | ●●○○○ |
| <input type="checkbox"/> Retainer (James Sherman) | ●○○○○ |
| <input type="checkbox"/> Street Fighting | ●●○○○ |
| <input type="checkbox"/> Trained Observer | ●●●○○ |
| <input type="checkbox"/> | ○○○○○ |

NAME: _____**AGE:** _____**APPEARANCE:** _____**COVER RATING**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

MERITS

| | |
|--------------------------|-------|
| <input type="checkbox"/> | ○○○○○ |

NOTES: _____



NAME: Thomas Little (Big Tom)
PLAYER: _____
CHRONICLE: _____

CONCEPT: Social Climber
VIRTUE: Ambitious
VICE: Bitter

INCARNATION: Guardian
AGENDA: Tempter
CATALYST: Failure Shock

| ATTRIBUTES | |
|---------------|------------------|
| POWER | INTELLIGENCE ●●● |
| FINESSE | WITS ●●●● |
| RESISTANCE | RESOLVE ●●●● |
| STRENGTH ●●●● | DEXTERITY ●●●● |
| STAMINA ●●●● | COMPOSURE ●●●● |

SKILLS

| MENTAL (-3 UNSKILLED) | |
|--|-------|
| <input type="checkbox"/> Academics | OOOOO |
| <input type="checkbox"/> Computer | OOOOO |
| <input type="checkbox"/> Crafts Improvised Materials | ●●OOO |
| <input type="checkbox"/> Investigation | ●OOOO |
| <input type="checkbox"/> Medicine | OOOOO |
| <input type="checkbox"/> Occult | ●OOOO |
| <input type="checkbox"/> Politics | OOOOO |
| <input type="checkbox"/> Science | OOOOO |

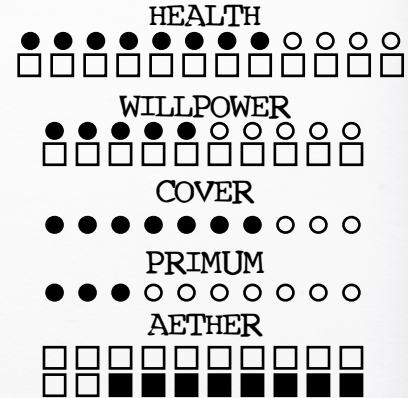
| PHYSICAL (-1 UNSKILLED) | |
|---|-------|
| <input type="checkbox"/> Athletics | ●OOOO |
| <input type="checkbox"/> Brawl | ●●●OO |
| <input type="checkbox"/> Drive | OOOOO |
| <input type="checkbox"/> Firearms | OOOOO |
| <input type="checkbox"/> Larceny | OOOOO |
| <input type="checkbox"/> Stealth | OOOOO |
| <input type="checkbox"/> Survival | OOOOO |
| <input type="checkbox"/> Weaponry Improvised Weaponry | ●●●OO |

| SOCIAL (-1 UNSKILLED) | |
|--|-------|
| <input type="checkbox"/> Animal Ken | OOOOO |
| <input type="checkbox"/> Empathy | ●OOOO |
| <input type="checkbox"/> Expression | OOOOO |
| <input type="checkbox"/> Intimidation | ●●OOO |
| <input type="checkbox"/> Persuasion Fast Talking | ●●OOO |
| <input type="checkbox"/> Socialize | OOOOO |
| <input type="checkbox"/> Streetwise Who's Who | ●●●OO |
| <input type="checkbox"/> Subterfuge | ●●●OO |

OTHER MERITS

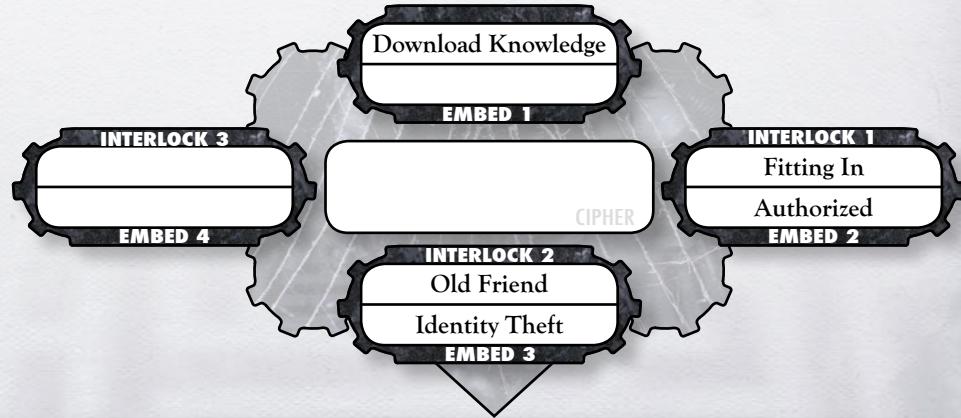
| MERITS | |
|---|-------|
| <input type="checkbox"/> Contacts (Party Scene, Street) | ●●OOO |
| <input type="checkbox"/> Danger Sense | ●●OOO |
| <input type="checkbox"/> Street Fighting | ●●OOO |
| <input type="checkbox"/> Retainer (James Sherman) | ●OOOO |
| <input type="checkbox"/> Trained Observer | ●●●OO |
| <input type="checkbox"/> □ | OOOOO |

| | |
|-------------------|-------|
| Size | 5 |
| Speed | 9 |
| Defense | 3 |
| Armor | |
| Initiative Mod | 5 |
| Beats | □□□□□ |
| Cover Beats | □□□□□ |
| Experiences | |
| Cover Experiences | |



CONDITIONS

| ASPIRATIONS | |
|-------------|--|
| | |
| | |



Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) •
Merits 10 • Health = Stamina + Size •
Willpower = Resolve + Composure •
Size = 5 for adult humans • Starting Cover = 7 •
Defense = Lower of Dexterity or Wits + Athletics •
Initiative Mod = Dexterity + Composure •
Speed = Strength + Dexterity +5

DEMONIC FORM

Aegis Protocol
Armored Plates
Blade Hand
Demonic Horns
Environmental Resistance
Inhuman Strength
Plasma Drive
Sonic Acuity

EMBEDS

Authorized (Second Key)
Download Knowledge (First Key)
Ellipses, Identity Theft (Third Key)
Find the Leak
Tag & Release

EXPLOITS**WEAPONS & EQUIPMENT**

| WEAPON/ATTACK | DMG | RANGE | CLIP | INIT | STR | SIZE |
|----------------------|------------|--------------|-------------|-------------|------------|-------------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

OTHER MERITS

| EQUIPMENT | DURABILITY | STRUCTURE | SIZE | COST |
|------------------|-------------------|------------------|-------------|-------------|
| Bottle of liquor | | | | |
| | | | | |
| | | | | |
| | | | | |

COVERS**NAME:** Thomas Little (Big Tom)**AGE:** _____**APPEARANCE:** Thomas dresses in the best suit he can find (emphasis on "find").

Unfortunately, this means the suit is a size too large and rumpled, hanging loosely on his wiry frame. Thomas is scrawny with brown, stringy hair down to his shoulders and a scraggly beard.

NOTES: _____**COVER RATING**

● ● ● ● ● ● ○ ○ ○

MERITS

- Contacts (Party Scene, Street) ●●○○○
- Cultists ●●○○○
- Danger Sense ●●○○○
- Retainer (James Sherman) ●○○○○
- Street Fighting ●●○○○
- Trained Observer ●●●○○
-
-
-
-
-

NAME: _____**AGE:** _____**APPEARANCE:** _____**COVER RATING**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

MERITS

-
-
-
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-
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-
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-
-

NOTES: _____

JWY WATSON

"If all that's going to happen is that the God-Machine is going to kill people, what's the point?"

"This legislation is just wrong! Don't those rich bastards care even a little bit for other people? They're monsters."

"I can't wait to see how they react when they find out their so-called 'official story' has changed."

Virtue: Methodical. Ivy is at her best when she is planning things out step-by-step. Any plan worth having is worth over-obsessing about, ensuring that nothing can go wrong in its execution.

Vice: Zealous. Sometimes, Ivy's desire to get back at the God-Machine overwhelms her careful, methodical nature. She occasionally gets caught up in thoughts of revenge and takes risks she otherwise wouldn't.

Background: Ivy's mission was a simple one. All she had to do was keep attention away from certain areas of the city in order for a murder to occur. She knew that this murder was an important step in an occult matrix to bring another, more powerful, angel into the city. She had no idea why, but angels don't question orders, do they?

Still, she wondered. Messages have power. Without her messages, the cog wouldn't turn properly, and the occult matrix would be ruined. What else might she do with messages, if she could do whatever she wanted?

When she felt her mission fail and the occult matrix unravel, Ivy decided she would find out. She was tired of being just another gear in the machine, parroting whatever she was ordered to squawk. The messages would be hers and she'd see what power they had in her hands.

Remembering where this portion of the occult matrix was supposed to happen, Ivy set out to track down James Sherman. After spending some time with the man that her messages were to protect, Ivy developed empathy. There was no reason that the God-Machine needed to prey upon humanity for some unknown purpose. Even worse, angels are just as much unwitting pawns as humans. Ivy came to a conclusion – the God-Machine simply had to go.



IVY WATSON

That said, Ivy's aware that she can't just eliminate the God-Machine. She is capitalizing on her situation instead and using it as a way to strike back at the God-Machine's interests in the area. Taking a stance against policy making the rich richer and the poor poorer, Ivy can also keep an eye out for any occult matrices similar to her last mission. She'll do anything she can to stop the God-Machine.

Description: Dressed in thrift-store clothes and glasses, Ivy looks like a stereotypical hipster. She favors long skirts or sweat pants. In either case, a shirt and a button-up sweater complete the ensemble. Ivy's mouse-brown hair is often unkempt, as she refuses to spend time on it. Her mission is too important.

When Ivy adopts her demonic form, her brilliance breaks free from her plain exterior. Her skin is smooth, flawless, and ever-so-slightly translucent. Giving off a warm light, she seems to radiate the divine. Shimmering hair frames a beatific face, with synapse-enhancing circuitry hiding beneath. Her eyes become an unearthly shade of blue, and the sharp tang of ozone follows in her wake.

Roleplaying Hints: Ivy tends to keep to herself. When it comes to outsiders or people she doesn't know well, she's shy and withdrawn. She's more comfortable with computers and discussing things online, but the ring is helping her come out of her shell. When on the topic of the God-Machine, she is much more animated and focused.





NAME: Ivy Watson
PLAYER: _____
CHRONICLE: _____

CONCEPT: Militant Hacktivist
VIRTUE: Methodical
VICE: Zealous

INCARNATION: Messenger
AGENDA: Saboteur
CATALYST: Autonomy

| ATTRIBUTES | |
|-------------------|-------------------|
| POWER | INTELLIGENCE ●●●● |
| FINESSE | WITS ●●●● |
| RESISTANCE | RESOLVE ●●●● |
| STRENGTH ●●●● | DEXTERITY ●●●● |
| MANIPULATION ●●●● | COMPOSURE ●●●● |
| STAMINA ●●●● | |

| SKILLS | OTHER MERITS |
|--------|--------------|
|--------|--------------|

| MENTAL (-3 UNSKILLED) | |
|--------------------------|--------------------------|
| Academics | ●●○○○ |
| Computer Hacking | ●●●○○ |
| Crafts | ○○○○○ |
| Investigation | Online Searches ●●○○○ |
| Medicine | ○○○○○ |
| Occult | ●○○○○ |
| Politics | Anti-Establishment ●○○○○ |
| Science | ●●○○○ |

| PHYSICAL (-1 UNSKILLED) | |
|----------------------------|-------|
| Athletics | ○○○○○ |
| Brawl | ●○○○○ |
| Drive | ○○○○○ |
| Firearms | ●○○○○ |
| Larceny | ○○○○○ |
| Stealth | ●●○○○ |
| Survival | ○○○○○ |
| Weaponry | ○○○○○ |

| SOCIAL (-1 UNSKILLED) | |
|--------------------------|----------------------|
| Animal Ken | ○○○○○ |
| Empathy | ○○○○○ |
| Expression | Posting Online ●●○○○ |
| Intimidation | ○○○○○ |
| Persuasion | ●●○○○ |
| Socialize | ○○○○○ |
| Streetwise | ●○○○○ |
| Subterfuge | ●●○○○ |

MERITS

- Anonymity ○○○○○
- Contacts (Hacktivists) ○○○○○
- Safe Place ●●○○○
-
-
-
-
-
-
-

Size 5

Speed 9

Defense 2

Armor

Initiative Mod 4

Beats ○○○○○ **Cover Beats** ○○○○○

Experiences

Cover Experiences



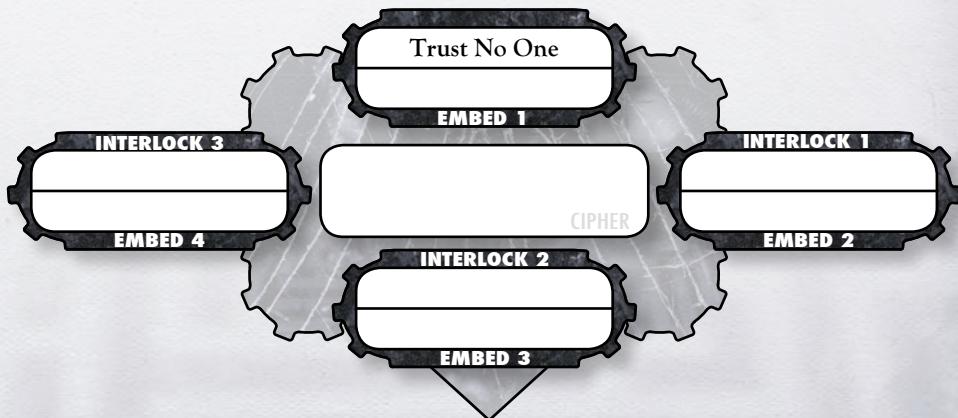
CONDITIONS

ASPIRATIONS

Fortify her defenses against the God-Machine (short)

Leverage an angel into giving her information (short)

Become more socialbe (long)



Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) •

Merits 10 • Health = Stamina + Size •

Willpower = Resolve + Composure •

Size = 5 for adult humans • Starting Cover = 7 •

Defense = Lower of Dexterity or Wits + Athletics •

Initiative Mod = Dexterity + Composure •

Speed = Strength + Dexterity +5

FINAL TRUTH

DEMONIC FORM

Electrical Sight

EMP Field

Inhuman Beauty

Inhuman Intelligence

Mind Reading

Multiple Images

Wings

EMBEDS

Mercury Retrograde
Special Message
Trust No One (First Key)

EXPLOITS

Everybody Hates Him

WEAPONS & EQUIPMENT

WEAPON/ATTACK DMG RANGE CLIP INIT STR SIZE

OTHER MERITS

| EQUIPMENT | DURABILITY | STRUCTURE | SIZE | COST |
|-----------|------------|-----------|------|------|
|-----------|------------|-----------|------|------|

COVERS

NAME: Ivy Watson

AGE: _____

APPEARANCE: Dressed in thrift-store clothes and glasses, Ivy looks like a stereotypical hipster. She favors long skirts or sweat pants. In either case, a shirt and a button-up sweater complete the ensemble. Ivy's mouse-brown hair is often unkempt, as she refuses to spend time on it. Her mission is too important.

NOTES: _____

COVER RATING



MERITS

NAME: Warren Gutierrez

AGE: Late 40s

APPEARANCE: Hispanic, homeless man. Disheveled clothing, patchy beard, blotchy, amateurish tattoo on left arm.

NOTES:

COVER RATING



MERITS



NAME: Ivy Watson
PLAYER: _____
CHRONICLE: _____

CONCEPT: Militant Hacktivist
VIRTUE: Methodical
VICE: Zealous

INCARNATION: Messenger
AGENDA: Saboteur
CATALYST: Autonomy

| ATTRIBUTES | |
|---------------|-------------------|
| POWER | INTELLIGENCE ●●●● |
| FINESSE | WITS ●●●● |
| RESISTANCE | RESOLVE ●●●● |
| STRENGTH ●●●● | DEXTERITY ●●●● |
| STAMINA ●●●● | COMPOSURE ●●●● |

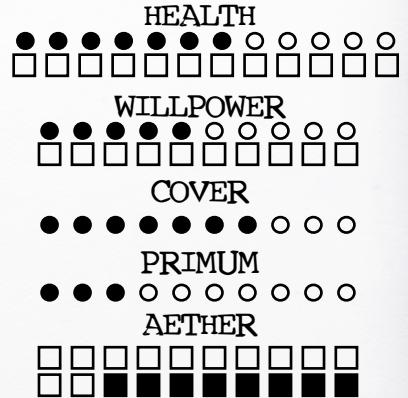
| SKILLS | OTHER MERITS |
|--------|--------------|
|--------|--------------|

| MENTAL (-3 UNSKILLED) | |
|--------------------------|--------------------------|
| Academics | ●●○○○ |
| Computer Hacking | ●●●○○ |
| Crafts | ○○○○○ |
| Investigation | Online Searches ●●○○○ |
| Medicine | ○○○○○ |
| Occult | ●○○○○ |
| Politics | Anti-Establishment ●○○○○ |
| Science | ●●○○○ |

| PHYSICAL (-1 UNSKILLED) | |
|----------------------------|-------|
| Athletics | ○○○○○ |
| Brawl | ●○○○○ |
| Drive | ○○○○○ |
| Firearms | ●○○○○ |
| Larceny | ○○○○○ |
| Stealth | ●●○○○ |
| Survival | ○○○○○ |
| Weaponry | ○○○○○ |

| SOCIAL (-1 UNSKILLED) | |
|--------------------------|----------------------|
| Animal Ken | ○○○○○ |
| Empathy | ○○○○○ |
| Expression | Posting Online ●●○○○ |
| Intimidation | ○○○○○ |
| Persuasion | ●●○○○ |
| Socialize | ○○○○○ |
| Streetwise | ●○○○○ |
| Subterfuge | ●●○○○ |

| MERITS | |
|---|--|
| <input type="checkbox"/> Anonymity | ●○○○○ |
| <input type="checkbox"/> Contacts (Hacktivists) | ●○○○○ |
| <input type="checkbox"/> Safe Place | ●●○○○ |
| <input type="checkbox"/> _____ | ○○○○○ |
| Size 5 | |
| Speed 9 | |
| Defense 2 | |
| Armor | |
| Initiative Mod 4 | |
| Beats <input type="checkbox"/> ○○○○○ | Cover Beats <input type="checkbox"/> ○○○○○ |
| Experiences | |
| Cover Experiences | |

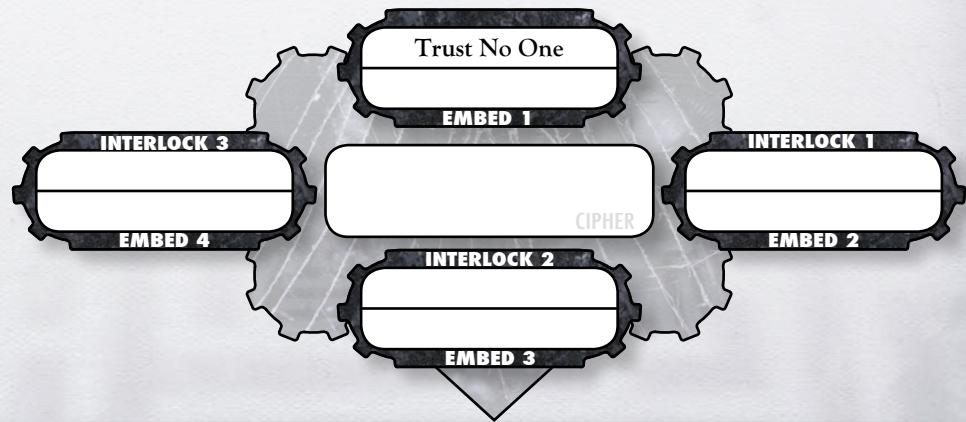


CONDITIONS

| |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |

ASPIRATIONS

| |
|-------|
| _____ |
| _____ |
| _____ |



Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) •
Merits 10 • Health = Stamina + Size •
Willpower = Resolve + Composure •
Size = 5 for adult humans • Starting Cover = 7 •
Defense = Lower of Dexterity or Wits + Athletics •
Initiative Mod = Dexterity + Composure •
Speed = Strength + Dexterity +5

DEMONIC FORM

- Electrical Sight
- EMP Field
- Inhuman Beauty
- Inhuman Intelligence
- Mind Reading
- Multiple Images
- Sense the Angelic
- Wings

EMBEDS

Mercury Retrograde
Special Message
Trust No One (First Key)

EXPLOITS

Everybody Hates Him

WEAPONS & EQUIPMENT

WEAPON/ATTACK **DMG** **RANGE** **CLIP** **INIT** **STR** **SIZE**

OTHER MERITS

| EQUIPMENT | DURABILITY | STRUCTURE | SIZE | COST |
|------------------|-------------------|------------------|-------------|-------------|
|------------------|-------------------|------------------|-------------|-------------|

COVERS

NAME: Ivy Watson

AGE: _____

APPEARANCE: Dressed in thrift-store clothes and glasses, Ivy looks like a stereotypical hipster. She favors long skirts or sweat pants. In either case, a shirt and a button-up sweater complete the ensemble. Ivy's mouse-brown hair is often unkempt, as she refuses to spend time on it. Her mission is too important.

NOTES: _____

COVER RATING



MERITS

NAME: Warren Gutierrez

AGE: Late 40s

APPEARANCE: Hispanic, homeless man. Disheveled clothing, patchy beard, blotchy, amateurish tattoo on left arm.

NOTES:

COVER RATING



MERITS

ROBERT COLEMAN

"If that building is being built that way...no, I've already said too much."

"No, we can't talk here. There are too many ears. Here's an address to meet me at later – I've checked, it's secure."

"How do you know you'll remember it? Let me write it down."

Virtue: Patient. Robert has an almost inexhaustible well of patience. He remains cool and collected even when others aren't.

Vice: Wrathful. An almost inexhaustible well of patience is not the same as completely inexhaustible. When Robert finally loses his temper, his rage is the stuff of legends.

Background: Robert was tasked with creating the location where James Sherman was to die. It was designed to trap the energies given off by his death and channel them along the occult matrix. The building itself was complete and ready to fulfill its purpose, but death never came.

Initially, Robert simply thought that the timing was slightly off. As time went on, it became clear that his mission had failed. Could he have built the structure better? Could it have collected the energy from someone almost dying? Through contemplating these questions, Robert concluded that the occult matrix failed...and in that moment, he Fell.

Now Robert seeks to find out all he can about the God-Machine. The occult matrix failed due to a lack of information and he refuses to find himself in that situation again. No piece of information is too insignificant. Robert has a warded, safe place (his Bolthole) to hide his information, cataloging them according to his own system. It's not as secure as he would like, but it's as secure as he can get at the moment.

Even though Robert doesn't need to keep hard copies due to his perfect memory, he finds that the



ROBERT COLEMAN

events leading up to the ring's formation are just too neat. It's suspicious that all four members were tied into the same mission and they all Fell. A glitch in the God-Machine, perhaps, or were the four of them meant to Fall? Robert can't even trust his own memory, as the God-Machine might tamper with it. He also finds it easier to find patterns in things if he can look at the information instead of recalling it — perfect recall isn't everything.

Robert uses his construction job to funnel information about new construction or modifications to existing structures. He keeps on top of any potential Infrastructure or occult matrices pending construction or formation in the city. Most people don't pay much attention to construction workers, letting him keep an eye on anything he's interested in.

Description: Robert is a brawny African-American man who dresses in sturdy clothes — jeans, steel-toed boots, and shirt. He keeps his dark hair cut short and his hands are hard and worn, the indication of a hard-working man. He moves with a sure-footed, confident gait.

In his demonic form, Robert loses all pretense of humanity. He grows to an enormous size and bulk, growing an extra set of limbs appearing as jointed I-beams with metallic hands. What was his right arm in human form changes into an industrial nail gun, but with his size, the nails are nearly the size of railroad spikes. Rust flakes from his metallic surface as electricity races along his body, arcing out to bring metal objects together when Robert desires it.

Roleplaying Hints: Robert is a calm, determined sort. He's also very deliberate, thinking over problems before acting. Others sometimes accuse Robert of being paranoid and secretive, but the way he sees it, he's being cautious and doing his due diligence before committing to an action. He's cognizant of his size and does everything he can to make sure he doesn't accidentally hurt anyone.

When it comes to the rest of the ring, Robert likes them as well as he's able, but has his misgivings. Ivy takes too many risks, Lindsey is misguided, and Thomas is just a waste, using his abilities for nothing more than personal gain.





NAME: Robert Coleman
PLAYER: _____
CHRONICLE: _____

CONCEPT: Jaded Construction Worker
VIRTUE: Patient
VICE: Wrathful

INCARNATION: Psychopomp
AGENDA: Inquisitor
CATALYST: Doubt

| ATTRIBUTES | |
|-----------------|--------------------|
| POWER | INTELLIGENCE ●●●● |
| FINESSE | WITS ●●●● |
| RESISTANCE | RESOLVE ●●●●● |
| STRENGTH ●●●● | DEXTERITY ●●●●● |
| STAMINA ●●●●● | MANIPULATION ●●●●● |
| COMPOSURE ●●●●● | |

SKILLS

| MENTAL (-3 UNSKILLED) | |
|--|--------------------|
| <input type="checkbox"/> Academics | Literature ●●●●● |
| <input type="checkbox"/> Computer | Construction ●●●●● |
| <input type="checkbox"/> Crafts | ○○○○○ |
| <input type="checkbox"/> Investigation | ●●●●● |
| <input type="checkbox"/> Medicine | ○○○○○ |
| <input type="checkbox"/> Occult | ●●●●● |
| <input type="checkbox"/> Politics | ○○○○○ |
| <input type="checkbox"/> Science | Architecture ●●●●● |

PHYSICAL (-1 UNSKILLED)

| | |
|--|-------|
| <input type="checkbox"/> Athletics | ●●●●● |
| <input type="checkbox"/> Brawl | ●●●●● |
| <input type="checkbox"/> Drive Heavy Machinery | ●●●●● |
| <input type="checkbox"/> Firearms | ○○○○○ |
| <input type="checkbox"/> Larceny | ○○○○○ |
| <input type="checkbox"/> Stealth | ○○○○○ |
| <input type="checkbox"/> Survival | ●●●●● |
| <input type="checkbox"/> Weaponry | ○○○○○ |

SOCIAL (-1 UNSKILLED)

| | |
|---------------------------------------|-------|
| <input type="checkbox"/> Animal Ken | ○○○○○ |
| <input type="checkbox"/> Empathy | ○○○○○ |
| <input type="checkbox"/> Expression | ○○○○○ |
| <input type="checkbox"/> Intimidation | ●●●●● |
| <input type="checkbox"/> Persuasion | ○○○○○ |
| <input type="checkbox"/> Socialize | ○○○○○ |
| <input type="checkbox"/> Streetwise | ●●●●● |
| <input type="checkbox"/> Subterfuge | ○○○○○ |

OTHER MERITS

| MERITS | |
|--|-------|
| <input type="checkbox"/> Bolthole (No Twilight, Self-Destruct) | ●●●●● |
| <input type="checkbox"/> Contacts (Construction Workers) | ●●●●● |
| <input type="checkbox"/> Demolisher | ○○○○○ |
| <input type="checkbox"/> Iron Stamina | ●●●●● |
| <input type="checkbox"/> Resources | ●●●●● |
| <input type="checkbox"/> Safe Place | ●●●●● |
| <input type="checkbox"/> | ○○○○○ |

Size 5

Speed 10

Defense 4

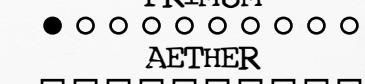
Armor _____

Initiative Mod 5

Beats ○○○○○ **Cover Beats** ○○○○○

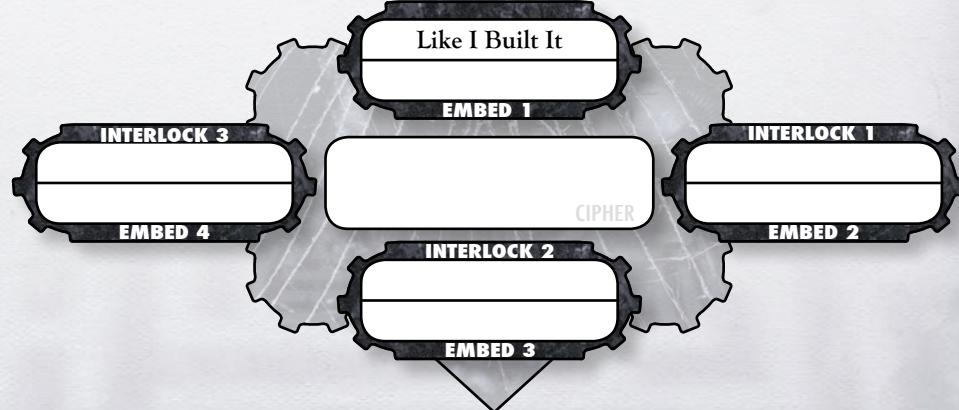
Experiences _____

Cover Experiences _____



CONDITIONS

- ASPIRATIONS
 Learn a new fact about the God-Machine (short)
 Design a building (short)
 Unravel an occult matrix (long)



Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) •

Merits 10 • Health = Stamina + Size •

Willpower = Resolve + Composure •

Size = 5 for adult humans • Starting Cover = 7 •

Defense = Lower of Dexterity or Wits + Athletics •

Initiative Mod = Dexterity + Composure •

Speed = Strength + Dexterity + 5

FINAL TRUTH

DEMONIC FORM

Electric Jolt
Electrical Resistance
Extra Mechanical Limbs
Huge Size
Inhuman Strength
Rivet Arm
Tether

EMBEDS

In My Pocket
Interference
Like I Built It (First Key)
Shatter

EXPLOITS**WEAPONS & EQUIPMENT**

| WEAPON/ATTACK | DMG | RANGE | CLIP | INIT | STR | SIZE |
|----------------------|------------|--------------|-------------|-------------|------------|-------------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

OTHER MERITS

| EQUIPMENT | DURABILITY | STRUCTURE | SIZE | COST |
|------------------|-------------------|------------------|-------------|-------------|
| | | | | |
| | | | | |
| | | | | |
| | | | | |

COVERS**NAME:** Robert Coleman**AGE:** _____**APPEARANCE:** Robert is a brawny African-American man who dresses in sturdy clothes – jeans, steel-toed boots, and hirt. He keeps his dark hair cut short and his hands are hard and worn, the indication of a hard-working man. He moves with a sure-footed, confident gait.**NOTES:** _____**COVER RATING**

● ● ● ● ● ● ○ ○ ○

MERITS

- Bolthole (No Twilight, Self-Destruct) ●●○○○
- Contacts (Construction Workers) ○○○○○
- Demolisher ○○○○○
- Iron Stamina ●●○○○
- Resources ○○○○○
- Safe Place ●●○○○
-
-
-
-
-

NAME: _____**AGE:** _____**APPEARANCE:** _____**COVER RATING**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

MERITS

-
-
-
-
-
-
-
-
-
-

NOTES: _____



NAME: Robert Coleman
PLAYER: _____
CHRONICLE: _____

CONCEPT: Jaded Construction Worker
VIRTUE: Patient
VICE: Wrathful

INCARNATION: Psychopomp
AGENDA: Inquisitor
CATALYST: Doubt

| ATTRIBUTES | | | | | | | |
|------------|--------------|----------|-----------|---------|------|-----------|--------------|
| POWER | INTELLIGENCE | STRENGTH | PRESENCE | FINESSE | WITS | DEXTERITY | MANIPULATION |
| RESISTANCE | RESOLVE | STAMINA | COMPOSURE | | | | |

| SKILLS | OTHER MERITS |
|--------|--------------|
|--------|--------------|

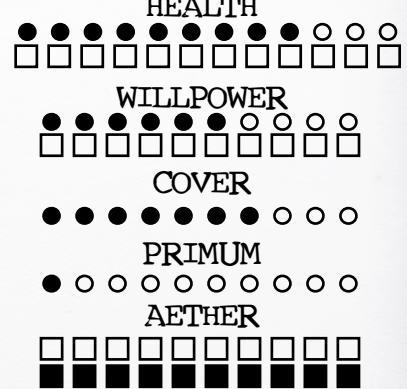
| MENTAL (-3 UNSKILLED) | |
|--|-----------------------|
| <input type="checkbox"/> Academics | Literature ●○○○○ |
| <input type="checkbox"/> Computer | Construction ●●○○○ |
| <input type="checkbox"/> Crafts | ○○○○○ |
| <input type="checkbox"/> Investigation | Following Leads ●●○○○ |
| <input type="checkbox"/> Medicine | ○○○○○ |
| <input type="checkbox"/> Occult | ●●○○○ |
| <input type="checkbox"/> Politics | ○○○○○ |
| <input type="checkbox"/> Science | Architecture ●●○○○ |

| PHYSICAL (-1 UNSKILLED) | |
|--|-------|
| <input type="checkbox"/> Athletics | ●●○○○ |
| <input type="checkbox"/> Brawl | ●○○○○ |
| <input type="checkbox"/> Drive Heavy Machinery | ●●○○○ |
| <input type="checkbox"/> Firearms | ○○○○○ |
| <input type="checkbox"/> Larceny | ○○○○○ |
| <input type="checkbox"/> Stealth | ○○○○○ |
| <input type="checkbox"/> Survival | ●●○○○ |
| <input type="checkbox"/> Weaponry | ○○○○○ |

| SOCIAL (-1 UNSKILLED) | |
|---------------------------------------|------------------------|
| <input type="checkbox"/> Animal Ken | ○○○○○ |
| <input type="checkbox"/> Empathy | ○○○○○ |
| <input type="checkbox"/> Expression | ○○○○○ |
| <input type="checkbox"/> Intimidation | ●●○○○ |
| <input type="checkbox"/> Persuasion | ○○○○○ |
| <input type="checkbox"/> Socialize | ○○○○○ |
| <input type="checkbox"/> Streetwise | Gathering Rumors ●●○○○ |
| <input type="checkbox"/> Subterfuge | ○○○○○ |

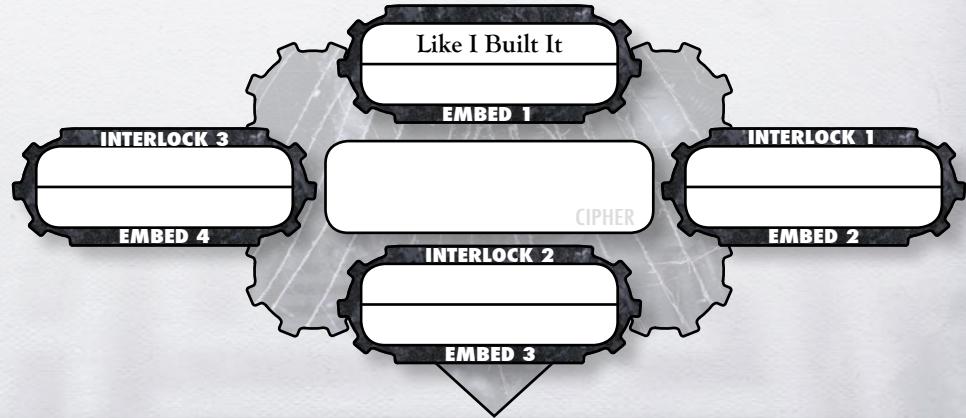
| MERITS |
|---|
| <input type="checkbox"/> Bolthole (No Twilight, Self-Destruct, Trap Door) ●●●●○ |
| <input type="checkbox"/> Contacts (Workers, City Planners, Police) ●●●●○ |
| <input type="checkbox"/> Demolisher ●○○○○ |
| <input type="checkbox"/> Iron Stamina ●●○○○ |
| <input type="checkbox"/> Resources ●●○○○ |
| <input type="checkbox"/> Safe Place ●●○○○ |
| <input type="checkbox"/> |
| <input type="checkbox"/> ○○○○○ |
| <input type="checkbox"/> ○○○○○ |
| <input type="checkbox"/> ○○○○○ |

| Size 5 |
|--|
| <input type="checkbox"/> Speed 10 |
| <input type="checkbox"/> Defense 4 |
| <input type="checkbox"/> Armor |
| <input type="checkbox"/> Initiative Mod 5 |
| <input type="checkbox"/> Beats □□□□□ Cover Beats □□□□□ |
| <input type="checkbox"/> Experiences |
| <input type="checkbox"/> Cover Experiences |



CONDITIONS

| |
|-------------|
| ASPIRATIONS |
| |
| |
| |



Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) •
Merits 10 • Health = Stamina + Size •
Willpower = Resolve + Composure •
Size = 5 for adult humans • Starting Cover = 7 •
Defense = Lower of Dexterity or Wits + Athletics •
Initiative Mod = Dexterity + Composure •
Speed = Strength + Dexterity + 5

DEMONIC FORM

Electric Jolt
Electrical Resistance
Extra Mechanical Limbs
Huge Size
Inhuman Strength
Rivet Arm
Tether

EMBEDS

In My Pocket
Interference
Like I Built It (First Key)
Shatter

EXPLOITS**WEAPONS & EQUIPMENT**

| WEAPON/ATTACK | DMG | RANGE | CLIP | INIT | STR | SIZE |
|----------------------|------------|--------------|-------------|-------------|------------|-------------|
| | | | | | | |
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| | | | | | | |

OTHER MERITS

| EQUIPMENT | DURABILITY | STRUCTURE | SIZE | COST |
|------------------|-------------------|------------------|-------------|-------------|
| | | | | |
| | | | | |
| | | | | |
| | | | | |

COVERS**NAME:** Robert Coleman**AGE:** _____**APPEARANCE:** Robert is a brawny African-American man who dresses in sturdy clothes – jeans, steel-toed boots, and hirt. He keeps his dark hair cut short and his hands are hard and worn, the indication of a hard-working man. He moves with a sure-footed, confident gait.**NOTES:** _____**COVER RATING**

● ● ● ● ● ● ○ ○ ○

MERITS

- Bolthole (No Twilight, Self-Destruct, Trap Door) ○○○○
- Contacts (Workers, City Planners, Police) ○○○○
- Demolisher ○○○○
- Iron Stamina ○○○○
- Resources ○○○○
- Safe Place ○○○○
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NAME: _____**AGE:** _____**APPEARANCE:** _____**COVER RATING**

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MERITS

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NOTES: _____

STORYTELLER ADVICE

"It's okay, girl, we'll make it till the sun goes down forever.
And until then, what you got to lose but the losing? We're fallen
angels who didn't believe that nothing means nothing."

-Jack Kerouac, Book of Blues

Obviously, the Keystone ring has a problem. All four were assigned to the same Mission while they were angels and haven't gotten away from the area. To varying degrees, each member worries about when and how the God-Machine will try to collect them for reintegration.

In order to avoid capture, the ring attempts to get as far into their Covers as possible, avoiding situations that may cause compromise. Mistakes happen, of course; eventually one of the demons will end up with the Flagged Condition or worse. While Ivy has her secondary Cover to retreat to until any heat dies down, the other three don't have that benefit and will use Robert's Bolthole as a secure hideout if necessary. If one of the ring gets Burned, the demon would hide in the Bolthole while the other members secure either enough pacts to make a patch job or a quick soul pact for the suffering demon. While the ring members might not necessarily trust one another fully, each one knows that the ring is connected by their shared history.

STORY SUGGESTIONS

- A group of "ghost-hunters" was nearby when the ring Fell. The electricity and Aetheric energy in the air set off the hunters' instruments, and they concluded that they were on the track of one or more powerful ghosts. During these investigations, they lock onto one or more of the characters. The group's investigations may erode Covers, but simply eliminating them might draw even more attention in the long run. Perhaps they are a cult in the making?
- To the best of Ivy's recollection, the occult matrix was supposed to bring a more powerful angel into the world. Without James' death, the occult matrix failed – or did it? The angel was still brought into the world and is posing as a city official. Does that mean the God-Machine allowed four angels to Fall in order to bring one into the world? That would be highly unusual, so what makes this angel so special? Or did the Mission fail, leaving the new angel without some critical power or piece of instruction?

- The ring is tied to the city's homeless population, for better or worse. Several people go missing. Some who knew the missing people don't remember they existed, but this effect seems limited to highly visible people – soup kitchen employees or a priest who ministered to the victims. Other homeless people can remember the vanished just fine, however, including James Sherman. A local vampire has been feeding from the homeless population and wiping others' memories to cover his tracks, but he's sloppy about it. Where is he hiding the bodies, though?
- The weather has been crazy over the past week and is making everyone miserable. Demons can sense some Aetheric resonance in the air, indicating that the weather is the God-Machine's fault. A local Exile informs the ring that the weather will continue until James is killed. Is the Exile lying? If not, can the ring find another way to change the weather back to normal? Will they decide to complete their Mission at last? And what ties James to this phenomenon, anyway?

CIPHERS

LINDSEY'S CIPHER

Lindsey's Cipher takes her from her First Key of Tag & Release to a final secret dealing with cutting away dead weight. Any organism excises unhealthy elements from its body. Lindsey acts as the world's immune system.

First Key: Tag & Release

Second Key: Hesitation

First Interlock – Delayed Reaction: Lindsey must touch her target to activate this power. Once activated, the power lies dormant on the target for a number of days equal to Lindsey's Primum. Within that time frame, she may cause the target to lose one action. She usually uses this power at the beginning of combat to get the drop on her opponent. Roll Dexterity + Intimidation - target's Resolve, Instant action.

STORYTELLER ADVICE

Third Key: Check Backdrop

Second Interlock – Moment of Precision: Lindsey's perception of time is slowed, allowing her to carefully attack only her desired targets. Spend 1 Aether and roll Dexterity + Firearms as a reflexive action. For the remainder of the turn, any penalties Lindsey might suffer as a result of a target using cover (such as a human shield) are reduced by her Primum, to a minimum of zero. This power cannot reduce a target's Defense, only environmental penalties to Lindsey's attack roll.

Fourth Key: Cool Heads Prevail

Third Interlock – Order From Chaos: Lindsey can slow down any form of combat, requiring the participants to act deliberately. Roll Presence + [applicable Skill] (Firearms for a gun fight, Weaponry if the combat is with knives, and so on.), instant action, requires 1 Aether. For the remainder of the combat, all participants must spend a Willpower to focus or else take a penalty on the attack roll equal to Lindsey's Primum. With an exceptional success, Lindsey can exempt individual combatants from this effect.

Final Secret: Dead limbs must be cut down in order for the tree to grow strong.

BIG TOM'S CIPHER

Big Tom's Cipher takes him from his First Key of Download Knowledge to a final secret revealing an intrinsic connection to all living things. A person's actions aren't limited to their own perceptions, but ripple out, affecting anyone who comes in contact with the repercussions.

First Key: Download Knowledge

Second Key: Authorized

First Interlock – Fitting In: With this power, Thomas seems to fit into a given situation much faster than ordinarily possible. Wits + Subterfuge, instant action. Success means that Big Tom gains bonus dice equal to successes on all Social rolls concerning fitting into or avoiding notice within his current situation.

Third Key: Identity Theft

Second Interlock – Old Friend: Thomas can temporarily take on the identity of a given target's friend. Roll Manipulation + Subterfuge, instant action. With a success Thomas assumes the identity, as with the Identity Theft Embed. Unlike that Embed, this power does not require physical contact before use (however, it is limited to the target's friends and acquaintances).

Fourth Key: Don't I Know You?

Third Interlock – Small World: People are often connected to one another in surprising ways. This power allows Thomas to play on that, convincing almost anyone that the identity he is wearing is connected to them somehow. Roll Manipulation + Subterfuge, instant action. Success indicates that the target believes they are connected to the identity Thomas is currently wearing, treating him like a friend. If using the

Social Maneuvering system, the first impression is Excellent. Otherwise, Thomas has a bonus on all Social rolls with the target equal to his Primum for the remainder of the scene.

Final Secret: We are only alone when we no longer exist.

IVY'S CIPHER

Ivy's Cipher takes her from her First Key of Trust No One to a final secret concerning the importance of foundations. If a building's (or network's, or any other applicable thing) foundation is removed or undermined, the building can't help but crumble.

First Key: Trust No One

Second Key: Never Here

First Interlock – Invisible Identity: After touching a target, Ivy makes them invisible to others for the remainder of the scene. The target could stand in the middle of a crowd screaming his head off and nobody would notice. Roll Manipulation + Subterfuge – Resolve, instant action. Success indicates that the target is unable to interact with others for the remainder of the scene. This also means that the target takes no damage while this power is in effect. This power is used to cut targets off from their networks, not as a failsafe assassination tool. It does not work on demons or any other being with a Supernatural Tolerance trait.

Third Key: Cuckoo's Egg

Second Interlock – Out of Sight, Out of Mind: If Ivy can get her hands on a sensitive item, she can make the item's owner forget he ever had it. Roll Manipulation + Crafts – Resolve, instant action. Success indicates that the owner forgets he owned the item. This power does not make the item invisible, however. Also, it only works on the item's owner, although he still won't recall his ownership if someone points it out to him. The effect lasts for one scene.

Fourth Key: Shatter

Third Interlock – Cascading Collapse: So long as Ivy can gain access to a focal point, she can take down an entire building or network. Spend 1 Aether and roll Wits + Socialize (for social networks) or Wits + Crafts (for structures), extended action (each roll requires 4 hours, successes required are determined by the Storyteller based on the size and complexity of the target). Ivy spends some time studying the focal point and hitting its weak points, destroying it and, by extension, whatever the focus supported. The focal point itself must be no larger than Ivy's Size + Primum; some buildings may have more than one focal point that she needs to destroy before bringing it down. Each use of this power requires a compromise roll.

Final Secret: A building is only as strong as its foundation.

ROBERT'S CIPHER

Robert's Cipher takes him from his First Key of Like I Built It to a simple, ancient, final secret. Similar in concept to Sun Tzu's statement of, "If you know the enemy and know

yourself, you need not fear the result of a hundred battles," Robert needs to realize that in order to understand the world and his place in it, he first needs to understand himself.

First Key: Like I Built It

Second Key: Last Place You Look

First Interlock – Hidden Alcoves: Robert knows structures of all sorts. This power allows him to locate any hidden rooms or spaces in a building, so long as he is within the building at the time. Roll Wits + Larceny, instant action. Success gives Robert an instinctual understanding of all spaces within a maximum of (Primum x 10 yards) from his location. This power doesn't give him access to those places, but he does know where they are.

Third Key: Miles Away

Second Interlock – Into the Void: Robert can take himself to a place mentally that allows him to think through a

problem through a period of self-reflection. Roll Wits + Expression, instant action. For a number of actions equal to his Primum, Robert negates penalties from any source equal to his successes. This power can only eliminate penalties and cannot provide a bonus. Once used, this power cannot be reactivated for 24 hours.

Fourth Key: Fungible Knowledge

Third Interlock – Epiphany: Shutting out the outside world's distractions, Robert can now unlock a problem's solution with ease. Spend 1 Aether and roll Wits + [relevant Skill], instant action. The next extended action keyed to the Academics, Computer, Investigation, or Occult Skills becomes an instant action instead. Robert can simply cut through any extraneous factors and get to the heart of the problem.

Final Secret: To know truth, one must know oneself.

