

Sizouse

Ofanite of the Sword IST the Wind Angel of Racing

Corporeal Forces: 4 Strength: 6 Agility: 10
Ethereal Forces: 5 Intelligence: 8 Precision: 12
Celestial Forces: 4 Will: 8 Perception: 8
Word Forces: 12
Vessel: human male/3

Skills: Detect Lies/2, Dodge/3, Driving/6, Engineering/3, Fighting/4, Large Weapon (sword/5, lance/2), Mechanic/5 (automobiles), Running/6, Tactics/2

Note: even if a particular campaign normally requires specialization for Driving, it is recommended that this restriction should *not* apply to Sizouse. Also, that 'Driving' in his specific case should include animals.

Songs: Healing (Corporeal/1), Light (Celestial/4), Motion (Corporeal/6, Ethereal/3, Celestial/6), Shields (Corporeal/4, Ethereal/3, Celestial/3)

Role: "Sid Parsons" (stock car mechanic/5, Status/4)

Attunements: Ofanite of the Sword, Mercurian of the Sword, Ofanite of the Wind, Scabbard, Passage, Angel of Racing

Angel of Racing:

- Sizouse will automatically know both the official and *unofficial* rules for any race that he perceives or participates in.
- Other racers, or racing fans, react to him at +3.
- Sizouse can detect whether or not a race has been fixed if he makes a Perception roll: he won't know *who* is doing the cheating, but he'll get a general idea of how bad is the cheating.

Well, the thing that you have to remember about Laurence, Archangel of the Sword is that he's a Malakite: that Choir likes the entire concept of honorable combat, even when it's *nonviolent* honorable combat. Malakim can see quite clearly the Honor involved in testing one's self against one's peers, and racing of various types has always been a good way of doing that. Skill, nerve, discipline; these are virtues that Virtues have always thought to be good to encourage among humanity. The fact that the practice can also bleed off excess energy that might otherwise be used to raise unnecessary Hell is merely an added benefit.

Or maybe it's just that even an Archangel can appreciate the fun involved in taking a souped-up automobile, and making it go at an appreciable fraction of Mach 1.

Anyway, now you know why the Angel of Racing officially works for the Sword. He's had the Word for about a hundred and fifty years, and been assigned over to the Wind for most of them: Sizouse might have switched Superiors (he and Janus get along just fine) if it weren't for the Wind's dissonance requirements. So it goes: Laurence isn't a bad absentee boss to work for, anyway. If you kill demons when you see them, do whatever assignments given to you without fuss, send over a Soldier for recruitment now and then and generally keep your nose clean, the Archangel of the Sword won't micromanage you.

What Sizouse does for a living, oddly enough, is **not** join every corporeal race that he sees. It would hardly be honest, really: there simply isn't a human driver out there that can consistently beat him in a fair race (Sizouse treasures the memories of the rare times that he's ever lost). What the Ofanite does instead is to *keep* the races fair. His usual Role (one of the better freelance mechanics on the auto racing circuit) allows him to keep a close eye

out for both mundane and supernatural corruption, before it becomes a problem.

And it can be a real problem. There's a good deal of money to be made in stock car racing: Sizouse isn't fond of spectator gambling, but he helps out those Servitors of Trade that watchdog that pastime anyway, particularly since Servitors of Greed have recently been trying to regain lost territory there. The Traders can use every hand that they can get, and the Ofanite isn't fond of demons, either, so it all works out. In fact, Sizouse plans to use the goodwill that he's been building up with Trade to eventually do something about the corruption involved in *horse* racing. That, however, is going to be an epic job, so Sizouse needs to get his ducks all in a row first -- but the millenium is young.

And it's good to be the Angel of Racing. Sizouse loved his Word, even before he got it: in fact, it's just this shade of an obsession for him (even by Word-bound standards). His only real regret is that the Ofanite almost never gets to participate himself against a worthy companion. PCs with Driving/6 that encounter him might as well accept the fact that eventually they'll have to demonstrate just how good they really are.

Aside from that, he's got that patented Ofanite energy and cheerfulness going for him. People like him -- but it's the rare person that will drive with him *twice*. Surprisingly for a Servitor of the Sword, Sizouse treats traffic laws as something that happens to other people. He's never gotten into an accident, after all, so **obviously** he knows what he's doing -- wait, why is the Seraph wincing at that?

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