

Triad 555

As a rule, Servitors of Judgment don't usually deal with actual demonic activity -- they're usually too busy hunting down infiltrators, traitors, and angelic criminals. Love them or hate them, it's a Truth that the Inquisition is always insanely busy. Much as they would like to be otherwise, it's often effectively impossible to cull the worst examples of the Unjust on the Other Side -- or even just put the fear of God into them.

'Often', however, does not equal 'never'.

Triad 555 consists of the following:

Samyaza

Seraph Warder Vassal of Conscience

Corporeal Forces: 3	Strength: 6	Agility: 6
Ethereal Forces: 4	Intelligence: 8	Precision: 8
Celestial Forces: 5	Will: 8	Perception: 12

Vessel/1 (male)

Skills: Artistry/3 (Cooking), Computer Operation/3, Detect Lies/3, Dodge/3, Fighting/2, Ranged Weapon/3 (revolver), Tactics/3

Songs: Healing (Corporeal/3, Ethereal/2, Celestial/2), Motion (Celestial/6), Shields (Ethereal/3), Truth (Ethereal/3)

Attunements: Seraph of Judgment, Incarnate Law, Vassal of Conscience, Warder

Iyar

Ofanite Warder

Corporeal Forces: 3	Strength: 6	Agility: 6
Ethereal Forces: 5	Intelligence: 8	Precision: 12
Celestial Forces: 4	Will: 8	Perception: 8

Vessel/2 (female)

Skills: Dodge/6, Driving/6, Fighting/3, Large Weapon/3 (Automobile), Ranged Weapon (revolver/2, Shotgun/3)

Songs: Charm (Celestial/3), Direction (Ethereal/3, Celestial/3), Shields (Corporeal/3, Ethereal/3, Celestial/3), Speed (Ethereal/6)

Attunements: Ofanite of Judgment, Elohite of Judgment, Warder

Orion

Malakite Warder

Corporeal Forces: 5	Strength: 10	Agility: 10
Ethereal Forces: 3	Intelligence: 6	Precision: 6
Celestial Forces: 4	Will: 8	Perception: 8

Vessel/4 (male)

Skills: Artistry/5 (Cooking), Dodge/6, Fighting/6, Ranged Weapon (revolver/4, Shotgun/3)

Songs: Binding/3, Might (Corporeal/3, Ethereal/1, Celestial/2), Shields (Ethereal/3)

Attunements: Malakite of Judgment, Heavenly Judgment, Warder

Oaths: "Always strive for excellence in everything that I do." "Never lose my temper."

These three are very much one of Dominic's roving Triads: Triad 555 rarely spends more than a few months in any

given locale. Indeed, unless given specific orders, the Triad's normal modus operandi will be to more or less randomly travel from town to town, looking for hints of demonic activities. When they find some, they notify Judgment and Trade, arrange for suitable Roles...

...And then open a takeout food shop.

No, actually, they're pretty good at it by now. The Seraph takes the calls, the Malakite cooks, and the Ofanite delivers. It's child's play for Trade to set up the necessary financing, and after the Triad leaves there's usually a perfectly good pizza parlor or Chinese restaurant left behind for Marc's people to take over, so really everybody wins. Well, everybody who doesn't attract Triad 555's interested gaze during that time, at least -- their nickname 'Dominic's Delivery Service' is well earned, and is quite ominous, in an understated sort of way.

It all works out pretty well. Samyaza's in a good position to scope out possible targets, and either one of the other two can usually tell if a lead's worth following up. From there it's usually not too hard to pass along targets to the Sword, Protection or -- well, angels of proven loyalty to the Host who cannot realistically be blamed for the antics of their Superiors. Although the Triad will sometimes handle

a special order themselves, as Orion likes to keep his skills current and the other two aren't adverse to the idea of occasionally mixing it up with the Enemy.

Triad 555 does keep busy: if nothing else, no Balseraph worth his or her salt can quite resist trying to stiff a cashier or delivery boy. That's not really a good idea with this bunch: they keep a little, little list of confirmed prospects, then wait until a suitable time before calling in the standard orgy of not-really-wanton destruction. Then it's hand off the keys to the Malakim of Trade ambush team (in case somebody objects later, you understand) and off to the next city -- after a quick vessel switch, of course. No sense keeping the fingerprints, after all.

Naturally, by now Hell's noted that there's been an increase of demons entering Trauma while still clutching a cheesesteak in one hand, but the roving nature of Triad 555 makes it hard to pin them down. Unfortunately, the obvious solution (stop ordering take out until the Triad is neutralized) is extraordinarily unpopular among demons on Earth duty. They can't shoot every pizza guy that comes to their door, either; so the best interim solution is to keep a low profile when calling for delivery. This means, among other things, that quite a few demons all

across North America are currently learning how to tip properly.

Ah, serendipity.

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