



Esther Fitzwilliams-Rawlings

You should have left your husband when he asked if it was OK for him to put the devil in you.

At first, you thought this was just some kinky sex-talk. Sadly, not so. He literally meant he wanted to install a diabolical entity in you and

have you host it. And big dummy that you are, you said yes.

Your husband Matt—or “Junior,” as everyone calls him in the lousy small town that’s named after his family—was really, really exciting. You met him buying a car: He talked you into the rust-guard upgrade and, a few hours after that, into accompanying him to a hotel room. That you never regretted: You can go for days without talking to each other now, but at least the *sex* is still good.

(He was stepping out on you for a while, but you fixed that little whore. Nobody even found a single piece of her. And if Junior didn’t want his side-baggage murdered and devoured, he maybe shouldn’t have offered his wife a demon.)

(But you know he really loved you most, because he never gave the *girlfriend* impossible powers.)

Kids complicated matters. Oh, also, he’s running drugs and an extortion racket out of that cruddy little barbershop he part-owns. So kids and being *mobbed up* complicated matters.

Maybe you could have guided him away from all this crime and demonism if you’d been stronger or, let’s face it, if you hadn’t kinda been into it. But it has gotten terribly, *terribly* old. You just want to be normal and maybe work in an office without worrying about *Ashtis-Aphoba* (that’s your demon’s name) causing you to sprout *wings* just because you haven’t spoken to it in a long time. (Ashtis did that once, while you were driving to the Fitzwilliams family reunion—*alone*, and pregnant with the twins, as it happened. It threatened to do the same when you were with your parents and sibilings, and since then you’ve made sure to keep on its good side.)

The sick thing is, your heart still beats a little faster when Junior looks you in the eye, but that’s happening less and less. And everything else about him seems so crude, and dull, and awful. You’ve been sticking with him for the kids’ sake, but really... is having a possessed gangster dad *really* better than living with a single mom?

What You Can Do

ANIMAL FORM: If you roll a Cunning Espionage set, you can change into an animal form for the remainder of the scene (or until you change again, or quit). If your Espionage is 1, you only look like the animal and it has to be about man-sized. At Espionage 2, you can be as small as a large bird (like a vulture) or as big as a horse. You can get +1 weapon Advantage to relevant actions, or else take on special abilities like breathing water or flight. At Espionage 3, you can be as small as a pigeon or as big as a grizzly bear, and get +2 weapon advantage to specific things (like poisoning someone as a cobra) or +1 Advantage to general things (like being bear-strong or tough). Espionage 4? +2 Advantage in many situations. If you shrink as small as a mouse, you get a Master Die when trying to hide. Or you can be as big as a whale. Espionage 5 is the realm of giant whales, bee-shapes, or getting +3 Advantage from animal powers.

DEAD RINGER: If you can get an Insightful Deceit set, you can mimic any human being you've spent a few minutes with. This doesn't give you their skills (or powers if they're demonic or angelic) but you do have their voice, garments, documents, badges and you remember any security passwords that the victim had down cold. (If the target would have to think hard to remember that PIN number, you don't get it.) All in all, it's a Difficulty 5 Cunning Espionage roll for anyone else to spot the charade casually. If you talk to someone who knows the mark well, he might get an Insightful Honest roll against Difficulty equal to your Deceit.

FLAWLESS ACTION: If you ask, Ashtis sometimes lets you perform any action perfectly, but Ashtis hates doing it, even though it lets the beast spy on you and speak. One die in your pool changes to whatever result you want, after rolling the others, but then one die from the Sinister side of the action's Tactic line transforms into its Virtuous counterpart. Good luck talking Ashtis into *that* bargain.

HORNS: This powerful ability increases the Height of attack rolls by an amount equal to your Sly, but only Ashtis can turn it on... or off. If you ask Ashtis for the horns, you have to pay by sliding a point off a Virtuous Strategy.

WINGS: Another Aspect derived from Ashtis's power, like having horns this is one you can only request, not demand. But with them, you can fly (and look awesome).

MORAL BALANCE: At the end of every scene, you can slide a dot from a Sinister Tactic into its opposite... if you can justify it. It depends on what you want to change.

Greed to Generosity: Explain how you helped someone to whom you owe nothing, and who probably won't reward you.

Espionage to Knowledge: Explain how you came to understand something new and important.

Cruelty to Courage: How did you demonstrate mercy or protect someone else?

Cowardice to Endurance: Lose a conflict.

Corruption to Nurture: Did you admit to wrongdoing and try to make amends?

Deceit to Honesty: Did you tell the truth when doing so injured your interests?

Your Family and Others

Professor Matthew Rawlings, Senior: The grotty old patriarch who started all this demon business in the first place. But he would *never* sully his hands with organized crime and has no idea that his darling son has. Everything's an opera with that one.

Jean Rawlings: The professor's ex-wife, a fluttering do-gooder who has a no-kidding *angel* on her shoulder. Keep away at all costs, even though she's actually very nice.

Junior: Your beloved husband. Ugh.

Nicole Rawlings: Your relationship with your oldest daughter is complex, meaning, both of you try to hurt each other almost all the time. She's taken to calling you "Esther" instead of "Mom," which makes you *insane* but you won't show it. You think she has every flaw you had—most especially, a fascination with dangerous thrills. That, combined with the demon her daddy got her for her 17th birthday (and, to be fair, those guys from Pomona would really have killed her if she hadn't had Orsae) means a lot of trouble. She's been kinda mopey about this boy Hugo from her college—they broke up when she graduated, and she's moved home and been a sofa-whale ever since.

The Twins: Jesse's the do-right pleaser who studies hard and medals in swim meets. Jamie's the one who sneaks out, sasses back, skips school and got a tattoo. Jamie, with a double dose of Junior's hell-raising, should be your favorite but... honestly, Jesse is just so much EASIER. Even when they were babies, Jesse slept through the night and Jamie cried and cried and cried. For a while, you thought there might have even been... you know, *effects*. Because you were possessed while pregnant. But they're both good at heart. You believe that. You do.

Rick Corrigan: Rick is the kind of guy who, in your twenties, you'd have found incandescently sexy and who now, of course, kind of makes you go 'ick' because he reminds you of your husband. Rick is one of Junior's cronies, some kind of fixture in his mob dealings and, also, another demon owner. (You really wish you knew a better class of people.) He changes into this goat-footed *thing* called "Pan Daemonium" and makes 'deals.' He'd love to get into your pants. He's gross.