

Version 1.1

If you look at this world, it will seem familiar. People driving to their 9 to 5 jobs, kids going to school, everyone keeping up with the latest celebrity gossip and kicking back to watch sports in the evening. But close your eyes and stop looking.

Listen.

The world is a glorious Symphony, conducted by the universal consciousness that the angels call God. The angels are His instruments and singers, and together they were to lead the universe to its Destiny, the brightest future it could achieve for itself and its constituent parts. But some of the angels, led by Lucifer, refused to accept that they should be subordinate to humanity. They rebelled and Fell, disconnecting themselves from the greater Symphony. They became Demons, each its own private, selfish Symphony that screeches in protest against the true Symphony. They created Hell and began to plot for a second attack.

Since Micheal threw Lucifer from Heaven, the War has not been fought with armies. It is a cold war, where the angels and demons walk unknown among humanity, guiding them towards selflessness or selfishness. Those mortals who achieve their Destiny will go to Heaven, while those who meet their Fate, the darkest path their life could take, will instead fall to Hell. These souls provide Essence, both in life and death, to fuel the armies of the angelic and diabolical hosts. But more importantly, they weigh on the Symphony, dragging the entire thing up towards its own Destiny or down towards its Fate. These are the real stakes of the War, the future of the universe itself.

You will be living in this world for 10 years, trying to guide humanity towards your Superior's ideals or just trying to survive. Because you do not serve God or Lucifer directly. The Archangels and Demon Princes are the ones leading the War, and they all have very different ideas about how to win (or whether the War should be won at all.)

For the next decade you will be hiding on Earth, subtly working for good or evil without drawing down the attention of the other side to such an extent that they'll move to stop you. Or maybe you'd just like to roll into town and bust some demon heads. But sometimes, when you turn and look at the angels of Stone harming humanity because they believe that hardship breeds virtue and strength, then turn and see the demon of the Media who just wants people to watch more TV, and start to wonder if maybe a few of the people on the other side don't just have the right idea. Or at least, ideas not quite so wrong as some of your allies.

Take these **+1000 CP.** I don't care what you do with them, but if anyone from the Inquisition or the Game asks, you didn't get them from me.

Starting Locations
Roll 1d8 to decide where on Earth you were assigned (or perhaps born).

1. Paris- The city of lights is home to Notre Dame, a Tether to all of the Archangel and the earthly

headquarters for Heaven. A nice safe appointment for an ally of God, with lots of highly ranked angels constantly coming and going, it's a great place to play Heavenly politics. For others, this will put you deep into enemy territory, where the Hosts of Heaven are strongest.

2. Austin- This big city has a very strange Celestial culture. The angels and demons have come to an understanding. Everyone keeps to their own business and tries not to step on the toes of anyone else. And if that someone else is a demon? If they aren't interfering with your mission, they're none of your business. The most powerful spirits on both sides aren't just allies. Despite all odds, they're also all friends.
3. Los Angelos- The capital of Hell's media empire, this town is totally in the control of a very high ranking Balseraph Baron of the Media, who not only rules the local demons of all Princes, but the angels as well. Kevin is essentially a king here in the most demonically infested city to every stand. L.A. offers a great chance to influence the minds of all humanity, but that power is firmly in the grip of Nybbas, and other spirits will have a very hard time wresting it from his minions.
4. Washington D. C.- Few cities embody the Cold War aspect of the War as well as Washington. Everyone wants this city, and its huge and varied history means that everyone has at least a toehold here. But what nobody wants is for the humans to learn about the spirits in their midst. Warfare here comes in the form of lobbying groups and political clout, and no one will be happy with a firebrand who wants to pull out a flaming sword and start smiting the other side.
5. Nagasaki- This city, once ravaged by an atomic bomb, is like a holy site to demons of Fire and Technology, who come to glory in the deaths of countless mortals. They do not control the town exactly, so much as force a constant vigil from local angels and soldiers of God through their depredations
6. New Orleans- Saminga is a great power in this region, having a large following of necromancers among the population. The fights against zombis serve as a great distraction, and no one pays any mind to the rumors that the devil himself once lived here. What secrets could Lucifer have left behind here?
7. New Delhi- Angels and Demons are not the top dogs in town here. Certainly, a capital always warrants a certain amount of attention, but this is the home turf of the Hindu pantheon, the most successful of the pagan gods and the only ones rumored to be as strong as Archangels and Demon Princes. There are many Tethers leading into the Far Marches in the city's temples leading to the Hindu dream realms. Other Ethereals have an easier time here, but must also beware being too blatant in muscling in on the Hindu gods' worshipers.
8. Free Choice.

Backgrounds

Drop-In Free
The world isn't as clear cut as Heaven and Hell would like. Sometimes, beings fall through the cracks. Outcast angels, renegade demons, the Grigori, Free Lilim who have paid off all their debts to Lilith... You're alone in the mortal world, but you don't have a Superior breathing down your back. You lack memories or a real past in this world, but in your line of work no one will bat an eye at someone whose tight lipped about their past.

Divine [100CP]
The spirits of Heaven exist to guide humanity on the path to righteousness. The Archangels, working in the name of God, seek to guide humanity on the path to selflessness. Whether through Angels and Saints or purely mortal Soldiers of God, they attempt to shape the world to their ideals. Unfortunately, the Demon Princes (and a few rival Archangels with competing goals) have other ideals, and you'll

have to deal with their agents' interference.

If you take any Infernal discounted perks, then you must take the Under Suspicion drawback. Doing favors for a Demon Prince to get their power is unthinkable treason, and though the Inquisition doesn't have proof that you have this power yet, a tribunal is starting to worry about you.

Infernal [100CP]
Hell is Lucifer's attempt to corrupt the Symphony, drowning out God's music with a cacophony of a billion selfish tunes. The Demon Princes are his lieutenants, and as their servant you will be responsible for corrupting mortal society and tempting souls to Hell. Whether as a Demon or a mere mortal Hellsworn, you'll be responsible for spreading your boss's specific brand of selfishness, but watch out for Angels protecting their flocks... and rival Demon Princes who want your share of souls... and your coworkers who might want to get rid of a new rising diabolical star... actually, just watch your back in general.

If you take any Divine discounted perks, then you must take the Under Suspicion drawback. Doing something that would get an Archangel to give you their aid is unthinkable treason, and though Asmodeus's servitors don't have proof that you have this power yet, you've raised a few red flags.

Race

Human [Free]
The weakest inhabitants of the world, but the most important. You are what the spirits are fighting for, and have a better understanding of mortals than even the best Mercurian or Impudite. You actually belong in the Corporeal realm. It's your home, better start fighting for it.

Ethereal Spirit [Free, Drop-In only]
Not all spirits were made by God. Ethereals are a diverse lot, encompassing nightmares that escaped from the dreams that spawned them, elementals, creatures of myth, and even pop culture icons. Rarely seen in the corporeal world after Archangel Uriel's purity crusades in the 8th century, you'll likely be alone out in the world.

Angel [100, Drop-In or Divine only]
Angels are the spirits of Heaven. Created by the Archangels, you know your place and work together with your fellows to further God's cause on Earth.

Choose one of the nine choirs below. You receive a new celestial body (which becomes an alt form after the end of the jump.) This body is immaterial and invisible on the corporeal plane, but you can only maintain it for a few minutes. After that, you will be forced back to the plane that most aligns with your nature, or, if there are no other planes in your current Jump, forced into a different alt-form.

You will also receive Resonance, a power related to your Choir's heavenly duty, which is available even outside of this form, and a Dissonance condition, a prohibition that disrupts your connection to the Symphony and prevents you from using your Resonance for a few hours.

Divine Angels additionally gain one free purchase of both **Servitor of (Word)** and **Rites of (Word)** for the same Word, defining which Archangel they serve.

Seraph
Seraphim are the angels of truth. Physically, they are six eyed snakes with wings. They are the holiest of angels, and have difficulty dealing with human civilization.

Resonance: By concentrating, Seraphim can detect when someone in their presence is telling a lie. They will at least know whether the target thinks they have lied, but may also learn which statement they think was the largest lie, why they chose to lie or tell the truth, and what the truth actually is, though this last one will only work on someone who has some connection to the fact they are speaking about and about which they might plausibly have had some knowledge.

Dissonance: It is dissonant for a Seraph to knowingly tell a lie.

Cherub
Taking the form of winged animals, Cherubim are guardian angels. They exist to protect their wards, physically, emotionally, and spiritually, but can get a bit single minded.

Resonance: A Cherub can attune itself to an object or person they touch. They can then concentrate to determine their ward's condition. Sometimes they will learn more, such as its direction and distance, whether it is moving, or if it is in danger, even if just in someone's plans.

Dissonance: It is dissonant for a Cherub to allow one of their wards to be harmed.

Ofanite
Ofanim are messenger angels, sent to deliver the messages of the divine. They look like burning rings of fire, and are fidgety, constantly in motion and never wanting to stay in one place for long.

Resonance: Ofanim are faster and more agile than others, and their celestial body can move at speeds exceeding 200mph. They have instinctual knowledge of any area they travel to, allowing them to instantly find any location that is known by the general public, either a specific place (First National Bank) or by qualities (the closest chinese restaurant to their current location.)

Dissonance: Ofanim must always be doing something. It is dissonant for a Ofanite to choose to be at rest, but not for them to be captured.

Elohite
Elohim are the angels of balance and objectivity, meant to observe creation and offer advice to the other angels. They appear to be sexless humans with no hair and large eyes.

Resonance: By studying someone, an Elohim can sense their current emotion. They may learn up to two emotions and the reasons for them, as well as how the target would react to a two hypothetical situations in that moment.

Dissonance: Subjectivity is dissonant for Elohim. If an Elohite ever acts on a selfish emotional desire, it creates dissonance.

Malakite
The Malakim were not part of God's original plan. They are warrior angels, devoted to fighting the forces of evil, who spontaneously formed from members of other Choirs who were so outraged by

Lucifer's rebellion that they mutated into their current forms. Malakim appear as shadowy humanoids with black wings.

Resonance: A Malakim can get a feel for a person's morals. They can get glimpses of the best or worst thing that person has done over the past week, as judged by the subject themselves, but may also get the three best and worst deeds over the past year, the target's greatest virtue and vice, or the greatest heights or lowest depths they're capable of going to.

Dissonance: It is dissonant for a Malakite to shirk their duties or break an oath. Each Malakite is bound by the oaths “I will not allow evil to live if it is my choice” and “I will not allow myself to be captured by the forces of Hell” and must choose at least two more. Only formal oaths count, and Malakites are free to make as many false promises as they like.

Kyriotate

The most alien angels of all, Kyriotates appear as a floating collection of random body parts (mostly eyes and mouths) in a cloud of colored smoke. Any mortal who sees the Kryiotate's celestial form will be stunned for a few moments as their minds try to comprehend what they're looking at.

Resonance: A Kyriotate can posses mortals. They can posses two humans at once, or a handful of smaller animals, or a large animal like an Elephant. If not possessing their full capacity of hosts, they may manifest their Celestial form at the same time. The angel must overpower their host's will if they do not allow it into their body, and they are left in a dreamlike state during the possession, not remembering anything the angel did with their body.

Dissonance: It is dissonant for a Kyriotate to leave one of their possessed bodies in a worse state than when they found it.

Mercurian

The classical image of an angel, these winged and haloed humans are tasked with interacting with humanity in a more personal way. They adore mortals, and sometimes feel more at home among them than with other angels.

Resonance: A Mercurian can tell basic information about the people they encounter. This gets at least what they think the others currently around them think of them, but can also include how those people actually feel about him, general information (most commonly used name, culture of origin, job, hobbies, and social standing.), what relationships the person maintains and how important they are to him, or the person's background and how relationships have influenced them.

Dissonance: It is dissonant for a Mercurian to harm a mortal.

Menunim

A rare Choir totally in service to Blandine, the Menunim are the angels of hope. They appear as floating clouds of mist, and can form a human face from it if they wish.

Resonance: A Menunite can subtly inspire a person to take action to improve their lives. They may merely feel comforted, but may instead find the hope to take action

Dissonance: It is dissonant for a Menunite to try to convince a mortal to do something. They can only

offer encouragement and use their Resonance to grant others the hope to make their own decisions. It is also dissonant to fail when trying to invoke their Resonance twice on the same target on the same day.

Bright Lilim
The rarest kind of angel, too few to even be a real Choir, are those Lilim who have joined Heaven. The Bright Lillim are angels of giving, and appear as humans with wings made of light.

Resonance: The Bright Lilim share the same resonance as their demonic sisters. They can look into someone's eyes to see their needs. By fulfilling that need, you can geas them into doing a favor for you. The greater the need, the greater the favor your can extract. However, if they have very strong willpower they can simply ignore your geas.

Dissonance: It is dissonant for a Bright Lilim to have someone refuse to fulfill a geas they have placed.

Grigori (Drop-In only)
The Grigori were a Choir created after the Fall, once tasked with watching humanity to root out demonic influence. However, they mixed too closely with their charges and bred monstrous Nephilim, killing their own children to hide their crimes from Heaven. For this, the entire Choir was made Outcast and few have survived to the current days. Grigori appear to be tall humans surrounded by a faint aura of light. The Grigori are capable of interbreeding with mortals. You may choose for any child you sire or bear to be partially angelic, stronger than other mortals and able to learn Songs.

Resonance: Grigori are very attuned to the Symphony, and can easily detect and supernatural occurrences within radius of a dozen or so miles.

Dissonance: It is dissonant for a Grigori to sense a supernatural disturbance of unknown origin and do nothing about it. At least, they must send someone else to check it out.

Demon [100, Drop-In or Infernal only]
Choose one of the eight bands below. You receive a new celestial body (which becomes an alt form after the end of the jump.) This body is immaterial and invisible on the corporeal plane, but you can only maintain it for a few minutes. After that, you will be forced back to the plane that most aligns with your nature, or, if there are no other planes in your current Jump, forced into a different alt-form.

You will also receive a Resonance, a supernatural ability available even in other forms. It generates Dissonance, the lurching feeling that perhaps your personal Symphony is wrong, when a demon tries to use their Resonance and fails. This prevents them from using their Resonance again for a few hours.

Infernal Demons additionally gain one free purchase of both **Servitor of (Word)** and **Rites of (Word)** for the same Word, defining which Demon Prince they serve. Lilim may choose to instead get Rites of Freedom and a 50CP refund to represent a Free Lilim. You owe Lilith no favors, and are one of the rare Truely Free Lilim.

Balseraph
Demons of lies, Balseraphs appear as many eyed serpents with wings, like their Angelic counterparts, though their wings are membranous instead of feathered.

Resonance: Balseraphs are suburb liars. People are much more likely to believe a Balseraph's lies than

normal. This is not just skill at lying. The demon inflicts its own internal Symphony, in which its words are correct, onto others. This is less effective against supernatural beings, and cannot be used to to lie about something completely obvious (like the color of the sun.) However, no supernatural means can detect that the Balseraph is lying, as from its mystical frame of reference it is always telling the truth.

Dissonance: It is dissonant for a Balseraph to try and fail to use their Resonance.

Djinn

Fallen Cherubs, Djinn are the hounds of hell, tracking down its enemies and guarding its treasures. Djinn take hellish beasts as their Celestial forms.

Resonance: A Djinn can attune itself to an object or person they touch. They can then concentrate to determine their obsession's location and condition. They can attune themselves to a handful of such subjects at once.

Dissonance: Djinn do not generate dissonance from failing to attune themselves. Rather, they become dissonant if they harm something they are attuned to... unless they are carrying out something their target asked them to do.

Calabite

The Calabim are demons of entropy, destroying the world around them to vent their rage. Calabim are hot headed, and take the form of classic demons with red skin and bat wings.

Resonance: Calabim can invoke a field of entropy to break down ordered structures around them. The target must be a physical object within reach. While in Celestial form, a Calabite can also effect spiritual beings.

Dissonance: Instead of taking Dissonance as normal from trying and failing to use their Resonance, a Calabim can choose to lash out at a different target, destroying some random object nearby.

Habbalite

Habbalah are not demons. They are angels, sent by the Lord to tempt the weak and punish sinners. And where better to find sinners than hell? The other angels only call the Elohim of punishment "fallen" because they lack perspective, and the demons only laugh and call the Habbalah deluded because they're faithless dogs. In case it wasn't clear, Habbalah are all very, very crazy. Habbalah look human, but covered in tattoos, scars, and piercings that display their true natures.

Resonance: By concentrating, a Habbalite can force someone to feel an emotion of their choice.

Dissonance: It is dissonant for a Habbalite to try and fail to use their Resonance.

Lilim

Lilim are not technically demons, but rather unique Celestial spirits created by the perfect human woman created for the Eden experiment, Lilith. Lilim look like green skinned humans with horns in their true forms.

Resonance: Lilim can look into someone's eyes to see their needs. By fulfilling that need, you can geas them into doing a favor for you. The greater the need, the greater the favor your can extract. However,

if they have strong willpower they can simply ignore your geas.

Dissonance: It is dissonant for a Lilim to try and fail to use their Resonance.

Shedite

Corruptors of men, the Shedim are the most outright evil demons of all. They appear as eldritch monstrosities of eyes, wings, limbs, and other organs. A mortal who sees a Shedite's Celestial form will be stunned in horror by the incomprehensible thing before them for a few moments.

Resonance: A Shedite can posses a mortal if they can overcome their will. The mortal can then be controlled, totally unaware that their decisions are not their own. Eventually, the host may resist the demon's suggestions and force them from their body, but the Shedite can always try to possess them again in a day or so.

Dissonance: Instead of failing to possess someone, Shedim receive dissonance for failing to corrupt them. It is dissonant for a Shedite to spend a day in a body without getting that person to perform an act which is more selfishly evil than they ever have before, even if only by a little.

Impudite

Impudites are the demons who most love humanity. They vastly prefer the teeming, delicious herds of Earth, where they can drown among the warmth of humanity, to the dreary world of Hell. Impudites appear as humans with horns, bat wings, and a dark halo.

Resonance: Impudites can charm someone, making them believe the demon is a dear friend for a few minutes. By making physical contact during this time, the demon can try to steal some of the person's Essence.

Dissonance: Rather than failing to charm someone, Impudites receive dissonance when they kill a mortal.

Pechudite

Pechudim are only a minor Band of fear demons in the service of Beleth. They appear as fat, diseased humans.

Resonance: Pechudim can uncover someone's insecurities and draw them out, making that person subconsciously believe everyone is trying to exploit that fear. The effect lasts for a few weeks, keeping the victim on edge and sapping their will the whole time.

Dissonance: Rather than failing to inspire fear, Pechudim get dissonance from trying to use their Resonance on anyone who has resisted it three times before. They also generate dissonance for having a non-predatory relationship with a mortal.

Skulkers (Drop-In only)

Urban legends even to demons, Skulkers are fallen Grigori. No one has ever had a confirmed sighting of a Skulker and they are all Renegades from Hell. They appear the same as Grigori, making these demons who have turned their backs on the Symphony all the more difficult to find.

Resonance: A Skulker's paranormal abilities never register to supernatural senses. Someone may

personally see you cast a spell, but they will never be able to catch you with a city-wide magical sensor.

Dissonance: It is dissonant for someone to figure out that you are a supernatural being.

Perks

Symphonic Awareness [Free or 100]- The universe is a Symphony, and Celestial action disrupts the music God has written. Whenever an otherwordly supernatural being makes a significant change, usually activating a supernatural ability or killing a mortal, the music of creation resounds with a sour note. This disruption can be heard for several hundred feet around the source of the disturbance and echoes remain for a few minutes. You may hear generally what kind of event prompted the sound and can track down the epicenter where the disturbance happened. Multiple events' sounds will combine. A battle between celestials can leave a whole town ringing for weeks. You must pay 100 CP to keep this in future jumps and can choose to turn it off if you're tired of hearing the cacophony.

Divine/Infernal Intervention [200 CP, discounted Divine/Infernal]- Someone up (or down) there is looking out for you. It won't be often, and not necessarily when you'd expect it, but God or the devil will send miracles to you. The effect scales to what you're doing at the moment. Normally this will look like simple good luck or a coincidence or at most a subtle manifestation like a halo of light around a clue you missed or a faint whiff of brimstone leading you in a particular direction. But when the stakes are high you could be healed or empowered or receive a minor but obvious miracle like water turning into wine or a rain of blood. And if the fate of the world hangs in the balance, seas may part or pillars of fire may descend from the sky. You must choose whether you want Divine or Infernal Intervention when buying this perk.

One small caveat, the intervention isn't benefiting you, per se. It' benefiting the cause of good or evil. Of course, a loyal soldier like you would never be aiding the other side, so you'll always be getting the boss's help, right?

Corporeal Enhancement [300 CP]- You are substantially stronger, tougher, and more agile than others, a bit beyond the greatest of humans. This isn't actually an improvement to your body but to the corporeal component of your part of the Symphony. Thus, even if you are possessing someone's body or upload your mind to a computer chip and put it in a robot, your physical shell will always be that much stronger.

Ethereal Enhancement [300 CP]- Your mind is superhuman, though not by that wide a margin. You are much more intelligent than the mere mortals surrounding you on Earth and sights that would shatter their minds and sanity will merely dent your great mental armor.

Celestial Enhancement [300 CP]- Your very soul blazes with the power of existence. Besides being much more resistant against assaults on your soul, your strong sense of self gives you inhuman willpower. Your close attachment to the Symphony also gives you preternaturally keen senses.

Mere Mortal [Free, Human Exclusive]- You are only a human, but you are also a natural part of the Symphony. You will find that greater beings tend to ignore and underestimate you, and you have a great natural aptitude for spoiling their plots through your exercise of free will.

Banishment [200 CP, discount Human]- You know the rituals to banish ghosts, ethereal spirits, and demons back to their home planes. Knowing your target's true name will make the process easier.

Command Rituals [200 CP, discount Human]- You learn a a variety of sorcery rituals to offer suggestions to humans, aid yourself in battles of will against spirits, or awe a demonic creature by invoking the names and authority of greater infernal powers.

Exorcism [200 CP, discount Human]- You know spells to exorcise a possessing spirit or destroy undead creatures.

Focus Rituals [200 CP, discount Human]- You are a student of how Essence flows through the world. You can erect barriers that prevent spirits from crossing them, store Essence in objects for later use, trap spirits into containers, and can steal Essence from the living or generate more by sacrificing a living thing.

Necromancy [200 CP, discount Human]- A necromancer can raise corpses as obedient Zombis, but the real goal of the art is the creation of a mummy, an intelligent undead human. The subject of this ritual must know that becoming a mummy will destroy their soul, denying them an afterlife, and accept the ritual. Failure during the creation sometimes creates a vampire instead.

Summoning [200 CP, discount Human]- You know how to summon spirits and ghosts, either of a general class or by a specific name if you know one, to your location. Once there, you may choose to enter a contest of wills with the being, and the one who loses will become the servant of the victor. They will eventually recover their will, becoming less and less obedient until they are strong enough to force another contest in order to try to break free of the control.

Image [100 CP, free Ethereal Spirit]- Ethereals are born from human dreams, and take their identities from the ideas humanity crafted them from. Choose a being that could appear in a dream. You will always be a bit better at everything you do while acting in accordance with the restrictions of this Image. If your Image is a knight, you would be better while going on quests, engaging in chivalrous combat, or pursuing courtly romance. If you are the three headed goat-man in a suit who gave Billy Thompson a calculus quiz he wasn't prepared for, you will be empowered while testing others, acting as a teacher, or being a bizarre and unsettling intruder in what would otherwise be a mundane situation. If you are an Ethereal Spirit, your Image will dictate what your spirit form looks like.

Affinities[300 CP each, discounted Ethereal Spirit]
Ethereal spirits have Affinities for certain elements of mortal dreams from which they sprang. It costs Essence to use these powers unless stated otherwise. Affinities tend to be slightly weaker than Songs, but they also allow you to recharge your Essence a bit faster when surrounded by appropriate substances, objects, or beings.

Affinity for Air- You may create air or fly for a few minutes. You may also spend a great deal of Essence to create a Vessel made of entirely of Air.

Affinity for Animals- You may grant yourself communication with animals, make an animal temporarily tame and obedient, call a couple of the nearest animals of a specified species to you, or bless an animal with fecundity (or curse it with bareness.)

Affinity for Books- Your connection to books will allow you to read a book regardless of the language it is in or alter the contents of a page of text. More impressively, they may transform any book into any other book which has ever been written for as long as they are reading it. They must specify this book

by title and supernatural powers of the other book will not be copied.

Affinity for Cold- As a spirit of cold, you are permanently immune to harm from low temperatures. By spending Essence, you may share this immunity with another for a few hours, create ice, or lower the temperature to freezing.

Affinity for Deception- All attempts to deceive someone, whether by telling a lie, wearing a disguise, or just hiding some sight, are supernaturally potent. Even the most obvious of your lies have a chance to succeed, such as disguising yourself with an obviously fake disguise.

Affinity for Destruction- You may harm anything within sight, age an object by a few years, or temporarily make a living thing weaker.

Affinity for Divination- As a prophetic spirit, you may concentrate to hear or see a snatch of information that you would find relevant, from the past, present, or future. You may also spy on any location you have ever been to before.

Affinity for Drowning/Suffocation- You may make a mortal drown or suffocate at will (or merely give them the sensation of drowning/suffocation). Whenever you kill someone through drowning or suffocation, it always appears to be natural, even to superhuman senses.

Affinity for Emotion- Choose a single emotion. You can sense people experiencing that emotion on sight and can force someone to feel that emotion for a whole day.

Affinity for Entrancement- You are a hypnotic spirit, able to force someone to become utterly fascinated with something, ignoring anything else.

Affinity for Fertility- You may bless animals or plants with fecundity or bareness. Additionally, you can help any two beings breed successfully, even if they are biologically incompatible.

Affinity for Filth- As a spirit of filth, you are immune to nausea, poison, disease, and can survive in any kind of pollution. You may also spread foul smells, grime, and rot around you.

Affinity for Fire- You can start fires at will, or just increase the temperature nearby. You can also render yourself immune to fire for a few hours, or someone else immune for a few minutes.

Affinity for Glamour- You are a very charming spirit. You can increase your charisma, prevent yourself from making a bad impression on someone, or outright overwhelm their mind to charm themselves

Affinity for Hunger- The big bad wolf hungers, and so do you. You always know when someone is hungry and you can eat another spirit whole, gaining their Essence for your own.

Affinity for Light- Light spirits can blaze like the sun, blinding any who look at them temporarily. They can also shield themselves from other lights, whether being blinded by a flash grenade or being shot with a laser. Finally, you are always a bit more powerful while in bright light... but a bit worse than normal while in darkness.

Affinity for Lightning- As a Lightning spirit, you can generate electricity with a touch or throw

lightning bolts. You may also make yourself immune to electricity for a few hours, or someone else immune for a few minutes.

Affinity for Luck- Spirits of luck are of course incredibly lucky themselves, and can grant someone else a turn of good or bad luck... though sometimes they'll suffer bad luck themselves when they meddle with fate like this.

Affinity for Minerals- You may make yourself as heavy and/or hard as stone or metal. You can also create Vessels (see the Items section) made of minerals.

Affinity for Motherhood- Mother spirits may designate someone as their “child”. They will fight harder to protect their “child” from danger and always know where they are. In return, the “child” will regard the spirit as a maternal figure.

Affinity for Obscurement- You may make someone or something invisible for a few minutes, or just make yourself fade into the background and become harder to notice.

Affinity for Plants- Plant spirits can bless an area, greatly increasing plant growth for months or decreasing it for the same amount of time. They may also possess plants, though not move in them, or move unhindered by any kind of vegetation. Finally, merely by seeing a plant, you will know all of its properties and all ways it can be used (though knowing that a plant can cure cancer won't actually tell you how to make medicine out of it, only that it is possible.)

Affinity for Puissance- Dreams of great heroes and villains are capable of supernatural feats of martial prowess. Choose a single category of weapons (such as melee, ranged, unarmed, or some theme like “ninja weapons”.) You are more skilled in that category and can spend some Essence to greatly increase the amount of damage done with an attack using such a weapon.

Affinity for Speed- Perhaps you are Sleipner, or more likely in the modern age, Sonic the Hedgehog. Regardless, you always attack first in combat and can spend Essence to increase your speed.

Affinity for Terrain- Choose a single type of terrain. You can always survive in this environment and have a knack for that kind of location, always having a sixth sense for the area and being able to move unhindered by its dangers.

Affinity for Water- Undersea spirits can of course breathe water, and they can create Vessels (see the Items section) out of water. They also have the ability to sense the nearest source of water, allow others to breathe water, walk on water or swim faster, and create or purify water.

Affinity for Wealth- As a spirit of wealth, you can judge how much an item is worth or how much money someone has. They can bless someone so that they will find it easier to earn money. For a great deal of Essence, you also have an ability (such as turning objects to gold, creating gems, or winning the lottery) that could easily give you a half a million dollars.

Affinity for Weather- Weather spirits can predict or change the weather. They may also make themselves immune to damage from any weather (though not the effects of weather, such as a flood.)

God[300, Ethereal Spirit only]- You are not a mere dream. You are a god, with a small collection of human worshipers. In future jumps, you'll find a similar small cult springing up around you unless you

maintain secrecy about being more than human. Further, you can create Worship Rites. These Rites are specific formal devotions to you which must match your Image in some way (such as worshipers of a sea god holding group prayers in a consecrated pool of water or the congregation of the three headed goat teacher god having a priest quiz them about their religion's tenets.) When worshipers perform these Rites, they send you their Essence, speeding up your Essence regeneration. The more worshipers you have and the more often they pray, the greater this affect is.

Wordbound[600, discount Angel or Demon, prohibited for Ethereal Spirit]- If an Angel or Demon really wants to climb the career ladder they need to become the Angel or Demon OF something. They must pick a word from the Symphony that is not already claimed by a Superior on your side. You become the Angel or Demon of that word. You have a general sense of whether your Word is serving Heaven or Hell. More impressively, you develop an Attunement based on your word. Create an ability based on your Word of the same rough power level of 300CP Perks in the words section. You gain this ability as well as the Rites of (Word) Perk for your word. You may freely teach them both to other celestials.

You may choose a Word which is not currently in the Symphony that you have encountered in one of your previous jumps. God or Lucifer has decided to add this concept to the universe and singled you out as the one to do it, though it's up to you and your out of context powers to actually spread the Word to humanity. The Angel of Gundams or the Demon of Werewolves will probably work out fine, but the Demon of Shards (from Worm) is going to be completely incompetent at their job.

Humans may gain this, but so far Lilith is the only Wordbound human. If you are Infernal, you may choose to be another experiment by Lucifer. Otherwise, you just spontaneously manifested a connection to a Word one day. No one can explain it, and if anyone finds out you will have the undivided attention of both Heaven and Hell.

Words

Certain Words resonate strongly in the Symphony, guided by the efforts of an Archangel or Demon Prince. Each Word has the same structure of Perks. Angels and Demons will receive a discount on the Perks for the Word they choose for their free Servitor of (Word) choice, which also determines which Superior they work for.

Servitor of (Word) [100 CP, one discount Divine or Infernal Human, one free for Divine Angels and Infernal Demons]
Each agent of Heaven or Hell answers to one of the Superiors, the Archangels and Demon Princes who direct the War. The least of the gifts these beings give their minions, their Servitors, are Attunements to the Superior's Word. These relatively minor supernatural abilities help define the Servitor's place in their master's plans.

When you take this Perk, choose one of the Choirs/Bands under the chosen Word and gain that attunement. You may purchase this perk again to pick up a different attunement, either from your Word or from another Word. If you are an Angel or a Demon, then the free purchase you get must be for your Choir/Band if it is available in the Word you picked.

Rules for each Word's Choir/Band Attunements are found under that Word's description.

Rites of (Word) [100 CP, one discount Divine or Infernal Human, one free for Divine Angels or Infernal Demons]- Rites are rituals that will bolster your connection to a Word, allowing you to draw

its Essence from the Symphony. You gain a collection of Rites related to a Word. This will allow you to slowly regain Essence over an otherwise useless activity (like gardening for Flowers or overeating for Gluttony) or give you a burst of it after a single impressive feat (like catching a wanted fugitive for Judgment or killing ten humans for Death).

Distinctions [200 CP, discount for Divine or Infernal with appropriate Servitor Perk]- Don't want to be the low devil on the totem pole? With this, you've been granted a high honor by one of the Superiors. If you have the first distinction (Vassal for angels or Knight for demons), you're in charge of a few other spirits on Earth. With the second (Friend for angels or Captain for demons), you will have a few Vassals/Knights under your command and several dozen more servants back in Heaven or Hell. By earning your third discontinuation and becoming a Master or a Baron, you're a major regional power on Earth's battle lines and are solid middle management back home.

You may buy Distinctions multiple times. Each purchase will give you the next highest distinction for a word or make you a Vassal/Knight of a new word. This represents great service to another Superior. For demons, that means you're either prepared for a either meteoric rise for your wide support or catastrophic fall for your boss questioning your loyalty.

Rules for individual Distinctions are listed under their Word.

Attunements
The other Perks listed under a word are that Word's Attunements. These are supernatural powers granted by a Superior. Most non-permanent Attunements will cost a bit of Essence to invoke.

Heavenly Words
These are the Words for the Servitors of the Archangels. These perks are discounted if you have the Divine background.

Animals

Servitor of Animals [100 CP, discount Divine]- Jordi, Archangel of Animals, exists to shepard the non-human inhabitants of the corporeal world. In fact, he seems to prefer them to humanity, and still regrets that he didn't wipe out the species when the Earth was young.

Servitors of Animals may speak to a certain kind of animal. They also get a free Vessel (see the Items section) for an animal of that type.

Seraphim of Animals can talk to amphibians and marine life.
Cherbim of Animals can talk to cats.
Ofanim of Animals can speak to birds.
Elohim of Animals can speak to reptiles.
Malakim of Animals can speak to dogs, wolves, and any other animal that lives in packs.
Kryiotates of Animals can speak to insects and instead of getting a Vessel can posses several times as many hosts at once as long as they only possess animals. They may also possess a swarm of insects this way, able to possess dozens of such swarms at once.
Mercurians of Animals can speak with apes.
Bright Lilim of Animals can speak to any animal for the purpose of requesting a service from them, but only after fulfilling one of the animal's needs.

Distinctions of Animals[200 CP, discount Divine]-
Vassal of Animals- You always know what any animal you see is about to do and how best to care for them.
Friend of Beasts- No animal will ever attack you, not even if magically compelled.
Master of the Creature Within- You always know the health of the current ecosystem and how best to repair or protect it.

Animal Magnetism [300 CP, discount Divine Servitor of Animals]- You may charm and control a mundane animal within eyesight.

Call of the Wild [300 CP, discount Divine Servitor of Animals]- You may summon a pack of nearby animals to your location. They will not harm you.

Children

Servitor of Children[100 CP, discount Divine]- Chrisopher is a new and weak Archangel, who hopes to get humans on the side of selflessness early in their lives and protect their innocent world view into adulthood.
Seraphin of Children are wonderful teachers and do not need to concentrate to detect a child's lies
Cheubim of Children require the Songs of Form perk to use their attunnement. With it, they may use these Songs for free when near a child to whom they are attunned.
Ofanim of Children become even quicker when around children.
Elohim of Children can study a child to learn their innermost desire. If they fulfil it, they get a rush of Essence.
Malakim of Children do not need to concentrate on a child to see their virtuos and sinful behavior.
Kyriotates of Children have a much easier time overpowering the will of anyone, human or animal, who loves a child.
Mercurians of Children learn what kind of problems a child faces when they study them.

Distinctions of Children[200 CP, discount Divine]-
Vassal of Kids- Any child of less than 11 years old (or equivalent for other intelligent species) will completely trust you.
Friend of Infants- You may speak to babies, learning anything they could know even if their brains normally wouldn't allow them to remember or understand it.
Master of Clowns - Children instinctively love and adore you. You could easily be the next Mister Rogers.

Luck [300 CP, discount Divine Servitor of Children]- You're permanently luckier than a normal angel.

Memories of Youth [300 CP, discount Divine Servitor of Children]- You may lift the spirits of someone who is angry or sad.

Creation

Servitor of Creation[100 CP, discount Divine]- Eli is an ancient Archangel, but he has abandoned Heaven. He now wonders the world in mortal form and has transferred all his angels to other parts of Heaven. He generally approves of art and love, an ethos shared by the angels he made over the years, but he has left his servitors to decide their own paths.
Seraphim of Creation, by concentrating on someone and thinking of a skill, can detect how proficient that person is with that skill.
Cherubim of Creation can tell how old any object they hold is, the species of its creator, and where its creator currently is.
Ofanim of Creation can, once per day, adjust the age of something or someone they touch by a few years. They also gain a slow regeneration, allowing them to heal fully over a few days.
Elohim of Creation learn a months long process to create magic items which replicate the effects of Songs they know.
Malakim of Creation can wield any object they lift as a deadly weapon.
Kryiotates of Creation require the Songs of Form perk to use their attunement. They can perform these songs for no Essence cost while in a host body.
Mercurians of Creation can create magical talismans that enhance mundane skills. The angel must know the skill in question, and the process of creation takes several months.
Bright Lilim of Creation can sense what would best inspire someone to make a masterpiece.

Abracadabra [300 CP, discount Divine Servitor of Creation]- You may create material from nothing. This could be a cubic yard of water or as little as a tenth of an ounce of a rare substance like gold or plutonium. You must have encountered the substance you are trying to make before. Only non-organic material can be made this way.

Grace of God [300 CP, discount Divine Servitor of Creation]- By giving subtle inspiration to someone creating a work of art, you can boost their talents for that one creation, allowing people to create true masterpieces.

Midwife [300 CP, discount Divine Servitor of Creation]- This ritual allows you and at least one other angel to permanently diminish yourselves, donating parts of your very beings to create a child. This child will be a reliever, a minor heavenly spirit that over the centuries may become a real angel.

Transubstantiation [300 CP, discount Divine Servitor of Creation]- You may convert a quart of a common liquid or a cubic foot of common liquid into a common organic substance such as blood or wine for liquid or fish bodies for solids.

Uncommon Sense [300 CP, discount Divine Servitor of Creation or Lightning]- For a great deal of Essence, you can have a helpful flash of insight that will help you with your current goals.

Destiny

Servitor of Destiny[100 CP, discount Divine]- Yves is not technically an Archangel. He is a unique being, the first thing ever created by God. Yves has an innate connection to Destiny, the brightest future towards which Heaven is trying to pull the world. His mission is to inspire humans to achieve their destinies, thereby earning themselves a place in Heaven.
Seraphim of Destiny know the true name of every person they touch or object they see, in every mortal language they know. Their touch also dispels any illusion.
Cherubim of Destiny know if (and when) a person they attune to will die within the next year of natural causes.
Ofanim of Destiny are superhumanly intelligent.
Elohim of Destiny can touch someone, think of a hypothetical situation, and determine how they would react to it.
Malakim of Destiny have enhanced senses for the supernatural. Whenever they detect a supernatural effect, they can tell generally what kind of being performed it (angel, demon, spirit, mortal, etc.)
Kryiotates of Destiny can use any skill their hosts know as long as they are in their body.
Mercurians of Destiny can, with a touch, determine a person's fortunes (love life, career, etc) over the next year or so.
Bright Lilim of Destiny can tell whether fulfilling a person's need would bring them closer to their destiny, their fate, or neither.

Distinctions of Destiny[200 CP, discount Divine]-
Vassal of Destiny- You instantly memorize any printed information you see and will never forget it.
Friend of the Sages- You have the equivalent of a bachelor's degree in every subject.
Master of Divine Knowledge- Choose a Choir of Angels. You gain their Resonance.

Divine Destiny [300 CP, discount Divine Servitor of Destiny]- You can look at a mortal's face and see the greatest good and the darkest evil they are capable of.

Divine Logic [300 CP, discount Divine Servitor of Destiny]- From now on, you can apply logic and reason to cut through emotion and ignorance. You may apply your intelligence instead of your charisma to convince someone of something you yourself believe. However, you'll require at least a few minutes talking to them to explain the logic behind your reasoning.

Forgetful Words [300 CP, discount Divine Servitor of Destiny]- You can make someone entirely forget ever meeting you, though each time they see you again the memories may come rushing back.

Library Card [300 CP, discount Divine Servitor of Destiny]- Security no longer keeps you from knowledge. While trying to access information, and having no other motive, no intentional security will bar your path. As long as you genuinely intent only to look at their records, you can walk right into CIA headquarters and the security guards will wave you right on through.

Past Lives [300 CP, discount Divine Servitor of Destiny]- By touching someone, you can see key moments from their past lives, if they have any.

Synchronicity [300 CP, discount Divine Servitor of Destiny]- God knows where angels are needed more than they themselves. By surrendering yourself to Destiny, you will be teleported to wherever you are most needed by the cause of goodness, wherever that may be. You have no idea why you are needed

there or what you are supposed to do.

The Akashic Record [300 CP, discount Divine Servitor of Destiny]- God's omniscience is now open to you. You may spend a minute in prayer and expend a great deal of Essence to receive a three word answer to any one question about the past or present.

Dreams

Servitor of Dreams[100 CP, discount Divine]- Blandine does not live in Heaven. Rather, her tower is in the Ethereal Marches where human minds go to dream. Her angels guide humanity from within their dreams and protect them from the evil influence of the demons of Nightmares.
Seraphim of Dreams can always recognize if someone is influencing or intruding in a person's dreams and find their senses sharpened in any kind of dream world.
Cherubim of Dreams can automatically enter their ward's dreams while they sleep.
Ofanim of Dreams require the Dream Walking perk to use this attunement. They increase the amount of time you can stay in a dream to about half an hour.
Elohim of Dreams can automatically sense emotions while in a dream world.
Malakim of Dreams are supernaturally stealthy while in dream realms.
Kryiotates of Dreams can have several different dreams at once, including using any dream invading powers on multiple people at once.
Mercurians of Dreams can, if they are in a person's dreams, move to the dreams of another person who is emotionally close to them.
Menunim of Dreams can inspire someone towards the best possible course of action to resolve their current troubles, even giving them a boost to charisma while pursuing it, but only while inside that person's dreams.
Bright Lilim of Dreams can always detect someone's needs while in a dream world.

Distinctions of Dreams[200 CP, discount Divine]-
Vassal of Dreams- While near their body, you can enter a sleeping mortal's dreams, giving them pleasant dreams and transporting you into any dream world that exists until they wake up.
Friend of Sleepers- You may detect when someone you meet has had their dreams supernaturally tampered with in the past day.
Master of the Realms of Night- You are more effective at everything while inside of a dream world.

Dream Walking [300 CP, discount Divine Servitor of Dreams]- You may enter the dreams of anyone who you have met for a few minutes.

Healing Dreams [300 CP, discount Divine Servitor of Dreams]- With an hour alone with a sleeping target and a huge amount of Essence, you may edit their memories of a single occurrence.

Faith

Servitor of Faith[100 CP, discount Divine]- Khalid was until recently nearly an Outcast, falling farther and farther from his Elohite objectivity as he espoused Islam over other divine religions. He has repaired his relations with Heaven over the past several years but is still slightly isolated for with Zadkiel as the only other Muslim Archangel.
Seraphim of Faith are quick witted and wise.
Cheurbim of Faith have sharp senses and know what all their wards most strongly believe in.
Ofanim of Faith are even more agile than normal and can see if a mortal is in true love by looking into their eyes. They also have a slow regeneration, allowing them to fully heal over several days.
Elohim of Faith can detect what someone beleives in as well as what they're feeling.
Malakim of Faith are stronger than normal and can tell at a glance if someone has caused others pain through their faithlessness.
Kryiotates of Faith have stronger willpower and can inspire mortals to have true faith in a given subject for a few minutes.
Mercurians of Faith are more intelligent than normal and regain a bit of Essence whenever their non-supernatural actions are attributed to divine intervention.
Bright Lilim of Faith can tell what it would take for someone to gain faith in God, themselves, or you.

Distinctions of Faith[200 CP, discount Divine]-
Vassal of Faith- You may detect on sight whether someone is a faithless mortal (someone who believes in nothing greater than themselves) or a non-angelic spirit. You have no idea which of these two categories someone falls under.
Friend of the Faithful- Those who believe in something greater than themselves will like you better.
Master of the Word of God- The Friend of Faith effect is boosted, making the faithful even easier to minister to.

Fast [300 CP, discount Divine Servitor of Faith]- As long as you do not eat, drink, use drugs, or have sex, you will not need food, water, or sleep and can survive in extreme heat or cold. If you break your fast, it will restart in a lunar month.

Jihad [300 CP, discount Divine Servitor of Faith]- Choose a target, whether an individual, movement, or organization, to declare a holy war against. All actions taken against this target will be more successful and all attacks against them will do a bit more damage. If you eliminate your enemy or abandon your Jihad, you can declare a new one in ten years.

Rituals of Faith [300 CP, discount Divine Servitor of Faith]- This attunement works like Rites of (Word), except you regain Essence for performing the rituals of an established religion that worships an omnipotent God.

That Which Moves Mountains [300 CP, discount Divine Servitor of Faith]- All of your actions are improved by faith, giving you a boost while in the presence of a mortal who believes God is aiding your efforts.

Wrath of God [300 CP, discount Divine Servitor of Faith]- For a good chunk of Essence, you may greatly increase the damage of your next attack against a mortal who does not believe in anything greater than themselves or against a non-angelic spirit.

Fire(Heavenly)

Servitor of Fire(Heavenly)[100 CP, discount Divine]- Gabriel, archangel of Fire, has retreated from Heaven, living in a volcano on the border between Heaven and the Dream Marches since Dominic accused her of adding verses to the Quran when dictating it to Muhammad. The angels of Fire are now reclusive, their mistress being driven mad by isolation and having to share her Word with a Demon Prince.
Seraphim of Fire can tell at a glance if someone knowingly profits off the suffering of others or is lying to themselves about their own evil deeds.
Cherubim of Fire can tell at a glance if someone has betrayed someone who trusted them within the last year.
Ofanim of Fire can tell at a glance whether someone is on the run from justice. They are also immune to heat, radiation, and electricity.
Elohim of Fire can tell at a glance whether someone enjoys inflicting emotional or psychological pain on others.
Malakim of Fire can surround their hands in green fire.
Kryiotates of Fire can tell at a glance if someone enjoys inflicting physical pain on others.
Mercurians of Fire can tell at a glance if a person enjoys being cruel to themselves.
Bright Lilim of Fire can tell at a glance which punishment would best cause someone to repent their crimes.

Distinctions of Fire(Heavenly)[200 CP, discount Divine]-
Vassal of Fire- You can slowly spread or shrink a fire.
Friend of the Divine Spark- You can fan the flames of a human's passion for an object or idea, causing them to obsesses over it for at least an hour over the next couple of weeks.
Master of the Light- You may surround yourself with a sphere of illusionary fire that will confuse and distract enemies inside it.

Dance of the Atoms [300 CP, discount Divine Servitor of Fire(Heavenly)]- You can raise or lower the temperature around you at will.

Eyes of Fire [300 CP, discount Divine Servitor of Fire(Heavenly)]- You may concentrate to see any cruel person you are hunting to punish. This also gives you a sense of which direction they are relaative to you.

Smite [300 CP, discount Divine Servitor of Fire(Heavenly)]- You can throw divine fire which ignores all armor.

The Last Spark [300 CP, discount Divine Servitor of Fire(Heavenly)]- You may give those who have given up new hope, making them feel a surge of energy and inspiration for an hour.

The True Shape of Flame [300 CP, discount Divine Servitor of Fire(Heavenly)]- You may control fire's shape, with enough precision to even form letters, but cannot make it larger or smaller.

Flowers

Servitor of Flowers[100 CP, discount Divine]- More than just plants, Novalis stands for steady, nurturing, and peaceful aspects of her Word, being the most outspoken of the Archangels who advocate for peace over war.
Seraphim of Flowers radiate an aura of peace, preventing anyone from taking violent action unless they have strong willpower.
Cherubim of Flowers can heal others with a touch by transferring the damage to themselves.
Ofanim of Flowers can, once per day, teleport from any plant he touches to any plant he can see or that is within a few miles.
Elohim of Flowers can tell what emotions were felt around a plant they touch over the past week.
Malakim of Flowers can force nearby plants to entangle their enemies or part way to allow the angel free passage.
Kryiotates of Flowers can possess plants, granting them movement.
Mercurians of Flowers' celestial forms inspire mortals, making them perform better at any non-violent action while they can see the angel.
Bright Lilim of Flowers always know what would cause an angry person to calm down and can always tell what plants need.

Distinctions of Flowers[200 CP, discount Divine]-
Vassal of Flowers- You know how much any two people you see love or hate each other.
Friend of the Gardeners- You may bless a large plant or a collection of smaller ones. The plants are completely healed of any negative affects, and anyone who rests while touching them will be blessed while spreading peace or healing (or cursed while causing harm) for a week.
Master Peace- You may force calmness on another person and dispel supernatural abilities that cause strife.

Crown of Joy [300 CP, discount Divine Servitor of Flowers]- You can craft and enchant magical, single use crowns of flowers. When shaken, one of these crowns will unleash pollen over an area, causing those who breath it to dance with joy for several minutes (or seconds, if they are beings of true evil.)

Nothing But Flowers [300 CP, discount Divine Servitor of Flowers]- You are much more difficult to spot while using plants to hide. If you hide within flowers, you are outright invisible.

Judgment

Servitor of Judgment[100 CP, discount Divine]- Dominic heads up Heaven's Holy Inquisition, the internal police responsible for monitoring angels for loyalty. He was heavily affected by the Fall, and is dedicated to making sure that he will never again lose those important to him to Hell.
Seraphim of Judgment can, when they are lied to, learn what the liar thinks the truth actually is.
Cherubim of Judgment have an instinctual knowledge of how to capture their wards.
Ofanim of Judgment can detect if a nearby mortal has any mental illnesses.
Elohim of Judgment never have to concentrate to detect that someone is feeling guilt, seeing them as being covered in bloody sweat.
Malakim of Judgment can detect if a nearby celestial spirit has any Dissonance. In future jumps, they can detect whether a spirit has been deviating from its natural role (such as a Magath from World of Darkness).
Kryiotates of Judgment can dig through their hosts' minds to read their memories.
Mercurians of Judgment can tell what the most deviant behavior (as judged by their own society) a person is guilty of and how long ago they did it.
Bright Lilim of Judgment always know whether or not someone needs something so badly that they would succumb to evil in order to get it.

Distinctions of Judgment[200 CP, discount Divine]-
Vassal of Conscience- Your steely gaze can force anyone with weak will to confess their all their crimes to you.
Friend of Judgment- Now even average people will falter and confess their crimes when you concentrate on them.
Master of Law- You automatically sense whenever anyone within a few dozen yards of you commits a crime.

Divine Mediation [300 CP, discount Divine Servitor of Judgment]- Your sentences are supernaturally binding. When you render a judgment for two people in a dispute, they must have great will in order to defy your decision.

Heavenly Judgment [300 CP, discount Divine Servitor of Judgment]- For a huge amount of Essence, you can accuse someone of a crime. If they are guilty, and the crime is of no less severity than murder, then a divine sword will appear and continue to strike at them until either you or they are dead.

Incarnate Law [300 CP, discount Divine Servitor of Judgment]- You are always aware of every mortal law and rule in effect at their current location

Lightning

Servitor of Lightning[100 CP, discount Divine]- Jean is the patron of divine inspiration, the “lightning bolt” from on high that sparks new ideas, and has become a sort of de facto angel of technology in the modern age.
Seraphim of Lightning have photographic memories and can summon a video display to play back anything they have seen or heard.
Cherubim of Lightning can pick up a phone and automatically connect to a phone within hearing distance of one of their wards. If no such phone exists, a working cell phone will appear within 7 feet of the ward and start to ring.
Ofanim of Lightning can travel through metal by transforming themselves to into electricity for a few seconds.
Elohim of Lightning can create a pocket sized computer which lasts for a few minutes. It always has a high speed wireless connection to the internet and features cables to connect to any non-encrpyed computer system.
Malakim of Lightning are super-humanely proficient at repairing objects.
Kryiotates of Lightning can posses objects for a few minutes, gaining control of all their functions.
Mercurians of Lightning may telepathically communicate with anyone within a few yards.
Bright Lilim of Lightning are supernaturally skilled hackers and have a much easier time compelling a Geas out of scientific or computer professionals.

Distinctions of Lightning[200 CP, discount Divine]-
Vassal of Lightning- You are a mathematical savant, able to quickly work math in your head at the speed of a calculator.
Friend of the Illuminated- You always know when a device is about to malfunction a few moments before it happens, and can diagnose the cause of any technological problem.
Master of the Machine- You are granted the ability to heal any damaged machine, requiring more and more Essence to heal more damaged machines.

Generator [300 CP, discount Divine Servitor of Lightning]- You may channel lightning with a touch, turning Essence into electricity.

Remote Control [300 CP, discount Divine Servitor of Lightning]- You have technopathy in a range of several feet, allowing you to control anything created by mortals.

Protection

Servitor of Protection[100 CP, discount Divine]- Zadkiel is the perhaps the noblest of the Archangels, though not the most powerful, focusing solely on keeping innocents safe.
Seraphim of Protection force mortals around them to start talking about themselves, unless they have strong will. They also know if if they hear a mortal deceiving themselves and why they are doing so.
Cherubim of Protection may attune especially strongly to one mortal, automatically knowing whether anyone is planning to harm that person.
Ofanim of Protection can triple their own speed while trying to save a mortal or to seek help for a mortal in danger.
Elohim of Protection can tell if someone has self destructive intent by touching them.
Malakim of Protection can never be stunned or knocked out in combat, continuing to stand until they die.
Kryiotates of Protection can push their hosts to superhuman limits while attempting to rescue it from a dangerous situation.
Mercurians of Protection are charismatic, though this boosted charisma only applies to mortals.
Bright Lilim of Protection can always tell if someone feels the need for protection and what they are afraid of.

Distinctions of Protections[200 CP, discount Divine]-
Vassal of Protection- You will detect if anyone within several dozen yards has malevolent intent.
Friend of the Guard- You can always feel the presence of nearby mortals in danger.
Master of the Watch- You always know the nearest person who needs your protection and what is threatening them.

Aura of Divinity [300 CP, discount Divine Servitor of Protection]- For a large chunk of essence, you can create a ten foot diameter globe of protection. Demons and other evil beings cannot cross the edge of the globe, and any attacks or hostile abilities that cross through it will deal much less damage and be less likely to affect their targets.

Bodyguard [300 CP, discount Divine Servitor of Protection]- While acting as someone's bodyguard, you may blend into the background, becoming almost unnoticeable unless you draw attention to yourself.

Succor [300 CP, discount Divine Servitor of Protection]- Your touch may shield someone from all pain, physical or emotional, for several hours.

Revelation

Servitor of Revelation[100 CP, discount Divine]- Litheroy is a very eccentric Archangel, totally dedicated to unearthing and revealing every truth. He is just barely restrained from telling humanity about the War by heavenly law.
Seraphim of Revelation know not only whether someone is lying, but why they lied and what they think the truth is.
Cherubim of Revelation know automatically if one of their wards hides or is hidden from them, as well as where they are, their current condition, what direction they are moving in (if any), and whether they are in danger.
Ofanim of Revelation are never inconvenienced by technology designed to hide someone or something. If trying to uncover a secret from a building, the doors will unlock themselves, the security cameras will refuse to show your image, and the computers will allow you in without a password. The guards' guns will still work just fine, though.
Elohim of Revelation, when they discover something or someone hidden, can tell why it was hidden.
Malakim of Revelation can always identify someone they have fought against before, regardless of disguises.
Kryiotates of Revelation make superb trackers while possessing the bodies of predators, above and beyond what the animal's senses would normally allow.
Mercurians of Revelation can detect conspiracies. By looking at a group of people, he will know which subsets of the group are keeping secrets from which other parts of it.
Bright Lilim of Revelation have an easier time detecting others' needs and it's much easier for them to Geas someone into revealing a hidden truth.

Distinctions of Revelation[200 CP, discount Divine]-
Vassal of Inquiry- When you question someone, you know whether they are hiding something from you with their answer.
Friend of the Quest- You automatically know the location and general nature of anything hidden within a few feet of you.
Master of Discovery- Whenever you look at someone, you know what secrets are being kept from them and who is responsible for keeping them.

I Tell You Three Times [300 CP, discount Divine Servitor of Revelation]- You may spend Essence when telling someone a secret for the third time, forcing them to believe you. This must be a secret and it must be true.

Key to the Locked Mind [300 CP, discount Divine Servitor of Revelation]- By spending a fair amount of Essence, you can learn what would be needed to get someone to open up and trust you.

Sense of Significance [300 CP, discount Divine Servitor of Revelation]- When pursuing a mystery, you will automatically notice some clues and are able to disregard red herrings and irrelevant details.

Stone

Servitor of Stone[100 CP, discount Divine]- David seeks to teach humanity the strength of stone, testing and tormenting them so that they will learn to defend themselves from temptation. He is also a great supporter of community, even patronizing groups such as street gangs, skin head groups, or the mafia, as long as they properly value the group over its members.
Seraphim of Stone can detect the presence and quality of all minerals within several yards.
Cherubim of Stone can attract mineral objects to themselves with a magnet-like force.
Ofanim of Stone can walk through minerals.
Elohim of Stone always know where they are and the current time.
Malakim of Stone can, once per day, make themselves totally immobile and indestructible. They must be standing on solid ground, can do nothing in this state but revert to normal, and are forced to deactivate this ability if the ground they are standing on is destroyed.
Kryiotates of Stone get a Vessel made of stone for free, slower but stronger than biological vessels.
Mercurians of Stone can tell how old a building is and what it is made of on sight. They also identify any secret passageways or compartments inside them.
Brigt Lilim of Stone always know how to best work with stone and gems and have a much easier time calling in a Geas when forcing someone to behave loyally.

Distinctions of Stone[200 CP, discount Divine]-
Vassal of Stone- You are immune to damage from earth or stone.
Friend of the Subterranean World- You can feel anything in contact with the ground within a range of several hundred yards.
Master of the Granite Hand- You are a truly superhuman master of unarmed combat.

Armor [300 CP, discount Divine Servitor of Stone]- You may surround yourself in armor of mineral for several minutes.

Brotherhood [300 CP, discount Divine Servitor of Stone]- You may pool the health from yourself and any companions you touch. This lasts for about a half hour, and unless it kills all of you, physical damage will be evenly divided at the end, making sure all of you survive.

Cold Touch [300 CP, discount Divine Servitor of Stone]- Your touch may petrify someone for a huge expenditure of Essence, turning them into immobile, unbreakable stone for a while.

Deep Gaze [300 CP, discount Divine Servitor of Stone]- You can see through a few yards worth of stone or earth for about half an hour.

Geomancy [300 CP, discount Divine Servitor of Stone]- You can locate the ley lines that carry energy through stone. By standing on a nexus of such lines (which are quite common), you will regenerate Essence faster.

Inevitability [300 CP, discount Divine Servitor of Stone]- By spending a large amount of Essence while chasing someone, you may halve their speed for as long as you are chasing them. This extends even to vehicles they ride.

Rock Hard [300 CP, discount Divine Servitor of Stone]- You may harden one of your limbs for a few seconds, making it as dense and powerful as stone.

The Sword

Servitor of The Sword[100 CP, discount Divine]- Laurence is the leader of God's army, the effective ruler of Heaven. He is idealistic and noble but also naïve, and often needs Micheal's help to win his battles against demons.
Seraphim of the Sword can always tell whether anyone they fight is ultimately good, evil, or neither.
Cherubim of the Sword can attune to a ward on sight rather than by touch.
Ofanim of the Sword can move much faster while in combat.
Elohim of the Sword can read the emotions of people in the past as well as the present, letting them know what emotions were felt in their current location over the past few hours.
Malakim of the Sword can tell not only what acts a person has performed in the past, but what the greatest and most evil acts they are capable of carrying out are: the brightest or darkest paths their lives could take.
Kryiotates of the Sword get a free Vessel and Role, taking over the life of a warrior who died a meaningless death. They may inhabit this Role at the same time they possess hosts, in the same way they could possess multiple people.
Mercurians of the Sword are super-humanly adept at dodging blows.
Bright Lilim of the Sword have a much easier time invoking Geases against demons.

Distinctions of the Sword[200 CP, discount Divine]-
Vassal of the Sword- You may always remain serious, regardless of circumstances or supernatural compulsion, and may also tell how serious anyone else is being.
Friend of the Lord's Troops- You always know how courageous someone is, and have a keen sense for how to bolster their confidence or demoralize them.
Master of the Armies of God- Your dedication to righteousness is obvious and irrefutable. If you resist someone's temptations, you can choose to have them never attempt to lead you astray again.

Divine Absolution [300 CP, discount Divine Servitor of The Sword]- You may absorb another's sins. You must touch the sinner and accept the consequences of the action yourself. This also damages your soul directly, which could take months to heal normally.

Hunt [300 CP, discount Divine Servitor of The Sword]- You may choose to keep track of anyone you have ever fought, always knowing how to find them. You may only have a few such targets at once.

Purity of Purpose [300 CP, discount Divine Servitor of The Sword]- While speaking to a group of mortals, you may calm their disagreements, negative emotions, or distractions, forcing them to focus on the problem you are presenting. This doesn't guarantee they'll agree with or care about what you said after you stop speaking.

Scabbard [300 CP, discount Divine Servitor of The Sword]- You may disperse any number of weapons you could personally wield into the Symphony, and may restore them to your hand instantly.

The Blade Blessing of Laurence [300 CP, discount Divine Servitor of The Sword]- You can bless a bladed weapon, making it much more deadly.

Trade

Servitor of Trade[100 CP, discount Divine]- Marc is the angelic patron of economics, trying to inspire fair business and spread prosperity and peace among the humans.
Seraphim of Trade can tell exactly how much someone would be willing to pay for something by looking them in the eye.
Cherubim of Trade can identify the true owner of any object they touch.
Ofanim of Trade always know the fastest route to any destination.
Elohim of Trade know the fair market value of any item they touch.
Malakim of Trade can look someone in the eye and tell how important any object they can see is to them and why.
Kryiotates of Trade can possess an extra human or equivalent amount of animals at once.
Mercurians of Trade can tell how much money a person has earned over the last few months and how they got it.
Bright Lilim of Trade can tell what someone would most like to trade for and anyone they set up a direct trade with is automatically Geased into keeping up their end of the bargain.

Distinctions of Trade[200 CP, discount Divine]-
Vassal of Trade- You can better understand what someone wants out of a deal with you and you always know the exact location of anyone who has broken a contract with you.
Friend of the Shareholders- You may read all formal agreements, regardless of language, and automatically know any unfair aspects intended in the contract's language.
Master of Finances- You are extremely adept at convincing others, but only in the context of financial discussions.

Divine Contract [300 CP, discount Divine Servitor of Trade]- You may write a contract which will greatly harm anyone who violates its terms. Only those who freely choose to sign it will be affected.

Head of a PIN [300 CP, discount Divine Servitor of Trade]- Once every day, you may take the equivalent of $100 dollars of the local currency from an automated money dispenser, such as an ATM.

War

Servitor of War[100 CP, discount Divine]- Micheal is the oldest and strongest of the angels and the one time leader of God's armies. He resigned after being convicted of pride (and pardoned of the crime by God) to focus solely on fighting the forces of Hell.
Seraphim of War's attacks have supernaturally enhanced accuracy.
Cherubim of War will know if one of their wards is fated to die in 24 hours without the cherub's intervention.
Ofanim of War always get the first attack in combat, even if they are ambushed.
Elohim of War can look into someone's eyes to know how much someone is willing to risk in the current situation.
Malakim of War can hear songs of battle in the Symphony several minutes before the fight begins.
Kryiotates of War can create Vessels out of thin air to possess.
Mercurians of War always know what, if anything, would bring peace between two people in conflict.
Bright Lilim of War can see the flaws in the fighting style of anyone they look in the eye, making their attacks much more accurate.

Distinctions of War[200 CP, discount Divine]-
Vassal of War- You may speak a special celestial language that only other angels can understand, allowing you to speak five times as quickly as a normal tongue.
Friend of the Fighters- You are immune to fear, natural and unnatural, as long as you are in a battle.
Master of Valor- All of your allies are also immune to fear while in a battle with you.

Blood Oath [300 CP, discount Divine Servitor of War]- You may shed your blood while promising to destroy an enemy you have previously battled. You become more adept at fighting them, but suffer from distraction while fighting anyone else while they are present. You may only swear a handful of such oaths at a time, with each one only ending when your enemy is dead or at the end of a jump.

Howl [300 CP, discount Divine Servitor of War]- You may unleash a great war cry which will stun all foes within a few feet.

One to One [300 CP, discount Divine Servitor of War]- While you engage in melee combat with someone, your attacks will slowly become more powerful, though the effect will reset if you stop the attack even momentarily.

Proficiency [300 CP, discount Divine Servitor of War]- Choose one type of weapon or style of unarmed combat to become greatly skilled in.

Sure-Footed [300 CP, discount Divine Servitor of War]- You never loose your balance and take less damage from falls, always landing on your feet.

Wind

Servitor of Wind[100 CP, discount Divine]- Janus is an anarchic Archangel, who tasks his servitors with causing upheaval and change in the mortal world.
Seraphim of Wind are masters at quick, minor manipulation, all without lying to their target of course.
Cherubim of Wind cannot attune themselves to multiple people at once, but a person they attune themselves to will consider themselves a servant of the cherub. This doesn't make them any more loyal or obedient than they would regularly be to someone who they were working for.
Ofanim of Wind are supernaturally proficient at picking locks, breaking down doors, or otherwise removing physical impediments to motion.
Elohim of Wind can predict the weather, down to the minute, for the next several days.
Malakim of Wind are super humanly proficient at creating and using explosives.
Kryiotates of Wind can transform into a cloud of mist.
Mercurians of Wind can always move at full speed through crowds of people and automatically know whether an object was acquired legally or not.
Bright Lilim of Wind's Geases are harder to resist when used to force the target into disrupting the status quo.

Distinctions of Wind[200 CP, discount Divine]-
Vassal of the Wind- You and your companions learn a special sign language, allowing you to communicate as quickly and clearly as a mortal language would.
Friend of the Unseen- You always know whether you are being watched, listened to, or otherwise spied on.
Master of Motion- You may run and fly faster than normal and your movements are always completely silent unless you wish otherwise.

Passage [300 CP, discount Divine Servitor of Wind]- You can pick any lock, even ones that make no sense such as those requiring a card or thumbprint, though the farther it is from a mundane lock the more difficult it is.

Swipe [300 CP, discount Divine Servitor of War]- You can make an object weighting no more than a few pounds vanish. It will reappear in your possession a few minutes later.

Hellish Words
These are the Words for the Servitors of the Demon Princes. These perks are discounted if you have the Infernal background.

Cruelty

Servitor of Cruelty[100 CP, discount Infernal]- Magog was once David's most trusted Servitor, until he began to enjoy the pain he was inflicting on humanity. He was sealed beneath the desert for most of his demonic life, and has only recently been freed and taken sanctuary with Beleth.
Balseraphs of Cruelty are much better at telling lies which will cause pain to those who believe them.
Djinn of Cruelty learn how to cause as much pain as possible to anyone they are attuned to.
Calabim of Cruelty will cause paralyzing pain to anyone they use their Resonance on.
Habbalah of Cruelty have a much easier time using their resonance to inflict a feeling of sadism.
Lilim of Cruelty find it easier to both detect a target's need and invoke a Geas while they are hurting them.
Shedim of Cruelty are more proficient at using mind control powers to force someone into committing acts of cruelty.
Impudites of Cruelty can choose to take Essence from someone by torturing them, without having to charm them first.

Distinctions of Cruelty[200 CP, discount Infernal]-
Knight of Pain- Any time you attack someone, you may spend Essence to try to stun them with pain.
Captain of Sadists- You know how far anyone you see is willing to go right now and what is ultimate moral boundaries are.
Baron of Eternal Agony- You may induce unspeakable pain in anyone you can sense, either in person, over a telephone, or magically.

Ferocity [300CP, discount Infernal Servitor of Cruelty]- For the next few minutes, anyone around you will lose all inhibitions about violence and all fear of retribution.

Lash [300CP, discount Infernal Servitor of Cruelty]- Whenever you use your Band/Choir's resonance on someone, you may choose to physically harm them as well.

Dark Humor

Servitor of Dark Humor[100 CP, discount Infernal]- Kobal is Hell's jester, twisting laughter to make humans take pleasure from each others' pain.
Balseraphs of Dark Humor regain Essence when they make someone look stupid or guillable by lining to them.
Djinn of Dark Humor can regain Essence by embarrassing someone they are attuned to.
Calabim of Dark Humor will regain Essence whenever a mortal discovers that the Calabite has destroyed something important to them at an ironic moment.
Habbalah of Dark Humor regain Essence when they make a mortal embarrass themselves with inappropriate emotional reactions.
Lilim of Dark Humor can regain Essence by getting a mortal to do something dangerous for a dare.
Shedim of Dark Humor find it easier use mind control abilities to while forcing the target to do something darkly silly or degrading, and regain Essence if they succeed.
Impudites of Dark Humor will regain Essence when they play a practical joke that makes someone miserable.

Distinctions of Dark Humor[200 CP, discount Infernal]:
Knight of Derision- You are a master at making someone find cruelty and misfortune for others funny.
Captain of Repartee- By making a pithy remark, you can force any mortal to ignore any event they see or news they receive, merely laughing it off as unimportant.
Baron of Hysteria- You know just the kind of joke that would make someone laugh, even to the point that they will be distracted by laughter during combat.

Force of Mistaken Identity [300CP, discount Infernal Servitor of Dark Humor]- You may disguise yourself as someone else for a few minutes.

Prank [300CP, discount Infernal Servitor of Dark Humor]- You may create illusions, with the caveat that they must be shockingly humorous.

Rant of Scorn [300CP, discount Infernal Servitor of Dark Humor]- You may determine something or someone that your target respects or cares for, and create a humorous rant that is sure to get them to laugh with scorn at what they used to love.

Secretly Replaced [300CP, discount Infernal Servitor of Dark Humor]- You may replace one object with a similar one, creating an illusion preventing anyone from noticing the swap for a few hours.

Death

Servitor of Death[100 CP, discount Infernal]- Saminga discovered the ritual to bind a mortal soul to its corpse, creating the undead. This is likely the only intelligent thing he has ever done and he is a joke in Hell, where he acts as a ranting dark lord convinced of the pure evil of death.
Balseraphs of Death never leave any evidence behind when they kill someone with their bare hands.
Djinn of Death can sense undead within several dozen yards of themselves.
Calabim of Death always know how much it would take to kill anyone they see.
Habbalah of Death may possess a corpse, turning it into a zombi for half an hour.
Lilim of Death get a completely controlled zombi minion or a mummy servant who is somewhat loyal. If they die, the Lilim may conduct a ritual that makes a new one from a corpse (for a zombi) or willing mortal (for a mummy).
Shedim of Death can possess a corpse permanently, but cannot posses the same body twice.
Impudites of Death can drain Essence from corpses no more than a few hours old.

Distinctions of Death[200 CP, discount Infernal]-
Knight of the Dead- You know the cause of death for any corpse your touch, as well as the last thing the person saw.
Captain of the Infernal Legion- You may perfectly play dead, appearing as a corpse to any kind of examination.
Baron of the Undead Kingdom- You know the location and status of all undead who serve you, as well as the location of all corpses withing a few yards of you.

Natural Causes[300CP, discount Infernal Servitor of Death]- You can remove all traces of death from a fresh corpse, making it look like it died of natural causes.

Rotting Curse [300CP, discount Infernal Servitor of Death]- Though it requires a huge amount of Essence, your touch can inflict someone with a curse that will slowly rot their body away.

Vampiric Kiss [300CP, discount Infernal Servitor of Death]- You may rip the life force from a willing target, damaging their body to refill your Essence.

Zombi [300CP, discount Infernal Servitor of Death]- You know an hours long ritual that reanimate a corpse as a Zombi. The zombi will be loyal to you, even stronger than it was in life, has all the memories the body's original inhabitant did, and may optionally have a combat related mutation like claws.

Drugs

Servitor of Drugs[100 CP, discount Infernal]- Fleurity is a relatively new Prince, only a few centuries old but rapidly expanding his power. He wants to spread both drug addiction and stringent laws to punish those weak enough to fall to their temptation.
Balseraphs of Drugs can addict someone to a drug of their choice for a few hours.
Djinn of Drugs can attune themselves to drugs and will remain attuned to any part of the stash, and even the people who use it for up to a day after they partake.
Calabim of Drugs can poison a single consumable item or a container thereof, doing great damage to anyone who uses it.
Habbalah of Drugs can take any non-overdose inducing amount of a drug and then try to transfer all the affects to another person.
Lilim of Drugs' Geases are much harder to resist if they were gained by fulfilling the target's need for drugs.
Shedim of Drugs find it easier use any supernatural means of mind control they may have to make someone they are possessing take a drug they have taken before.
Impudites of Drugs can steal Essence from someone high on drugs without charming them first.

Distinctions of Drugs[200 CP, discount Infernal]:
Knight of Addicts- You can always identify anything anyone they see is addicted to, as well as everything they have consumed recently.
Captain of Chemistry- You can alter the potency of any drug you touch, anywhere between doubling its strength to rendering it totally inert.
Baron of Good Trips- You can make sure that the first dose someone takes of a drug has no side effects.

Acid Flashback [300CP, discount Infernal Servitor of Drugs]- You may force psychedelic illusions on someone. Even if they realize they are hallucinating, it will be nearly impossible to interact with the real world for about a half hour.

Bad Trip [300CP, discount Infernal Servitor of Drugs]- You can induce a fugue state in your target, rendering them largely useless for several hours.

OD [300CP, discount Infernal Servitor of Drugs]- You may force someone taking drugs of their own free will to consume to the point of an overdose.

Score [300CP, discount Infernal Servitor of Drugs]- By concentrating, you can discover the fastest and cheapest way to gain any kind of drug you specify.

Factions

Servitor of Factions[100 CP, discount Infernal]- Malphas exists to stir up trouble, keeping the other Princes divided and unable to turn on Lucifer. Though he will stir up bigotry between groups, he ultimately wants to reduce all sense of community until everyone is utterly alone, a faction of one.
Balseraphs of Factions can force a mortal to believe in the Balseraph's opinion for a few hours.
Djinn of Factions may point out a person or object to someone they are attuned to, forcing the attuned to hate that thing for a few hours.
Calabim of Factions can force someone to not care about one of their relationships for several hours.
Habbalah of Factions can force someone to feel fanatical about one of their opinions, violently lashing out at anyone who disagrees with them in the next few minutes.
Lilim of Factions can force someone to ignore everyone but the Lilim for a couple of minutes.
Shedim of Factions's possession is perfect, completely subduing their host while possessing them.
Impudites of Factions can sense how to destroy someone's trust in someone or something else, and may steal Essence from them if they actually do it.

Distinctions of Factions[200 CP, discount Infernal]:
Knight of Deception- You know how much any two people you can see hate each other and why.
Captain of the Broken Promise- When you touch someone, you know the last person they betrayed and how.
Baron of Inner Torment- You know all the painful secrets of anyone you touch.

Imbroglio [300CP, discount Infernal Servitor of Factions]- For a few minutes, you can make everyone nearby you take all communication in the worst possible way, fomenting disagreement and strife.

Polarize [300CP, discount Infernal Servitor of Factions]- You may force any two people into an argument, causing one to to make up a reason to feel angry at the other is there is no other plausible explanation.

Fanaticism

Servitor of Fanaticism[100 CP, discount Infernal]- Khalid is... what the Hell? This isn't right. In the canon timeline, Khalid resisted temptation and never Fell. If you take any perks from this section, you may choose for Khalid to have Fallen and become a Habbalite Demon Prince, devoted to punishing both mortals and angels who deny the truth of the one true religion, Islam. If you don't, people will be very interested in where you learned this stuff.
Balseraphs of Fanaticism never lose access to their Resonance when it fails to affect someone.
Djinn of Fanaticism can always detect whether someone is a fanatical follower of the Djinn's religion.
Calabim of Fanaticism get a boost to any action taken to kill a follower or destroy a holy object or place of a religion other than their own.
Habbalah of Fanaticism can project blind faith over up to 10 people at once, forcing them to believe anything the demon says for several hours.
Shedim of Fanaticism have great will in the face of anything that would test their faith.
Impudites of Fanaticism have an easier time stealing Essence from humans who have blind faith.

Distinctions of Fanaticism[200 CP, discount Infernal]:
Knight of Intolerance- You may force someone to be completely intolerant of viewpoints other than their own for several minutes.
Captain of Terrorism- You may boost someone's willpower and make them completely agreeable to laying down their life for a cause they believe in for a few hours.
Baron of Jihad- You gain the Holy War attunement for free. If you already have it, it will affect up to 100 people per use.

Holy War [300CP, discount Infernal Servitor of Fanaticism]- You may force two people with different religions to fight each other for a few minutes.

Fate

Servitor of Fate[100 CP, discount Infernal]- Kronos pretends to be a fallen Seraph, but what no one but he and Lucifer know is that he was never a mere angel. Rather, he is a Fallen celestial being from one of the Higher Heavens, perhaps even an aspect of God Himself who somehow Fell. He is the purest expression of Hell's cause, and seeks to draw all of humanity (and eventually the Symphony) into Hell.
Balseraphs of Fate may choose a Choir of Angels, gaining their Resonance.
Djinn of Fate know if something they are attuned to will be destroyed within 24 hours barring their own intervention, and attuning to something will suppress any other magical connections the object may have (such as rendering a voodoo doll useless.)
Calabim of Fate are resistant to mutation and can make targets of their Resonance look like they were destroyed through the passage of time rather than through force.
Habbalah of Fate can concentrate on someone to tell which emotion they should inflict on them to best serve the cause of evil.
Lilim of Fate can detect insanity or great personality flaws in the eyes of others and have an easier time demanding someone who has been charmed (such as by an Impudite) obey their Geas.
Shedim of Fate are more proficient at using mind control powers to force someone to perform evil acts.
Impudites of Fate can understand someone's life story, from that person's own perspective, with a touch.

Distinctions of Fate[200 CP, discount Infernal]:
Knight of the Winged Chariot- You always know the precise time and the age of any object you touch. You may spend Essence to know the most evil thing the object was ever used for.
Captain of the Infernal Hourglass- You may spend Essence to allow himself or another person to pack an hour's worth of work (but not combat or travel) into 30 minutes.
Baron of the Book of Days- Choose a century long period of time. You gain detailed knowledge of history in that time, as though you had read the headlines for every newspaper everywhere in the universe every day (if newspapers had existed at the time). You may buy this multiple times, gaining knowledge of another century each time. For each future jump, you may choose a century of that universe's history to learn.

Bad Company [300CP, discount Infernal Servitor of Fate]- You can tell which of someone's friends, family, lovers, acquaintances, etc. are drawing them closer to their Destiny or their Fate.

Fated Future [300CP, discount Infernal Servitor of Fate]- You may spend Essence to determine whether someone has the potential to perform great good or evil. For more Essence, you can learn what the best and worst things someone could achieve are.

Temporal Projection [300CP, discount Infernal Servitor of Fate]- You may cast someone adrift in time and space. They will disappear, reappearing a few hours later at a random safe location nearby.

Window of Time [300CP, discount Infernal Servitor of Fate]- You may look exactly one day or one year into the past, seeing, hearing, and otherwise sensing exactly what you would have from your current location.

Fire(Hellish)

Servitor of Fire(Hellish)[100 CP, discount Infernal]- Belial is not a subtle demon. He wants to watch the spread of fire, destruction, and ruin and isn't much concerned with anything else.
Balseraph of Fire may heat up nearby metal, making it too hot to hold.
Djinn of Fire know how to permanently attune themselves to someone by branding the Djinn's name on their flesh. However, if the branded flesh is ever removed, that person will be immune to all the demon's supernatural powers forever and may develop minor powers of their own.
Calabim of Fire's natural resonance is much more powerful.
Habbalah of Fire can make someone believe they are on fire for a few moments by touching them.
Lilim of Fire have an easier time invoking a Geas to make someone cause mayham or destruction.
Shedim of Fire may possess a fire, allowing them to determine how it spreads and deciding what inside it will burn.
Impudites of Fire find it easier to both charm someone and to steal their Essence when near a fire.

Distinctions of Fire(Hellish)[200 CP, discount Infernal]:
Knight of Infernal Furnaces- You can see heat, allowing you to see in the dark and tell the temperature of everything you see.
Captain of the Eternal Fire- All of your abilities that create fire are enhanced, making the fires hotter and larger.
Baron of the Demonic Brazier- You are immune to fire and heat, and your touch may grant this immunity to others for a few minutes.

A Kiss for Fuses [300CP, discount Infernal Servitor of Fire(Hellish)]- With a kiss, you may turn anything into a fuse that will spark, setting off nearby incendiaries, after a set amount of time.

Blackdraft [300CP, discount Infernal Servitor of Fire(Hellish)]- You may remove a fire, up to the size of a subway platform, disappear from reality. Everything will appear safe in the area until you will the fire back into existence.

Call of the Dancing Flame [300CP, discount Infernal Servitor of Fire(Hellish)]- You may entrance someone with a nearby flame, forcing them to do nothing but stare at the fire.

Domino Effect [300CP, discount Infernal Servitor of Fire(Hellish)]- You know how to set off destructive domino effects, using a minor act to set off a chain of chaos.

Eyes of Blight [300CP, discount Infernal Servitor of Fire(Hellish)]- You can see the entropy inherent to everything. By studying something, you learn a weakpoint that makes it easier to destroy. This will also let you see dangerous potential destruction around you, such as where not to step on a crumbling floor to avoid falling through it or the trigger to a destructive trap.

Firewalker [300CP, discount Infernal Servitor of Fire(Hellish)]- You are immune to fire and, once per day, can even heal when exposed to flame.

Incendiary [300CP, discount Infernal Servitor of Fire(Hellish)]- At will, you can set every flammable object within 10 or so feet on fire.

Freedom

Distinctions of Freedom [200CP, discount Lilim]: Lilith is the only Wordbound human, and serves Hell by creating the Lilim. She has no true Servitors, but will occasionally take someone on as a temporary contractor and will grant her favor to Demons who promote freedom.
Knight Errant- When you look someone in the eyes, you can sense how much they desire power over others and what they'd do to get it.
Captain of the Third Choice- When trapped in a seemingly no win situation, you can learn exactly what the consequences of each choice would be, including some choices you may not have considered.

Gluttony

Servitor of Gluttony[100 CP, discount Infernal]: Haagenti is a simple and straightforward Demon Prince. His Demons inspire Gluttony in humanity and he has no greater goals or schemes than eating.
Balseraphs of Gluttony can turn others into extreme gluttons for a few days.
Djinn of Gluttony can always tell who is gluttonous, know the direction and distance to the nearest glutton, and their Resonance always succeeds on gluttons.
Calabim of Gluttony can regain Essence by causing or participating in a gluttonous orgy of destruction, such as a very rowdy party or a demolition derby.
Habbalah of Gluttony have a much easier time forcing others to feel ravenously hungry.
Lilim of Gluttony can spend an hour to cook an irresistible meal and will get a Geas on the person who eats it.
Shedim of Gluttony find it much easier to possess gluttons.
Impudites of Gluttony do not need to charm someone before trying to steal their Essence.

Distinctions of Gluttony[200 CP, discount Infernal]:
Knight of Banquets- You know the location of anything edible by a normal human within 40 feet of yourself. Remember, humans can eat other humans.
Captain of Cannibals- You can flavor anything you touch, making it supremely delisous.
Baron of Satanic Dishes- You may make anything you touch look like an equivalent mass of food for a few minutes.

Consume [300CP, discount Infernal Servitor of Gluttony]- You can see what a person most hungers for at the moment, and can force them to consume it (eating food, having sex with someone, buying a new smartphone, etc.)

Devour [300CP, discount Infernal Servitor of Gluttony]- You may eat dozens of pounds worth of any matter in a minute or unhinge your jaw for one ferociously powerful bite attack.

Hair of the Dog That Bit You [300CP, discount Infernal Servitor of Gluttony]- You can allow someone to shake off the effects of overindulgence by overindulging again.

Insatiable [300CP, discount Infernal Servitor of Gluttony]- For a good chunk of Essence, you can force someone to feel more hungry the more they eat, which may cause them to eat themselves to death. This lasts for a couple of hours.

Greed

Servitor of Greed[100 CP, discount Infernal]- Mammon was once a powerful Demon Prince, but within the last century he has lost control of Hell's economy and his most competent Servitors have been scared away into the service of other Princes.
Balseraphs of Greed may write make a contract appear to have different terms before it is signed. If the illusion isn't seen through, the signer will forget the original terms for what he thought he was signing.
Djinn of Greed can smell an opportunity for a nearby mortal to be exploited.
Calabim of Greed can sense the location of any evidence that could prevent or expose a crooked deal.
Habbalah of Greed's Resonance will last for days when making someone feel Greed.
Lilim of Greed can write contracts specifying a favor owed to the Lilim which the signer cannot disobey.
Shedim of Greed's mind control powers always work on anyone not immune to them, but only while pushing someone to act on their greed.
Impudites of Greed find it easier to steal Essence from someone who thinks they are conning the Impudite.

Distinctions of Greed[200 CP, discount Infernal]:
Knight of Treasure- You may forge a signature so well that everyone, even the person whose signature you forged, will believe it is real for several hours.
Captain of the Motherlode- You can always convince a mortal to tell you what they feel the most greed for, and you can force them to believe that making a deal with you would be the best way to fulfill that desire.
Baron of El Dorado- You will randomly find valuable items related to what you need at the moment, such as money for a cab or a platinum parachute when in a falling plane.

Cashing Out [300CP, discount Infernal Servitor of Greed]- You can transform Essence into bank notes of the local currency, assuming any exist.

Only the Best [300CP, discount Infernal Servitor of Greed]- When looking over a collection of items, you know which one is of the highest quality, and can force someone to sell it for 75% of what they would have otherwise.

Hardcore

Servitor of Hardcore[100 CP, discount Infernal]- Furfur is the youngest Demon Prince, only having the position for a few years. He's a rebel's rebel, and wants to take down The Man both on Earth and in Hell, meaning he has few demonic allies.
Balseraphs of Hardcore are ironically good at crushing a mortal's hopes by telling them the brutal truth.
Djinn of Hardcore always know the best way to hurt or destroy something they are attunned to.
Calabim of Hardcore's Resonance is far more powerful while loud music is playing.
Habbalah of Hardcore's Resonance lasts for four times as long when inflicting any emotion but love.
Lilim of Hardcore are more likely to get a Geas when fulfilling a violent need and are more likely to successfully use it when asking the Geased person for a violent favor.
Shedim of Hardcore's mind control abilities are more successful when forcing the target into violent action.
Impudites of Hardcore can steal Essence from anyone listening to loud music.

Distinctions of Hardcore[200 CP, discount Infernal]:
Knight of Rock- You can alter any music being played by an electronic system.
Captain of the Most Pit- While you and anyone you're targeting are dancing to hardcore music, your supernatural abilities are undetectable.
Baron of Hardcore- You may fill someone with hatred for the establishment and make them respond to stress with violence for a couple of days.

Overdrive [300CP, discount Infernal Servitor of Hardcore]- You may make someone more Hardcore for a day. If anything causes them to react, their reactions will be amplified. Arguments become beatings, spontaneous purchases become shopping sprees, and a sip of alcohol will turn into downing the whole bottle.

Lust

Servitor of Lust[100 CP, discount Infernal]- Andrealphus, once the Archangel of Love, now wants to replace all emotion with unfeeling lust. He serves as the head of the Demon Princes who support staying in a cold war with Heaven. Battle would only cut into the amount of fresh meat coming into Hell, after all.
Balseraphs of Lust can make someone experience pleasure from anything they do to them.
Djinn of Lust are masters of pillow talk, able to keep anyone calm and susceptible to suggestion by continuing to touch them after sex.
Calabim of Lust may directly attack someone's soul, though cannot do permanent damage this way.
Habbalah of Lust are more likely to succeed with their Resonance on someone they are touching and they are never affected by their own Resonance when it fails.
Lilim of Lust will automatically detect one of the needs of anyone they touch.
Shedim of Lust are more likely to succeed at possessing someone if they are touching the Shedim (or the Shedim's host).
Impudites of Lust find it easier to charm or steal Essence from anyone they have ever had sex with.

Distinctions of Lust[200 CP, discount Infernal]:
Knight of Infernal Pleasures- Can always tell how sexually fulfilled someone is and how to best approach them for the purposes of seduction.
Captain of Diabolical Delight- Your touch brings instant subtle pleasure, making anyone much better disposed to you.
Baron of Eternal Ecstasy- You are such a master of seduction that your body no longer matters. Whether they're the wrong orientation or a different species or a robot, you can inspire lust in anyone.

Dark Desire [300CP, discount Infernal Servitor of Lust]- You can inflict a desire in a someone, making them focus on fulfilling that desire for half a day.

First Lust [300CP, discount Infernal Servitor of Lust]- You can cause someone to develop a crush on you.

Kiss of Death [300CP, discount Infernal Servitor of Lust]- You may deal very great damage to someone you are having sex with.

Sensitivity [300CP, discount Infernal Servitor of Lust]- You may greatly magnify how much a target can perceive a single sensation (heat, light, pleasure, etc) of your choice, greatly distracting them unless they go to great lengths to avoid that feeling.

Sensory Deprivation [300CP, discount Infernal Servitor of Lust]- You may shut off one (or more, for more Essence) of a target's senses for about a half hour.

Nightmares

Servitor of Nightmares[100 CP, discount Infernal]- Beleth is the infernal counterpart to her ex-lover Blandine, who prowls the dreams of mortals (and the real world) to encourage humanity to give in to its fears.
Balseraphs of Nightmares can inflict cowardice and fear in someone for a few days.
Djinn of Nightmares can choose to enter the nightmares of someone they are attunned to, regardless of distance.
Calabim of Nightmares automatically know the best way to stun or terrify anyone who they see.
Habbalah of Nightmares can remove fear from one person and inflict it on another.
Lilim of Nightmares can inflict irrational fear on anyone who refuses to comply with a successfully invoked Geas, which increases in intensity with time.
Shedim of Nightmares may permanently stay in their celestial form in the corporeal realm.
Impudites of Nightmares may greatly increase the likelihood of success with charming someone or stealing their Essence by spending time in one of their nightmares
Pachadim of Nightmares's Resonance is stronger when used in a dream world.

Distinctions of Nightmares[200 CP, discount Infernal]:
Knight of Restlessness- You may enter the dreams of any nearby mortal, turning their dream into a delirously frightening nightmare.
Captain of Headhaunters- You always know if someone in your presence has had their dreams supernaturally tampered with recently.
Baron of Screams- All of your actions are more likely to succeed while in a dream world.

Dream Drain [300 CP, discount Infernal Servitor of Nightmares]- While in a nightmare, you may drain all of the dreamer's Essence.

Dream Walking [300 CP, discount Infernal Servitor of Nightmares]- You may enter the dreams of anyone who you have met for a few minutes.

Terror [300 CP, discount Infernal Servitor of Nightmares]- You may give a nearby sleeping person a nightmare that can damage their soul (though not permanently).

Secrets

Servitors of Secrets[100 CP, discount Infernal]- Alaemon is one of the younger Demon Princes, set to replace the last prince of Secrets, who it was discovered had actually disappeared millenia ago. He spends most of his time feuding with Litheroy, but perhaps that's just a cover for his real plots.
Balseraphs of Secrets' Resonance will last for days when used to keep something secret.
Djinn of Secrets may choose to attune themselves to what a person values most rather than to the person themselves.
Calabim of Secrets' Resonance looks like it destroys through natural causes.
Haballah of Secrets can make their Resonance last for hours when used to inflict a feeling of paranoia.
Lilim of Secrets can choose to use their Resonance to learn someone's secrets instead of their needs. They may inflict a Geas with no chance of failure by threatening to reveal their secret. If the secret is ever revealed, the Geas will disappear.
Shedim of Secrets regenerate Essence through getting away with something evil while possessing someone and can stay in someone's body for months as long as they aren't caught.
Impudites of Secrets automatically succeed at charming or stealing Essence from anyone who is currently thinking about a secret they are keeping.

Distinctions of Secrets[200 CP, discount Infernal]
Knight of Hidden Doors- Any inhuman body parts you have may be turned invisible, making you appear as a normal member of your species.
Captain of Private Chambers- When trying to hide something, you may think about someone and will know any places where they would never think to look for it.
Baron of the Vault- Every clue you leave behind is twisted to lead away from you. DNA samples will belong to other people, a dropped driver's licensee will transform into someone else's, etc.

Locksmithing [300 CP, discount Infernal Servitor of Secrets]- You may force the lock for a compartment (but not more general things like doors or bike chains) to permanently reconfigure to accept a key of your choice. This works for any kind of key (such as forcing a retinal scanner to accept your eye as its key.)

Lucifer's Document Shredder [300 CP, discount Infernal Servitor of Secrets]- You may destroy an information storage medium you touch, making it impossible to recover its former contents.

Seal of the Confessional [300 CP, discount Infernal Servitor of Secrets]- You may seal a secret, making your target unable to reveal it either directly or indirectly for a few days. The weak willed may be unable to break this barrier for years or even the rest of their lives.

Technology

Servitor of Technology[100 CP, discount Infernal]- Vapula is a hell born Haballah, convinced that through technology he will be able to understand God. His demons give humans advanced technology in order to use them as test subjects.
Balseraphs of Technology always know the functions and specifications for any machine they see and are extremely good at convincing others that a mundane object has fantastic properties.
Djinn of Technology have a palm-top computer that can attune to a few objects on its on, mimicing the Djinn Resonance.
Habbalah of Technology have mood rings that show the emotional state of the nearest person, and can stun people for a few moments by creating an emotional feedback loop.
Lilim of Technology are super-humanly proficient at using computers and find it much easier to use their Resonance on someone with a scientific or technical interest.
Shedim of Technology are given a laptop Vessel (see the Items section). The Vessel is immobile, but it is very easy to possess anyone using it.
Impudites of Technology can store more Essence than most demons and have a pair of glasses that let them see how much Essence nearby people have.

Distinctions of Technology[200 CP, discount Infernal]:
Knight of Combustion: You are a whiz with technology, instinctively able to use devices to their full potential.
Inspector: You will automatically detect any fault in technological equipment.
Baron of Gremlins: You may cause a tiny defect in any technological object you touch, guaranteeing it will fail catastrophically after a few more uses.

Invention [300 CP, discount Infernal Servitor of Technology]- You may create Relics that mimic Songs you know.

Reanimation [300 CP, discount Infernal Servitor of Technology]- You may create Zombi-like undead through scientific experiments.

Technobabble [300 CP, discount Infernal Servitor of Technology]- You may confuse someone by speaking in technical jargon, distracting them for a few minutes.

Technophilia [300 CP, discount Infernal Servitor of Technology]- You may spend an hour preparing an object or program, after which the next person to use it will become obsessed with using it for a day.

The Curse of Vapula [300 CP, discount Infernal Servitor of Technology]- You can curse someone with the wrath of machines, causing any failure at using a technological device backfire on them disasterously.

Word of Power [300 CP, discount Infernal Servitor of Technology]- By whispering this word to an object of technology, it will refuse to do anything which would harm you for a few seconds.

The Game

Servitor of the Game[100 CP, discount Infernal]- Asmodeus was once a servant of justice, but now he believes that everything is a game, where all that matters is who wins and who loses. His Servitors are the police of Hell, searching for demons who are traitors or, worse, failures.

Each demonic Band gets two boons from Asmodeus. They may detect a certain kind of spirit, including their own Band, even if it is disguised or possessing someone. They can tell if that spirit is struggling against or denying its nature or its master's commands. Second they get a free Role, which is wasted if they don't also buy a Vessel to attach it to.
Balseraphs of the Game can detect spirits of lies and have Roles as professional liars like stockbrokers.
Djinn of the Game can detect spirits of obsession and have Roles that allow them to monitor others, such as cops or accountants.
Calabim of the Game can detect spirits of destruction and have Roles that allow them to destroy, such as loggers or construction workers.
Habbalah of the Game can detect spirits of punishment and have Roles that allow them to question others, such as therapists or private detectives.
Lilim of the Game can detect spirits of temptation and have Roles in the sex industry.
Shedim of the Game can detect spirits of corruption and instead of a Role may stay possessing a body far longer than normal.
Impudites of the Game can detect vampiric spirits and have Roles as doctors, lawyers, or others who help other humans.

Distinctions of the Game[200 CP, discount Infernal]:
Knight of Judgment- Mortals will always respect your opinions and are loathe to dispute your judgments.
Captain of Integrity- You always know if someone's words don't reflect their secret feelings, letting you identify liars and hypocrites.
Baron of Justice- You can always tell how just and fair someone is.

Argument of Casuistry [300 CP, discount Infernal Servitor of the Game]- By providing evidence (real or fake, no matter how flimsy or circumstantial) you can convince someone of something for a few minutes.

Dissonance Binding [300 CP, discount Infernal Servitor of the Game]- For a good amount of Essence, you can bind a demon or angel in chains, preventing them from spending or regenerating Essence.

Humanity [300 CP, discount Infernal Servitor of the Game]- While in a body which looks human, you may make yourself seem to be a completely mundane human to anyone less powerful than Lucifer himself.

The Media

Servitor of the Media[100 CP, discount Infernal]- Nybbas is a young but powerful Demon Prince, who cares more about turning all of humanity into worshipers of the media than he is about winning the War for Hell.

Each Band of Nybbas's Servitors receives a human servant who will obey them. At the start of each new jump, an equivalent individual fitting the society where you start will become your servant.
Balseraphs of the Media can make media (a tv, a magazine, a computer, etc) seem to display something else to a victim. Their servant will be an entertainment lawyer or script writer.
Djinn of the Media are permanently attunned to a sports hero, who counts as their servant and does not count against their normal maximum of attunements.
Calabim of the Media quickly make friends with bounders and bodyguards, one of whom will be their servant.
Habbalah of the Media's supernatural abilities are impossible to detect when they appear to have originated from their servant, who will be a New-Age psychic.
Lilim of the Media get a free Role as a star, which is wasted if they don't have a Vessel to apply it to. Their servant will be a devoted fan.
Shedim of the Media can automatically succeed at an attempt to posses their servant, who can be anyone associated with the media. When their servant dies, they will quickly be replaced by a new one.
Impudites of the Media have an easy time getting close to celebrities, one of which will be their servant.

Distinctions of the Media[200 CP, discount Infernal]:
Knight of Influence- You will always get at least one hour of time every week on some kind of media outlet, on any world where this is possible. Successfully putting on a show will help you regain a great deal of Essence.
Captain of Swank- Anyone who follows any kind of media will be very inclined to like you.
Baron of the Fourth Estate- You gain the Subliminal attunement. If you already have it, you can affect 10 times as many people.

Fifteen Minutes of Fame [300 CP, discount Infernal Servitor of the Media]- You may make someone the subject of hysterical fame, causing nearby crowds to mob them to try to get autographs or otherwise interact with a celebrity.

Green Light [300 CP, discount Infernal Servitor of the Media]- You can convince someone to do anything related to the Media, though the more dangerous or harmful it is, the less likely it is to work. This only lasts for a day, but that's long enough to sign a contract.

Jingle [300 CP, discount Infernal Servitor of the Media]- You can enhance a song, making it stick in peoples' heads when they hear it the next time it airs.

Soundtrack [300 CP, discount Infernal Servitor of the Media]- You can tune into the Symphony for a while, hearing a personal soundtrack reflecting your current situation. If your situation is about to take a turn for the worse, the music will always warn you a few seconds in advance.

Subliminal [300 CP, discount Infernal Servitor of the Media]- You can imbue supernatural abilities into a piece of media. The next person to experience the media will be targeted by this ability. It costs

twice as much as normal (at least a little Essence if there is normally no cost) to affect the first person the perceive the media. You can increase the number of people affected by one for each time you double the price past that.

Universal Remote [300 CP, discount Infernal Servitor of the Media]- You can control any media device within several yards of you.

The War

Servitor of the War[100 CP, discount Infernal]: Baal is the general of Hell and is truly devoted to Lucifer's cause. His every action is part of readying his army for the day he can break through the walls of Heaven.
Balseraphs of the War are master feinters, making it much harder to dodge their attacks.
Djinn of the War automatically detect any flesh, alive, dead, or undead, within a few yards of them.
Calabim of the War's Resonance is stronger when used on flesh.
Habbalah of the War can feel physical conflict anywhere nearby them.
Lilim of the War are more charismatic than normal.
Shedim of the War find it easier to use mind control powers to force someone into physical combat.
Impudites of the War are better at combat within the confines of an honorable duel or battle.

Distinctions of the War[200 CP, discount Infernal]:
Knight of the Black Order: You can tell how brave someone is at a glance, and what it would take to make them give up the fight.
Captain of the Infernal Armies: You always know the location and health of every being under your command.
Baron of Victory: You are a master of predicting the flow of battle, often being able to predict exactly what the enemy’s next move will be.

Art of Combat [300 CP, discount Infernal Servitor of the War]- You may spend Essence to make multiple attacks at once, but each attack must be different (such as using a Song, shooting a gun, and swinging a sword all at once.

Fog of War [300 CP, discount Infernal Servitor of the War]- You may cause someone in a ranged combat to mistake an ally as an enemy and open fire on them.

Jinx[300 CP, discount Infernal Servitor of the War]- You may curse someone, causing everyone around them, but not your target themselves, to be more likely to be harmed during violence

Weak Link [300 CP, discount Infernal Servitor of the War]- You can spend a few seconds studying your enemies and discover which one is the weakest link and why. Further study will reveal the second weakest, then the third, etc.

Theft

Servitor of Theft[100 CP, discount Infernal]- Valefor appeared in Hell one day with a stolen book from Yves's library. He quickly displaced Demogorgon to become a prince. He and his servitors have a number of similarities with Janus, the Archangel of Wind, something which makes people on both sides of the War somewhat uncomfortable.
Balseraphs of Theft's Resonance is much more powerful and likely to succeed than normal.
Djiun of Theft can steal hearts. They can only attune themselves to one person at a time, but anyone they attune to will be enthralled by the Djinn.
Calabim of Theft are supernaturally proficient at picking locks, opening doors, and removing restraints.
Habbalah of Theft can learn what the weather would be for the next few days whenever they see the sky.
Lilim of Theft are more likely to succeed when invoking a Geas which forces someone to commit theft.
Shedim of Theft can turn into a gaseous form.
Impudites of Theft can always move through crowds of people quickly, people instinctively parting to allow them passage. They can also tell at a glance whether an object was acquired honestly.

Distinctions of Theft[200 CP, discount Infernal]:
Knight of Kleptos- You and your companions learn a special sign language, allowing you to communicate as quickly and clearly as a mortal language would.
Captain of Corsairs- You always know whether you are being watched, listened to, or otherwise spied on.
Baron of Buccaneers- You may run and fly faster than normal and your movements are always completely silent unless you wish otherwise.

Covet [300 CP, discount Infernal Servitor of Theft]- You may inflame someone's desire for the object they most want, making it hard for them to pass up an attempt to acquire it over the next few days.

Distract [300 CP, discount Infernal Servitor of Theft]- You may force someone's attention away for a few moments, though danger will snap them back to reality.

Passage [300 CP, discount Infernal Servitor of Theft]- You can pick any lock, even ones that make no sense such as those requiring a card or thumbprint, though the farther it is from a mundane lock the more difficult it is.

Swipe [300 CP, discount Infernal Servitor of Theft]- You can make an object weighting no more than a few pounds vanish. It will reappear in your possession a few minutes later.

Songs [300 CP each, discount Drop-In non-Ethereal Spirits]
The most general and widespread supernatural abilities, Songs interact with specific parts of the Symphony in a single set way. A Song requires Essence to use, and grows stronger the more Essence used to invoke it. Assume that anything that would affect someone else will be resistible. Each Perk gives you a package of several Songs following a single theme.

Songs of Affinity- With a piece of something, you may sense the way to the other pieces, whether you're hunting for other fragments of a magical McGuffin or the person who left a hair behind at a crime scene. Or you can instead track down the person who made an item you touch.

Songs of Attraction- With these songs, you may bind two objects together, so that you can always find one by holding the other and following its gentle tugging. Alternatively, you can cause a person to feel an extreme attraction for something or someone in sight. Finally, you may replicate the Resonance of the Cherubs. Although you won't have to worry about Dissonance, unlike for Cherubs it will cost Essence to invoke the Song.

Songs of Banishing- These songs force spirits back to their rightful place. If a spirit is possessing a mortal (or just in a Vessel), they will be forced out. If not protected by a false body, the spirit will instead be banished back to its home plane.

Songs of Battle- The songs of battle are intended to be sung for a group of allies. You may give yourself perfect knowledge of these troops' positions and status, create a telepathic channel for the group to communicate in, or be granted a miraculous battle plan that gives them a definite edge in the current conflict.

Songs of Beasts- These songs ease the distinction between man and beast. You may grant yourself the ability to speak to animals, or give an animal human-like intelligence for a few hours. Or you can turn into any natural animal you have ever personally seen.

Song of Binding- A foil to the Song of Possession, this song keeps a spirit captive in the body it has possessed, preventing it from leaving.

Songs of Blades- By tapping into the ideal of swords, you can make any item you hold into a deadly weapon or summon a sword that will attack someone's mind instead of their body. You can also summon a circle of flying blades which will fight as you command, either within a specific area or circling around you.

Songs of Blood- These infernal Songs are centered around sacrifice. You can feed on someone's blood to restore your health or claim all the Essence of someone you kill. While in a universe with a dream world, you may kill someone in their sleep and force them to become a ghost trapped in the dream world. This ghost can eventually pass on to its final reward.

Songs of Cacophony- The opposite of the songs of tongues, these songs are intended to break down communication. They allow you to create auditory illusions or make all nearby speech unintelligible. Or you can just create an extremely loud disturbance in the Symphony, sure to be noticeable to anyone capable of sensing the supernatural.

Songs of Calling- These songs allow you to draw others towards you. You may send out a call for someone, causing them to feel a tug in your direction (or towards your plane if they are in a different

dimension.) They are under no compulsion to heed the call, but if you have ever met before they will know who is summoning them.

Songs of Concealment- Command over concealment will allow you to cast an illusion over a handheld object or over your celestial form, if you have one. You may also fool supernatural abilities that read minds, making them hear whatever thoughts you desire.

Songs of Correspondence- With this Song, you can affect someone with your other supernatural abilities at a distance. You need an object with a sympathetic connection to them, and this will cost Essence in proportion to how powerful your target is.

Songs of Darkness- Invoking these Songs allows you to create darkness or to blind someone for a few seconds. More subtly, you can inflict a fear of darkness and the unknown in someone for a few hours.

Songs of Daydreams- You may temporarily grant a mortal a mundane skill related to a daydream they are having.

Songs of Deception- These Songs can make your supernatural abilities undetectable, make yourself a better liar, or make it appear that something supernatural you have done was instead caused by another person of your choice.

Songs of Direction- The Songs of Direction will allow you to make someone untraceable to all supernatural tracking methods, determine your current location, or find a location of your choice.

Songs of Draining- These songs allow you to steal parts of the Symphony for yourself. You can drain health from someone, or temporarily steal one of their memories. Alternatively, you can create a circle a few yards in diameter that drains Essence. Anyone who tries to activate a supernatural ability requiring Essence inside the circle may have the power drained out of them and into you, canceling it.

Songs of Dreams- These songs allow you to control the contents of someone's dreams. Over time, this can help your bolster their willpower and sanity by forming good dreams or drive them to lethargy and fear through nightmares.

Songs of Ecstasy- These Songs allow you to make a physical sensation feel pleasurable, grant someone a sense of profound joy for a few minutes, or double your Essence regeneration for a few hours.

Songs of Empathy- By putting you in connection with another person's being, these songs will allow you to learn what someone else is feeling (either physically or emotionally) or to learn whether they are currently acting from selfless or selfish motivations.

Songs of Enslavement- Favorites of the servitors of Lust, these Songs will allow you to make someone obsessed or addicted to you. You may also place them under complete mind control for a few days, but they will break free from this control at sunrise if you haven't had sex with them that day.

Songs of Entropy- Command over entropy gives you a wide variety of powers. You can age (or de-age) an object or person by a up to a decade, directly assault someone's mind, or inflict terrifying hallucinations.

Songs of Essence- Unlike regular Songs, which use Essence to affect the Symphony, these Songs allow

control of Essence itself. You can use them to store Essence in an object for up to a few days for later use, sense how much Essence something or someone contains, or allow a group of people to channel Essence into activating a single ability.

Songs of Faith- These Songs will allow you to submit to the Symphony. You may turn incorporeal or enter a minutes long trance in which you are highly attuned to the Symphony, allowing you to better feel supernatural occurrences nearby. You may also submit yourself entirely to your role in the Symphony, becoming a perfect exemplar of the characteristics of your Word and Choir/Band (or your Superior's Word, if you don't have one).

Songs of Fire- These Songs allow control not only over actual fire, allowing you to set things ablaze or make a fire entrance anyone who sees it, but also the metaphorical spark of imagination, allowing you to help someone think up a solution to a problem.

Songs of Forbidding- Singing these songs allows you to forbid certain things to your enemies. You may create a boundary that they cannot cross or prevent them from taking a single specific action you specify or prevent a spirit from leaving the vessel it is currently possessing.

Songs of Form- Control over your body (and Vessels) is now yours. You can change your body's appearance withing human norms. You can also reinforce your body's substance, or thin it into a kind of shadow-matter that makes you invisible.

Songs of Freedom- Invoking the themes of freedom, you can escape from restraints or someone's grip, free someone from mind control for a few hours, or dispel supernatural binding effects.

Songs of Fruition- This collection of Songs can allow you to ensure two mortals will bear offspring. Worse, this includes the forbidden variants which allow a spirit and a mortal to breed. The result may have greater supernatural potential than a normal human, but there is a 1/3rd chance the result will be monstrous or insane.

Songs of Harmony- This is a collection of Songs devoted to defusing conflict. You may severely weaken everyone nearby (including yourself) or just prevent anyone from being violent (or even mean) for a few minutes. You can also temporarily suppress the effects of a disability, mutation, mental illness, or even a negative personality trait like overwhelming greed.

Songs of Healing- You are now a font of healing power. Your Songs can not only heal the body, but the mind, wiping away insanity or mental damage, and even damage to the soul itself.

Songs of Hunger- This is a collection of Songs that influence desire. You may force someone to feel endless hunger while preventing them from gaining nourishment from food, make someone feel an intense need for a consumable (like drugs or money), or make someone very stingy with their supernatural power, making them unwilling to spend Essence.

Songs of Ice- These Songs allow you to freeze both objects, making them colder and covering them in ice, or minds, making them less able to quickly react.

Songs of Light- The power of Light, once belonging to the greatest of the Archangels, allows you to glow! Alright, fine, it also allows you to create visual illusions and fire laser beams.

Songs of Lightning- You are now a master of electricity. You can power or overload an electronic device, make someone or something immune to electricity (which will make electric devices unable to function), or call down lightning from the sky.

Songs of Location- You may create portals between any two locations. The Song must be sang in both places to function, but if you want you can use it in one place first, then finish the portal by traveling to the other end normally.

Songs of Machines- The Songs of Machines allow you to repair and hone an object, grant a machine a very limited AI for a few moments, or improve a machine's performance for a single action.

Songs of Memory- These songs allow you to improve and access memory. You can view an object's past, grant another person perfect recall for a few minutes, or read the memory of the Symphony itself to learn the last supernatural ability used at your current location.

Songs of Motion- You may fly, telekineticly move a few pounds, or teleport an object or person a few dozen miles.

Songs of Nemesis- These Songs specialize in recognizing danger. You may determine how dangerous someone or something is and generally why (ie It's trapped or a weapon or about to fall apart), detect whether someone holds hostile intent towards you, or grant yourself a general danger sense for a few minutes.

Songs of Nightmares- These songs deal with fear. You may use them to learn someone's greatest fear or to or inspire fear. If your target has had a nightmare about something recently, this fear will be even stronger and will last for days.

Songs of Nimbus- These Songs allow you to draw on your own heavenly, hellish, or ethereal nature. You may surround yourself with an aura that reveals your alignment and will cow those with other alignments. Or you can create a vision of your true form forced out of celestial flame.

Songs of Numinous Corpus- Angels and Demons are supposed to have strange and inhuman bodies, and you can use these Songs to give these mutations to yourself. You can give yourself up to three such characteristics (such as acid spit, extra arms, barbed back, claws, extra eyes, fangs, hooves, fins, horns, legs, armored plates etc...) at once.

Songs of Oblivion- Once the secret weapon of the dead Demon Prince Mariel, you may use these to erase someone's memories or to banish a spirit to the non-place of Limbo for a few hours.

Songs of Opening- These Songs deal with opening, both physical locks and the minds of others. You can weaken someone's resolve to make them easier to convince of something or let you open someone's heart to a previous argument, giving you a second chance at talking them into something.

Songs of Pestilence- These Songs deal with disease. You may, of course, give someone a mundane disease, but more insidiously you may make someone, even if they are normally immune like a spirit would be, a carrier of an illness, making it spread to anyone nearby without harming your target.

Songs of Plagues- Good for inflicting biblical plagues, these songs You can force a person or area to experience unnatural animal swarms or weather, cause a certain phrase to be constantly repeated, or

give it a mark which will make others hostile.

Songs of Poison- You are now a master of poison, able to make an object poisonous, create an odorless poison gas, induce the effects of a drug in someone, or even create poisons that harm the soul directly.

Song of Possession- With this song, you may possess a physical body, including the Vessel of another celestial, belonging to someone no stronger than you.

Songs of Projection- These songs allow you to astrally project your soul to any location you have ever been to before.

Songs of Purity- You may now separate contaminated substances (such as salt water into salt and water), remove mind control effects from another, or force a possessing spirit out of a body.

Songs of Retribution- The Songs of Retribution allow you to curse an area, making the Symphony lash out to harm anyone who disturbs it by using a supernatural affect.

Songs of Revulsion- The opposite of the Songs of Attraction, you can force things apart. You can make two objects repel each other. Making at object repel the planet will cause it to float. You can also make someone feel disgust for a person or object or sever sympathetic supernatural bonds.

Songs of Seals- These Songs oppose those of opening. You make render a door or container impossible to open, make someone from using or being effected by mind affecting powers, or create an area where spirits cannot enter.

Songs of Self- These diabolical Songs allow the singer to deny that the Symphony is any more real than they are. It can allow you to become incorporeal or use it to increase your own willpower. Or it can make you preternaturally skilled at deducing anything related to yourself, such as trying to discover how someone feels about you or which course of action is the best for you. However, while this is in effect you are a paranoid narcissist and have an equally difficult time understanding things that are not related to you.

Songs of Sensation- The Songs of Sensation allow you to share feelings with others. You may make them feel any sensation that you have experienced, force them to feel your current emotions, or entrance them with the feelings associated with the surrounding location.

Songs of Shadows- The Songs of Shadows allow you to wrap yourself in shadow or to animate shadows.

Songs of Shattering- By focusing sound, theses Songs allow you to unleash a sonic blast or give someone a painful and distracting headache. You can even attack someone's spirit, draining their Essence or temporarily damaging their soul if they have none.

Songs of Shields- You can now create a variety of different shields. You may create a whirlwind around yourself to blow away physical attacks or surround yourself in a shield of green energy that will protect you from supernatural abilities, either of which last several seconds. While in an area of natural concealment (darkness, fog, etc) you can instead block all senses, even supernatural ones, from penetrating it for a few minutes.

Songs of Sight- These Songs improve your sight. Beyond an increase to normal sight, you may gain nightvision, the ability to magnify your vision to view small or distant objects, or x-ray vision.

Songs of Silence- Ironically, these are Songs that smother sound. They may create a zone of silence, render someone mute, or create an area that blocks supernatural senses.

Songs of Sleep- Companions to the Songs of Dreams, these can wake someone up or put them to sleep. They may also enhance sleep, allowing someone to get the effect of sleeping for days straight after a single night's sleep.

Songs of Solace- The perfect abilities for those who want to ease weary mortals of life's burdens, you can remove someone's pain, ease their guilt or fear, or remove the effects of mental or soul damage for a few hours.

Songs of Stone- These Songs allow you to create localized earthquakes, control nearby stone and earth, or make an item able to affect even incorporeal beings. A weapon imbued with this ability will directly assault the soul of any incorporeal spirit it hits.

Songs of Storms- With these you may now control the local weather, causing or preventing rain or wind or changing the temperature.

Songs of Succor- A diverse collection of Songs that offer relief, you can create perfect food, wake someone from a coma, or restore some Essence to yourself. This last ability essentially borrows Essence from your future. You will not regenerate any Essence on your own for as long as it would take you to naturally regain the amount the Song granted you. You may not use this again until you have paid off this debt of Essence.

Songs of Symphony- With these Songs, you may ask the Symphony for the answer to a question. You will only receive a vague answer, and questions about something as strong as a Superior will be ignored. Questions about mortals will ignore supernatural influence, while questions about spirits will ignore the actions of mortals.

Song of Thunder- This song unleashes a thunderous clap across all layers of reality, momentarily stunning everyone nearby.

Songs of Tongues- These songs focus on communication. You may use them to speak in all mortal languages simultaneously, achieve two-way telepathy with anyone nearby, or send a short message to someone you've met before, regardless of where they are.

Songs of Transferrel- With these Songs, you may use a Song that normally only targets yourself and instead apply it to another person.

Songs of Truth- These Songs allow you to see through disguises, determine whether someone is lying, or force them to tell the truth.

Songs of Unity- Using these Songs, you may bring things together into harmony. You can permanently bond two items to each other, allow one person to use another's mundane skill, or form a hive mind with a willing group. This hive mind has access to all the learned supernatural powers of each of its components, and a single pool of Essence and mental fortitude formed from the combined reserves of

all of them.

Songs of Vulnerability- These songs bring down celestial beings to the level of mortals. They may make someone vulnerable to disease, inflict a need for sleep on them, or improve the ability to sense the supernatural to an uncomfortable degree, causing intense pain whenever the victim senses magic.

Items

Vessel[100CP, discount non-Humans, one free for non-Humans]- A Vessel is a physical body that spirits can possess. They allow spirits to interact with the corporeal world. When not in use, the Vessel merely dissolves back into the Symphony until you wish to make use of it again. Your vessel may be a mundane human or animal no stronger than an average human. If your Vessel is destroyed, you may no longer use it, but I'll give you a new one in 10 years. If you are a Human, owning a Vessel means that you are a Saint, a spirit sent back from the afterlife to influence humanity. No one has ever made a pagan or hellish Saint before, so if you are a Drop-In or Infernal, you will be the first.

For 100 CP, you can make your Vessel more impressive. It may be regal, cute, attractive, wise-seeming, or any other quality that makes people more likely to trust or listen to you. For 200 CP, you can make your Vessel supernaturally durable, able to take some gun fire without dying. You can buy extra Vessels as well.

Role [50CP, requires Vessel]- You can weave your Vessel into the Symphony, so that it will be a person instead of just a body. This gives a Vessel a low social status and a sketchy past that people are unlikely to remember. You may be a janitor, but don't expect anyone to really remember you beyond being "what's his name, the guy I told to clean up the spill on aisle 4." This Role will be updated for each new jump, essentially giving you the social ties of a second Background that won't influence your personality. Your Role will update according to the setting of new worlds. A doctor may become a magical healer in a medieval fantasy setting or a tribal witch doctor in a prehistoric setting. You do not actually gain any skills relating to your Role that you didn't have before.

For 150CP (300 for humans), you may improve your Role. You may make it more "real", more firmly rooted in the symphony. You aren't just a barrista, you're Carla, who the regulars know and trust. Or you can become a higher class member of society: a doctor, a police officer, a scientist, or even a local politician. You can buy both these upgrades and can buy separate Roles for each Vessel.

Rakshasa Skull[100CP, discount Drop-In]- This skull of a mythical creature, not necessarily a Rakshasa, can grant the attacks of its original owner to anyone who invokes its power. You may gain the horns of a minotaur, the fire breath of a dragon, or any other natural weapon from a mythical mosnter.

Temple of Hermes [300CP, discount Drop-In]- This brick was once the cornerstone of a temple of Hermes, before Uriel's forces destroyed it while wiping out the old pagan religions. You may regrow the temple within a single night, creating a building highly conductive to attracting godly favor. When consecrated to a god, the temple will quickly draw their blessing, and may even form a bridge to their home realm so that you can petition them in person.

Sword of Phra Sao[600CP, discount Drop-In]- Phra Sao is a Thai god who governs fortune, and this sword, though a powerful weapon in its own right, is capable of invoking his favor. You must hold this sword above you head before a battle, allowing sunlight to reflect off it. Each enemy caught by the

reflected light will be cursed with poor luck for the coming battle.

Flaming Sword[100CP, discount Divine]- Ah yes, interested in the classics, are you? While inactive, this appears to be only the hilt of a sword, but you may call forth a blade of fire from it.

The Holy Grail[300CP, discount Divine]- This magical cup is a font of healing, glowing with holy light as it floats through the air to present itself to the worthy. Those who drink the sweet dark liquid inside it will be healed in body, mind, and soul. Once the drinker is in perfect health, the grail will begin refilling their Essence as well. However, the thing has a mind of its own. When not in use, it tends to wander off, teleporting about the world to heal righteous people regardless of their background. At least the thing is nigh indestructible, having survived attacks from Demon Princes without a scratch, and will probably find its way to you when you're really in need.

Dominic's Cloak[600CP, discount Divine]- An exact replica of the cloak worn by the highest authority in Heaven's Inquisition, this is the perfect tool for a judge (or head of internal police). While covered in this cloak, you are immune to all information gathering or mind affecting powers by anyone less powerful than a Demon Prince. Further, you cut quite an intimidating figure under this, and only those of great will can bring themselves to lie when questioned by you.

Unholy Pistol[100CP, discount Infernal]- You got some angels you want to get off your back? This handy little thing can fire Unholy Bullets, which pack quite a punch. You'll get a stock of ammo for it in your warehouse, which refills every week.

Will Shackles [300CP, discount Infernal]- This set of shackles (or armbands, or handcuffs, etc) makes the wearer a slave. The shackles owner can give them any command, and only those of inhuman willpower can resist obeying. The wearer also cannot take them off themselves, requiring someone else to cut them off.

Glasses of the Media [600CP, discount Infernal]- Replicas of those constantly worn by Nybbas, these sunglasses' lenses constantly crackle with the image of television static. They tell the wearer everything a budding media mogul could need to know about everyone they see. Sex, age, ethnicity, income bracket, religion, political affiliation, favorite brand of detergent... anything they would put down on a survey about themselves. They will also allow the user to peer through the screen of any television that is currently showing a piece of Media. (That means a television playing a DVD of a movie, but not one showing security camera footage.)

Companions

Choir [50CP each or 300CP]- Why be a soloist when you can have other voices besides you? You may create a new companion of any background and race, or import a current companion into this role. They gain 600CP to spend on Perks. If they have a different Background than you, you must take the Sympathy for the Devil Drawback.

Drawbacks

You may take up to 600 CP in drawbacks.

Louis Cypher[+100 CP]- This is a secret War we're fighting here, soldier. Don't want to interfere so much with the mortals that we wind up destroying the very thing you're fighting over. Unfortunately, you are utterly inept at hiding what you are. You will pick names that blatantly betray your identity

(Neveah Angela Godfrey) and your attempts at fitting in with mortal society will be stymied by the way you keep talking about your boss from down south. The DEEP south. *Evil chuckle.* The mundanes might think you're just weird, but anyone aware of the supernatural will quickly figure out what you are.

Sympathy for the Devil[+100 CP]- You have to admit to yourself, maybe there's a certain appeal to the other side. You find it difficult not to be a little lenient to the enemy, maybe even help them out from time to time. Unfortunately, your mercy will go unrewarded. The enemy will just use you and throw you away, or you'll draw down suspicion from your own allies, or both. You just never learn though, and will probably be back in bed with the enemy (perhaps literally) within a month.

Fallible[+200CP, barred to Ethereal Spirits]- Normally, we'd just forego this whole hullabaloo about Dissonance and Discord and Falling and let you do whatever you want. Not any more. Now, whenever you generate Dissonance from your Choir or Band, or when you violate the Word of your Superior, you will generate Dissonance. You spend a week doing menial work in a Tether to remove it.

Do it a few times before you can work it off as an Angel and your Heart will break. You will become an Outcast, barred from Heaven and removed from the good graces of the Archangels. If you're already an Outcast, you will Fall, ending your chain. Demons cannot Fall, but will instead suffer from Discord, mutations and mental disorders that warp their soul. Build up enough Discord, and you will become totally insane, a slave to the random collection of urges that dominate your personal Symphony. This will count as death.

Humans must choose a Greater God (Drop-In), Archangel (Divine), or Demon Prince (Infernal) to serve. Violating their strictures will generate Dissonance, just like for a celestial, and gaining too much will end your chain.

Contrived Fall[+300CP, requires Fallible]- Now you've done it. You're in a campaign run by a That Guy GM, the one who always makes sure every paladin falls. The universe itself will constantly twist to try to force you into gaining Dissonance or put you in seemingly no win situations where there is no obvious way to do the right thing. I hope you 're sure of yourself, because staying on the straight and narrow is going to be tough.

Copyright Infringement[+200CP, Ethereal Spirit only]- Identity is very important for Ethereals. If they cannot distinguish themselves from similar spirits, how can they claim the Essence due to them from their mortal believers? Your very being is infringing on someone else's image without their permission. You may choose to have run afoul of a large and powerful organization by being an unregistered member (such as an Elvis spirit who lacks membership in the worldwide Elvis Cartel) or a pretender spirit who was spawned as a lesser Image of a Greater God (if you've ever wanted to be Zeus, now's your chance, but the real one will not be happy about it.) This enemy will hunt you and try to destroy you to reclaim dominance over their identity.

Under Suspicion[+200CP]- Somehow, you've drawn the ire of the internal police of Heaven or Hell. Either Dominic's Inquisition or agents of The Game think you're up to something. They don't have a clear idea of what exactly you're doing, but based on what they've seen so far, they don't like it one bit. You'll have to stay on the straight and narrow to avoid getting hauled in for a trial or having a cadre of warrior spirits called down on you.

True Servitor[+300CP]- Your Superior is aware of your nature. None of your powers will work on

your Superior, and they all count as Attunements under your boss's control, meaning they can strip them from you for disobedience or just because they don't want someone with a given capability out running free in the world. Before taking this, I'm obligated to remind you that many Superiors are petty assholes, and even the well meaning ones are hidebound, unable to consider alternate points of view, and have bizarre and often inhuman viewpoints. Drop-Ins must choose a Greater God to serve in the same way.

Damned[+300CP]- It's time to pay for your sins, Jumper. Before this Jump begins, God will judge you. If He finds that you have been a true exemplar of selflessness, not necessarily perfect, but at least a constant force for good in every single jump you've ever done, He will accept you into His Symphony and your jump will start as normal. If you are found wanting, your powers will be stripped, you will be transformed into a damned mortal soul, and you will enter the world 10 years before you otherwise would have. You will spend this decade in Hell. And not one of the parts of Hell that can be okay, like Shal-Mari. You are going to Sheol, where you will be thrown in a lake of fire to burn. Once your 10 years are up, you will appear at your starting location, with your powers back and your Background in place.

Changelog

1.1

Changed Resonances to work randomly instead of always getting an average result.
Changed Iceland starting location to New Dehli
Added explicit Free Lilim option to Demon race.
Added remainder text about free perks and dissonance conditions to Angel/Demon races.
Clarified that only the first purchase of Servitor of (Word) and Rites of (Word) are discounted.
Songs are no longer discounted for Ethereal Spirits.