



The Gibbering

You're the devil.

In fact, you're a collection of devils, all related. In the War on Heaven, you found a way to split yourself into fragments, though of course those 'selves' have grown and changed in different ways during the millennia since your rebellion against God Almighty. But each of 'you' still has some vague goodwill towards the others who are, after all, *almost* you. ('Goodwill' meaning 'less ill-will than to others' in this instance.)

Whichever of 'you' is involved, one goal is overwhelming: To reduce a mortal's soul to near-nothing and then bodily drag him to Hell, where he will cower and suffer as your thrall for eternity. To achieve this, you're playing the long game, for the moment.

You have a relationship to the Rawlings family, since your first host in the 20th century was thoughtful enough to summon your fragments and install them in his progeny. (You still feel slightly less miserable and angry when you contemplate tricking Professor Rawlings into *that* one.) As long as these callow mortals host you, they can access your powers. (In fact, your varied fragments offer different abilities, but don't worry about them much, since you can neither switch them on or cut them off.) Note that as soon as your mortals borrow any of your powers, you're aware of it and can talk to them. Unless they do that (or invoke you), you can't comment on the action. You can watch some of them all the time, but not all.

The Infernal Aspects

There are advantages to being demon-haunted. (If there weren't, who'd sign up for it?) Here's what you can do for your mortals, if you want.

PERFECT ACTION: You can change a die in one of your mortals' pools into a Master Die, but when you do the Sinister Tactic on that action's line slides over into its opposite. Turns out, letting mortals *act* perfect makes them want to *be* perfect.

BUILDING INFERNAL DEVICES: Yeah, you've done this before but none of your hosts are constructing anything right now. Don't worry about it.

HORNS (based on 'Sly'): There are two ways your mortals can become covered in impressive pointy bits. One is, the mortal asks for it, you say yes, and the mortal pays by sliding a point off a Virtuous Strategy. The other is to simply try and switch it on yourself, without permission. Roll Sly without adding a Tactic. If you get a set, the horns go on for the rest of the scene, easy peasy. If you don't get a set, the horns still appear, but you lose a point off Sly into Open.

With the horns, the height of every attack roll made using the horns is raised by an amount equal to Sly. If this raises Height above 10, the attack can't be dodged or blocked.

WINGS (based on 'Cunning'): As with the horns, if the mortal asks for it, the mortal pays for it. If you spring them out as a surprise, roll Cunning and lose a point of Cunning if you fail the roll. But either way, the wings come out.

Wings let people cover great distances without worrying about narrative closure. At Cunning 4, characters who dive-bomb someone can increase their weapon Advantage by +1, up to +3.

Flying characters can't be punched by the earthbound, unless the flier swoops down to attack, or unless the guy on the ground is immense or something. Once per scene, if the wings are out, either you or the mortal can decide that a particular physical attack hit a wing instead of center mass. When this happens, the wings stop working properly and you flutter to the ground, but take no other damage.

INCREASING SINFUL TACTICS: At the end of any scene where you were active for a mortal, you can increase one of their Sinister Tactics, but there's a catch. You can only do so if they were bad, in a particularly relevant way. Here's what has to happen to get that boost. (Worse crimes may result in bigger boosts, but for a convention game we're keeping it simple.)

Cruelty: This goes up when the mortal kills someone.

Cowardice: This goes up when the mortal humiliates someone.

Espionage: This goes up when the mortal gloats after overcoming an opponent.

Greed: The mortal has to steal something s/he doesn't need.

Deceit: The mortal has to openly betray and mock someone who trusted him/her.

Corruption: The mortal has to make someone their "minion," either by forcing them to do something they didn't want to do, or by getting a pledge of loyalty.

Your Thralls and Your Hous

PROFESSOR MATTHEW RAWLINGS: Matthew is a shriveled up old archaeology professor on the verge of retirement, who discovered an idol to *Basht-Aphoba* in Egypt. In a moment of necessity, he accepted Basht's powers and has worked as both a superhero and supervillain over decades. But he's gotten cunning in his old age, and is very close to throwing off your yoke. You can only perceive his actions when he has used powers or invoked you, and you think he's preparing to attempt an exorcism. Your best point of leverage is his ex-wife, Jean Rawlings. He still has powerful icky human feelings for her, but she's involved with this guy named Basil Porofumo, who's not just younger than Matthew, but also *Italian*. Oh, and both Basil and Jean are hosting uncorrupted angels. She's the superheroine "Bella Soprano" and Basil is "Basso Profundo." They're in a super-team called 'The Heavenly Choir' and it's all so cute you could just puke brimstone.

MATTHEW "JUNIOR" RAWLINGS II: Professor Rawlings' son Junior is a lot more malleable than his dad, and in 1981 the Prof. got him to invoke the devil *Phaedo-Aphoba* when the alternative was to leave him helpless before a rival demon gang. Junior has used Phaedo's powers to be a costumed 'hero' called 'Sear' some times, but in secret he runs a crime gang called 'The Damned.' He's comfortably corrupt. You can observe his actions at all times, but only talk to him when invoked or when he uses a power.

ESTHER FITZWILLIAMS-RAWLINGS: Junior's wife is middle-aged, resentful, and haunted by the devil *Ashtis-Aphoba*. She has no ambitions to rule the tri-state area or break free of infernal influence. She kind of wants a divorce, but she's keeping it together for Nicole and the twins. You'd prefer if it she was eviller, since you can only observe her (or talk to her) when she's using a power or has invoked you. She doesn't do either of those nearly as often as you'd like. You're contemplating popping out her horns randomly just to keep things interesting, but that would definitely cost you on a couple levels... Still, you did help the little ingrate murder her husband's mistress.

NICOLE RAWLINGS: Junior and Esther's daughter moved back home after college and is bitter, angry, and idle. She might get along with her demon (*Orsae-Aphoba*) the best of the whole clan. She actually *enjoys* dressing up as villainess "The Siamese" in tight black leather. She's also into stealing things and hurting people. (Her granddad disapproves, but from his glass house he can't really throw stones.) She knows it's wrong—when she was off at school she was dating a divinity student and it got kinda hairy there, but they broke up and now that she's home and lonesome, she's easily fallen back into bad old habits. You can observe her at all times, but only speak with her when she uses powers or calls on Orsae.

JESSE RAWLINGS: The first twin born, Jesse's the nauseating *good* one. Despite hosting *Cabro-Aphoba*, Jesse prefers to get by on native abilities. (The offer of Mastery sometimes works well with this one!) The weak point with Jesse is the friction between Esther and Junior. If the family fell apart, that could really be the key to making Jesse act out. But currently, you cannot perceive what's going on with Jesse unless you're invoked or powers are in play.

JAMIE ROWLINGS: The second twin is more your style, the angry rebellious snotnose who'd happily throw the entire town of Rowling's Dam Illinois into total anarchy. Jamie's demon *Hebesh-Aphoba* gets a lot more action than *Cabro*, so you can monitor Jamie all the time (though still only talk when invoked or after powers are switched on). The only worrying thing is that Jamie's contempt for order and authority extends to Junior's crime syndicate, *The Damned*. When dressed up in black and red lycra as 'Anarko,' Jamie is just as likely to mess with dad's thuggish minions as the cops.