

Jeduthun

Kyriotate of War

Corporeal Forces: 4 Strength: 9 Agility: 7
Ethereal Forces: 4 Intelligence: 7 Precision: 9
Celestial Forces: 4 Will: 8 Perception: 8

Vessel: two vessels/3 (defaults to male/3 and female/3, dependant on mission; one will typically have Charisma +1)

Skills: Artistry/5 (Mechanical Drawing), Detect Lies/3, Dodge/4, Driving/2, Emote/4, Fast-Talk/2, Fighting/4, Knowledge (Human Psychology/1, Site Security/2), Language (Battle/3, Spanish/3), Lying/4, Move Silently/2, Ranged Weapon (rifle/5, pistol/2), Savoir-Faire/2, Small Weapon/2 (knife) Survival (Arctic/2, Forest/2, Jungle/2, Mountain/2, Urban/2), Tactics/3

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

Attunements: Kyriotate of War, Malakite of War, Sure-Footed. Note that Michael permanently assigns two 5-Force vessels to Jeduthun, and those vessels will change from mission to mission. Jeduthun typically only has two Forces free at any given time: it would quite like to

get the Kyriotate of Lightning Attunement, but neither it nor its Archangel has yet worked out a way to have Jean make the offer.

Role: Professional/6, Status/4; Domestic Partner/6, Status/3

Jeduthun is one of Michael's spies. Or perhaps it is two of Michael's spies. It has gotten into the habit of having an atypical take on the matter.

The Kyriotate generally operates in areas where there is a strong possibility of Infernal surveillance occurring. Its usual procedure is to take on the Role of a domestic couple; one member of the couple stays home, while the other goes to work at whatever area Michael wants infiltrated this week. Once there, it's usually a trivial exercise to transmit and/or transcribe whatever sensitive information needs to be transmitted. One vessel sees the information; the other sketches, types, or repeats it.

Of course, Hell knows that Kyriotates are capable of doing *precisely* this sort of thing. However, many of the methods by which one detects Kyriotates do not apply to Jeduthun. It does not have to abandon its vessels, it does not have suspicious memory gaps and the levels of its Roles are

sufficiently high to give it a good chance to avoid disturbance from everyday accidents. Couple that with very good training -- Jeduthun is a graduate of [Zadkiel's School](#) -- and it's not surprising that the angel has what is shaping up to be an excellent work record.

The best way to describe Jeduthun is 'careful.' The Kyriotate is usually operating essentially alone, with only its own inherent abilities and its enemies' prejudices as protection. For that matter, acting unlike a typical Michaelite is in itself good camouflage. This does put it at slight odds with its more *enthusiastic* colleagues, but that was to be expected. Another quirk is that the Kyriotate is used to being in two primary vessels constantly; this does make the angel appear less weird to non-Kyriotates, but it also makes Jeduthun come across as significantly strange to its Choir-mates.

Lastly, while the angel is pleasant enough (particularly towards humans) it is hampered by a lack of outside interests. Jeduthun is generally unenthusiastic about anything not involving its mission or current Role; its only real hobby is the annual time off the angel takes to keep its outdoor survival skills honed. This is of some concern to the Kyriotate's immediate superiors, but if Archangels could simply **order** their Servitors to be well-socialized

then there might not have been a Rebellion in the first place.

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