

“Smooth Eddie”

Born Marlin Hullinger, before his awakening went by the stage name “Eddie Hull”, hence his moniker of “Smooth Eddie”. A charmer and a shmoozer, Smooth Eddie is the faceman, always cracking wise, though that’s all because he knows how serious things can get.

Stats:

- Intelligence: 2
- Wits: 4
- Resolve: 3
- Strength: 2
- Dexterity: 3
- Stamina: 2
- Presence: 4
- Manipulation: 3
- Composure: 2

Willpower: 5

Health: 7

Mana: 2

Initiative: 6

Skills:

Brawl 2, Drive 2, Empathy 3, Expression 3, Investigation 1, Larceny 1, Persuasion 3, Politics 2, Stealth 1, Socialize 4, Subterfuge 3.

Merits & Belongings:

- **“Hey, It’s Smooth Eddie”:** + 2 to getting into any gin joint in Los Angeles. However Smooth Eddie is also at -2 to disappear in a crowd.
- **Flush:** Smooth Eddie is reasonably wealthy, with a 1947 Buick Roadmaster and a pad in Hollywood. He can add +2 to rolls where spending would help, but a failed roll means either Smooth Eddie doesn’t have enough cash, or overspends to get what he wants and is broke for the rest of the night.

Foci: The Divine Voice.

Smooth Eddie see’s his magic as coming from Heaven Hymn Sheet, though he knows he’s no angel; after all, what were Devils before they fell? As long as Smooth Eddie sticks to using his Magic for benevolent purposes though, he figures he’s in the clear. While it makes his magic very powerful for something that is rarely vulgar, it’s extremely difficult for him to do magic if he can’t sing, speak or whistle, or is required to be quiet.

Arts & Arcana:

- **Intellego:** “I perceive”, detects or reveals, enhances a target’s natural senses or conveys supernatural ones. **2 dice.**
- **Rego:** “I control”, involves manipulation of the target in any way that does not alter its nature. **5 dice.**
- **Mentem:** “Mind”, governs willpower, hallucination, telepathy and dreams. **5 Dice**

Rotes (+2 to dice pool)

- **Own the room (Rego + Mentem):** Smooth Eddie is a master of turning a hostile crowd to his side through some comedy and the odd musical number.
- **Sweet Little Nothings (Intellego + Mentem):** Smooth Eddie knows a lie when he hears one.

“Best Boy”

Sgt Boyd Mahoney was in the Ardennes against the Nazis back in '45. Whereas most mages take time to learn their craft, he learned by doing, fixing broken guns and shooting Germans with supernatural accuracy. After the war, he ended drifting to California and getting work in Hollywood. He still hates Krauts (which pretty much covers any European), though once he puts his mind to something, he's driven to make it happen, even putting up with Krauts on a set. He also does work for the Unions.

Stats:

- Intelligence: 3
- Strength: 3
- Presence: 2
- Wits: 3
- Dexterity: 3
- Manipulation: 2
- Resolve: 4
- Stamina: 3
- Composure: 4

Willpower: 8

Health: 8

Mana: 4

Initiative: 8

Skills:

Athletics 2, Brawl 2, Crafts 4, Drive 2, Firearms 3, Intimidation 1, Persuasion 2, Science 1, Stealth 2, Streetwise 1, Survival 2, Weaponry 3

Merits & Belongings:

- **Working man:** Best Boy has a one bed in Burbank that's he's almost never at, though it has an amazing garage and workshop, and a 1941 GMC CC truck.
- **Union Rep:** Best Boy has contacts and sway with a number of movie technicians about Hollywood. This can be brought to bear as contacts or even muscle.
- **Heater:** Best Boy has a Colt M1911 .45 pistol that he knows intimately, which does 3L damage

Foci: Tools of the Trade

Best Boy uses his trusted tools to do “Miracle Engineering”. Once he has invested time to ‘know’ his tool, he can use it to perform magic. While this makes his magic less vulgar, it means he's reliant on his favoured tools, which currently consist his Colt M1911 and a selection of wrenches and pliers.

Arts & Arcana:

- **Intellego:** “I perceive”, detects or reveals, enhances a target's natural senses or conveys supernatural ones. **3 dice.**
- **Rego:** “I control”, involves manipulation of the target in any way that does not alter its nature. **4 dice.**
- **Potentem:** “Force”, governs fire, lightning, gravity, and sound. **5 Dice**

Rotes (+2 to dice pool)

- **Cap a Nazi from a hundred yards (Rego + Potentem):** Best Boy has a reputation as an amazing shot. It's not luck, it's about knowing his weapon and using his magic to alter the trajectory of the bullet with deadly accuracy. He can even make it ricochet, though that's bordering on Paradox.
- **Know My Trade (Intellego + Potentem):** Best Boy can perceive a machine at work, and determine its process, whether it's understanding a lock or knowing a gun is empty from the sound of its slide.

“Sister Tilphousia”

Agatha Morillo was always a strange one, but that's because her family were from a long line of worshippers of an offshoot of the Olympian Faith. Less decadence, more punishment. When she awakened, she took the name “Tilphousia” after the Fury of Vengeance. While she is not a christian, she dresses (and acts) like a nun, hence “Sister Tilphousia”.

Stats:

- Intelligence: 3
- Wits: 2
- Resolve: 4
- Strength: 2
- Dexterity: 3
- Stamina: 3
- Presence: 3
- Manipulation: 2
- Composure: 5

Willpower: 9

Health: 8

Mana: 4

Initiative: 8

Skills:

Academics 4, Athletics 2, Brawl 2, Intimidation 3, Persuasion 2, Socialize 2, Stealth 3, Survival 3, Weaponry 4

Merits & Belongings:

- **Vow of Poverty:** Sister Tilphousia looks and acts like a nun. Since she excels at killing almost everything, the Hierarchy of Los Angeles finds her a place to stay.
- **Religious Vigor:** Mages are strong-willed, but her will is iron. +2 difficulty to affect her mind.
- **Sword of Fury:** This 3L bronze shortsword is still pretty sharp despite its age, and often used as part of her magic.

Foci: Wrath of the Gods

Sister Tilphousia's magic is a calling from a higher power, albeit not one well known in the modern world. She uses prayer to the Olympian Gods, with a big emphasis on punishing those who transgress, whether it is man, spirit or the dead, to do her Magic. It makes her magic a little inflexible but what she does, she does with brutal effect. Her bronze short sword is engraved with her religious' symbols.

Arts & Arcana:

- **Perdo:** "I destroy", decays, disintegrates or otherwise diminishes the target, making something a worse example of its kind. **5 Dice.**
- **Mortem:** "Death", governs darkness, decay, ghosts and the Underworld. **3 Dice.**
- **Umbram:** "Spirit" governs inhuman spirits, the Shadow, and the Gauntlet between worlds. **2 Dice.**
- **Vitam:** "Life", governs the body, healing, disease and metamorphosis. **2 Dice.**

Rotes (+2 to dice pool)

- **That is Undead shall not be allowed to Live (Perdo + Mortem):** A harmful banishment of the undead, this vengeful prayer is a bane against a single target.
- **The Walls Between Worlds (Perdo + Umbram):** Creates a barrier that harms any spirits that cross it.

“Scribe”

Cynthia T. Woo is a classical wizard, and between hours stuck in a library, she’s a journalist, working the true-crime desk for some of the smaller papers in Los Angeles, using her magical skills to outclass some of her less gifted peers.

Stats:

- Intelligence: 4
- Wits: 4
- Resolve: 2
- Strength: 2
- Dexterity: 3
- Stamina: 3
- Presence: 3
- Manipulation: 3
- Composure: 3

Willpower: 5

Health: 8

Mana: 3

Initiative: 7

Skills:

Academics 3, Empathy 3, Expression 3, Firearms 1, Investigation 4, Larceny 2, Persuasion 2, Politics 3, Streetwise 2, Subterfuge 2

Merits & Belongings:

- **Penny a word:** Scribe’s magical ability means she has the edge on a number of her journalist peers. She lives well enough in Santa Monica, and can afford to bribe for details. She can add +1 to rolls where spending would help, but a failed roll means either she doesn’t have enough cash, or overspends to get what she wants and is broke for the rest of the night.
- **Calling Dispatch 109:** Scribe can put in a call to a contact in Police dispatch for information, such as the location of a car or status of an APB. She needs to do this from a phone.
- **Fledgling member:** Scribe has some status in the Order of Hermes, but is still a neophyte. She can access the first few levels of their libraries for Occult Knowledge.

Foci: High Magic

Scribe is a classic wizard of the Order of Hermes, though her Chinese heritage has led to her slipping in a few non-western aspects into her magic, to mixed approval. She uses incantations, circles, invocations and wands and it's usually time intensive, but with reliable effect.

Arts & Arcana:

- **Intellego:** “I perceive”, detects or reveals, enhances a target's natural senses or conveys supernatural ones. **4 Dice.**
- **Locum:** “Space”, governs conjuration, scrying, wards and sympathetic connection. **2 Dice.**
- **Mentem:** “Mind”, governs willpower, hallucination, telepathy and dreams. **2 Dice**
- **Mortem:** “Death”, governs darkness, decay, ghosts and the Underworld. **2 Dice.**
- **Tempus:** “Time”, governs divination, prophecy, and manipulation of the flow of time. **2 Dice.**

Rotes (+2 to dice pool)

- **Find the Dead (Intellego + Mortem):** This spell lets Scribe to track a ghost by their trail of ectoplasm. The more recent the death, the easier to find.
- **Scrying (Intellego + Locum):** Using an item, Scribe can find and perceive a person, using the sympathetic connection. The more personal the connection, the easier it is.

“Archibald Armstrong”

John McMurtry picked his name for that of of King James VI’s jester. From a long line of fools, both before and after his Awakening, Archibald Armstrong works the Vaudeville style routine, a folk-hero that takes pratfalls and people’s money and yet always ends up about the same as he started each day.

Stats:

- Intelligence: 2
- Wits: 4
- Resolve: 3
- Strength: 3
- Dexterity: 4
- Stamina: 3
- Presence: 3
- Manipulation: 2
- Composure: 3

Willpower: 6

Health: 8

Mana: 3

Initiative: 7

Skills:

Academics 1, Animal Ken 2, Athletics 4, Brawl 3, Crafts 2, Empathy 2, Larceny 3, Persuasion 1, Stealth 2, Streetwise 3, Survival 2

Merits & Belongings:

- **Useless bum:** Archibald Armstrong has exactly what’s on him and nothing more. If he ends up with cash, then it’s won and lost that day. He almost always finds a couch or a park bench.
- **That Guy:** Archibald Armstrong knows people. Once during the game, he can happen to know exactly the right person to get out of trouble, whether it’s cop, bouncer or taxi driver.

Foci: Foolery

Archibald Armstrong’s magic relies on him persuading the cosmos to do him a favour. As such, for every overwhelming act of good luck, he needs to redress it in some way. This might be giving away possessions, or taking a fall and laughing it off. Generally he is better suited to improvised rather than planned magic, making his magic flexible but lacking in punch.

Arts & Arcana:

- **Intellego:** “I perceive”, detects or reveals, enhances a target’s natural senses or conveys supernatural ones. **3 dice.**
- **Muto:** “I transform”, alters the nature of a being, object or substance, adding unnatural traits and/or removing natural ones. **3 Dice.**
- **Rego:** “I control”, involves manipulation of the target in any way that does not alter its nature. **3 dice.**
- **Fatum:** “Fate”, governs blessings and curses, destiny, and luck. **3 Dice.**

Rotes (+2 to dice pool)

- **Look at that, Five Kings (Muto + Fatum):** A pretty vulgar display of magic that pushes the limits of credulity, but sometimes pulling off such a ludicrous act is necessary to get out of a pinch.
- **Lucky Number** □ (**Intellego + Fatem**): Maybe it’s knowing the casino’s routine, or just guessing the right horse, but this spell allows Archibald Armstrong to predict a winner from a set list of outcomes.