

# Choke

## Calabite Baron of the Undead Kingdom

Corporeal Forces: 4	Strength: 8	Agility: 8
Ethereal Forces: 6	Intelligence: 12	Precision: 12
Celestial Forces: 4	Will: 10	Perception: 6

Skills: Chemistry/1, Detect Lies/3, Dodge/4, Driving/6, Emote/3, Fighting/6, Knowledge (Fleurity's operations/1, Human illegal drug network/1, Saminga's operations/1), Languages (Arabic/1, French/1, Spanish/1), Large Weapon/3, Lying/3, Move Silently/4, Ranged Weapon/3, Savoir-Faire/1, Small Weapon/6, Tactics/3

Role: Drug Dealer/6, Status 1

Discord: Murderous/4

Vessel/6 (human male, mid-thirties)

Songs: Attraction/6 (Ethereal), Motion/3 (Ethereal), Shields/3 (Corporeal), Tongues/3 (Ethereal)

Attunements: Calabite of Death, Balseraph of Death, Zombie, Natural Causes, Baron of the Undead Kingdom

It's not always great to be a Calabite who's smart. It's pretty damned risky to be a Calabite who's smart, and ambitious. It's almost clinically insane to be a Calabite who's smart, ambitious, and working for the Demon Prince of Death. If Choke was dumb enough to have any real friends, he'd confide to them that it wasn't as if the demon had any real choice in the matter -- besides, the Princes he'd rather serve under *all* loathe Saminga, for the same reasons that Choke (very carefully) does. Damning and killing humans is *far* too important to leave to a cackling caricature.

A stupid demon would thus decide that logic dictated he should overthrow Saminga, and it amazes Choke how many stupid demons the Prince of Death has. The Calabite himself is *not* dumb, and can even read a book without ripping it up (when he remembers). Saminga is far too entrenched in the Word of Death -- worse, his power structure is totally committed to the current absurd state of affairs. Besides, Choke doesn't *want* the Word of Death; he wants to kill a lot of humans. He can do that with any Prince-level Word.

Drugs would do nicely.

Choke is still working out the finer details, but the basic idea is simple enough. Drugs is a revolving-door

Princedom anyway, and nobody's really expecting Fleurity (the current Prince) to last any longer than the others. There's a path forward where Choke acquires a suitable Word that is of interest to both Death, and Drugs. Tentatively, he's settled on Addiction, which is powerful enough to be worth something, yet small enough that a 'mere' Baron could hope to acquire it.

Once that happens, Fleurity will naturally want the new Word-bound for his own organization, and since Saminga is the only ally the Prince of Drugs really has, he might even get Choke without the Calabite having to do anything. If Saminga balks at the thought, Choke's pretty sure he can convince his Prince that being able to 'infect' Fleurity's operation from the inside would be worth doing.

From there, Choke can promote Addiction, which will make Fleurity happy, and kill humans, which will make Saminga happy -- and discreetly reach out to more dignified Princes, which wouldn't make the first two Princes happy, if Choke gets caught. He has no intention of getting caught. After that's all set up, *Choke* will be happy to wait for the right moment. Once he supplants Fleurity, figuring out how to metaphorically thumb his nose at Saminga from the relative safety of Asmodeus' or Kronos' shadow should be a much more manageable problem.

All of this might take some time; but then, he'll be busy anyway, making ready for The Day. Fortunately, if Choke gets itchy during that time period he can just go kill a few humans. It's always worked to calm him down in the past.

Once he becomes Prince, Choke has no further ambitions. Then again, what sane demon *would*? He's never taking down Lucifer. He's highly unlikely to take over the War. Hell doesn't have any equivalent to the S-r-ph-m C--nc-l (he's not even supposed to know such a thing exists, but he does), so dominating something like *that* is out. No, Choke will have to content himself with a Princedom, a descending hierarchy of his very own to watch like a hawk, and all the humans he can get away with killing. It will be hard to bear, but Choke thinks he can manage the strain.

As the above suggests, Choke is a nasty piece of work who enjoys tormenting humans, is clearly out for himself, and happy to destroy whatever he has to, just to get what he wants. That is fairly normal, for Hell. What is not normal is the combination of ambition and intelligence the Calabite possesses. Ironically, if Choke worked for another Demon Prince he'd have been identified (and likely neutralized) a long time ago; Saminga's monomaniacal concentration on death counts works to the demon's advantage, here. Choke is *very* good at killing human beings, even by the standards of the Word of Death.

He's also very smart, and able to think tactically. Choke's plan could very well succeed -- and if he does become the Prince of Drugs, the effect he would have on humanity would be noticeably bad. It would be so bad that even a few *Princes* might want to preempt Choke's plans, if only they knew. They don't know, though.

I mean, who expects *intelligent* ambition from a Servitor of Death?

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