

Crossbreeds in Poughkeepsie

The Symphonically dead nature of Poughkeepsie dissuades celestials and ethereals from settling there. Even the ones capable of surviving the town's unique environment rarely *enjoy* the experience. There is the odd refugee or two, but they're rarely voluntary settlers. Things have to be *bad* before a supernatural entity will find Poughkeepsie an attractive refuge.

Things are *bad* for Gorgons (celestial human crossbreeds) and Nephellim (celestial human crossbreeds).

The crossbreed population of Poughkeepsie is still low. First off, there aren't that many, period, unless Eli's been busy making more celestial-human crossbreeds -- and how does anyone know that he isn't? If Dominic, Archangel of Judgement, doesn't know, then neither does anybody else. Gorgons and Nephellim don't often last long anyway, thanks to the numerous things inherently wrong with them. There's also nothing in the mundane world that advertises Poughkeepsie as a blind spot in the Symphony.

But it *is* possible to get a message out, and the first Gorgon to discover Poughkeepsie's silver lining was sufficiently altruistic to want to broadcast it. The unnatural stresses that define both Nephellim and Gorgons are

precisely that -- unnatural. Inside the Bubble, they become pale *and treatable* shadows of themselves. In game terms, a crossbreed's inherent Disadvantages get reduced to level/1 when inside Poughkeepsie's borders. Furthermore, the crossbreed may buy off that level/1 with earned experience points (or GM fiat, for NPCs) *and* a good in-game reason (usually, plastic surgery and/or psychiatric counseling, both of which are available). Should the crossbreed ever leave the Bubble, the Disadvantages return, at their old level (points spent on reducing the disadvantage are *not* lost permanently, however). GMs running games centered in Poughkeepsie should cap inherent Disadvantages for Gorgon or Nephellim PCs at /1, even if the intent is to have the campaign action mostly outside of the Bubble.

By now there's one particular neighborhood where Gorgons and Nephellim congregate. They keep to themselves until the major surgeries and therapies are done, use each other as job references, and never, ever move out of town. While they are technically part of the criminal community, it's only to get access to sanitary illegal surgery centers, and good forged documents. They have an informal organization that helps facilitate those two main needs; other than that, crossbreeds who stay in Poughkeepsie just want to be left alone, to live a normal-enough life. What they intend to do when they start

dying of old age has not yet been determined, but the crossbreed community will no doubt work something out on their own. That's sort of the point, really.

Officially, Crossbreeds in Poughkeepsie are unaffiliated with everybody in the War, and mostly everybody in the War returns the favor. Heaven and Hell have enough trouble working in the Bubble without adding the chore of hassling entities so determined to stay under the radar; ethereal spirits have learned by now that they are loathed by both halves of the crossbreed community¹; and there's nothing in Poughkeepsie to interest a Sorcerer anyway. Individual crossbreeds may do jobs for individual outsiders, but the majority prefers to keep a healthy distance away from the esoteric, and who can blame them for that?

But there remains the occasional rumor that the crossbreeds are working for someone. It's hard to tell, but they do exhibit signs of possibly having an agenda of some sort - beyond the obvious ones of integrating new immigrants into the community and going on with their new lives.

¹ So are angels and demons, but both types of celestial are powerful enough not to worry about that..

Indira Patel, MD

Gorgon

Age: 54

Corporeal Forces: 3	Strength: 6	Agility: 6
Ethereal Forces: 3	Intelligence: 6	Precision: 6
Celestial Forces: 2	Will: 4	Perception: 4
Charisma +1		
Status/4 (doctor)		

Disadvantages: Vestiligung/1 (Bought off), Angry/1 (bought off), Murderous/1 (bought off)

Skills: Detect Lies/3, Dodge/3, Emote/3, Fighting/6, Knowledge (Lore of the War/3, Psychiatry/3), Medicine/6, Move Silently/2, Ranged Weapon/4 (rifle), Savoir-Faire/2, Tactics/3

Songs: None

Indira is *not* the child of a Hindu ethereal spirit; from what her mother said, her father was absolutely ignorant of Hinduism, and certainly was not Indian himself. She has no memories of him, as he left when she was three; Indira doesn't even know which pantheon her father is from, although she'd be happy enough to find out. There's a favor or two that she'd like from local agents of the Host,

and trading them the name of a spirit capable of Ethereal Fruition would make a fine exchange.

One unpleasantly poverty-stricken and grimly determined childhood later, Indira Patel was a up-and-coming plastic surgeon when her naga Gorgonic nature manifested. She attempted to commit suicide, but a lucky set of circumstances (the river that she picked to futilely drown herself in was the Hudson) led her to discover Poughkeepsie's odd environment. Experimentation let her map out the area of effect; discreet research gave her both an understanding of the actual nature of the universe, and the names of some people who could profit from joining her inside the Bubble. She's been carefully bringing Gorgons and Nephellim inside ever since.

Dr. Patel currently runs a general practice smack dab in the middle of the Bubble, with surgical privileges at Vassar Brothers Medical Center and other suitable hospitals. She is the unofficial leader of the crossbreed community in Poughkeepsie, and is both conscientious and thorough in her self-imposed duty. She oversees a network of illegal-but-who-cares surgical facilities, discreet recovery rooms, and underground psychological counseling centers. She is also the one that mediates what disputes crop up. Most of the crossbreeds in Poughkeepsie would gladly take a bullet for her; the few that *won't* would still

absolutely shove somebody *e/se* in the path of one. Patel's major current concern is finding someone who can replace her. Not that she has any desire to retire (she certainly can't travel), but she's not getting any younger.

Note: What Dr. Patel knows about the War is distinctly unflattering, to both sides. While she is more *constitutionally* inclined to the side of Heaven (she has achieved her Destiny, should it come up), she'll also readily do business with well-behaved and reasonable demons who don't try to cross her ethical lines. She's considerably less willing to do business with ethereals or their Soldiers, but won't resort to violence first.

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