

Name: Jack Dawson
True Name: Jacob Alexander Dawson
Age: 40
Birthday: Nov 13, 1968
Place: Los Angeles, CA
Type: Demonspawn
House: Devil
Nature: Autist
Demeanor: Competitor
Profession: Lawyer with Waterman, Dawson & Redford.
Appearance: 6'1", brown hair, hazel eyes
Personality: If Profit and Lindsey McDonald had a kid, that kid would be afraid of Jack. He's a self-centered dick out for himself and only himself.
Lifestyle: Jack likes the high life literally. He lives in a downtown penthouse with his wife, Layne.
Feeding: While full demons feed on Faith, the demonspawn live on psychic energy. I'll go into detail about that later.



Bio:

Where do I begin? Let's see. I was born in Los Angeles, CA, 40 years ago or so. My mom was in law school at UCLA. I never met my father. She had a picture of them together. They were on the same debate team, but she didn't marry him. I'm not even sure if he knew he'd knocked her up. His name was Paul McGuire. I went looking for dear old dad when I was in high school, but I never could find him. I know why now, but back then I just let the resentment fester.

I tried not to take it out on mom. Maggie Dawson's still the best person I know. Love her with all my heart. She's with the Public Defender's Office for LA County. She'll bend over backwards to defend and save all the low life scum who slither past her army surplus desk.

While I'm proud of my mother, I didn't want that life for myself. I busted my ass in school, making sure I got a full ride through UCLA and then Harvard Law. I graduated in the top 5 from Harvard, and I didn't even have to resort to cheating or blackmail to get there. Kind of a shame really, I'd collected some great dirt on the Dean that I would have loved to use.

Mom wanted me to join her in the trenches, but I pointed out that the rich deserved a good lawyer too. So I applied to only the most prestigious firms in California (or whatever state we're gaming in). I was recruited by Eric Waterman to work for his firm, Waterman and Redford.

I started out on the bottom rung of a long ladder, fighting my way up to make sure that Waterman and Cynthia Redford never forgot about me. I didn't miss the way Cynthia watched me. I was a good looking kid, but screwing my way to the top was never in the

cards. I'd fuck someone over to get my way, but I wouldn't fuck my way there. I even told her as much at the yearly Christmas party, taking the chance she'd send me packing for it, but she liked that I was honest about it. She even sent some very difficult cases my way, because she had faith that I'd do whatever it took to get my clients off. I made junior partner in three years.



Money started coming in too. I lived as cheap as I could and invested in real estate. It's amazing how much money the guilty rich will toss into their defense, not all of that money hit the books. When I'd scrimped and saved enough, I bought a loft in downtown. I lived there until I got married, and we moved into a penthouse.

Layne's family is rich. I met her when she was on a photo shoot near the harbor. She was all long legs, caramel mocha skin and silky hair. It was love at first sight. I was willing to do anything for her. We dated for two years before we got married. I signed a prenup to keep her father happy. I didn't need Layne's money. I had my own by then.

About the same time we got engaged, I was promoted to a full partner. The firm was renamed Waterman, Dawson and Redford. Cynthia liked

having the 'and' in front of her name, so she had me moved into the middle spot. Cynthia and I shared half of the top floor of our building, while Waterman kept the big office.

Everything was great after the wedding, until I started to get bored. I cheated on Layne a lot. I knew she slept around too. Then she started to do things that got on my nerves. She's push every button she could like she was trying to force me to divorce her, but I'd never give her one of those. I had no intention of sharing what I'd earned while we were married. So I came up with another plan. I was going to have the bitch killed.

I tried everything. I poisoned her. I hired hit men. I had her car sabotaged, and still she wouldn't die. Finally I'd had enough, and I lost my temper. I went for her with my bare hands, and on the way down from the balcony of the penthouse to hit the sidewalk like a sack of wet cement, I realized that wasn't such a great idea.

But I didn't die. Something else happened to me. My father appeared before me. I thought it was a drug induced dream, and that I was in ICU with tubes up my nose. But dad went about setting me straight. He told me I was angel born, child of an angel and a human woman.



He told me he loved my mother, but that he couldn't be there to raise me. I thought he was full of shit.

Dad wasn't too happy about the state of my soul. He said I'd done so much evil that I was on my way to becoming one of the Fallen. I didn't mind. I wanted nothing to do with him, and it's always been better to rule in Hell than serve in Heaven. I let him tell me what was what, show me the ropes of the new abilities I'd inherited from him. Most had been dormant until I tried to learn how to fly without wings.

Layne came back too. It took awhile, but she came knocking on the door of the penthouse a couple of nights later. She didn't have a mark on her. Seems my wife is a Demon. The real thing got a library card in Hell kind of Demon. It makes her pretty much indestructible, and it had been her assignment to push me over into the darkness.

Funny thing is. I still love her, and now that I know the truth, I haven't tried to kill her once. We're a great team. God help whoever tries to get in our way.

House:

Devil – The Namaru were the first Angels to be created, and were made for one purpose: to serve as the voice and messengers of God by which he would command all others. The Bel served as overseers, leaders, and even punishers for God, while the Nusku controlled both the physical element of fire and the sacred fire of Faith that was placed in humanity. The Namaru were the last house to present themselves during the Fall. They were represented by Lucifer. A new kind of Namaru, the Qingu, appeared shortly thereafter to inspire humans to new heights of greatness. Showing His wrath at their role in the Fall, God did not actually curse the Namaru. Instead, He ignored them completely, showing His complete contempt for them.

Autist:

You hide your secrets from others. Even more importantly, you hide your true self. Anyone who understands you can hurt you, so no one must ever see the real you, or even come close. Give away as little of yourself as possible - adopt a false personality if you like - but just make sure no one discovers the truth about you. Knowledge is power, and those who know you can do anything they like to you.

- Regain one Willpower point whenever another character confesses he is unable to understand you, or whenever someone makes a false assumption about you that gives you an advantage.

Competitor:

You are driven by the need to win at all costs. The thrill of victory is the only thrill you recognize; it is the thing that drives you. You see life as a contest and society as a dichotomy of winners and losers. You believe all the macho business proverbs - "if you're not lead dog, the view never changes"; "there are no prizes for second place"; "eat or be eaten." You try to turn every situation into a contest of some kind, and it is the only way you can relate to anything. You are capable of cooperating with others, but only by turning the group interactions into another contest: you must be the leader, or the most productive, or the most indispensable, or the best liked - anything, as long as it means you win in some way or another.

- *Regain one Willpower point whenever you win a contest of any sort, formal or informal. For truly impressive victories, the Storyteller may award more points.*

Faith:

Faith is the divine spark, the source of the Fallen's power - with sufficient Faith they really can uproot mountains, but without Faith they become powerless spirits. Before the rebellion, all Elohim received their Faith from the Creator, but once the rebels were cast out, they could no longer access that source. However, the divine spark had been granted to the pinnacle of Creation - humanity. After casting their lot with humanity, the Fallen were able to tap into this potential and confront the loyalist Elohim on an even footing.

Demonspawn have no access to harvesting Faith. Instead to power their abilities and powers, they must steal the life force of humans. They are essentially psychic vampires, who must have physical contact with their prey to feed. They gain half of a d10 roll from a simple touch, but can gather the entire roll if they actively cause their victim pain, terror or lust. But for ease of game play – life force = faith.

Lore: Demonspawn do not have full access to Lore since they are halfbreeds. They will never have access to power levels higher than 3 dots.

Flame

- **Fuel:** The Fallen may fan existing flames, making them grow. *High-Torment:* The flames don't grow but become terribly hot.
- **Ignite:** The Fallen creates fire from nothingness, igniting a flammable object. *High-Torment:* Anything flammable in the vicinity ignites, not just one target.
- **Command the Flame:** The Fallen may manipulate the flames themselves. Fire can be moved, doused, or fanned. *High-Torment:* The control is shaky at best and the flames become hotter.

Fundament

- **Manipulate Gravity:** The Fallen may leap tremendous distances, hover, or fall without harm. *High-Torment:* Identical, but gravity fluctuates wildly around the Fallen.
- **Manipulate Adhesion:** The Fallen may walk up walls or along ceilings, or cling to objects. *High-Torment:* The Fallen's touch will also partially melt surfaces and make them hot to the touch.
- **Manipulate Inertia:** The Fallen may throw objects over tremendous distances, or simply stop attacks dead. *High-Torment:* Makes a thrown object become temporarily unstable and fragile.

Humanity

- **Translate:** The Fallen may speak with any mortal, regardless of language. *High-Torment:* Attempts to communicate may come across as insulting or threatening.
- **Insinuate:** The Fallen make mortals feel they can trust them *High-Torment:* Instead, they may create feelings of suspicion and hostility.
- **Fade:** The Fallen may make people ignore them, moving through crowds or entering places unnoticed. *High-Torment:* Psychopathically inclined people can still perceive the Fallen and are actually drawn to them.

Radiance

- **Voice of Heaven:** The Fallen's voice penetrates all other sounds, and either single mortals or everybody within range feels compelled to obey. *High-Torment:* The voice instead becomes a string of horrible blasphemies that inflicts damage on mortals, and may cause a listening Fallen's Torment to rise as well.
- **Exalt:** The Fallen encourages a number of mortals to greatness, allowing them to add a number of dice equal to the Fallen's successes to any action. *High-Torment:* The listeners are dismayed by the Fallens' scorn, and lose dice instead.
- **Aura of Legend:** A number of mortals joins the Fallen as loyal servants for a short time. *High-Torment:* The target mortals enter a murderous frenzy instead.

Innate Powers:

Demonspawn receive a +2 on all rolls that mimic these innate powers.

- Immunity to illusion. Demons have a high chance of seeing through any sensual deception.
- Immunity to mind-control. Demonic minds cannot be controlled by other supernatural creatures or demons (with a few exceptions). Additionally, demons are immune to supernaturally induced fear.

Demonspawn have full access to these innate powers.

- Immunity to disease. Demons will never fall ill. If this power fails temporarily, the demon is instantly cured when the power resumes.
- Resistance to toxins. Demons are highly resistant to toxins. Additionally, many types of injury that would leave permanent damage heals normally (e.g. burns).
- Healing. Demons can use Faith to heal their injuries. All these abilities will stop working if the demon runs out of Faith. As soon as the demon recovers at least one point of Faith, the powers resume.
- Death of the body. A Demonspawn's body can be destroyed, although they do age very, very slowly and have the above abilities. If the body is destroyed, and the Spawn has a permanent Torment above 8 or below 2, they will be reborn as either a full Demon or an Angel.

Torment: 4

Torment is a measure of how monstrous a demon is. Vile deeds and using the powers of their dark side increases Torment, and good deeds potentially lower Torment. It is infinitely easier to gain Torment than to lose it, though, and even a medium Torment score may render good deeds effectively futile as the demon's cynicism robs them of their meaning.

Torment has a permanent and a temporary rating. The temporary rating increases or falls through bad and good deeds, but doesn't affect the demon otherwise. As soon as the temporary rating reaches 10, however, it is converted into one point of permanent Torment. The permanent Torment score is used to determine whether Lore evocations spin out of control, or whether demons' Apocalyptic Forms appear angelic or monstrous.

Additionally, demons with high permanent Torment cannot enter holy ground and scare away animals through their presence, while low-Torment demons may approach even the fiercest predator without fear of attack.

If demon characters reach a permanent Torment of 10, they are consumed by their darker nature and become non-player characters. Earthbound are a different story, insofar that they have a Torment score of 10 by definition.