



Matt “Junior” Rawlings

On your tax forms, it says you sell cars and that you’re part owner of a barber shop. But that doesn’t cover it. You sell dreams. You sell peace of mind. You’re part owner of a place where gentlemen can get help coping with their problems.

Of course, under Federal sentencing guidelines, “selling dreams” is called narco-trafficking, “peace of mind” is a protection racket, and “helping gentlemen cope with their problems” would be procuring. But you’ve never transported a minor across state lines for immoral purposes! You’re not a *monster*.

Phaedo-Aphoba, the demon that lets you shoot fire out your hands and shrug off gunshots, now that’s a monster.

The demon *Phaedo* was a gift from your father, Professor Matthew Rawlings Senior, who felt you’d need it to survive the attacks of other demons, who had a hate-on for *his* demon (*Basht-Aphoba*, which is somehow related to *Phaedo*. It’s all a big hot mess.)

Having a spirit in your head that constantly encouraged you to do evil all through high school... that is, in your mind, a factor that contributed to you getting involved in organized crime. Your involvement started with petty theft but rapidly escalated to armed robbery, extortion (there’s nothing like a flying, burning, horn-bedecked shrieking *thing* to get a shopkeeper to decide that, yeah, \$1100 a month, while a little above the standard protection racket rate, isn’t unreasonable, considering) and the drug game.

The kicker is, you’re *good* at it. You keep your boys under control, there aren’t innocent people catching bullets during shootouts because your management precludes shootouts. No one gets your services without wanting ‘em plenty. (Well, except for the shopkeepers, but even there you keep a sliding fee scale in place, as long as they’re not comparing notes.)

In actual fact, you even dress up as a superhero called “Sear” some times so you can take care of the crooks who are more crazy than greedy. You’ve burned up kid fiddlers and stalkers and perverts and drug bullies (who were, you’ll readily admit, the competition but still. It bespeaks something bad about your product if you have to *harass* people to make ‘em use). And you’ve never killed an innocent bystander, or murdered someone who didn’t really, richly deserve it.

You’re not a *monster*, after all.

What You Can Do

DOMINATOR STRIKE (HOT): Roll Sly Cruelty to make an attack with +1 weapon Advantage. It's ranged like a handgun. If you hit, someone catches fire and slides a point of Courage every round until they stop, drop and roll (or whatever). If you miss, something inanimate probably caught fire in the background.

ARMOR: To activate this, roll Open Cowardice. With a set, your armor (warty chitinous plates) appears for the rest of the scene. All physical attacks against you lose a point of Width, and weapon Advantage doesn't work for attempts to do you injury. It kinda smells though.

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 & Friends Associates

DAD: Professor Matthew Rawlings Sr. really wanted another version of himself. (You guessed that as soon as you figured out the two of you had the same name.) But you're just not an egghead who sees himself as a tragic character in some musty old drama. You're a businessman, and if he can't appreciate the value of that, well, in a decade or so you should be able to park him in a home. If his demon, Basht-Aphoba, doesn't keep him young. That's right, his demon's related to your demon. All in the family.

MOM: Jean kept the Rawlings name (which swings a stick in your hometown of Rawlings Dam, *for some reason*) but left everything else behind. You don't blame her. You kind of wonder what she saw in Pop in the first place. It kills you to be so distant from the nicest member of your family, but it's for her protection. Besides, you're respecting the decision she made when she dumped Matthew Senior.

WIFE: Esther Fitzwilliams-Rawlings started out as a one-night-stand (well... late afternoon) but you just couldn't get past her. You don't know why. Love? Maybe. You never felt good enough for her, maybe because she didn't take your full name... you'd do anything for Esther. (You arranged for her to have a demonic patron to protect her, for example.) She's one of maybe two good things in your life. Stupidly, you stepped out on her a few years back, but she never found out. Your mistress skipped town, probably after finding out your real job, and you haven't heard from her since. That made you think about things, how bad it could have gotten if Esther had found out. You dodged a bullet. But even dodging bullets isn't really good enough for Esther.

DAUGHTER: Nicole, dammit, she just wants everything to be a thousand more times complicated than it has to be. And maybe that's because you put a demon in her too (like you did for Esther and the twins) but damn, what were you supposed to do? Just leave your family undefended while the Pomona crew picked them off one by one? She went to college to get snooty like her granddad and is now living back in her old room and moping all the time.

THE TWINS: Jamie and Jesse. Jesse's the sweetheart with good grades, potential and a positive attitude. Jamie's the badass with the tattoo, the reserved desk in the detention room, and the potty mouth. Jesse gives you hope. You're about fed up with the other one.

RICK CORRIGAN: The only scumbag you know who has a demon that's not an aphoba demon (like yours, and all the ones in your family). Jobs out "deals" as "Pan Demonium" and is always floating around your house like a fruit fly infestation. A jagoff.

THE SIAMESE: Some kinda slutty sneak thief who pops up every couple months or years to steal stuff and make the Good and Great of Illinois look like idiots. She better not try that kinda crap in YOUR town, that's all you're gonna say.

MARILYN MURPHY: Another straight-arrow reform candidate for mayor that you got a crush.

MAYOR DUKE KENILWORTH: Your boy, bought, paid for and compliant. Doesn't know you're a demon, doesn't know you're Sear. You bust his chops about Sear, in fact. Got elected on a law an' order ticket. Same old con.

CHIEF PIERCE DUNLEE: The main cop is an empty uniform. Not actively *bent*, but between Kenilworth and a few dirty department chiefs, Dunlee isn't stopping the Damned any time soon. Looks like Lee Iacoca, thinks like Dan Quayle.