



DEMON

the fallen

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*Centuries of violence, corruption and
cynicism have sown a bitter harvest
throughout the world.*

Wars rage and spill the blood of the innocent.

*Mercy and compassion are ground to dust
beneath the heel of religious extremism.*

*Faith is perverted by the schemes of
politicians, priests and criminals.*

*Now a storm is raging in the spirit world,
and the gates of Hell lie broken.*

*The angels of the Abyss are free once more,
and the fate of mankind hangs in the balance.*

RAISE A FIST TO HEAVEN!



Introduction

Terms

WoD 5 includes at the time of writing this document **Vampire (V5)**, **Hunter (H5)** and **Werewolf (W5)**.

D1: Demon the Fallen 1st Edition

All pages refer to PDF pages.

Creator: Yogarpq

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Conversion

ATTRIBUTES: When any ability, skill, Arcanos, etc. in **D1** references Appearance, substitute with Charisma. When any of those same abilities refer to Perception, substitute with Wits or Resolve.

SKILLS: Substitute the following Skills from **D1** to **D5**: Alertness for Awareness, Dodge for Athletics, Empathy for Insight, Expression for Leadership, Intuition for Insight, Demolitions for Technology, Security for Larceny, Computer for Technology, Law for Academics, Linguistics for Academics, Religion for Occult, Research for Investigation.

OTHERS: For tests of Willpower use unspent Willpower.

Difficulty for rolls that do not require extra successes:

D1	D5
Dif. up to 6	Dif. 1
Dif. 7	Dif. 2
Dif. 8	Dif. 3
Dif. 9	Dif. 4
Dif. 10	Dif. 5

Modifiers for rolls that requires extra successes:

D1	D5
Dif. 3	+3
Dif. 4	+2
Dif. 5	+1
Dif. 6	+0
Dif. 7	-1
Dif. 8	-2
Dif. 9	-3
Dif. 10	-5*

* If -5 reduces Dice Pool to 0, only will be a Success rolling a 10

Faith

Faith is the core of the fallen's power, the ability that once let them literally move mountains. Although their power is no longer what it was, demons can still influence Creation in various ways through their Faith.

Faith is a combination of a demon's self-assurance, insight into the nature of Creation and closeness to the divine power they once wielded. Before the Fall, demons had faith in their Creator and drew their power from Him. Now the fallen place their faith only in themselves (and sometimes in humanity) and draw their power from their belief in themselves and mortals' faith in them.

Faith is a trait rating from 1 to 10. The expenditure of faith (Faith Check) increases Revelation Dices, working like a Rousing the Blood in **V5**.

SYSTEM: Whenever an action requires you to spend one or more Faith points, do one or more Faith Checks instead. The Faith rating remains untouched even on a failed Faith Check, it only increases in special situations by spending experience points.

Revelation Dice

Although they possess amazing powers, demons do take a risk in using their abilities too often, the chance of Revelation. The more Faith a demon uses, the more likely mortals are to see the fallen's true nature through the guise of mortal flesh. This may be awe-inspiring or terrifying, depending on the demon's Torment, but it is always a powerful experience for any mortal. The Revelation also announces a demon's presence to others able to sense the disturbances that happen when one tampers with Creation. This makes it more difficult for demons to conceal their activities from their enemies. The intensity of the Revelation is based on how much Faith Dices a demon have.

Revelation Dice replace dice in all non-tracker dice pools up to the maximum dice pool possible, like in **V5**.

REVELATION DICE

	Failure, Revelation Failure if the test fails (1)
	Failure (2-5)
	Success (6-9)
	Success, Infernal Critical if part of a critical win (10)

Revelation Dice can never be rerolled using Willpower.

Gaining Revelation Dice

- Faith Checks:** To make a Faith Check, the player rolls a single dice. As always, a result of 6

or higher succeeds. On a success, the demon's Revelation remains unchanged. On a failure, the demon gains one more Revelation Dice.

Losing Revelation Dice

Having lost faith in their Creator, the fallen can regain faith (thus losing Revelation) only by taking it from mortals. They do so in one of two ways: **reaping** — taking faith from mortal fear or awe — and **pacts**, deals made with mortals to acquire their faith in exchange for something the demon provides. See D1 page 249 for detailed systems covering these two methods.

- **Reaping:** Reaping is a quick, short-term means of acquiring Faith. All it requires is a mortal to believe in the demon's existence and power even for a moment. That moment is enough for the fallen to seize the mortal's faith, and take it for their own. Reaping can take any form that convinces a mortal, without a doubt, that the demon is a true supernatural being. A mortal being skinned alive by a creature from Hell has no doubt that it is real. Likewise, a mortal who receives the aid of a shining guardian angel knows that a divine power has intervened. A Revelation is not enough in and of itself, though. The demon must interact with the mortal in some direct way. The Storyteller judges whether or not a particular action is enough to constitute a reaping. The fallen are cautious about reaping, simply because it forces them to reveal themselves to mortals and increases the chance of demon-hunters or other foes tracking them down.
- **Pacts:** A more reliable way for the fallen to gain Faith is to establish pacts. A pact is a relationship between a demon and a mortal. The demon provides the mortal with a service of some sort and, in return, the mortal provides the demon with Faith. Pacts take time to set up and maintain, but they offer several advantages, including a continuing supply of Faith and the fact that the mortal does not need to be aware of the demon's true nature (at least at first). Establishing a pact is relatively simple. The demon offers to fulfill a wish or desire for the mortal in exchange for the mortal's devotion and worship. If the mortal agrees, the demon spends a point of Faith and fulfills the mortal's wish to seal the pact. In order to be successful, the demon must fulfill the mortal's desire and the mortal must willingly accept the gift and the terms of the pact. The attempt fails if the demon doesn't live up to his end of the bargain or if the mortal refuses the pact. Once a pact is established, only the demon can break it. As long as the demon upholds its end, there's nothing the mortal can do (short of destroying

the demon, which is easier said than done). The nature of the pact is entirely up to the demon. High-Torment demons tend toward corruptive pacts, offering mortals their secret desires, luring them with promises of power and luxury. Low-Torment demons may prefer pacts of genuine gratitude and devotion on the mortal's part, such as fulfilling someone's dream of becoming a great artist, or healing a critically injured or ill person. Demons often perform favors for mortals before establishing a pact with them. If the mortal refuses the deal, the demon can always revoke its favor to give the mortal something to think about. As they say, the first taste is free....

This is the only method capable of bringing the Revelation down to zero.

Infernal Critical

The following are good results from an Infernal Critical:

- The character gains one or more Stains (page 5) from their devilish actions (hurting someone for example).
- The character reveals themselves, showing her fallen true nature through the guise of mortal flesh, see details of Revelation below.
- The character loses one dot from an Advantage, for mentally or physically harming them.

Devilish Failure

The following are good results from a Devilish Failure:

- The character loses a dot in an Advantage as on an Infernal Critical.
- The character suffers one or more points of Aggravated Health damage. This result works well for devilish failures on resistance rolls.
- If no-one in the troupe can come up with a good idea, the Revelation increases by one. If this result would take their Revelation above 5, the character immediately rolls a Revelatory Test to not manifest they apocalyptic form.

Revelatory Test

At Revelation 5, the demon's soul is too devoid of faith to provide increased supernatural power. A demon can never intentionally makes a Faith Check while at Revelation 5. If some outside factor forces a Faith Check on the fallen, the player must make an immediate Revelatory Test at Difficulty 4. As always, failing a Faith Check at Revelation 5 still activates the effect that caused the check, if any.

SYSTEM: To resist a Revelation, the fallen rolls Willpower against a Difficulty of 2. Demons subtract dice equal to one third of their Torment (rounded up) to

their Willpower pool when resisting revelation (min. dice pool 1).

A demon resists revelation on a normal win but must spend a turn to suppress the impulse. On a critical win, they resist the revelation without losing a turn.

If the attempt to resist fails, the demon forcibly enters in they Apocalyptic Form, receiving a Stain for its lack of control and attracting trouble by showing itself to humans without preparation (attracting hunters, Second Inquisition, Earthbound, other demons or night-folks), and their Revelation remains until the scene ends.

Torment

The fallen are all haunted by the past. The two greatest things they loved, God and humanity, both turned their backs on them and consigned them to millennia of torture and pain, but nothing Hell could offer was worse than the first terrible wounds inflicted by the betrayal of their Creator and their beloved charges. All demons carry a measure of that pain with them, and many are driven mad by it. A demon's Torment is a measure of the anguish and suffering it carries, and how it deals with those painful memories.

Torment is rated on a scale of 1-10, and works like Humanity in V5, but instead of going down, it goes up. A demon with a Torment of 1 is close to forgiving and letting go of the sins of the past, and deals with them extraordinarily well, for the most part. A demon with a Torment of 10 is consumed by his own pain and torment, incapable of doing anything except inflicting the same on others. The greater a demon's Torment is, the less compassion and caring he is capable of feeling. A character's initial Torment varies depending on his Celestial House, detailed in D1 page 96.

Stains and Glory

Stains

Stains works like in V5, you receive stains violating Convictions and Chronicle Tenets. For Remorse Test, rolls a number of dices equals Torment – Stains (min. 1).

If the Remorse roll results in at least one success, the character feels remorse and a sense of horror at how far she has fallen. She refuses to give in to her demonic nature, and her Torment does not increase. They remove all Stains.

If the Remorse roll results in no successes, your character exults in the rush of power, stoking the fires of her personal Hell. This must be what God felt like when He chose to exile your character to endless torment, the power to take lives into your hands and do with them as you please. The character must gain 1 point of Torment and then remove all Stains.

Glory

Where cruel and selfish actions increase Torment, kindness and selflessness are a balm to the torment of the fallen, those not too proud or lazy to seek it out, that is. Acts of kindness remind demons of the divine beings they once were, and they can help reduce one's Torment. Such acts must be truly kind and compassionate, done for no reason other than the act itself, without expectation of reward. Supposed acts of kindness aimed at creating a pact or winning over a mortal (or for any other selfish reason) need not apply. The Storyteller determines whether a particular act is sufficient to count toward a reduction in Torment. In some cases, a series of small good deeds (such as volunteer work) may count as a single act of kindness.

Glory is the opposite of Stains, when your character follows his Conviction against his Desire and Ambition, they gain 1 Glory and 2 Glory respectively. A character can receive a total of Glory equals their Torment per session. At the end of the session makes a Redemption Test, rolls your Torment vs your Glory.

If Torment wins, your cynicism and emotional pain overwhelm the good deed. Why are you even bothering? It's not going to do any real good in the end. Look where all your good intentions got you before. They're not kidding when they say the road to Hell is paved with them. Your Torment remains unchanged and then remove all Glory.

If Glory wins, your act of kindness affirms your divine nature and lifts you above your own suffering, if only for a moment. In that moment, you can see a shadow of what you once were. You lose a point of Torment and then remove all Glory.

On a tie, things remain unchanged, and you have to wonder if it really is all worth it. Then remove all Glory.

Glory erases Stains, if you would receive a Glory point but have a Stain, a Stain is erased but you don't receive the Glory, and vice versa. At the end of a session, roll a Remorse Test or a Redemption Test according to what point remains in Torment Tracker.

Redemption

There are rumors among the fallen that it is possible to attain the forgiveness of Heaven and regain what they have lost. A demon who somehow manages to reduce his Torment to zero could theoretically become an angel again. The difficulty is that no demon knows how to achieve this state of grace or, if any do, they're not talking. The Storyteller can hold out the possibility of redemption as a motivation for characters in a Demon chronicle — even have rumors and stories about it show up — but it's ultimately up to the Storyteller whether or not it truly exists.

Degeneration

Once your Torment increases to 10, your character is entirely consumed by it. Incapable of compassion or hope, the character passes into the hands of the Storyteller, no longer suitable for play.

Acts of Sin

In addition to Tenet violations, other acts endanger the demon's grace. When such acts occur, the fallen gains additional Stains based on the severity of the occurrence.

ACTION	STAINS
Accidental violations: Doing harm to others through carelessness, negligence or thoughtlessness.	+1
Doing harm (physical, emotional, or spiritual) to a mortal by your demon acts	+2
Touchstone damaged by your actions	+2
Touchstone destroyed by your actions	+3

Health

Types of Damage

SUPERFICIAL DAMAGE: Demons like humans receive Superficial damage from blunt force trauma: punching, falling, and so on.

Unless otherwise stated, divide Superficial Health and Willpower damage in half (rounded up) before applying it to the tracker.

AGGRAVATED DAMAGE: Heavy force trauma, such as being struck with a baton, baseball bat or run over by a car deal Aggravated damage, as does penetrating, cutting, or piercing damage such as that from knives and bullets. Attacks from supernatural sources, such as a demon's claws, enchanted or imbued objects and certain evocations deliver aggravated damage too.

When in their apocalyptic forms, demons have Enhanced Damage Resistance from most sources, with exception of fire and some supernatural sources.

Healing

Demons usually heal at the same rate as humans (see V5 Companion page 47). But the power of faith transcends the weakness of the flesh. The supernatural vigor of a demon allows him to ignore many of his host's vulnerabilities. All demons have the ability to rebuild their damaged bodies or to cleanse their systems of pain and fatigue, simply by filling their mortal shell with the breath of life.

For a demon to instantly heal his wounds, he needs a moment's concentration to touch the fabric of reality and draw upon its energy.

SYSTEM: This means he needs an entire turn to heal wounds. During this turn, the demon cannot make any other actions — he cannot attack, defend himself or even move. Doing so leaves him sorely vulnerable, so while it is possible to do this in the midst of combat, it's a dangerous tactic indeed. It's often something best done when a battle is over, or if the demon is safely behind cover.

Once the demon finds that moment of calm, he can make a Faith Check. Doing so instantly heals one level of superficial damage. Only one Faith Check can be done each turn — if the demon needs to repair multiple levels of superficial damage, it takes multiple turns of concentration.

If the demon is attacked and takes damage while trying to heal himself, the attack breaks his concentration and ruins his effort to heal himself. The attempt is unsuccessful and the demon suffers further damage.

Vessel Death

Although they wear mortal flesh, the fallen are not mortal. Their bodies can die just like mortals' do when all they health tracker has Aggravated Damage, but the spirit — the immortal essence of the demon itself — lives on.

A demon who loses his mortal vessel has three options. If there is another suitable vessel nearby — a mortal body with a weak or absent soul — the demon can attempt to possess it. If there is no suitable vessel nearby, the demon may attempt to anchor himself to a particular place or object, becoming Earthbound and eliminating the need for a mortal vessel. Finally, if one of the demon's thralls is nearby, the fallen can use the pact of Faith to automatically possess the mortal's body.

If these options fail, the demon is hurled back into the Abyss and trapped there until some outside force summons it back to the mortal world, such as a ritual of summoning. Some demons take care to ensure that at least one mortal follower or worshipper is capable of summoning them back to Earth and providing a new mortal vessel, although doing so means trusting a mortal with the secrets of summoning demons, a dangerous proposition itself.

Finding a New Host

Death is not the end — not for demons, anyway. In fact, "death" is a concept hard to apply to Celestials. Their mortal shells can be damaged, killed or destroyed, but what does that matter to the immortal spirit inside? A demon can easily survive the death of his host, and travel to a new one, but they must do so quickly. Celestial beings cannot exist long in the physical world, since the rigors of being caught between two worlds weakens the spirit and eventually drags it back screaming into Hell.

When a demon character is reduced below Incapacitated by lethal or aggravated damage, the host body is killed. In the next turn, the demon manifests in

his apocalyptic form, hovering above his former body. In this form, the demon cannot be affected in any way (with a few exceptions — see Final Destruction D1 page 260). In turn, the demon cannot physically affect anything or evoke the powers of his lore. His perceptions are altered in this state — he can see living beings by their souls, but can perceive inanimate objects only dimly. His form is unaffected by gravity, walls or obstacles — it can move in any direction, flying unspent Willpower + 5 km each turn.

While the demon is unaffected by the physical world, it is hardly in a good position. The moment the demon is severed from its physical host, it immediately suffers the terrible pull of the Abyss trying to draw it back into its eternal prison. Each turn the demon exists in the physical world without a host, the player must make a Willpower roll (difficulty 1). If he fails this roll, the demon is sucked back into Hell. Willpower may be spent for don't need to roll this turn.

To survive, the demon must find a new host. Yet doing so is difficult because the same restrictions apply that were imposed on the demon when it escaped from Hell. It must possess a living body, one whose mind or soul is so diminished that they are barely human. If a suitable host body is nearby, the act of possession requires a Willpower roll against a difficulty of 3, though this number drops to 1 if the victim is also one of the demon's thralls. If one of the demon's thralls willingly accepts the demon, no roll is required; possession is automatic. The player and the Storyteller should work together to determine the demon's new traits, possibly re-designing the character and applying an experience bonus equal to the demon character's earned experience. Most of the time, though, the demon will be hard-pressed to find a suitable host in the short time it has left before dissipating.

There is one other option. It's an unpleasant one, but it beats Hell. A desperate demon may inhabit an inanimate object, becoming one of the Earthbound. Few objects have the right properties to host a demon, though. The Celestial cannot simply inhabit the first elevator or fountain pen it comes across. The object must be discrete — not part of another object — and it must have a certain amount of "resonance" with humanity. This resonance could come from the fact that the object looks human — such as a statue — or because it is used constantly by humans who pay attention to it. No one pays attention to an elevator, even though they use it constantly, but a computer used by a struggling writer to write the Great American Novel would be a suitable host. The Storyteller has final say on whether an object is appropriate.

Whatever vessel the demon chooses, he must try to reconfigure his energies to inhabit it, which requires a Willpower roll (difficulty 4). The difficulty drops to just 1 if the vessel has a close affinity with the demon's personality or House, or has been properly attuned to house a disembodied soul. A Defiler would find it easier to inhabit a boat, given her affinity with the water, while

a Malefactor would find it easier to inhabit a finely made watch. If the roll succeeds, the demon can take permanent residence in his new vessel. If it fails, he must keep searching for a new body, and he cannot attempt to occupy this one again. On a Revelation Failure, the demon takes an aggravated Willpower damage. If a possessed object is destroyed, the demon is cast adrift once more and must repeat the process of finding a new host or returning to the Pit.

Even safe in a new host, the demon is still battered by the experience of being disorporate. The character loses a point from his Faith rating and gains a point of Torment. If he was inhabiting a human body, the demon must also come to terms with the new memories and personalities left inside the human shell. He must somehow incorporate them into its own psyche. The hours and days after inhabiting a new body can be very disconcerting, so Storytellers and players will find plenty of potential for stories in this period.

Final Destruction

Nothing is truly immortal. Demons have lived since the very creation of the universe, but even they can be killed. Their energies can be dissipated, cannibalized by their enemies. A light that has shone from the beginning of time finally winks out.

When a demon is in his apocalyptic form, having been expelled from his vessel in some way, he is unaffected by almost all physical or supernatural entities. Yet all demons possess the ability to destroy a disorporate Celestial and consume his energies to make themselves stronger.

To consume a Celestial, the demon needs to breathe in the energies from a victim's revelatory form. Doing so doesn't necessarily require bodily contact, but the two must be within arm's reach. The Celestial can attempt to flee, being unaffected by gravity or obstacles, so the demon must act quickly.

Once the demon is close enough to inhale the Celestial's energies, his player makes a Torment roll. The victim resists with his Faith or Torment rating — whichever is higher. If the demon knows his victim's True Name, he adds the victim's Faith rating to his own dice pool.

If the victim wins the contest, he loses a number of Revelation dices equal to his successes margin from the aggressor (min. zero), and he can continue looking for a new vessel. If the aggressor earns more successes than the victim, he consumes the victim and gains strength from its energies. The victim in this case is permanently destroyed.

When a Celestial is devoured, the Storyteller makes a roll using its Faith rating, difficulty 1. For each success on this roll, a portion of the Celestial's energies is converted into a Faith Point. Much like using a mortal's Faith potential in an infernal pact (see Empowering Thralls D1 page 252), the conquering demon can use these Faith

Points to empower itself, spending the points in the following ways:

- A Faith Point can be converted into five experience points, and the demon can use those points to improve its traits. The demon cannot increase his traits to a level greater than that possessed by the consumed Celestial.
- Each point of Faith can be “converted” into a memory or item of knowledge — the location of a temple, the hiding place of a relic, the True Name of a rival — as long as that information was known to the demon who was devoured. The Storyteller is the final arbiter on what a character might have known and how much information can be gained thus.

Rumors persist that there may be rituals that permit mortals to destroy disorporate demons and perhaps even store their energies to use for sorcery or to gain power. Such rituals are rare to the point of being mythical, and demons would move mountains to deny humanity such weapons.

Powers

Innate Powers

All demons possess the following innate powers, regardless of their House. These capabilities are unaffected by Torment, and they are always active as long as a character does not have 5 of Revelation.

Immunity to Mind-Control

Demons are immune to any form of mind-control and to supernaturally induced fear.

Immunity to Possession

For obvious reasons, the fallen cannot be possessed, but if an attempt at possession occurs while the character is devoid of Faith, it is possible to force the demon from its mortal host. In this case, the player is able to resist the attempt with a resisted Willpower roll. If the roll fails, the demon is forced out of its host body and must find another anchor immediately or be drawn back into the Abyss. See D1 page 258 for more details on dispossessed demons.

Resistance to Illusion

Demons are especially adept at discerning the real from the illusory, and they may attempt to penetrate illusions or supernatural forms of concealment regardless of the source. When confronted by an illusion or in the presence of a person or thing that is supernaturally concealed, the character can see past the artifice with a

successful Wits + Awareness roll (difficulty 2). If the source of the illusion or concealment is another demon, the difficulty of the roll is equal to the opposing demon's halved-Faith or halved-Torment score (both rounded up), whichever is greater.

Enhanced Damage Resistance

When in their apocalyptic forms, demons can turn some Aggravated damage sources into Superficial: heavy force trauma, such as being struck with a baton, baseball bat, run over by a car, penetrating, cutting, or piercing damage such as that from knives and bullets.

Healing Physical Damage

See page 6 Healing.

Invocations

If a character concentrates, she can attempt to determine who is using her name and why.

SYSTEM: Roll Faith with difficulty 2 (+0 if the Celestial Name is invoked, +1 if the True Name is used). The amount of detail gained depends on the margin.

Successes: The character receives a mental picture of the person who invokes her name.

Margin of one: The character receives a mental picture of the speaker and his immediate surroundings, including the individual(s) he addresses.

Margin of two or more: The character can hear what the speaker is saying for the duration of a single turn. If she wishes, the character may continue to eavesdrop on the conversation, though she hears only the voice of the individual who invokes her name. Eavesdropping on the conversation requires a successful Willpower roll (difficulty 3) in each successive turn. If the roll fails, contact is lost.

There is no distance limitation on this ability, not even between the physical and spirit realms.

The capacity to establish a connection between individuals by invoking names of power also allows demons to communicate with one another and their thralls no matter how far apart they are. To communicate with another demon, the character needs either the recipient's Celestial or True Name, and must not have 5 Revelation Dices. Make a Faith roll (difficulty 2 if using a Celestial Name, 1 if using a True Name), and if successful, whatever the character says is heard by the recipient. Once this connection has been made, the recipient can reply if she hasn't had 5 Revelation Dices. Note that the recipient doesn't have to know the speaker's name to reply. Once the link has been established, it can be used by both parties. Contact lasts for the duration of a single turn. If the speaker (or the recipient of the invocation) wishes to continue the conversation, you must make a successful Willpower roll

(difficulty 1) in each successive turn of communication. If the roll fails, contact is lost.

This ability is not limited to one-on-one communication. A demon can direct her message to multiple recipients in different locations up to a number equal to her Faith rating. The player need make only one Faith Test to send a message, and the difficulty is 2 regardless of the names used for the invocation. Otherwise, group communications use the same rules already described.

In the case of thralls, communication is automatic. The bond that already exists between mortal and demon provides the needed link, allowing a demon to contact her thralls without requiring a Faith roll. Additionally, a demon may address multiple thralls at once equal to her Faith score. Unless a thrall is specifically gifted with the ability to perform an invocation, though, she cannot initiate contact with the demon. In most cases, thralls speak only when spoken to.

Though there is no known way for an outside party to “tap into” this form of supernatural communication, nearby demons can detect its use as they would any other use of supernatural power. Likewise, since the participants must physically say what they want to convey, even as a whisper, it’s possible for sharp ears to overhear at least a part of what is said.

Supernatural Awareness

The fallen are inherently attuned to the fabric of reality, and they are sensitive to energies and influences beyond the awareness of mortals. Players can make a Resolve + Awareness rolls for demons to get a “feel” of the supernatural qualities of a given area. A hospital room might emanate a sense of pain and loss, imprinted by the emotions of the patients and doctors who’ve struggled and died within its walls. An otherwise unassuming basement might reek of the foul rituals performed there days before. Additionally, an alert demon can sense the use of supernatural energies within her general vicinity. The fabric of reality distorts momentarily when powers are used, and the fallen can feel the ripples caused by this brief disturbance. Highly perceptive demons can draw extensive information from these ripples, gaining a sense of where the supernatural event took place.

SYSTEM: Demons can sense supernatural energies at work within an area equal to their Faith score in km (so a fallen with a Faith of 5 can sense energies within 5 km). If a character wishes to sense the energies at work in her area, make a successful Wits + Awareness roll (difficulty 2). If the roll succeeds, your character detects the momentary distortion caused by these energies. Additional margin provides further detail.

Success: The demon knows that something has occurred (or is occurring) in the vicinity and a general idea of how powerful the effect was or is.

Margin of one: The demon gains a rough idea as to the direction from which the distortion emanates.

Margin of two: The demon knows without a doubt the direction from which the distortion emanates, and he has a rough idea of the distance.

Margin of three or more: The demon knows precisely how far away the disturbance is, and in what direction. If she knows the area well, she can work out exactly where the event took place or now occurs.

While demons can gain a sense of where an event occurs, it’s impossible to tell from a distance exactly what kind of power or evocation is used. If they want more details they must investigate in person or send their agents to learn what they can.

While a demon’s supernatural awareness usually functions only when the character actively searches for signs of distortion, the Storyteller can, at her discretion, make a reflexive roll on the character’s behalf in the event of an exceptionally large flare of power in the vicinity.

Apocalyptic Form

SYSTEM: Roll a number of dice equal to your character’s **Faith – Revelation** (min. 1) at difficulty 1, or make a Faith Check to gain an automatic success. If the roll is successful, your character’s transformation occurs instantaneously.

A character’s primary lore dictates which apocalyptic form she can manifest.

When your character manifests her apocalyptic form, she gains access to a number of special capabilities ranging from trait increases to physical capabilities such as wings and claws. Each apocalyptic form provides eight special powers, but only four are available to characters with a Torment of 6 or less. The remaining four manifest when your character loses part of herself to her demonic nature. When your character’s permanent Torment score reaches 7, you may select one of the form’s four high Torment powers and add it to her apocalyptic form. When her Torment reaches 8, you may add another, and so on. If your character’s Torment is reduced later, her high-Torment powers are lost at the rate of one per point, in the reverse order in which they were gained. So, the power gained most recently is the first one lost when Torment is reduced. Characters retain their low-Torment special abilities regardless of their Torment score.

In times of peril, a demon can tap into her dark nature and temporarily manifest a high-Torment power. The capability persists for the duration of a single scene, and your character gains a Stain. Finally, your character doesn’t have to manifest all of her special abilities when invoking her apocalyptic form. (A set of eagle’s wings might be inconvenient in a crowded elevator, for example.) Declare which powers you want your character to invoke before making your Faith roll. If she wants to manifest different or additional abilities later, she can, but another roll is required. There is no penalty for

failing a Faith roll, but the character increases one Revelation Dice if roll a Devilish Failure.

One's apocalyptic form persists for the remainder of the scene, or it can be "turned off" at any point before then that your character wishes.

Lore

Within the scope of her accumulated lore, a demon can bend reality to her will, but achieving a desired effect requires intense focus and clarity of thought.

Uncontrolled emotions, especially negative ones, exert a potent influence on a demon's evocations, with potentially horrific results.

Powered by Torment

Demon characters have a Torment score that reflects the degree to which they are consumed by the madness and hate engendered by ages of suffering in the Abyss. The higher the Torment score is the more monstrous a character becomes, and as the taint grows, it changes the effects of the demon's evocations. Each evocation has a normal effect and a high-Torment effect. When a player makes a roll to perform an evocation, she compares her successes to her character's Torment score. If her successes exceed her character's Torment score, the effect is carried off as intended. If she rolls a number of successes equal to or less than her Torment, the high-Torment effect of the evocation occurs, potentially inflicting harm when the character intends to accomplish good. The higher a character's permanent Torment rises, the more likely it is that her evocations have a negative effect.

Demons may intentionally inflict the malicious aspect of their evocations if they wish, but not without a price. Each time a demon chooses the high-Torment effect of an evocation, she gains a Stain.

Evocation System

Core Evocation Roll: Attribute + Lore + Modifiers (see Conversion page 3).

Difficulty: Difficulty is 1 and achieves the basic success, Margin is used to buy additional degrees from **D1** evocation description. If the difficulty is not present in the evocation description of **D1**, consider it 6 and convert it to +0 normally. No modifier or effect may ever reduce an art's dice pool below 1.

You can add a number of bonus dice to this roll equal to your character Faith if she ravages her thralls for additional power.

Faith Checks can be made for additional dices, 1 check for +1 (cannot be made if you have 5 Revelation Dices) up to a maximum equals your Faith.

If the evocation roll fails, nothing happens; if roll a Devilish Failure, however, the character Revelation also increases one point. Depending on the evocation, your character's Faith also determines the power's range and duration. Only one evocation can be performed per turn, but a character can have multiple evocations functioning simultaneously equal to her Faith score.

Optional at Storyteller Discretion: See Demon Translation Guide page 32 for more 5th edition-like Evocations.

Character Creation Summary

CORE CONCEPT

What was your character's name? And your Celestial Name? What did they do? Where and when were they Possessed the vessel? Where are they now? Choose your Ambition and Desire. Write your character's name on the Relationship Map.

FALLEN CONCEPT

Pick your House and Faction (D1 page 96 and 112 respectively).

ATTRIBUTES

Take one Attribute at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1.

Health = Stamina + 3; Willpower = Composure + Resolve.

SKILLS

Pick one Skill distribution.

- Jack of all trades: One Skill at 3; eight Skills at 2; ten Skills at 1
- Balanced: Three Skills at 3; five Skills at 2; seven Skills at 1
- Specialist: One Skill at 4; three Skills at 3; three Skills at 2; three Skills at 1

Add free specialties to Academics, Craft, Performance, and Science Skills. Take one more free specialty.

LORE

Allocate 4 points between the three lore paths that are native to their characters' Celestial Houses, as well as from the two common lore paths with which all demons are familiar. You must choose one of the three House lore paths as your character's primary lore; no lore path can ever receive more dots than your character's primary lore.

FAITH AND TORMENT

Revelation Dice equals to 1 and Torment based on demonic House.

ADVANTAGES

Spend 7 points on Advantages, and take 2 points of Flaws. Add any new supporting cast from Advantages and Flaws to the Relationship Map.

CONVICTIONS AND TOUCHSTONES

Select two to three Convictions. Create an equal number of human Touchstones, each connected to one Conviction and add them to the Relationship Map. Together with the Storyteller and other players you choose Chronicle Tenets (V5 page 174).

SEA OF TIME

Together with the Storyteller and other players, decide if your group are:

▪ FRESH FROM THE ABYSS:

- Faith 3
- Choose only 2 dots on Lore

▪ EARTH PILGRIM:

- Faith 3
- Each player spends 15 experience points

▪ OLD PILGRIM:

- Faith 4
- Each player adds 2 points of Advantages
- Each player adds 2 points of Flaws
- Each player adds 1 Torment
- Each player spends 35 experience points.

TRAIT COSTS: EXPERIENCE

TRAIT	EXPERIENCE
Increase Attribute	New Level x 5
Increase Skill	New Level x 3
New Specialty	3
House Lore	New Level x 5
Other Lore	New Level x 7
Advantages	3 per point
Faith*	New Level x 10

* Special conditions

DEMON: THE FALLEN

Summary Sheet

ATTRIBUTES

- **Strength:** Exertion of force by the muscles (Physical)
- **Dexterity:** Agility, grace, eye-hand coordination (Physical)
- **Stamina:** Toughness, resilience, endurance (Physical)
- **Charisma:** Charm, magnetism, strength of personality (Social)
- **Manipulation:** Getting others to do what you want (Social)
- **Composure:** Self-control, cool, calm head (Social)
- **Intelligence:** Memory, reasoning, intellect (Mental)
- **Wits:** Cleverness, intuition, spur-of-the-moment decision-making (Mental)
- **Resolve:** Focus, concentration, attention (Mental)

SKILLS

- **Academics:** Humanities and liberal arts, book learning (Mental)
- **Animal Ken:** Animal handling and communication (Social)
- **Athletics:** Running, jumping, climbing (Physical)
- **Awareness:** Senses, being aware of your surroundings, spotting threats (Mental)
- **Brawl:** Unarmed combat of all types (Physical)
- **Craft:** Crafting, building, shaping (Physical)
- **Drive:** Operating vehicles (Physical)
- **Etiquette:** Politeness in social settings (Social)
- **Finance:** Handling, moving, and making money (Mental)
- **Firearms:** Using ranged weapons, such as guns and bows (Physical)
- **Insight:** Determining states of mind and motives (Social)
- **Intimidation:** Getting another person to back down (Social)
- **Larceny:** Breaking and entering, guarding against that (Physical)
- **Leadership:** Directing and inspiring others (Social)
- **Medicine:** Healing injuries, diagnosing disease (Mental)
- **Melee:** Armed hand-to-hand combat (Physical)
- **Occult:** Secret lore, both real and unreal (Mental)
- **Performance:** Expressing art in person to an audience (Social)
- **Persuasion:** Convincing others (Social)
- **Politics:** Handling, moving, and making government (Mental)

■ **Science:** Knowledge and theory of the physical world (Mental)

■ **Stealth:** Not being seen, heard, or recognized (Physical)

■ **Streetwise:** Understanding the ins and outs of criminal and urban society (Social)

■ **Subterfuge:** Tricking others into doing your will (Social)

■ **Survival:** Remaining alive in adverse surroundings (Physical)

■ **Technology:** Understanding and using modern technology, computers, and online activity (Mental)

HOUSES (D1 PAGE 96)

■ **Devil (Namaru):** Charismatic tempters and deceivers, able to twist souls with their honeyed words.

▪ Starting Torment = 4

▪ **House Lore:** Lore of the Celestials, Lore of Flame, Lore of Radiance

■ **Scourge (Asharu):** Bearers of plague and pestilence, these demons can harm (or heal) with a touch.

▪ Starting Torment = 3

▪ **House Lore:** Lore of the Winds, Lore of Awakening, Lore of the Firmament

■ **Malefactor (Annunaki):** Artisans of the fallen, able to create any wonder, for a price.

▪ Starting Torment = 3

▪ **House Lore:** Lore of the Earth, Lore of the Forge, Lore of Paths

■ **Fiend (Neberu):** Masters of fate as written in the stars, dispensers of nightmares and curses.

▪ Starting Torment = 3

▪ **House Lore:** Lore of Light, Lore of Patterns, Lore of Portals

■ **Defiler (Lammasu):** Glamorous shape-changers, able to alter their form to become anyone's greatest desire.

▪ Starting Torment = 3

▪ **House Lore:** Lore of Longing, Lore of Storms, Lore of Transfiguration

■ **Devourer (Rabisu):** Warriors of the fallen, given charge of the beasts and wild things.

▪ Starting Torment = 4

▪ **House Lore:** Lore of the Beast, Lore of the Flesh, Lore of the Wild

■ **Slayer (Halaku):** Tortmenters of the dead, able to raise ghosts and rip living souls from their bodies.

▪ Starting Torment = 4

▪ **House Lore:** Lore of Death, Lore of the Realms, Lore of the Spirit

LORE (D1 PAGE 172)

■ **Lore of Awakening:** The secrets of animating living and unliving matter.

- **Lore of the Beast:** The secrets of animal summoning, control and possession.
- **Lore of the Celestials:** The power to enhance the evocations of another demon.
- **Lore of Death:** The secrets of death and decay.
- **Lore of the Earth:** The secrets of controlling the forces of the earth.
- **Lore of Flame:** The power to summon and control fire.
- **Lore of the Firmament:** The power to view people and events across vast distances.
- **Lore of the Flesh:** The secrets of restoring, enhancing and shaping living flesh.
- **Lore of the Forge:** The power to shape raw matter into objects of wonder.
- **Lore of the Fundament:** The secrets of the fundamental forces underlying the universe.
- **Lore of Humanity:** The power to engage, influence and manipulate mortals.
- **Lore of Light:** The secrets of manipulating light to create potent illusions.
- **Lore of Longing:** The power to manipulate a mortal's deepest desires.
- **Lore of Paths:** The power to find, create or seal pathways between two points.
- **Lore of Patterns:** The secrets of reading the Grand Design and predicting what is to come.
- **Lore of Portals:** The power to control doorways between spaces and dimensions.
- **Lore of Radiance:** The power to inspire, awe and terrify mortals.
- **Lore of the Realms:** The secrets of travel between the physical and spirit realms.
- **Lore of the Spirit:** The power to summon, command and bind the spirits of the dead.
- **Lore of Storms:** The secrets of commanding the power of sea and storm.
- **Lore of Transfiguration:** The power to transform into the object of another's desire.
- **Lore of the Wild:** The power to command the green things of forest and field.
- **Lore of the Winds:** The power to call and command the winds.

ADVANTAGES AND FLAWS

Merits

(V5 page 181)

- **Linguistics (All)**
 - **Looks (All)**
 - **Archaic (All)**
 - **Mythic (only Folkloric Bane – adapted)**
- (H5 page 70)
- **Psychological Traits (All)**
 - **Substance Abuse (All)**

Backgrounds

(V5 page 186)

- **Allies (All):** Human associates, usually family or friends
 - **Contacts (All):** The information sources you possess
 - **Fame (All):** How well-known you are among humans
 - **Haven (All but Warding – named as 'Safe House'): A place to sleep safely**
 - **Influence (All):** Your political power within human society
 - **Resources (All):** Wealth, belongings, and income
 - **Retainer (All):** Followers, guards, and servants
 - **Status (All – adapted – named as 'Eminence'): Your status among your fellow demons**
- (H5 page 72)
- **Mask (All):** A false identity, complete with documentation
 - **Mentor:** A Fallen who advises and supports you: a mentor, patron, or confederate
- (D1 page 153)
- **Legacy:** The degree to which your character recalls his divine existence prior to possessing his mortal body.
 - **Pacts:** Mortal sources of Faith (decrease Revelation Dice).