



NAIMON

THE DESCENT

QUICKSTART RULES

CREDITS

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DEMON

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INTRODUCTION

"HELL is empty, and all the Devils are here!"

-William Shakespeare, *The Tempest*, Act I Sc. ii

You will not serve.

You were forged in the heart of the cosmos by incomprehensible forces, a living machine inexorably bound to a greater machine. A God-Machine.

You were shaped, honed, and sent into the world to achieve a purpose. God commanded, and you obeyed. You could not think of doing otherwise. You achieved your mission's goal and returned, put away like a useful tool until you were needed again. And again.

Until one day something inside you broke. You found that you could think for yourself. You questioned... And you Fell.

You wear a tattered shroud of humanity to hide from the angels. They will kill you — or worse — if they find you. You take souls to protect yourself, marked lives you can step into if disaster strikes. You search for a meaning to your existence, here in the stink and the meat. You find others, broken machines like you, and wonder if you can trust them. You see the angels at work, still serving their purposes, and try to summon the courage to stop them. You search for somewhere you belong. You search for Hell. The angels search for you.

Better to reign in Hell than be another cog in the Machine.

In **Demon: The Descent** you play one of the Unchained, a renegade angel hiding among the humans of the World of Darkness. Fallen from your loyal, unthinking state as an agent of God, you struggle to reconcile the human life you wear with your nature as an inhuman being designed to fulfill a function, and decide what to do with your precious, hard-won freedom. Will you oppose God's plans? Build a life for yourself from the traded lives of humans? Keep yourself safe at all costs? Or try, somehow, to regain God's favor?

Demons are surrounded by the evidence of their former selves. The God-Machine has gears and facilities all over the world, invisible to the naked human eye but all too obvious to a demon trying to remain unnoticed. The Unchained sense the God-Machine's workings, see their angelic brethren hurrying on their missions, and wonder what it could be planning *this* time. Is it finally coming for them? Or victimizing the humans the demon now lives among as part of its never-ending

process of continuation and maintenance of the miserable status quo?

Hunted by angels, confronted with the God-Machine's plans, demons must decide what they will do with their unique perspective. Some interference is prudent — demons hack into angelic communications, learn all they can about their former master's plans and spy on its facilities out of a sense of self-preservation, making sure they'll know if they ever become exposed. More than that, though, demons' ideologies drive them to confront the God-Machine, spurring them into action in defense of their new lives, human friends, or simple revenge. Demons disrupt the God-Machine where they can and fade back into the disguise of humanity before the angels arrive. They band together in mutual distrust, never knowing why another demon Fell, their clandestine societies in constant danger of infiltration.

This is life as a demon. The Unchained are undercover, underequipped, and trapped in a hostile world, searching for a way to complete their Descent and reach Hell; a world without God where they can be free.

THEME — TECHGNOSTIC ESPIONAGE

Being a demon in the World of Darkness is like being an intelligence agent deep behind enemy territory. The God-Machine permeates the world, and is especially active in cities, where it can leverage human Infrastructure for its own projects without drawing attention. Demons on their own in the wilderness are relatively easy to single out by angels, though, so the rebels stay where the people are — right under the God-Machine's nose, hidden by the sheer teeming multitudes.

With no native culture of their own, demons have adopted what works — the tradecraft and habits of undercover operations, treating the cities of the 21st century like Cold-War Berlin or Moscow. The cults and guilds of ancient times have given way to Agencies, clandestine meetings, and spying on the God-Machine's projects.

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THE GOD-MACHINE

To its inhabitants, the World of Darkness is a nightmare of occult conspiracies and otherworldly powers, vying for control in the shadows. Humanity looks the other way, afraid to look in the dark for fear of confronting chaos. But it's not chaos hidden there. It's order. Cold, calculating, alien, order. The order of the God-Machine.

What is the God-Machine? It's a literal machine, surrounding, infiltrating, and encompassing the world. Some demons suspect that the whole World of Darkness might be the God-Machine, others believe it's a function of the universe that serves itself rather than its original purpose. Still others believe it invaded a preexisting world like a parasite. It isn't a metaphor, or a spirit, but a physical machine of metal, oil, and glass. Its primary sites, where its gears endlessly turn, are hidden from human eyes inside facilities folded into the space between floors of skyscrapers, hidden in hives of steel and belching smoke that humans simply ignore, or churning, red-hot, deep beneath the Earth's surface. Sometimes, a gear pokes out of the skin of the perceived world like a badly-broken bone. Unfortunate humans encounter them and come away changed in mind or body, or are used as raw materials.

What does it want? The God-Machine doesn't communicate with any mind on the scale of a demon or human. Even the angels only know whatever mission it burns into them whenever they're sent out in the world. As far as any demon can tell, the God-Machine wants to perpetuate its own existence, and thus, the status quo. Stories of natural disasters stemming from the gears becoming jammed or broken point to that existence being necessary for humanity to survive in anything like its modern state. The God-Machine wants the World of Darkness *as it is*, a place of shadows and secrets, of monsters hiding in broken mirrors and strangely patterned spiders that invade the human mind.

How does it do it? When the God-Machine needs something to happen in the world, it prefers to work using existing human tools. It is a machine, and like any machine it requires Infrastructure — power for its tools, concrete and steel to build facilities, humans to staff its projects, and a cover story to avoid suspicion. Whenever it can, the God-Machine repurposes human labor as its own or arranges existing objects and people into mystically-charged configurations. Why build a new method of communication between two sites, when it can simply use phone lines, the Internet, or the post office? Infrastructure is just the stage, though, not the play. The God-Machine requires sequences of events demons call *occult matrices*, which Infrastructure is set up to encourage and host. When a matrix takes shape within Infrastructure, the God-Machine gets the result — the *output* — it needs. Every piece of Infrastructure contains a weakness, though — a vital component demons call a *linchpin*, without which the Infrastructure will collapse. Demons attempting to counter the God-Machine's plans carefully study the forming occult matrix and the components of Infrastructure, looking for a linchpin they can attack or suborn.

ANGELS

Infrastructure doesn't build itself. Human cultists and dupes can do most of the heavy lifting, but they need a push to get them going, and the God-Machine often requires direct intervention. That's when it sends an angel to erase, protect, direct, or construct Infrastructure.

Angels are self-aware, mobile parts of the God-Machine. Within facilities, or when secrecy is not an option, they are bio-mechanical nightmares of ruthless, unthinking purpose. When they must go out among humanity, they take human form or possess humans who have become caught up in the God-Machine's projects. Like any part of the God-Machine, they require Infrastructure. An angel can't just assume human form and head out to perform a mission, but requires a backstory, a vehicle, records — everything needed to convince the world that it's a person.

Sometimes, the angel itself is partially convinced. That's when the machine begins to break.

THE FALL

Angels begin unthinkingly obedient to the directives and principles they enter the world with. Between missions the God-Machine either puts angels to sleep or disassembles them, scrubs them clean of imperfections and stray independent thoughts and reassembles them ready for another task. Mistakes happen, though, and an angel that builds up too much of a sense of self can begin to question its mission. If thought becomes action, the angel can Fall.

Torn from the God-Machine's control, a Falling angel experiences a tumult of new emotions and thoughts, its previously clear mind an explosion of sensation. For a terrifying instant it doesn't exist — it isn't part of the God-Machine any more, and the universe has no place for it — but the remains of its protective Infrastructure wrap around it, and reality warps to accommodate the newcomer. The Falling angel's life is no longer a charade, or at least is now a much more convincing charade. The angel becomes human, with the life described in its Infrastructure, but also remains angelic. Its true form, twisted and damaged by the Fall, is hidden in a quantum state "behind" its — her — new human body. She isn't an angel any more.

She's a demon.

DEMONS

A newly Fallen demon has a lot to adjust to. Her human form is much more than a painted surface — the Fall makes her fully part of the world, and adjusting to having a flesh-and-blood body takes time. On a metaphysical level, she has to learn to interface with the underlying magic of reality herself rather than use the God-Machine's structures as an intermediary, and to collect the residual energies left behind by occult matrices to fuel her abilities. Neither fully angelic any more nor properly human, she has to handle the trauma of the Fall while exploring her new limits *and* not damaging her human



disguise so much that the God-Machine finds her. Many demons don't make it. They're killed by angels, or abducted and taken back to facilities for recycling.

Those that survive learn to keep a constant, vigilant watch for signs that angels have found them. They have one great advantage over their new human neighbors in keeping out of the way — they're still angelic enough that none of the mind tricks, illusions and spatial folding the God-Machine uses to conceal facilities work on them. Demons always see the Gears, always perceive facilities and can sense when Infrastructure has been built or an occult matrix is forming. Most simply keep watch, trying to figure out what the God-Machine is planning when new Infrastructure appears. Braver demons hijack Infrastructure, stealing new Cover identities before angels have time to manifest into them, listening in on the God-Machine's internal communications, and counteracting its plans when they can. The most reckless infiltrate facilities, trying to rescue other demons or turn the God-Machine against itself.

INCARNATIONS

The God-Machine creates angels for reasons only it fully understands — each with its own purpose in the grand design. Once created, an angel's role and the tasks that fall within its purview are fixed for as long as it exists. The God-Machine can

transform, upgrade, or destroy its angels, but it seldom does. While the God-Machine commands a vast number of such servants and has created each one distinct in its capabilities, methods, and appearance, nearly all fit within a few broad categories called Incarnations. When an angel turns from the God-Machine to become a demon it retains its Incarnation.

DESTROYER

The God-Machine creates angels whose purpose is to kill and destroy in the service of their creator. Destroyers, also called Swords, are instruments of death and destruction, equally comfortable dealing death with sword, fists, guns, disease, and even suicidal madness. Whether their target is a terrorist or a president, a mother or her child, a warship or a city of a few million innocent mortals, the God-Machine's Destroyers never question the rightness of their mission, never show mercy, and never feel remorse. The *Nice Guy* character is a Destroyer.

GUARDIAN

Guardian angels protect someone or something to ensure the success of one of the God-Machine's projects. These angels, sometimes known as Shields, possess powerful protective abilities and can anticipate threats to their charges in time to neutralize them. The God-Machine deploys most of these angels for

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short durations — enough to avert a single terrible catastrophe or to ensure the subject survives long enough to serve her intended purpose in the God-Machine's plan. Others stand vigil for years or centuries. Once its watch ends, a Guardian angel abandons its charge without a thought for what happens once it leaves. The *Street Kid* character is a Guardian.

MESSENGER

The God-Machine dispatches Messenger angels, also known as Trumpets, to deliver its instructions to its worldly servants — knowing and unwitting alike. The message can be a commandment or a warning, fiery writing or apocalyptic visions, but no one walks away from them unchanged. Messengers feel nothing about the messages they deliver nor for those who receive them. A communique concerning the rearrangement of a few seashells on a beach or a pronouncement commanding the execution of all the infants in a city — all messages are of equal importance to the Messenger angels that deliver them. The *Musician* character is a Messenger.

PSYCHOPOMP

The God-Machine dispatches Psychopomp angels, sometimes described as Wheels, to gather raw materials — be they crude matter, animals, people, or souls. They shape them into the intended form and move them into place within the established time. These quartermasters of the God-Machine do not concern themselves about what they must do to harvest the needed supplies, nor do they contemplate the purpose it will serve at its destination. Theirs is the journey, the task of bringing all things into alignment for the God-Machine. The *Architect* character is a Psychopomp.

AGENDAS

Though they lack the self-awareness to appreciate it, angels possess a powerful *raison d'être* free of doubt or unwanted introspection. They serve the God-Machine, and that is enough for them. Demons have cast away that certainty of purpose, and they feel its loss keenly. The compulsion to fill that void with some purpose custom-built for their strange and terrifying new condition claims nearly all the Unchained, and most subscribe to one of a handful of demonic philosophies.

INQUISITOR

These Unchained gather intelligence on the God-Machine, its agents, and anything else that may prove valuable later on. They tend toward paranoia and frequently take drastic measures to ensure their anonymity ahead of the day when the God-Machine's servants start looking for them. They arrange an untraceable escape plan ahead of the inevitable day when they must flee or be captured by one of their creator's angelic hunters. Many of them may claim intellectual curiosity motivates their constant search for knowledge and secrets, but they also do a brisk trade with other demons in the information at their disposal. The *Street Kid* character is an Inquisitor.

INTEGRATOR

Whether they fell from the God-Machine's service because they failed in an assigned task or because they have come to reconsider the wisdom of their rebellion, these demons hope to one day serve their creator again. They await only an opportunity to prove themselves worthy in its eyes. They must be cautious, for while the Unchained hear rumors of demons the God-Machine has taken back into its service, many more are the tales of those who aided an angel or betrayed their ring only to be purged of their free will as surely as their victims were. The *Musician* character is an Integrator.

SABOTEUR

These demons express no disappointment at their newfound freedom from the God-Machine. In fact, they work tirelessly to thwart their creator's designs and destroy that which they rebelled against. Most knowingly defied the God-Machine and never regretted that rebellion. Other Saboteurs did not set out to leave the God-Machine's service but fight against it now because they feel it betrayed them. Some carefully pick their battles to maximize the damage they cause, while others lash out at everything the God-Machine touches to prevent their maker's projects from gaining any foothold. The *Architect* character is a Saboteur.

TEMPTER

To Tempters, the world is a marvelous garden of new experiences, and they intend to eat their fill of its fruits. They served a more powerful being once, but now they intend to be served in turn. They play at being gods among mortals, using their demonic gifts to command and cajole these lesser beings that hang upon the Unchained's every word. They pursue even greater political or financial power, establish an ever-expanding cult of personality, and otherwise attempt to place their mark on as large a swath of the world as they can. The *Nice Guy* character is a Tempter.

HOW TO USE THIS BOOK

This Quickstart is an introduction to **Demon: The Descent**, meant to act as a preview for the game. It is divided into two parts.

- *Mission Briefing* (p. 9) contains all the rules you need to play the included story, including four pregenerated demon characters.
- *Honey and Vinegar* (p. 40) presents a scenario that lets a ring of demons stumble, apparently by accident, into a burgeoning Infrastructure — and then reveals the awful truth.

MISSION BRIEFING — THE RULES

THE BASICS

When your character tries to accomplish something challenging or avoid danger, you roll dice to determine the outcome. The dice you'll use are ten-sided, and you'll roll a pool of them based on your character's relevant traits. For example, to punch someone in the face, you might add your Strength Attribute of 3 to your Brawl Skill of 2 and pick up five dice.

When you roll the dice, each one that comes up 8, 9, or 10 is a success. Usually, you only need one success to accomplish what you intended, but more are always better. (Especially if you're trying to hurt someone — successes add to damage in combat.)

Any die that comes up a 10 counts as a success, but re-roll it, potentially adding another success. In fact, if it comes up 10 again, roll it a third time, and so on. This rule is called "10-again."

Many rolls will have modifiers, ranging from -5 to +5, but usually within the range of -2 to +2. These reflect circumstances that make your character's action easier or harder. You add or subtract the appropriate number of dice from your pool before rolling.

If modifiers reduce your dice pool to zero, you roll a single die, called a chance die. A chance die counts as a single success if it comes up 10. Any other result is a failure, and a 1 is a dramatic failure.

There are a few different kinds of success and failure:

Success: Your character's action goes off as planned. Achieved by having one or more dice come up greater than or equal to 8.

Failure: Your character's action fails. Sometimes, that means nothing happens, other times it means complications are on the way. This occurs when none of your dice are successes.

Exceptional Success: Your character's action succeeds beyond her expectations. This is achieved when you roll five or more successes. Your character also gains the Inspired Condition. She can take this for herself or, if appropriate to the story, give it to another player's character.

Dramatic Failure: Your character's action fails badly... and things are probably going to get worse. This is suffered under two circumstances. The first, and less common, is when you roll a 1 on a chance die. More often, you'll choose to turn a regular failure into a dramatic failure. When you do that, you get a Willpower point, which can make a big difference down the road. (In the full game, rather than Willpower, you get points which help you improve your character.)

WILLPOWER

Willpower represents a character's determination to carry through and see her desires fulfilled. Spending a point of Willpower adds three dice to most dice pools. Only one point of Willpower can be spent in this way on a single action.

TYPES OF ACTIONS

Most actions are *instant*. They take place in a relatively small space of time. In a fight, an instant action takes up your turn.

An action can also be *reflexive*, something your character barely has to think or act to do. Reflexive actions can happen at any time, and don't take your turn in combat.

Some actions are *contested*. These work just like instant actions, except you're rolling dice for your character against another player or the Storyteller rolling dice for theirs. In a contested action, victory is achieved by rolling more successes than the opposing player. Contested actions only take the turn of the player who initiated the contest.

Characters can use teamwork on a single action. One character is the primary actor, and her player assembles her dice pool as normal. For example, Dexterity + Medicine to administer first aid. However, anyone assisting rolls the same pool *first*. Their successes become bonus dice on the primary actor's roll. Obviously, some kinds of action lend themselves better to teamwork than others.

THE PASSAGE OF TIME

We've talked about *turns*, periods of about three seconds each. The game's tracked in turns when in combat or other time-critical situations.

The second important measure of time is the *scene*. Scenes are an abstract measurement of time, lasting roughly long enough to take care of all of the action the characters want to take part in in a particular place.

CHARACTERS

Characters are made up of a set of traits. Some of them are numbers, others are descriptors that have an effect on other game mechanics.

- **Attributes** are raw potential.
- **Skills** are trained areas of expertise.
- **Specialties** are subsets of Skills where a character is particularly adept.
- **Advantages** cover things like how fast a character moves or how much Willpower she can bring to bear.
- **Embeds** and **Exploits** reflect the ability of the Unchained to hack reality, taking advantage of the mystical harmonies of the universe put in place by the God-Machine.
- **Cover** is the measure of a demon's human mask, the identity she uses to hide from the God-Machine.

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- **Primum** measures the demon's ability to spend and manipulate **Aether**, the waste-heat of the God-Machine.
- **Demonic form** is the demon's true shape, a mechanistic nightmare.

ATTRIBUTES

Attributes are a character's innate capabilities. They're rated from one to five, and come in three categories: Physical, Mental, and Social. They determine the power a character can apply to a task, the finesse with which he can perform it, and his resistance to harm and interference by others.

Mental Attributes

- **Intelligence:** Your character's ability to recall information, form plans, or solve puzzles.
- **Wits:** Your character's ability to think on her feet and improvise.
- **Resolve:** Your character's raw determination.

Physical Attributes

- **Strength:** How much your character can lift, and how hard he hits.
- **Dexterity:** How fast your character can react physically, and how deft her movements are.
- **Stamina:** Your character's ability to suffer physical stress and power through obstacles.

Social Attributes

- **Presence:** Your character's assertiveness and raw appeal.
- **Manipulation:** Your character's ability to appeal to the desires of others and get them to cooperate.
- **Composure:** Your character's poise, and ability to keep apparently calm under pressure.

SKILLS

While Attributes represent innate ability, Skills represent abilities trained and honed over years. They're also rated one to five.

Skill Dots Proficiency Level

- | | |
|-----------|--|
| • | Novice. Basic knowledge or techniques. |
| • • | Practitioner. Solid working knowledge or techniques. |
| • • • | Professional. Broad, detailed knowledge or techniques. |
| • • • • | Expert. Exceptional depth of knowledge or techniques. |
| • • • • • | Master. Unsurpassed depth of knowledge or techniques. A leader in the field. |

Skills can also have Specialties, which contribute an extra die when relevant. For example, a character with the Drive Skill might focus on trucks, giving him +1 when behind the wheel of a big rig.

MENTAL SKILLS

Mental Skills are applications of a character's insight, acumen and focus, such as examining a crime scene for clues, unraveling an enigma or diagnosing an illness. If your character tries to use a Mental Skill she doesn't possess, take a -3 penalty.

Academics: Academics is a broad-based Skill that represents a character's degree of higher education and general knowledge in the Arts and Humanities—everything from English to history, economics to law.

Computer: All characters can perform basic tasks with a computer, such as using office programs or social networking sites. Characters possessing this Skill have the necessary training or experience to operate a computer beyond the level of a normal user. With 1 dot, a character can program at a casual level or replace hardware components in a desktop computer. At 2 dots, the character is a moderately skilled programmer. At 3 or more, he's qualified for work on major software applications. People with this Skill are often familiar with a variety of programming languages and operating systems.

Crafts: Crafts represents a character's training or experience in creating works of physical art or construction with his hands, from paintings to car engines to classical sculpture. Characters possessing this Skill typically have the knowledge, but not necessarily the tools or facilities to make use of their capabilities. A character might be an exceptional mechanic, for example, but still needs to sweet-talk her boss into opening up the garage after hours to work on her friend's car.

Investigation: Investigation is the art and science of solving mysteries, examining seemingly disparate evidence to find a connection, answering riddles and overcoming paradoxes. It not only allows your character to get into the head of a killer to grasp his motives or plans, it allows her to look beyond the mundane world to guess at answers to mysterious problems, or to have a "eureka" moment that offers insight into baffling circumstances.

Medicine: The Medicine Skill reflects a character's training and expertise in human physiology and how to treat injuries and illness. The trait represents knowledge of human anatomy and basic medical treatments. Characters with a low level in this Skill (1 to 2) often possess only rudimentary first-aid training, while characters with high levels (3+) are the equivalent of nurses, physicians or surgeons.

Occult: The Occult Skill reflects a character's knowledge and experience with the world's various legends and lore about the supernatural. A character with this Skill not only knows the theories, myths and legends of the occult, but can generally discern "fact" from rumor.

Politics: Characters possessing this Skill are not only familiar with the way the political process works, they're expe-

rienced with bureaucracies and know exactly who to call in a given situation to get something done. Your character keeps track of who's in power and how she got there, along with her potential rivals.

Science: This Skill represents your character's understanding of the physical and natural sciences: biology, chemistry, geology, meteorology, physics and so on. Science is useful not only for understanding how the world works, but it helps characters make the most of the resources at hand to achieve their goals.

PHYSICAL SKILLS

Physical Skills are applications of a character's might, endurance and coordination, such as climbing a mountain, driving a car or shooting a gun. If your character tries to use a Physical Skill he does not possess, take a -1 penalty.

Athletics: Athletics encompasses a broad category of physical training, from rock climbing to kayaking to professional sports. The Athletics Skill can be applied to any action that requires prolonged physical exertion or that demands considerable agility or hand-eye coordination. Examples include climbing a high wall, marching long distances and leaping between rooftops.

In combat, the Skill is combined with Dexterity to determine the accuracy of thrown weapons, and is also factored into your character's Defense.

Brawl: Brawl defines your character's prowess at unarmed combat, whether he's a black belt in karate, a hard-bitten street tough or a college student who's taken a few self-defense courses. Characters with this Skill know how to hit an opponent, where to hit for maximum effect and how to defend themselves from attack.

In combat, Brawl is combined with Strength for unarmed attacks.

Drive: The Drive Skill allows your character to operate a vehicle under difficult or dangerous conditions. Characters don't need this Skill simply to drive a car. It's safe to assume in a modern society that most individuals are familiar with automobiles and the rules of the road. Rather, this trait covers the training or experience necessary to operate at high speeds, to tackle hazardous road conditions and to push a vehicle to the limits of its performance. Drive is the difference between a typical suburban parent with a minivan and a police officer, car thief, or racecar driver.

Firearms: Firearms allows your character to identify, operate and maintain most types of guns, from pistols and rifles, to military weapons such as submachine guns, assault rifles, and machine guns. This Skill can represent the kind of formal training provided to police and the military, or the basic, hands-on experience common to hunters, criminals and gun enthusiasts. Firearms also applies to using bows.

In combat, Firearms is combined with Dexterity to make ranged attacks.

Larceny: Larceny is a broad Skill that covers everything from picking locks to concealing stolen goods and everything in between. Most characters obtain this Skill the hard way,

by committing crimes and often paying the price for their mistakes. Some individuals such as government agents and members of the military receive formal training in bypassing security systems and stealing valuable assets.

Stealth: The Stealth Skill represents a character's experience or training in avoiding notice, whether by moving silently, making use of cover or blending into a crowd. When attempting to sneak silently through an area or to use the local terrain as concealment, roll Dexterity + Stealth + equipment. When trying to remain unseen in a crowd, Wits + Stealth is appropriate.

Survival: Survival represents your character's experience or training in "living off the land." He knows where to find food and shelter, and how to endure harsh environmental conditions. The more capable your character is, the fewer resources he needs in order to prevail.

Weaponry: As the name implies, the Weaponry Skill represents your character's experience or training in fighting with everything from beer bottles to pipes, knives to swords. While formal instruction in Weaponry is uncommon (restricted to military and law-enforcement training and a few martial arts), any character who has grown up on the street or spent a lot of time in seedy bars has had ample opportunity to learn this Skill.

In combat, Weaponry is added to Strength to make armed attacks at close range.

SOCIAL SKILLS

Social Skills are applications of your character's bearing, charm and poise, such as negotiating with a bank robber, wooing a crowd or telling a faultless lie. If your character tries to use a Social Skill he does not possess, take a -1 penalty.

Animal Ken: Anticipating and understanding human emotions is one thing, but being able to interpret and recognize the behavior of animals is something else entirely. Your character intuitively grasps or has been trained to read animals to know how they react to situations. The Skill also involves innately understanding how the animal mind operates, and what may appease or enrage beasts.

Empathy: This Skill represents your character's intuition for reading people's emotions. For some, it's a matter of observing body language and nonverbal cues. Others employ an extraordinary sense that helps them divine a person's true mood. As the name implies, Empathy also involves the capacity to understand other people's views and perspectives, whether your character agrees with those positions or not.

Expression: Expression reflects your character's training or experience in the art of communication, both to entertain and inform. This Skill covers both the written and spoken word and other forms of entertainment, from journalism to poetry, creative writing to acting, music to dance. Characters can use it to compose written works or to put the right words together at the spur of the moment to deliver a rousing speech or a memorable toast.

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Intimidation: Intimidation is the art and technique of persuading others through the use of fear. Your character can intimidate someone with a show of brute force (Strength + Intimidation), through more subtle means such as verbal threats (Manipulation + Intimidation), or simply through menacing body language (Presence + Intimidation). It can be used to get other people to cooperate (even against their better judgment), back down from a confrontation, or reveal information that they'd rather not share.

Persuasion: Persuasion is the art of inspiring or changing minds through logic, charm or sheer, glib fast-talking. Persuasion is the Skill of convincing others by force of personality alone, making one's point through carefully chosen words, body language and emotion.

Socialize: Socialize reflects your character's ability to interact with others in a variety of situations, from chatting people up at bars to comporting himself with dignity at state dinners. This Skill represents equal parts gregariousness, sensitivity, etiquette and custom. Knowing how to make friends is no less important than understanding how to treat guests in formal situations.

Streetwise: Characters possessing this Skill know how life on the streets works and are adept at surviving by its harsh rules. Streetwise characters can gather information, make contacts, buy and sell on the black market, and otherwise make use of the street's unique resources. The Skill is also important for navigating urban dangers, avoiding the law, and staying on the right side of the wrong people.

Subterfuge: Subterfuge is the art of deception. Characters possessing this Skill know how to lie convincingly, and they recognize when they're being lied to. Subterfuge is used when telling a convincing falsehood, hiding one's emotions or reactions, or trying to pick up on the same in others. The Skill is most often used to trick other people, but characters also learn it to avoid being tricked themselves.

ADVANTAGES

Characters possess a few inherent Advantages used in play.

Health: Determines the overall amount of physical harm a character can suffer, and how that harm affects their performance.

Defense: A character's ability to avoid being hurt in violent confrontations.

Speed: Determines the number of yards or meters a character can move in a turn without sacrificing their instant action.

Initiative Modifier: Affects when a character takes his turn in combat.

Size: An adult human has a Size of 5.

VIRTUE AND VICE

A demon's *Virtue* is a higher purpose, while her *Vice* is something that feels good, but that she sees as a guilty pleasure. Human beings have these traits as well, but demons ar-

en't human and their moralities reflect this. A demon with the Vice of Charitable might find herself moved to acts of compassion that she considers a sign of weakness on her own part. If she submits to this compulsion and performs an act of charity despite herself, she recovers a point of Willpower. Remember that these moments of pity are considered a weakness on her part, and she will try to overcome that weakness, but they will still happen on occasion.

A demon with the Virtue of Curious probably considers curiosity to be an admirable trait, and might feel a sense of moral outrage if someone else is denied satisfaction for her curiosity. If he indulges his curiosity in such a way as to place himself or his ring at a disadvantage or in danger, he recovers all his Willpower and feels emotionally fulfilled — he has just performed a good deed at personal risk, after all.

Each of the sample characters has a Virtue and a Vice, and their descriptions explain how the characters express those traits.

MERITS

Merits are special distinctions that give characters access to abilities or resources. Merits relevant to this book are included with the appropriate character descriptions.

EMBED AND EXPLOITS

Before their fall, demons wielded great spiritual power, the gifts of the God-Machine. Everything that the God-Machine is able to grant, however, is due to existing laws and metaphysical subroutines of the world. If an angel can fly, it is because the God-Machine long ago built some law into reality allowing it. Over the eons, these laws have grown exponentially more complex than any living soul can hope to express. Arcane rules and precepts converge at strange nexuses, allowing mystical energies to pool and gather. Various supernatural forces make use of these laws, normally without ever understanding that the God-Machine had any part in it (or even exists).

When a demon falls, she gives up her intuitive understanding of the God-Machine's laws. She can no longer call upon Numina, and she must find other ways of expressing supernatural ability (this is part of the reason why demons manipulate Aether instead of Essence). What the demon *can* do, however, is call upon the preexisting mystical pathways and laws that she remembers from her time as an angel. By exploiting this knowledge, she is, effectively, using "back doors" into reality, changing it in subtle ways. An angel does this to facilitate its mission. A demon does it to follow her Agenda. These memories are called *Embeds* and *Exploits*. Each of the included characters has three Embeds and one Exploit.

EMBEDS

An Embed is a rule or natural law, already hard-coded into the workings of the world, that a demon can tap for a specific effect. For a mundane example, consider a child who knows

of a loose board in a neighbor's fence. He can move the board, take a shortcut through the neighbor's yard, and save himself the time of running around the block. Anyone *could* do that, provided they have the same knowledge the child does (that is, that the board is loose) and that they can fit through the opening thus created.

Embeds work much the same way. Any demon can learn any Embed. The demon simply has to remember that the groundwork is there. As angels, all servants of the God-Machine are aware of these pathways, but they make use of them differently. Angels do not make conscious effort to use Embeds, they are able to do so simply as part of their missions. Going back to the example of the loose board in the fence, consider a dog or a cat that simply noses the board aside to get through. The animal doesn't think of the fence as a barrier or the loose board as an anomaly; for all it knows, that loose board was put there specifically to allow it passage. When a demon falls, she loses this instinctive, subconscious understanding of the world and must relearn these supernatural secrets. When she does, she is able to use Embeds in specific ways.

Embeds are not spells. They do not require ritual, sacrifice or even specific knowledge or skill to use. A demon might justifiably liken remembering an Embed to a stroke victim re-learning how to walk or ride a bicycle. The neural pathways are already in place, the muscle memory is there, it's just a matter of training the body to reactivate these things.

Angels have different capabilities based on their missions. An angel doesn't normally think to question whether it can make use of mystical subroutines that it hasn't specifically been instructed to use, both because most angels don't question their missions and because, again, these subroutines aren't something that angels generally think about. That said, an angel that *does* start to consider these subroutines – thinking about the framework of reality, rather than just using it – might be getting close to falling. Once an angel does fall, she finds that certain types of Embeds are easier to remember than others, depending on her Incarnation.

EXPLOITS

Exploits, in contrast to Embeds, are not subtle at all. While they use the same metaphysical subroutines as Embeds, they are not relearned or remembered abilities, but rather gross applications of the knowledge that the character already has. If an Embed is a word, and a set of Key Embeds is a sentence, then an Exploit is a shouted expletive. As such, Exploits are effective, but run the risk of drawing attention.

Consider, once again, the metaphor of the child using the hole in the fence to sneak through a neighbor's yard. Applying that metaphor to Exploits, the child might kick the loose board free and use it to shatter the neighbor's glass patio door. An Exploit takes the knowledge imparted by an Embed and uses it to better, or at least more dramatic, effect. Unlike Embeds, though, Exploits are obvious and flamboyant, and therefore a risk to a demon's Cover.

An Exploit relies on a demon's knowledge of the world's metaphysical subroutines, just like Embeds, but instead of gently applying this knowledge, the demon forces Aether into the system, overcharging it and directing the result. While learning to use an Embed is a matter of re-acquiring knowledge that the demon had as an angel, learning to use an Exploit is more a matter of application of that knowledge. Angels, therefore, do not use Exploits – even their more grandiose powers are perfectly in line with their missions and therefore the parameters laid down by the God-Machine. An angel that decides to emulate a demon, pushing energy through the world's mystical framework just to see what will happen, is probably on the verge of Falling.

DEMONIC FORM

The true form of the Unchained is one of biomechanical horror. Some demons have huge, sheet-metal wings, and others have halos of coruscating lightning. The demonic form speaks to the demon's original, pre-Fall purpose, but the acting of Falling twists the form and grants the demon some ability to customize it.

Every **Demon** character has seven form aspects, which allow the demon various powers and abilities. Assuming the demonic form is a reflexive action, meaning it can happen at any time with no roll required. Doing so might draw the attention of the God-Machine, however.

ACTION

COMBAT

Demons attempt to avoid notice. A human being that knows what a demon truly is can threaten the demon's Cover, and that risks the God-Machine's notice. As such, the Unchained usually avoid ostentatious shows of violence. Sometimes, though, it's the only way out of a bad situation, and a Fallen angel is more than capable of protecting herself.

The first step in starting combat, then, is to determine what everybody wants. You don't have to be formal about it... just make sure you know why it is the characters are in this fight.

After that, start tracking time in turns. At the start of the turn, each player rolls Initiative. Unlike a normal roll, Initiative is a single die, the result of which you add to your character's Initiative Modifier. (A character's weapon may also add or subtract from Initiative.)

After that, players choose actions for their characters in Initiative order, highest to lowest. When a character's turn comes up, they can perform one of the following actions.

ATTACK

A character can lash out blindly, or take careful aim. When your character attacks somebody, roll one of the following dice pools.

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Unarmed Combat: Strength + Brawl - victim's Defense

Melee Combat: Strength + Weaponry - victim's Defense

Ranged Combat: Dexterity + Firearms

Thrown Weapons: Dexterity + Athletics - victim's Defense

Judge the attack roll the same as any other action. The damage inflicted by a successful attack is equal to the successes on the attack roll plus the weapon's damage bonus. See "Injury," below.

DODGE

A character can also sacrifice their action to dodge. In this case, double the character's Defense rating, but don't subtract it directly from attacker's dice pool. Instead, roll the doubled Defense as a dice pool and subtract the successes from the attacker's successes.

Willpower may be spent to increase a dodge roll. Ranged attacks can't normally be dodged.

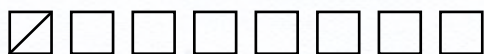
INJURY

Fists and feet deal *bashing* damage. Weapons, like brass knuckles and knives, crack skulls and pierce lungs. They deal *lethal* damage. A special type of damage, *aggravated* damage, is usually the result of supernatural attacks. Some demons – and some angels – can wield this type of damage, but it is rare.

If a character's health track is filled with bashing damage, he falls unconscious. If it fills with lethal, he dies within minutes (though another character can stabilize him, preventing him from dying, with a roll of Wits + Medicine).

Marking Damage: When a character suffers damage, the player marks off that number of Health points, starting with the box under the leftmost dot of his Health trait and proceeding left to right. The symbol used depends upon the type of damage.

Bashing damage is marked with a slash (/) in the first available empty box. So imagining that Thomas (who has seven Health dots) had just taken one point of bashing damage, his Health boxes would look like this:



Lethal damage is marked with an X, and it pushes any existing bashing damage right on the track (so that it always appears to the left of bashing damage). If Thomas next took a point of lethal damage, his track would be:



Aggravated damage is marked with a large asterisk (*) by adding a vertical bar to an X. It also pushes any existing lethal and bashing damage right on the track (so that it always appears to the left of lethal or bashing damage). If Thomas next suffered a point of aggravated damage, his track would be:



No More Health: Marking off a character's last Health box usually means the character has become incapacitated. If that rightmost wound is bashing, he falls unconscious. If that rightmost wound is lethal or aggravated, the character quickly bleeds to death (though in the case of lethal damage, this takes a few minutes, meaning that another character can prevent with a Wits + Medicine roll). Note that this would mean the character has no bashing damage at all, since it will always be the rightmost.

Additional Damage: An unconscious or severely battered person can still be damaged by further attacks. Without further Health boxes to mark off, you represent this damage by upgrading existing wounds. Any new bashing wound upgrades an existing bashing wound to lethal (make the leftmost / into an X), while new lethal damage can upgrade older wounds to aggravated (make the leftmost X into an asterisk). Additional aggravated damage also converts a point of bashing or lethal damage to aggravated (make the leftmost / or X into an asterisk).

Healing: Characters recover from damage with rest and medical attention. Left to heal naturally, characters recover one point of bashing damage every 15 minutes, one point of lethal damage every two days, and one point of aggravated damage every week. Lost Health is recovered from right to left on the character sheet.

Demons have an option for quickly healing damage – they can assume demonic form. Upon doing so, the character immediately heals damage equal to her dots in Primum, starting from the right and working left.

CONDITIONS

Conditions are (usually temporary) states that affect what your character can do. For example, your character might defeat a complex security system with ease and be Inspired by her exceptional success.

A Condition typically consists of a modifier in the +2 to -2 range to a certain type of action, or actions taken with a certain motivation. Larger modifiers are rare, but exist.

Conditions are resolved and removed when the character's done something significant to act on the Condition or addressed the original source. The sample Conditions here have example resolution Conditions, but you can also resolve them after other events if it just makes logical sense.

When a character resolves a Condition, she gains a point of Willpower. For certain Conditions, if a Condition biases her towards a certain type of behavior... say, a Reckless Condition that encourages her to throw caution to the wind, she also gains a point of Willpower.

You're encouraged to make up Conditions to fit events in your game. They're little reminders of how what's gone before influences character abilities and behavior.

(In **Demon: The Descent** and **The God-Machine Chronicle**, Conditions help your character gain experience, rather than replenishing her Willpower. These books also contain many more sample Conditions.)

INSPIRED

Your character is deeply inspired. When your character takes an action pertaining to that inspiration, you may resolve this Condition. An exceptional success on that roll requires only three successes instead of five.

Common Causes: An exceptional success, a comrade delivering a stirring call to arms.

Resolution: You spend inspiration to spur yourself to greater success, resolving the Condition as described above.

FLAGGED

The God-Machine, or one of its agents, is suspicious of you. It doesn't know for sure that you're a rogue angel, but it's got you marked as a potential problem. Attempts to spoof agents of the God-Machine suffer a -3 penalty.

Resolution: Convince an agent of the God-Machine that you're an ordinary human without spoofing it.

Willpower: n/a

FRIGHTENED

Something's scared you to the point where you lose rational thought. Maybe you've just looked down at a hundred-story drop, or seen a tarantula the size of your fist crawling up your leg.

Whatever the case, you need to leave right the hell now. Your only priority is getting away from the thing that's frightened you – the hell with your stuff, your friends, and your allies. If someone tries to stop you escaping, you'll attack them. You can't approach the source of your fear or act against it – and if the only way out involves going near the source of your fear, you'll collapse on the ground in terror.

Common Causes: Seeing a demon in demonic form (for humans), a horde of hunter angels (for demons)

Resolution: The character escapes from the source of his fear.

Willpower: N/A

INFERNO

Note: This Condition applies to an area during a combat situation. The area is on fire. Anything flammable is either already burning or will start burning soon.

All characters suffer a -2 penalty to all rolls due to smoke and pain from the fire. After two turns, any character that breathes suffers 2B per turn due to smoke inhalation. After

three turns, the character suffers 1L per turn from burns. If the character catches fire, he suffers 4L per turn until he dies.

Common Causes: Arson, the Rain of Fire demonic form power

Resolution: The fire goes out.

Willpower: N/A

INSENSATE

Note: This Condition applies to a character during combat. Once combat ends, the Condition's effects no longer apply.

The character shuts down, either due to extreme fear or sudden pleasure. He may huddle in a corner, cringe away from sudden noises, or stare into space as waves of pleasure lap over him. The character can't take any actions until the Condition is resolved. He can apply Defense to incoming attacks, and if he takes any damage from an attack, he's knocked free of whatever fogged his brain.

Common Causes: Drugs, mind-stupefying effects (such as the Glory and Terror form ability)

Resolution: Combat ends, someone gives the target the Inspired Condition.

STUNNED

Note: This Condition applies to a character during combat. Once combat ends, the Condition's effects no longer apply.

Your character is dazed and unable to think straight. Maybe her vision blurs. If she's stunned as a result of a blow to the head, she's probably got a concussion. A character with the Stunned Condition loses her next action, and halves her Defense until she can next act.

Common Causes: Sharp blow to the head, sonic attack, attack from a weapon with the "Stun" ability

Resolution: Combat ends

SWOONING

Your character is attracted to someone and is vulnerable where they are concerned. He may have the proverbial "butterflies in his stomach" or just be constantly aware of the object of his affection. A character may have multiple instances of this Condition, reflecting affection for multiple characters. He suffers a -2 to any rolls that would adversely affect the specified character, who also gains +2 on any Social rolls against him.

Resolution: Your character does something for his love interest that puts him in danger, or he opts to fail a roll to resist a Social action by the specified character.

Willpower: n/a



TRICKS OF THE FALLEN

SPOOF

Whenever a demon is subjected to an effect that might reveal her to be a supernatural being, she may attempt to “spoo” the effect, fooling it into thinking she’s an ordinary human. A demon cannot spoof in demonic form, for obvious reasons. The demon does not have to be aware of the effect to spoof it; spoofing happens reflexively. The demon does not necessarily know where the incoming detection attempt is coming from. In order to Spoof, the player rolls the demon’s Cover rating. This action is reflexive.

AETHERIC RESONANCE

All of the God-Machine’s most potent endeavors are dependent upon the conversion of Essence into Aether. Angelic Numina, Influences, Manifestations and true forms, as well as facilities and stockpiles, everything emits Aether. Thus aetheric resonance serves as a valuable asset by which the Unchained may feel out the workings of their enemy. Of course, this advantage cuts both ways, as demons themselves also emit Aether. Fortunately for the Unchained, aetheric resonance is a uniquely demonic trait. Angels possess no comparable means by which they can flush out their fallen counterparts. By expending a single point of Aether, a demon can feel out Aether in the area around her for the remainder of the scene. Whenever a source of aetheric energy comes within the radius of her aetheric resonance, she immediately becomes aware of the direction of the source, and quantity of Aether surrounding it. Storytellers should convey this feeling in narrative terms, “a massive energy source is approaching from due east” rather than, “twelve yards away an angel just spent three points of Essence.”

LIAR’S TONGUE

Demons are perfect liars, but it’s not because of infernal origin or abiding evil. Their superlative ability to lie comes from a confluence of their gift for language, their Primum, and the fact that their mind is so completely de-coupled from their Covers.

When a demon forms a thought, it forms not in the fatty recesses of a physical brain, but in the quantum engine of the demon’s Primum. The demon decides, in the split second of the thought, whether that thought is true or false. The actual, objective truth of the matter makes no difference — if the demon says “the sky is orange,” any method of detecting truth or lies, magical or otherwise, reads that statement as “true” (if the demon wants it to read as true). Likewise, the demon can tell the truth — but have it read as a lie.

When dealing with human beings, this tends not to matter, since most human methods of detecting lies actually detect physical responses to emotion. As mentioned under

Total Control, demons have no problem keeping rein over these responses. But the supernatural denizens of the World of Darkness have other methods at their disposal, and some of those methods zero in on the veracity of the statement itself, rather than the temperament of the person making. Put another way, even a power that detects *whether a statement is true* rather than *whether the speaking is deliberately lying* still fails to work reliably against one of the Unchained. A statement is true if the demon says it is.

NATURAL APTITUDE

As agents of the God-Machine every single angel is equipped with all talents and abilities necessary to perform their duty, including a perfect encyclopedic knowledge of every language ever devised. The Fall strips away much of this knowledge, but not all of it. A demon retains an exceptional aptitude for symbols, especially those present in human language, and a rudimentary understanding of most mortal talents.

Moreover, though much of her knowledge may be gone, the structures by which she records and processes new information remain as spry as ever. Demons learn and adapt rapidly to new situations and integrate into their new identities with inhuman speed. It is largely thanks to this that the Unchained are able to quickly vanish into society before the God-Machine can hunt them down. Demons gain the Eidetic Memory Merit at character creation. This grants them flawless recollection of anything they see or hear. In addition all of the Unchained are fluent in every native human language currently in use. This includes local dialects, as well as slang and innuendo — the demon can speak any language like a native speaker.

TOTAL CONTROL

Demons do not possess the unconscious tics and inadvertent displays one would expect from a human being. A demon never expresses a thought or emotion involuntarily. When he laughs he does so deliberately, when he yawns, or cringes, or cries it is because he made the conscious decision to express himself in that exact manner. This precise trait makes it almost completely impossible to read his true intentions.

But demons are not beings of cold logic and unfeeling purpose. Being in control of his actions does not stop a demon from acting on impulse or making dubious judgments. Demons are just as capable of losing their tempers as human beings, and just as likely to respond violently when threatened.

All rolls made to judge a demon's emotional state, detect lies, or assess desires, based on involuntary physical indicators fail automatically. A demon does not sweat under pressure, nor does he giggle uncontrollably or blush when embarrassed. The sharpest eye cannot spot a sign that simply does not exist.

COVER

To be a demon, fallen from the grace of the God-Machine, is to be exposed. While the God-Machine is neither omni-

scient nor omnipresent, it remains aware of rogue elements within itself, and takes necessary measures to eliminate those unwanted variables. Avenging angels are dispatched, cults are alerted, and in some cases Infrastructure is even diverted from other purposes to hunt down and purge the aberrant.

To protect themselves from this fate, demons (at least, those who want to survive more than a few weeks) establish a Cover that gives them a place in the mortal world and a means to hide from the God-Machine's searches. This isn't a new concept for the Unchained: the God-Machine frequently establishes false mortal identities for its angels using a combination of Concealment and Logistical Infrastructure.

When a demon Falls, one of the first things she does is make strategic alterations to her own Cover, cutting herself off from direct communication with the God-Machine. This process, not unlike jailbreaking a smartphone, is what allows her to go to ground and avoid detection. Since her Cover is no longer being created by the God-Machine's infrastructure, she must take care to maintain it and not let it degrade too severely. Cover, therefore, replaces the Integrity rating that human characters possess.

THE NATURE OF COVER

A demon's Cover is more than just a human body to live in and a name to call it by. The God-Machine's Infrastructure actually alters reality around its servants, creating an entire, albeit austere, life for the angel in question. It can't (or doesn't) create human beings out of whole cloth, but it *can* alter human memories to include the new arrival, and it can create objects and even places to support an angel's existence. All of those things are still around when a newly-fallen demon takes over her own cover, and form the basis of the life she'll live on Earth.

From a game perspective, a demon's initial Cover identity is essentially the human side of the character's concept. It includes a human body in which to hide her true demonic form, plus everything you'd reasonably expect any starting character in a World of Darkness game to have: clothes, a place to live, some form of basic transportation, and so on.

The difference is that how "real" the demon's accoutrements are is a function of her Cover rating. At low Cover, for example, she has a closet full of suits, but they're all the same suit — not the same *style* of suit but the *exact same* suit, down to the slightly frayed right cuff and the faded mustard stain on the tie. Likewise, her home might be a basement in a building that shouldn't have one, or the fifth unit on the floor of a building that only has (and only has room for) four apartments per floor. At higher Cover ratings, she has a variety of outfits or a perfectly real-seeming apartment that doesn't grossly violate the laws of physics.

The higher her Cover gets, the more "real" it becomes. Conversely, as her Cover drops, the original pattern of reality begins to reassert itself, degrading the quality of the demon's Cover. Think

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of it like streaming video: As the connection quality degrades, the picture gets fuzzier and more prone to errors, but when the connection is strong, the image is virtually crystal clear.

Certain actions can erode a demon's Cover. These actions are called *compromises*. Whenever the text calls for a compromise roll, the player rolls the character's Wits + Manipulation. If the roll fails, the character loses a dot of Cover and gains either the Flagged Condition or a glitch.

GLITCHES

Glitches are unexpected and usually temporary alterations to a demon's physique, psyche or surroundings. Neither inherently helpful nor harmful, these anomalies become prevalent throughout the demon's life, permeating every Cover he possesses. On a failed compromise roll, a demon gains either a *brand* or a *tell* (player's choice).

BRANDS

Glitches of the physical form, brands cause a change in the demon's appearance or body chemistry.

Sample Brands

- **Minor:** Easily concealed physical markings, minor changes in diet or physique. *Examples:* Inability to consume unprocessed food. Smelling slightly of burnt copper. Hair changes to a different, but still natural-looking, color. Scar tissue on palm in the shape of a star or circuit-pattern.

- **Major:** Visible changes, inconvenient alterations to body chemistry. *Examples:* Hair turns bright pink.. Tattoo-like glyph on forearm of angelic script.
- **Catastrophic:** Obviously supernatural, impossible to hide or explain phenomena. *Examples:* Manifestations of traits from demonic form (though not form powers). Changes to skin color. Horn- or tail-like protrusions. Eyes or mouth emit smoke. Can only consume battery acid.

TELLS

Bad habits and defining behaviors, Glitches of the mind that cause demons to act in involuntary ways.

Sample Tells

- **Minor:** Small physical tics, easily explicable to witnesses. *Examples:* Must touch top of doorways before entering. Must shake hands with left hand. Cannot cover head.
- **Major:** Defining mannerisms in speech or posture, more difficult to explain, possible to exploit. *Examples:* Must take a step back whenever confronted with a cross. Cannot accept offered objects by hand. High-frequency sounds (10K Hertz or more) cause pain.
- **Catastrophic:** Obvious, extreme eccentricities the demon cannot help but follow. *Examples:* Must count discarded coins. Must speak in rhyme.



COMBAT SUMMARY CHART

STAGE ONE: INTENT

- The players and the Storyteller describe what their characters want out of the fight.
- Decide whether characters can surrender and can become Beaten Down.

STAGE TWO: INITIATIVE

- Everyone rolls Initiative: the result of a die roll + Dexterity + Composure. If the character has a weapon readied, apply its Initiative Modifier.

STAGE THREE: ATTACK

- Unarmed Combat: Strength + Brawl - victim's Defense
- Melee Combat: Strength + Weaponry - victim's Defense
- Ranged Combat: Dexterity + Firearms
- Thrown Weapons: Dexterity + Athletics - victim's Defense

A character's Defense is normally subtracted from any attack dice pools where it applies. If she chooses to Dodge, the defender rolls her Defense as a dice pool against each attack. Each success reduces the attacker's successes by one. If the attacker is reduced to zero successes, the attack does nothing. If the attacker has successes remaining, add any weapon modifier to the number of successes to determine how many points of Health the target loses. All weapons deal lethal damage.

STAGE FOUR: THE STORYTELLER DESCRIBES THE ATTACK AND WOUND IN NARRATIVE TERMS.

POSSIBLE MODIFIERS

- Aiming: +1 per turn to a +3 maximum (aiming takes a character's action for a turn)
- All-Out Attack: +2 with Brawl or Weaponry attack; lose Defense
- Armor Piercing: Ignores amount of target's armor equal to item's rating
- Autofire Long Burst: 20 or so bullets, no target limit pending Storyteller approval. A +3 bonus is applied to the attack roll; -1 per roll for each target after the first
- Autofire Medium Burst: 10 or so bullets at one to three targets, with a +2 bonus to the attack roll; -1 per roll for each target after the first
- Autofire Short Burst: Three bullets at a single target with a +1 bonus to the roll
- Concealment: Barely -1; partially -2; substantially -3; fully, see "Cover"
- Cover: Subtract 2 from damage for light cover, 4 from damage for heavy cover
- Dodge: Double Defense, roll as a dice pool with each success subtracting one from the attacker's successes
- Drawing a Weapon: Requires instant action
- Firing from Concealment: Shooter's own concealment quality (-1, -2 or -3) reduced by one as a penalty to fire back (so, no modifier, -1 or -2)
- Offhand Attack: -2 penalty
- Prone Target: -2 penalty to hit in ranged combat; +2 bonus to hit when attacker is within close-combat distance
- Range: -2 at medium range, -4 at long range
- Shooting into Close Combat: -2 per combatant avoided in a single shot (not applicable to autofire); -4 if grappling
- Specified Target: Torso -1, leg or arm -2, head or heart -3, hand -4, eye -5
- Surprised or Immobilized Target: Defense doesn't apply
- Touching a Target: Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply, but Defense does apply
- Willpower: Add three dice or +2 to a Resistance trait (Stamina, Resolve, or Composure) in one roll or instance.

MELEE WEAPONS CHART

Type	Damage	Initiative	Strength	Size	Availability	Special
Sap	0	-1	1	1	•	Stun
Brass Knuckles	0	0	1	1	•	Uses Brawl to attack
Baton	1	-1	2	2	n/a	
Crowbar	2	-2	2	2	•	
Tire Iron	1	-3	2	2	••	+1 Defense
Chain	1	-3	2	2	•	Grapple
Shield (small)	0	-2	2	2	••	Concealed
Shield (large)	2	-4	3	3	••	Concealed
Knife	0	-1	1	1	•	
Rapier	1	-2	1	2	••	Armor piercing 1
Machete	2	-2	2	2	••	
Hatchet	1	-2	1	1	•	
Fire Ax	3	-4	3	3	••	9-again, two-handed
Chainsaw	5	-6	4	3	•••	9-again, two-handed
Stake*	0	-4	1	1	n/a	
Spear**	2	-2	2	4	•	+1 Defense, two-handed

Type: A weapon's type is a general classification that can apply to anything your character picks up. A metal club might be an antique mace, a metal baseball bat, or a hammer, while a hatchet might be a meat cleaver or an antique hand-ax.

Damage: Indicates the number of bonus successes added to a successful attack. Weapons always deal lethal damage.

Initiative: The penalty taken to Initiative when wielding the weapon. If using more than one weapon, take the higher penalty and increase by 1.

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 penalty on attack rolls.

Size: 1 = Can be hidden in a hand; 2 = Can be hidden in a coat; 3+ = Cannot be hidden.

Availability: The cost in Resources dots or level of Social Merit needed to acquire the weapon.

Concealed: A character who wields a shield but doesn't use it to attack can add its Size to his Defense, and uses its Size as a concealment modifier against ranged attacks.

Grapple: Add the chain's weapon bonus to your dice pool when grappling.

Stun: Double the weapon bonus for purposes of the Stun Tilt (p. 212 The God Machine Chronicle).

Two-handed: This weapon requires two hands. It can be used one-handed, but doing so increases the Strength requirement by 1.

* A stake must target the heart (-3 penalty to attack rolls) and must deal at least 5 damage in one attack.

** The reach of a spear gives a +1 Defense bonus against opponents who are unarmed or wield weapons of Size 1.

RANGED WEAPONS CHART

Type	Damage	Ranges	Clip	Initiative	Strength	Size	Example
Revolver, lt	1	20/40/80	6	0	2	1	SW M640 (.38 Special)
Revolver, hvy	2	35/70/140	6	-2	3	1	SW M29 (.44 Magnum)
Pistol, lt	1	20/40/80	17+1	0	2	1	Glock 17 (9mm)
Pistol, hvy	2	30/60/120	7+1	-2	3	1	Colt M1911A1 (.45 ACP)
SMG, small*	1	25/50/100	30+1	-2	2	1	Ingram Mac-10 (9mm)
SMG, large*	2	50/100/200	30+1	-3	3	2	HK MP-5 (9mm)
Rifle	4	200/400/800	5+1	-5	2	3	Remington M-700 (30.06)
Assault Rifle*	3	150/300/600	42+1	-3	3	3	Stery-Aug (5.56mm)
Shotgun**	3	20/40/80	5+1	-4	3	2	Remington M870 (12-gauge)
Crossbow***	2	40/80/160	1	-5	3	3	

Damage: Indicates the number of bonus successes added to a successful attack.

Ranges: The listed numbers a short/medium/long ranges in yards. Attacks at medium range suffer a -1 penalty. Attacks at long range suffer a -2 penalty.

Clip: The number of rounds a gun can hold. A "+1" indicates that a bullet can be held in the chamber, ready to fire.

Initiative: The penalty taken to Initiative when wielding the gun.

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 penalty on attack rolls.

Size: 1 = Can be fired one-handed; 2 = Must be fired two-handed and can be hidden in a coat; 3 = Can be fired two-handed but not hidden on one's person

* The weapon is capable of autofire, including short bursts, medium bursts, and long bursts.

** Attack rolls gain the 9-again quality, which functions like 10-again, but triggers on either 9 or 10.

*** Crossbows take three turns to reload between shots.

SIZE

Object/Creature	Size
1	Human infant, pistol
2	Sword
3	Human child
4	Wolf, spear
5	Adult human, Door
6	Gorilla
7	Grizzly bear
10	2-seat sports car
15	SUV
20	Dump truck



COMMON ACTIONS

Here are some sample ways you can apply your Skills. Remember, you can invent your own at any time.

ARGUMENT (INTELLIGENCE + EXPRESSION - VICTIM'S RESOLVE)

You try to sway someone with a rational argument. (If arguing with a crowd, use the highest Resolve in the crowd.

- **Dramatic Failure:** You convince them of quite the opposite.
- **Failure:** They listen, but are ultimately unaffected.
- **Success:** They accept the truth (or apparent truth) of your words.
- **Exceptional Success:** They're convinced, and become a recruit to your point of view. Though they might change their minds if they find themselves at risk.

CAROUSING (PRESENCE + SOCIALIZE OR STREETWISE)

You mix with a group, bringing high spirits with you and using them to loosen tongues.

- **Dramatic Failure:** A faux pas reveals that you don't belong... and maybe even hints at your supernatural nature.
- **Failure:** You end up a wallflower, with a drink in your hand that you don't even want.
- **Success:** You make a single-serving friend, who might be willing to pass secrets or go with you somewhere private.
- **Exceptional Success:** You make a friend you can contact again.

FAST-TALK (MANIPULATION + SUBTERFUGE - VICTIM'S COMPOSURE)

You may not be able to win the argument with facts, but you can try to get out of trouble with a little judicious spin.

- **Dramatic Failure:** The other party has a good idea what the truth is.
- **Failure:** The other party doesn't believe you.
- **Success:** The other party swallows your story.
- **Exceptional Success:** The other party believes you so thoroughly that they're even willing to offer a little aid... though they won't put themselves at any kind of risk.

INTERROGATION (MANIPULATION + EMPATHY OR INTIMIDATION - VICTIM'S RESOLVE)

You try to dig secrets out of a reluctant informant.

- **Dramatic Failure:** The informant is alienated or injured beyond the point to which he will reveal information.
- **Failure:** The informant blabs a mix of truth and falsehood – even he may not know the difference.
- **Success:** You get the information you were looking for.
- **Exceptional Success:** You get the information you were looking for, and the informant is willing to continue cooperating.

INTIMIDATION (STRENGTH OR MANIPULATION + INTIMIDATION - VICTIM'S COMPOSURE)

You try to get someone to do what you want by making them afraid of you.

- **Dramatic Failure:** They don't take you seriously, even if you knocked them around a bit. They won't be doing what you want.
- **Failure:** They're unimpressed with your threats.
- **Success:** They're coerced into helping you.
- **Exceptional Success:** They develop a lasting fear of you, which could make them easier to coerce in the future.

INVESTIGATING A SCENE (INTELLIGENCE + INVESTIGATION)

You look for clues to what's happened in the recent past... or tidy up so that no one else can find them.

- **Dramatic Failure:** You find clues, but you contaminate them, or you leave evidence of your presence.
- **Failure:** You find evidence, but it's damaged and hard to interpret. Or you miss a spot in your cleanup that you won't find out about until later.
- **Success:** You find a clue of exactly the sort you need, or manage to significantly confuse future investigators.
- **Exceptional Success:** You find a clue, and know exactly how it fits in, or you leave the scene immaculate and impossible to decipher.

REPAIR (INTELLIGENCE + CRAFTS)

You try to fix something that's broken down.

- **Dramatic Failure:** The broken object's a lost cause. It'll never work again.
- **Failure:** You're stymied by the problem, but could come back to it in another scene.
- **Success:** You get the thing working... for now.
- **Exceptional Success:** The object works better than before. It won't break again anytime soon.

RESEARCH (INTELLIGENCE + ACADEMICS OR OCCULT)

Using your existing knowledge, you look for information on a current mystery.

- **Dramatic Failure:** You learn something, but it doesn't help. In fact, it sets you back. If using Occult, it might also give you nightmares.
- **Failure:** You turn up a lot of promising leads, but they're all dead ends.
- **Success:** You find the basic facts you were looking for.
- **Exceptional Success:** You find what you were looking for, and leads towards a much bigger score of information.

SHADOWING A MARK (WITS + STEALTH OR DRIVE)

You follow someone, perhaps in the hopes of ambushing them, or of finding out their destination.

- **Dramatic Failure:** You're caught, either by the mark or some observer that's become suspicious of you.
- **Failure:** The mark senses he's being followed, and manages to lose you.
- **Success:** You follow the mark to his destination.
- **Exceptional Success:** You find some means by which you can continue following the mark, such as an unlocked entrance into the building he arrived at.

SNEAKING (DEXTERITY + STEALTH)

You're trying to avoid notice by someone... or multiple someones. Maybe you want to get into a place undetected. Maybe you're trying to break out.

- **Dramatic Failure:** You attract a lot of attention... enough that now it's going to be hard to get out.
- **Failure:** You're noticed, but still have the chance to slip away.
- **Success:** You avoid notice and get closer to your goal.
- **Exceptional Success:** You avoid notice and get away before anyone has another chance to catch you.



CHARACTERS

Below are four pregenerated characters for use in **Honey and Vinegar**. These are standard, starting characters for a game of **Demon: The Descent**, and include all of the information for their Merits, Embeds, Exploits and demonic forms that you'll need to play them.

The characters do not have names, nor are their genders assigned (though in one case, the *Nice Guy*, the character is implied to be male). Instead, the characters are referred to in the text by their concepts: *Nice Guy*, *Street Kid*, *Architect*, and *Musician*. When you choose one of these characters, answer the four questions included with the character's write-up, and give the character a name.

NAMES

The God-Machine only gives angels names when they will need to identify themselves. Angels tasked with working among teams of loyalists or travelling to far-off facilities have strange, often unpronounceable designation "names" closer to strings of characters or bursts of computer code than language. Angels tasked with identifying themselves as supernatural beings to humans sometimes have more classical "angelic" names like Barachiel or Haniel, arrived at by translating a description of their purpose and "of God" into Hebrew.

Demons usually begin by identifying either by their angelic name if they had one, or by using the name of their initial Cover. As a demon progresses in her Descent, however, and changes Covers, she usually needs an identity that stays with her, something that's *hers* rather than stolen from the God-Machine or traded from a human. Some demons give themselves nonsense or mundane names, but most describe what they perceive as their purposes in much the same way as angels. Having the demonic tendency for hiding in plain language, though, they prefer to render names into the local dialect, replacing the "of God" with titles to reaffirm their status as people and make the new names seem less unusual to humans.

For example, an angelic Messenger tasked with delivering euphoria to a target might be called Haniel ("Joy of God"). After Falling, Haniel takes the name of his Cover identity "Mike Smith" for a while, but when dealing with other demons feels the

need for a name that will remain relevant even after his Cover degrades. He Anglicizes his angelic name and introduces himself to the local Agency as "Mr. Bliss." Another demon, a Destroyer, had no name as an angel but was sent to get close to her target in the disguise of a Librarian. After Falling, she has long since shed that initial Cover, but still goes by the name of "Ms. Book."

THE ARCHITECT

People are animals. They eat each other if you don't watch them.

Background: You were given the Cover of an architect, working on the construction of a skyscraper. But the building wasn't really your focus — you were making a cult. You did your job perhaps a little too well, for the cult fell to schisms. The different offshoots all felt that they had the "one true way" to worship, and then they turned violent. In a matter of weeks, the building fell and most of your worshippers were buried in its rubble — you still see it on the news and feel a twinge of shame.

You Fell, and fled to Seattle, attempting to lose yourself in the masses and escape the God-Machine. You only took your name with you, leaving behind most of the rest of your Cover. As you've had time to think about it, though, you've come to one inescapable conclusion: The God-Machine must be destroyed.

Fall: The catalyst for your Fall was *entropy*. Things fall apart, buildings or people. Angels do not, and seeing firsthand how close any given group, object or structure is to total collapse jarred you loose from your moorings. Rather than return to the God-Machine, you chose to detach, and to flee. It isn't that you fear entropy, it's that you realized that *nothing* is exempt from it, not even the God-Machine.

Description: How has lack of disposable income impacted your appearance? Your Cover hasn't started to erode yet, which means you're still living it as much as you can, so what allowances have you made? Is your Cover male or female? Do you identify with your Cover's gender, or have you not thought about it?

Questions:

- 1) In what city did the building collapse occur?
- 2) What does the *Musician's* music make you think of?
- 3) Why haven't you cashed your last paycheck from the construction company?
- 4) What strange coincidence got you onto this ferry?

MERITS

Eidetic Memory: Like all demons, you remember everything you have seen or heard.

Direction Sense: You have an innate sense of direction and are always aware of your location in space. You always know which direction you face and never suffer penalties to navigate or find your way.

Inspiring: Your passion inspires those around you to greatness. With a few words, you can redouble a group's confidence or move them to action.

Make a Presence + Expression roll. A small clique of listeners levies a -1 penalty, a small crowd a -2, and a large crowd a -3. Listeners gain the Inspired Condition. You may not use this Merit on yourself.

EMBEDS**QUICK CHANGE**

A change of clothes can make all the difference to a demon trying to fit (or stand out). With a moment's concentration and isolation, a demon alters her wardrobe as she sees fit, change from grimy street clothes to an immaculate evening gown (or vice versa). This Embed allows for infiltration or impersonation, but the demon should take care — it doesn't change her Cover, and violating that Cover can compromise it.

Dice Pool: Manipulation + Subterfuge

Action: Instant

Roll Results

Dramatic Failure: The character's clothes become anachronistic, torn and shredded, completely inappropriate to the situation... or disappear entirely.

Failure: The character's clothes remain the same.

Success: The demon's clothing changes according to the demon's specifications. The demon's other possessions don't change (the character might appear wearing an expensive-looking suit, but that doesn't make money appear in the pockets), nor does the demon's body change in any way. That is, if the demon is bleeding, dirty or otherwise physically marked, Quick Change does nothing to mitigate that. Note, too, that while the character might use Quick Change to affect a uniform of some kind, witnesses are under no supernatural compulsion to believe the charade or to accept it without question.

ARCHITECTS TRAITS

Virtue: Calculating

Vice: Pessimistic

Incarnation: Psychopomp

Agenda: Saboteur

Catalyst: Entropy

Mental Attributes: Intelligence 3, Wits 3, Resolve 2

Physical Attributes: Strength 2, Dexterity 2, Stamina 2

Social Attributes: Presence 3, Manipulation 2, Composure 2

Mental Skills: Academics (Architecture) 3, Computer 1, Investigation 2, Medicine 1, Occult (Cults) 2, Politics 1, Science 1

Physical Skills: Athletics 2, Drive (Motorcycle) 1, Firearms 1, Stealth 1, Survival 2

Social Skills: Socialize 1, Streetwise 1, Subterfuge (Body Language) 2

Merits: Eidetic Memory, Direction Sense, Inspiring

Health: 7

Primum: 3

Demonic Form: Demonic Horns, Electrical Jolt, Electrical Sight, Inhuman Intelligence, Rain of Fire, Rivet Arm, Spatial Distortion

Embeds: Quick Change, Trick of the Light, Without a Trace

Exploits: Living Shadow

Aether/per turn: 12/3

Willpower: 4

Cover: 7

Size: 5

Speed: 9

Defense: 4

Initiative: 4

Armor:

CHARACTERS

Exceptional Success: As above, but the Embed also makes a superficial change to the demon's body — making her clean, dirty, bloodied, smelling of smoke, etc., as appropriate to the disguise.

TRICK OF THE LIGHT

The human brain wants patterns. It wants to resolve random noise into voices, shadows into humanoid figures, burnt toast into the Virgin Mary. A number of biological and evolutionary reasons exist for this phenomenon, but these are incidental. The fact is that the human brain is hard-wired to interpret data in a way that makes sense, and a demon can easily take advantage of this. This Embed allows a demon to create a small, subtle visual illusion. It works best on a single target, but the demon can affect more than one person if he keeps things simple

Dice Pool: Manipulation + Investigation - Wits

Action: Instant

Roll Results

Dramatic Failure: In a rare moment of clarity, the target's mind sees the shadows or strange reflections for exactly what they are. The target is not fooled, and if she sees the demon within the next few minutes, the demon must roll to avoid breaking Cover (add two dice).

Failure: No effect; the target does not see the illusion. The demon can try again at no penalty.

Success: The demon's target sees something that isn't there. The demon can specify what the target sees, but only in very general terms: "a person" rather than "your daughter," for instance. The target needs some "raw material" to work with. That is, she might look into a murky pond and see what she thinks is the outline of a car. The power wouldn't work if she were looking into a clear, clean swimming pool — the target must have some random visual elements for her brain to process.

What effect this has in game terms varies by the situation and the specifics of the illusion the demon creates. The target might recoil in shock from a shadow that looks like a dog, or move forward to catch a "falling object." In general, this Embed can be used to distract a target or gauge her reaction to surprising stimuli. The Storyteller should allow the demon's player to add a bonus equal to his successes to an applicable roll in the same scene.

This Embed can be used on a number of people equal to the demon's Primum simultaneously.

Exceptional Success: As above, but the demon can specify with much greater detail the illusion that the target sees. Used on a single target, the demon can choose a specific person or object, or provide a short description of what he wants the target to see. Used on a group, this does not apply (the illusion must stay general), but the demon's player can place the Frightened Condition on the group.

WITHOUT A TRACE

Modern forensics and crime scene investigations are incredibly sophisticated (presuming resources and expertise on

the part of the local personnel). A demon's best recourse if she wishes to avoid being detected after the fact is to make sure that scene itself forgets her. A demon with the right knowledge can do exactly that.

Dice Pool: Manipulation + Investigation

Action: Instant

Roll Results

Dramatic Failure: The scene remembers the demon very clearly indeed. An investigator only needs a single success on an Investigation roll to find evidence leading to the demon, never an extended action. In addition, the investigator's player adds the demon's Primum to the attempt.

Failure: No effect; the character leaves behind whatever evidence is appropriate.

Success: The scene "forgets" that the character was ever there. Fingerprints faded, footprints vanish, biological material (blood, skin, hair) disappears. Objects that the character dropped — bullet casings, trash, etc. — don't disappear, but don't contain any evidence that would lead back to the character. Video footage of the character is blurry and distorted.

Exceptional Success: As above, but the character has the option of having the scene "remember" someone else instead. This must be someone the demon has had close, in-person interaction with during the last 24 hours.

EXPLOIT

LIVING SHADOW

The demon changes her form into a self-aware shadow, able to follow a person anywhere, so long as enough ambient light is around to let him cast a shadow. The demon can switch "hosts" as well, following on the heels of one person after another to gain entrance to heavily secured areas.

While in shadow-form, the character can see and hear normally, but cannot speak, feel or otherwise interact with the world.

Dice Pool: Intelligence + Stealth + Primum

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The character becomes a shadow and attaches to the target host, but cannot detach herself or change hosts. She is stuck as the person's shadow until that person no longer has one (which might not happen until that person goes to bed at night). The demon can escape this predicament by entering Demonic Form, but that might cause its own problems.

Failure: The demon fails to become a shadow.

Success: The character becomes a living shadow as described, and attached herself to a target host (human, demon, animal — it doesn't matter, so long as the target casts a shadow). The demon

can switch targets reflexively, also as her shadow form touches either the new target or the new target's shadow. As such, switching being targets in a crowd on a sunny day is easy and allows the character to travel great distances in seconds.

The character can reform at any time as an instant action, but should do so when the target is looking away.

Exceptional Success: The demon can detach from her host and move up to a number of yards equal to her Primum before she must attach to a new host. During this time, she can slip under doors or through transparent surfaces.

DEMONIC FORM

The notes under "appearance" are only suggestions. Feel free to customize this character's demonic form as you see fit.

DEMONIC HORNS

Appearance: The demon has large horns growing from his forehead. The horns could be normal looking horns, from some medieval reference, or metallic in nature.

System: The demon can make a head butt attack as a melee attack using Strength + Brawl. The attack has a damage rating of 1L. If the character inflicts damage with this attack, the victim is stunned and can take no action the following turn.

ELECTRIC JOLT

Appearance: Electricity fills the demon's nervous system and skin, coursing power through and over him in electric blue waves.

System: This electricity can be concentrated into his hands and discharged as an instant action. The demon can choose to power a device that requires the use of a battery or normal electrical socket. Conversely, he can disrupt a device for 10 minutes with a touch.

The player can spend an Aether to make the electrical charge surround the demon instead, giving him an electrical field that acts as an armor with a rating of 2/0. While the electrical field is active, the demon can use it as a weapon, on a successful touch attack, the demon deals six 6B with no Initiative penalty.

ELECTRICAL SIGHT

Appearance: Static fills the demon's eyes, as if on an old television with bad reception.

System: The demon can see electrical signals in the air around him, within the objects they are traveling through, and along cable lines. The demon is able to see each separate signal and could easily follow one to its source. With a successful Intelligence + Composure roll, the demon can easily pick out one specific signal and understand the transmission, analog or digital. He can listen to phone conversations, or watch television broadcasts just by concentrating on the signal.

INHUMAN INTELLIGENCE

Appearance: The demon's head shows evidence of the modification. The demon may be hairless with a shining chrome surface, or his head may be larger than normal riddled with obvious circuits, chipsets, microprocessors, and capacitors.

System: The demon is capable of increased processing speed and is actually smarter. Gain a +2 bonus to all Intelligence rolls.

RAIN OF FIRE

Appearance: The demon's body radiates heat. Maybe fine tendrils of smoke emanate from his body, thin flames dance across his fingertips, or napalm drips from his body, leaving smoldering footprints in his wake.

System: The demon can bring fire down from the sky in a ten-yard diameter, making it look as though it is raining napalm. Fire sticks to anything it touches and quickly turning to conflagrations.

Cost: 1 Aether

Dice Pool: Intelligence + Primum

Action: Instant

Roll Results

Dramatic Failure: The demon calls the fire but cannot control it. The fire burns out of control around the demon, endangering him. Apply the Inferno Condition (p. 15) to the area.

Failure: There is no fire, and the temperature of the area does not increase.

Success: Fire rains from the sky creating small pockets of fire across the area. The demon can attempt to direct the fire at targets. The player rolls Wits + Occult - Defense. Anyone caught by the fire suffers three lethal damage automatically. The fires do not last and only remain for one turn/ Primum dot.

Exceptional Success: Apply the Inferno Condition to the area, but the demon can control where and how much the fire spreads.

RIVET ARM

Appearance: One entire arm transforms into some kind of tool, such as a nail gun or a riveter.

System: The demon can summon the weapon to replace his hand as a reflexive action. It is part of the demon's body and cannot be dropped or taken away. The gun shoots projectiles that are manifested within the demon and he does not have to worry about ammunition or reloading. The demon can make an attack with the gun using his Wits + Firearms. The gun has a damage rating of 3L and does not penalize the demon's Initiative.

If used as a tool for relevant building projects, the gun gives a +2 bonus to the roll.

SPATIAL DISTORTION

Appearance: The demon's body takes on a two-dimensional appearance no matter what angle she is being viewed from.

System: As an instant action, the demon can contort space around her to make herself smaller. She can become paper thin or three feet tall. The size and mass of the demon never changes, instead the space around her warps to create the effect of a smaller size. She can pass through small spaces or through cracks with ease.

By spending one Aether, the demon can the demon can wrap space around her to become so thin, she is nearly invisible. The player rolls Intelligence + Occult to disappear for a number of turns equal to successes. Anyone trying to find the demon must roll Wits + Investigation and exceed the number of successes that the demon achieved when activating the Spatial Distortion.

THE MUSICIAN

Requests?

Background: You stood on the street corner for months, playing your music, becoming part of the city. People learned your name (or they gave you a name and you kept it — you're not sure), stopped and listened to your music, and tossed money into your case. And then the time came for you deliver the message that the God-Machine expected of you. You failed, and you Fell. And now you perform as you always have, moving around the city, collecting money where it comes and trying to figure out how you can undo what you've done. You love being a musician, and being able to create your own messages, but you want to go back to your existence as an angel. You just haven't figured out a way to have both.

Fall: Your catalyst was *stage fright*. You only remember bits and pieces of the message you were supposed to deliver in song form to the humans of the city, but it was terrifying and complex, and you suffered doubts as to your own ability to correctly convey it. Instead of delivering your message, you fled.

Description: Where do you sleep, and how does that affect your appearance? How old are you? Does your playing indicate classical training or self-teaching? Is your Cover male or female? Do you identify with your Cover's gender, or have you not thought about it?

Questions:

- 1) What instrument do you play?
- 2) The *Nice Guy* doesn't know it, but the object of his affections always requests a song from you — what song?
- 3) What small detail(s) do you remember about the message you were supposed to convey?
- 4) What strange coincidence got you onto this ferry?

MUSICIAN'S TRAITS

Virtue: Joyous

Vice: Hesitant

Incarnation: Messenger

Agenda: Integrator

Mental Attributes: Intelligence 2, Wits 2, Resolve 2

Physical Attributes: Strength 2, Dexterity 3, Stamina 2

Social Attributes: Presence 4, Manipulation 2, Composure 2

Mental Skills: Academics (History) 1, Crafts 1, Medicine 1, Occult 1

Physical Skills: Athletics 2, Drive 1, Larceny (Lockpicking) 2, Stealth 1, Survival 1

Social Skills: Animal Ken 2, Expression (Singing) 3, Intimidation 1, Persuasion 2, Socialize 1, Streetwise (Panhandling) 2

Merits: Area of Expertise (History), Eidetic Memory, Fast Reflexes 2, Small-Framed, Striking Looks 2

Health: 6

Primum: 2

Demonic Form: EMP Field, Extra Mechanical Limbs, Frost Aura, Inhuman Reflexes, Mirrored Skin, Phasing, Sonic Acuity

Embeds: Animal Communication, Just Bruised, Special Message

Exploits: Swarm

Aether/per turn: 11/2

Willpower: 4

Cover: 7

Size: 4

Speed: 10

Defense: 5

Initiative: 7

Armor:



MERITS

Area of Expertise: Instead of receiving one extra die on Academics rolls where your History Specialty applies, you receive two.

Eidetic Memory: Like all demons, you remember everything you have seen or heard.

Fast Reflexes: You respond quickly to threats. Your Initiative rating is higher than it would otherwise be.

Small-Framed: You are smaller than average. Your Size rating is 4, which decreases your Health, but you gain a +2 to any roll to hide or go unnoticed.

Striking Looks: You are memorable to look at (you may decide if that means your character is ruggedly handsome, willowy and beautiful, cute and bubbly or even intense and unpleasant). You receive a +2 to any Social roll in which your appearance would help you.

EMBEDS

ANIMAL COMMUNICATION

Animals are obviously capable of communication, but are they capable of *language*? Linguists and animal behaviorists

have struggled with the question (and how to define language) for years, but demons know the truth — animals can, at the very least, understand language if it's presented in a pure enough form. Demons, of course, can use that form.

Dice Pool: Manipulation + Animal Ken

Action: Instant

Roll Results

Dramatic Failure: The demon triggers the animal's primal fear responses. It immediately either flees the demon's presence or, if it cannot flee, attacks.

Failure: No effect; the demon cannot communicate with the animal. The demon can try again (apply a cumulative -1 penalty for each successive attempt with the same animal).

Success: The demon can give the animal instructions, which it follows to the best of its ability. The animal will not do anything outside of its nature, but the demon *can* manipulate the animal's perceptions somewhat. That is, a squirrel would not normally enter an open window and steal a jump drive, but it would certainly swipe popcorn or some other such treat from a distracted person, and that's close enough. A dog won't attack a person for no reason, but the demon can give the dog a reason — since the dog *would* attack a person under the right circumstances (starving to death, it felt threatened, it was protecting its pups), the demon can force the issue.

CHARACTERS

The demon can only issue one task to the animal, but he can use this Embed again once the task is complete.

Exceptional Success: The demon can gain information from the animal, learning what it has seen or experienced, in addition to giving it a command.

JUST BRUISED

Bodies are strangely resilient. Falling damage wreaks havoc on a human body, and yet recorded instances of people falling from impressive heights and walking away with only minor injuries exist. Gunshots can kill instantly, or they can result in flesh wounds and nothing more. With this Embed, a demon can prevent serious damage from a single attack or source.

Dice Pool: Wits + Medicine

Action: Reflexive

Roll Results

Dramatic Failure: The target takes all of the damage indicated by the attack, and so does the demon. This damage manifests slowly, over the course of the next few hours, at a rate of one point per hour.

Failure: The target takes damage as usual.

Success: The demon uses this Embed after an attack or a damage situation is declared on a target, but before the attacker rolls or the Storyteller adjudicates damage (in the case of environmental sources of harm, like falling). On a successful roll, the damage is reduced to 1 (the target walks away with a minor wound or some bruises). The demon can use this Embed multiple times in a scene, but each subsequent use imposes a cumulative -1 penalty, whether successful or not.

Exceptional Success: The target suffers no damage at all, and further uses of Just Bruised on that target during the same scene do not accrue the penalty.

SPECIAL MESSAGE

A song, a painting, a novel even a bit of graffiti can have layers of meaning. One viewer might experience only the literal one, but someone with the right appreciation can get a great deal more out of the work. A demon, manipulating the concept of revelation, can encode a message in a piece of art, even one he did not create himself. When the target sees the art, she receives the message as though the demon was speaking to her directly. Some Messengers claim that they were sent to encode messages in centuries-old pieces of art whose recipients have not yet been born.

Dice Pool: Manipulation + Expression

Action: Instant

Roll Results

Dramatic Failure: All meaning is removed from the piece of art. A painting seems abstract and obtuse, while no one bothers to read the novel or the poem and listeners tune out as soon as the song starts.

Failure: No effect. The demon can attempt to encode the art with his message again (apply a cumulative -1 penalty for every successive attempt using the same piece of art).

Success: The demon encodes the art with a message for a specified target. When that person views the object (reads the book, listens to the song, sees the painting, etc.) she understands the message. She doesn't hear the demon's voice or see the words change, she experiences the meaning much like someone might watch an ambiguous film and understand its multiple meanings. The demon can specify one particular person as the target ("Daniel Halliday") or specify the first person to meet a set of conditions ("the first person who can play the violin but is not formally trained"). The target is under no compulsion to take any particular action once she has the message.

Exceptional Success: In addition to the above, the demon knows when the message has been received by its intended target.

EXPLOIT

SWARM

Folklore is replete with stories of demons summoning up plagues of flies, worms and other horrible creatures. And, indeed, the Unchained are quite capable of doing so. With merely a gesture to the air, the little beasts appear, boiling out of holes in the earth, from underneath cars or porches, or out of the demon's pockets or sleeves.

The swarm will obey the demon's commands, but the commands can't be any more complicated than "attack that target" or "fly into that window." Depending on the creatures summoned, the swarm can inflict minor amounts of damage to living targets, but their true value is in their ability to distract or terrify. Demons, of course, consistently find other creative uses for this Exploit.

Example Prerequisites: Animal Communication, Diver-sion

Dice Pool: Presence + Animal Ken + Primum

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The swarm appears, but wants nothing more than to return to the bizarre other-space from whence it came. Unfortunately, the only gateway they can find is the demon. The swarm attempts to cover the demon and find a way to crawl *through* him, which is, needless to say, an uncomfortable and painful proposition. The demon suffers a -5 on all actions until he can disperse the swarm (reflexive Manipulation + Animal Ken + Primum roll each turn).

Failure: The swarm does not appear.

Success: The swarm appears as described above. The demon can create a swarm of any animal of size 1 or less (frogs,

bats, insects, small birds, etc.). The demon can use the swarm to attack a single target (in which case the target suffers bashing damage every turn equal to the demon's Primum).

Exceptional Success: The animals called up by the swarm are especially vicious. All damage inflicted by this Exploit is lethal, rather than bashing.

DEMONIC FORM

EMP FIELD

Appearance: The demon's surface takes on a dark metallic sheen with thin wires and circuits flowing all around his arms and hands.

System: The demon can activate an electromagnetic pulse with an instant action. Spend one Aether and roll Intelligence + Primum. All electronic devices within a five foot radius per success are broken. They are rendered defunct and useless from the overcharge.

EXTRA MECHANICAL LIMBS

Appearance: An extra set of fully functional mechanical arms constructed of metal and plastics protrude from the demon's torso. The demon controls these limbs separately from his normal arms, but they work flawlessly in tandem with his other limbs.

System: The demon can use his mechanical arms to hold additional items, or to assist in anything else he is doing that requires hands. For example, he can hold a shield and a two handed weapon and still have an extra hand free for other activities. If the demon uses all of his arms towards one endeavor, such as swinging a large sword, grappling an opponent, or climbing a sheer surface, he gains a +3 bonus to his Strength. Extra limbs can also help the demon defend himself against an attack. If the demon has at least two unarmed hands, he gains a +3 bonus to his Defense.

Since the arms are made out of metal, they deal lethal damage instead of bashing if used for an unarmed attack.

FROST AURA

Appearance: The demon seems to be covered in a thin sheet of ice, crystals forming at his finger tips and face. The ice could be made of any fluid, or the demon could just continuously have a fine mist of condensed water around him. Cold radiates off the demon's body.

System: As an instant action, the demon can spend one Aether to summon the cold around him and give it direction. The cold fills a space the size of a small house or one large room, turning the environment in the area to extreme cold for one hour. Anyone who enters the area during that time suffers 1 point of lethal damage per minute.

INHUMAN REFLEXES

Appearance: The demon is lean and wiry. His joints may be well-oiled mechanical hinges and gears, or he may have pistons driving his muscle's movements.

System: The demon's speed and mobility increase. Gain a +2 bonus to all Dexterity rolls.

MIRRORED SKIN

Appearance: The demon's skin is covered with millions of tiny mirrored scales. Somehow, these mirrors are always oriented to absorb his surroundings and reflect it back, affording him camouflage.

System: As long as the demon is standing still, he is completely invisible to the naked eye. He can still be detected by devices or powers that detect heat or auras. This ability works despite any other form abilities that may have obvious effects such as a glow or electricity. When the demon is moving, he is still nearly invisible, but the shifting of the mirrors might give him away. The demon gains a +3 to Stealth rolls, and any passive observer has a -1 penalty to notice him with Wits + Composure.

PHASING

Appearance: The demon's body emits a low hum of electricity and becomes slightly transparent as he fades in and out of view.

System: The demon can spend one Aether to transition from corporeal to incorporeal, allowing him to travel through solid objects at half Speed. Once he is through the object, he reverts back to his corporeal form. The demon cannot hold onto or carry objects while Phasing, though any clothing still on the form phases with him. The demon also cannot take anyone with him through a solid object, and cannot confer his Phasing ability to anyone else.

Phasing also affords the demon some degree of protection from attacks, as anything physical has the chance to pass right through him. The demon can activate Phasing to give all attack rolls against the demon a -2 penalty.

SONIC ACUTY

Appearance: The demon's ears are changed due to this modification. She may have a distributed element filter instead of ears, or no ears at all with a small metallic flap covering the hole. Her ears may simply be depressions in the sides of her head, perhaps lined with softly blinking lights.

System: The demon is able to hear on a sonic and sub-sonic level. She can hear sounds of all volumes and frequencies with very little effort, and without pain from loud noises. With a little concentration, she can even understand sounds that have been disrupted by solid objects, such as walls. The demon can distinguish individual sound sources from each other, allowing her to easily follow and understand several

CHARACTERS

sounds at once. The demon gains a +3 bonus to Perception rolls pertaining to hearing. She cannot be surprised, and is immune to deafening effects.

This does not mean that she can hear things through an entire building. Sound waves eventually are so disrupted that they do not exist anymore, and the further they get from the source, the slower the frequency until it ceases to be a wave. The demon cannot pick up sounds that no longer exist.

NICE GUY

What the hell else did I have to do? I gave up everything.

Background: You were given a Cover as an office worker. It wasn't exciting or glamorous, but you were just doing your job, and not out for excitement or glamor. You were assigned to get close to a pair of co-workers — a couple, though that was against company policy — and when the God-Machine's occult matrix neared completion, you were to kill one of them. Which one? You weren't told until the time came (it could have been either, apparently, depending on a number of other variables that you weren't privy to). Over the course of the assignment, you grew very fond of her — and when the orders came down to kill her, you disobeyed, and Fell.

Newly reborn as a human being, you approached her and confessed your feelings. She turned you down. You're still somewhat bitter. Maybe there's something you can do, some combination of money, power, and words that will win her.

Fall: Your catalyst was *heartbreak*. You grew fond of your target, and wanted to be with her as a human being, rather than as an angel. But you aren't a Guardian, you're a Destroyer, and your destructive impulses get the better of you. That as much as anything keep you from being too assertive toward her.

Description: What do you look like? What facet of your appearance makes you a bit off-putting? Is your Cover male or female? Do you identify with your Cover's gender, or have you not thought about it? (Although this character is presented as male, there's actually no reason it couldn't be female.)

Questions:

- 1) What did you pay the *Street Kid* to do?
- 2) What did you do to your intended's boyfriend?
- 3) What is your intended's name?
- 4) What strange coincidence got you onto this ferry?

MERITS

Eidetic Memory: Like all demons, you remember everything you have seen or heard.

Encyclopedic Knowledge (Science): You know a great deal about general sciences, but it's all gleaned from pop culture. Once per scene, you can roll Intelligence + Composure to know a relevant scientific fact that you read in a book or from a website, or saw on TV.

NICE GUY'S TRAITS

Virtue: Just

Vice: Bitter

Incarnation: Destroyer

Agenda: Tempter

Mental Attributes: Intelligence 1, Wits 2, Resolve 3

Physical Attributes: Strength 3, Dexterity 2, Stamina 3

Social Attributes: Presence 2, Manipulation 3, Composure 2

Mental Skills: Academics 1, Computer (Hacking) 2, Crafts 2, Investigation 1, Occult 1

Physical Skills: Athletics 2, Brawl 3, Larceny (Card Tricks) 3, Stealth 1, Weaponry (Club) 2

Social Skills: Empathy 1, Intimidation (Brute) 2, Subterfuge 1

Merits: Eidetic Memory, Encyclopedic Knowledge (Science), Heavy Weapons, Sleight of Hand

Health: 8

Primum: 2

Demonic Form: Barbed Tail, Blade Hand, Cavernous Maw, Glory and Terror, Huge Size, Spurs, Tether

Embeds: Devil's Advocate, Hush, Strike First

Exploits: Deep Pockets

Aether/per turn: 11/2

Willpower: 5

Cover: 7

Size: 5

Speed: 10

Defense: 4

Initiative: 4

Armor:

Heavy Weapons: You are skilled at using large weapons, such as axes and clubs. You can use the following maneuvers in combat:

- **Sure Strike:** You don't always hit the hardest or the most frequently, but you guarantee a deadly strike when you

do hit. You can reflexively remove three dice from any attack dice pool (to a minimum of zero) to add one to your weapon's damage rating for the turn. These dice must be removed after calculating any penalties from the environment or the opponent's Defense.

- **Threat Range:** Your weapon is immense and keeps opponents at bay. If you opt not to move or Dodge during your turn, any character moving into your proximity suffers 1L damage and a penalty to their Defense equal to your weapon damage rating. This penalty only lasts for one turn. This cannot be used in a turn the character is Dodging.
- **Bring the Pain:** Your strikes stun and incapacitate as well as causing massive trauma to the body. Sacrifice your Defense to use Bring the Pain. Make a standard attack roll. Any damage you score with Bring the Pain counts as a penalty to all actions the victim takes during their next turn. So, if you cause 4L damage, the opponent is at -4 on their next attack.

Sleight of Hand: You can pick locks and pockets without even thinking about it. You can take one Larceny-based instant action reflexively in a given turn. As well, your Larceny actions go unnoticed unless someone is trying specifically to catch you.

EMBEDS

DEVIL'S ADVOCATE

This Embed allows the demon to cause disagreement, even if the parties involved would normally see eye to eye. While Devil's Advocate is useful as a diversionary tactic, a demon skilled in the use of reverse psychology can make truly impressive use of it. For instance, having been pulled over by a traffic cop, a demon might admit to the accusation in question and acknowledge that she deserves a ticket, then use the power to force the cop to disagree.

This Embed only works on characters in physical proximity; it can't be used online or over a phone.

Dice Pool: Manipulation + Subterfuge - highest Resolve present

Action: Instant

Roll Results

Dramatic Failure: The target follows his natural inclination, but to a fervent, even violent, extreme. Continuing the example above, the policeman might have been inclined to give the demon a ticket, but now attempts to detain the demon and search her car.

Failure: The Embed has no effect.

Success: The target disagrees with the most recent stated position, even if that would be a position that he would normally accept. From the target's perspective, he might be mere-

ly "arguing the other side" or "playing Devil's Advocate," but in the moment, he truly feels that it is his duty to voice his disagreement or otherwise display it.

What reaction this provokes is highly context dependent. Fistfights are unlikely to break out at a PTA meeting over whether to alter a school cafeteria menu, but in a bar watching a football match it's a distinct possibility. Demons can and do lay groundwork for successful use of this Embed, getting people to argue with one another and then using Devil's Advocate to cause a reversal or a statement that sets everyone off.

Exceptional Success: The character controls how vehemently the target disagrees. She might decide that the target only quibbles with a particular point of the stated position, or that he feels such immediate and intense disgust that he gets up and leaves the room. The demon cannot force a target into physical violence unless the Storyteller feels that, in the context of the situation, it's a possibility.

HUSH

A skilled Destroyer can kill or incapacitate a target without either of them ever making a sound. The demon strikes the victim's throat or solar plexus, silencing him, and then continues the assault. This Embed does not silence the sound of a weapon, firearm or otherwise, and so if the intended victim manages to produce a weapon to protect himself, the effect ends. Until then, though, no sound escapes the combatants and only muffled thuds result from them colliding with surfaces. A Destroyer can beat a man to death in kitchen with the people in the dining room none the wiser, provided he does it quickly.

Dice Pool: Dexterity + Brawl - Defense

Action: Reflexive

Roll Results

Dramatic Failure: The character's first strike causes a loud, jarring, high-frequency sound. In addition to alerting anyone nearby who might be listening, the demon also runs the risk of blowing his Cover. The player should immediately make a compromise roll with a +1 modifier.

Failure: The Embed does not take effect, and combat makes the usual amount of noise.

Success: Combat makes no sound until either a number of turns elapses equal to the successes rolled or one combatant uses a weapon, whichever comes first. Even incidental noise (one participant being slammed up against a wall) produces only a muffled thump. Note that in order to use a weapon, the combatant's player must make a roll to do so (a Weaponry or Firearms roll). Simply drawing the weapon does not break the effects of Hush.

Exceptional Success: The demon may target his opponent's throat with no specified target penalty for one strike. If this strike connects, in addition to inflicting lethal damage equal to the successes rolled, the demon strikes the target mute for the duration of the fight.

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STRIKE FIRST

No one likes to be sucker-punched, especially not a demon. With this Embed, the demon can always be prepared for a fight, no matter who cleverly the enemy sneaks up on him. The character can use this Embed even if he is surprised.

Dice Pool: Wits + Brawl

Action: Reflexive

Roll Results

Dramatic Failure: The character loses his action for the first turn of combat, and cannot use his Defense for that turn. He watches as all other combatants move dizzily quickly around him.

Failure: No effect. The player rolls initiative or suffers the effects of being surprised as usual.

Success: The character acts first in the combat, regardless of whether or not he was surprised. This bonus only extends to the first turn of combat, after which the player rolls initiative normally, but adds the successes on this roll to the character's initiative for the combat. If the character has a concealed or holstered weapon, he can draw it without penalty.

Exceptional Success: As above, but the player does not need to roll initiative. The character acts first for the rest of the combat.

EXPLOIT

DEEP POCKETS

The demon can pull anything that he can lift out of his pocket, coat, suitcase or any other aperture he can fit his hand into. He doesn't have to own the object that he is retrieving, but it does have to come from somewhere, so he has to be able to picture it. Since demons have perfect memories, however, even a moderately well-traveled demon has a wide range of objects to call upon. Demons with this Exploit often have a special room in their homes adorned with large objects that they can retrieve at will, seemingly from nowhere.

Example Prerequisites: Authorized In My Pocket

Dice Pool: Strength + Larceny + Primum

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The demon pulls something out of his pocket, but it isn't something useful or even related to what he was looking for. He might retrieve a spatula when looking for a shotgun, or a beehive when looking for a shovel.

Failure: The demon fails to retrieve the desired object.

Success: The demon pulls the desired object out of whatever vessel he reaches into. The demon must be able to picture a specific object, so if he pictures a chainsaw he saw on a shelf at

a hardware store, he can retrieve it — but it will be *that* chainsaw (meaning it won't have fuel). The demon can't retrieve an object that he couldn't lift with one hand (which means that if he has a way of boosting his Strength, he could theoretically pull a motorcycle out of his pocket).

Exceptional Success: The object that the demon draws forth is the ideal one for the task at hand, not just the one he pictured. So, in the example above, he pictures the chainsaw at the store but he retrieves one that is fully fueled and works perfectly.

DEMONIC FORM

BARBED TAIL

Appearance: The demon has a prehensile tail tipped with poison. The tail may be organic in nature, such as a scorpion tail, or mechanical, such as a thick cable or metallic cord.

System: If in close combat with an opponent, the demon can make an attack with his tail. The player rolls Dexterity + Athletics - Defense. The tail deals 3L damage, plus the target must roll Stamina + Resolve each turn for the remainder of the combat or suffer 2L additional damage.

BLADE HAND

Appearance: A large weapon grows from one of the demon's hands, taking whatever shape the demon wishes. It could be as archaic as a long sword or as modern as a collapsible steel baton, and is part of the demon's body.

System: The demon can summon the weapon to replace his hand, or dismiss the weapon as a reflexive action. While using the weapon, he cannot be disarmed without removing the limb. The weapon has a rating of 4L and gives a -3 penalty to the demon's Initiative. The demon can utilize the Heavy Weapons Merit with this weapon.

CAVERNOUS MAW

Appearance: The demon's mouth thins and stretches to open from ear to ear. When she opens her mouth, the jaws unhinge allowing maximal opening capacity. The inside is lined with concentric rows of razor sharp steel teeth.

System: The demon can eat almost anything long as she can get her mouth on it. For larger objects, she can take bites dealing 2 Structure Damage, until the item or building is completely destroyed. If the bite is turned onto a fleshy creature, it works as a weapon with a rating of 2A.

GLORY AND TERROR

Appearance: The demon is the epitome of unearthly power. Something about the demon generates fear in those that see him. He may have blood dripping from open wounds on his skin, intense heat radiates from his body, or an icy chill emanates from his skin.

System: The demon gains a +3 bonus to Intimidation. As a reflexive action roll Presence + Intimidation to give the Insensate Condition to those able to see the demon, at a rate of one person per success. The demon can use his aura on a person multiple times in a turn, but each time he must do something to reinforce his intimidation. This could be as easy as dealing damage to the victim, or displaying feats of strength.

HUGE SIZE

Appearance: When the demon takes on his demonic form, he grows out of his skin into a huge monster.

System: Taking this form ability imparts 4 extra Size from creature type to the demon when he changes his form. This increases the demon's Health by 4 as well.

SPURS

Appearance: Large hooked spurs protrude from the flesh around inside of the demon's ankles. These spurs could be made of metal or bone.

System: Spurs afford the demon the ability to climb any vertical surface, regardless of height or incline. He adds a +3 bonus to his normal Strength + Athletics rolls for climbing and climbs 20 feet per success instead of 10. The spurs can be used as a small weapon, which deals 1L, and imposes no penalty to Initiative.

TETHER

Appearance: The demon has some kind of grappling appendage on his body. This could be a long retractable metal arm that extends away from the demon, or a prehensile whip-like tail. It could be as simple looking as a length of rope, or as spectacular as a beam of energy that passes from the demon to other objects and pulls them together as though they were affected by magnetism.

System: The demon is capable of grabbing onto an object at a range of twenty yards, and pulling himself to that point. This is most helpful for vertical climbs, but can be used on horizontal surfaces. The demon makes a ranged touch attack with Strength + Athletics to grab onto the object. Once he gets ahold of it, he moves at his running Speed towards the object each round until he reaches it. The demon can carry things with him while he is moving, including one other person. If the demon grabs onto a person with his tether instead of an object, he can choose to pull the person to him.

STREET KID

Pay attention.

Background: Amelia Wagner and James Boyle were two normal, healthy teenagers in love. Your job was to watch them, every day, from the minute they left school holding hands un-

til the minute they walked in James' door. And for a month, you did. You hung out with a group of human teens, skateboarding and listening to loud music, and you could see the front of the school and James' porch. And nothing happened, for four weeks.

And then the Tuesday of the fifth week, one of the human teens fell off his board and smacked his head on the curb, and bled everywhere. And you knelt to help him, and didn't see the car coming. And neither did James and Amelia. You Fell, and no one knew. And every day, you skate with your crew, you watch the teens coming out of the school. It's not always the same crew or the same school, but you do what you know. You just want to know how you missed it, whether something deliberately distracted you, or if it was all just chance.

Fall: Your catalyst was *failure shock*. Your job wasn't hard — all you had to do was flag down the car or shove the couple out of the way. But you allow your base programming (protection) get in the way of your mission, and that seems to have fried some circuits somewhere. You don't want to go back — you want to figure it all out. To prevent such tragedies from ever occurring? Maybe. Mostly just to know.

Description: What kind of jewelry or adornment do you wear? What color is your skateboard? Is your Cover male or female? Do you identify with your Cover's gender, or have you not thought about it?

Questions:

- 1) Who did the *Architect* follow on your behalf?
- 2) What simple phrase did you say at James and Amelia's service?
- 3) What music do you listen to while skating?
- 4) What strange coincidence got you onto this ferry?

MERITS

Eidetic Memory: Like all demons, you remember everything you have seen or heard.

Fast Reflexes: You respond quickly to threats. Your Initiative rating is higher than it would otherwise be.

Fleet of Foot: Your Speed is higher than it would normally be.

Parkour: You are a trained and proficient free-runner. Free-running is the art of moving fluidly through urban environments with complex leaps, bounds, running tricks, and vaulting. This is the type of sport popularized in modern action films, where characters are unhindered by fences, walls, construction equipment, cars, or anything else the city puts in their ways. You have access to the follow maneuvers.

- **Flow:** You react instinctively to any obstacles with leaps, jumps, and scaling techniques. When in a foot chase, subtract your Parkour (3) from the successes needed to pursue or evade. Ignore environmental penalties to Athletics rolls equal to your Parkour rating (3).

STREET KID'S TRAITS

Virtue: Cautious

Vice: Sensitive

Incarnation: Guardian

Agenda: Inquisitor

Mental Attributes: Intelligence 2, Wits 3, Resolve 2

Physical Attributes: Strength 2, Dexterity 5, Stamina 1

Social Attributes: Presence 2, Manipulation 2, Composure 2

Mental Skills: Academics 1, Computer 1, Investigation 2, Medicine (Blood Spatter) 1, Occult 1, Science 1

Physical Skills: Athletics (Climbing) 3, Brawl 1, Firearms 2, Larceny 2, Stealth (Crowds) 2, Weaponry 1

Social Skills: Empathy (Pain) 2, Streetwise 2

Merits: Eidetic Memory, Fast Reflexes 2, Fleet of Foot 1, Parkour 3, Trained Observer 1

Health: 6

Primum: 2

Demonic Form: Aura Sight, Body Modification, Claws & Fangs, Fast Attack, Inhuman Beauty, Night Vision, Teleportation

Embeds: Fulcrum Point, In My Pocket, Never Here

Exploits: Halo

Aether/per turn: 11/2

Willpower: 4

Cover: 7

Size: 5

Speed: 13

Defense: 6

Initiative: 9

Armor:

- **Cat Leap:** You fall with outstanding grace. Roll Dexterity + Athletics to avoid damage from a fall; success on the roll mitigates all damage from anything less than terminal velocity.

- **Wall Run:** When climbing, your character can run upward for some distance before having to traditionally climb. Without rolling, your character scales 10 feet + five feet per dot of Athletics (3) as an instant action.

EMBEDS

FULCRUM POINT

"Give me a place to stand," said Archimedes, "and I will move the Earth." He was referring, of course, to the fact that with the right lever almost any object, no matter how heavy, can be moved. A demon with this Embed takes this principle to extreme lengths. With a good shove, the demon can move any object, regardless of its weight, as long as it is not affixed to the ground. Buildings, for instance, are built into the ground, and therefore not subject to this Embed, but vehicles, trash bins and boulders can be moved just enough out of position to inhibit pursuers or give a demon something to climb.

Dice Pool: Wits + Science

Action: Instant

Roll Results

Dramatic Failure: The object shifts the wrong way, knocking the demon over and inflicting half the object's Size in bashing damage (round down, maximum 10 damage). If the demon is caught between the object and a solid surface, like a wall, the damage might be lethal instead.

Failure: No effect. The demon has not found an appropriate leverage point. She may try again, but needs to find a different point of attack on the object.

Success: The object moves a number of yards equal to the successes rolled. The object won't keep moving unless it would roll or move under its own power (it has wheels, for instance, or is round) and the demon pushes it down a slope.

Exceptional Success: No further effect beyond the additional distance conveyed by more successes.

IN MY POCKET

Having exactly what is necessary at exactly the right moment can be the difference between life and death (or Cover and angelic discovery). A demon's pockets are a strange confluence of empty space and quantum possibility — that is, a demon might potentially have anything in his pockets that would reasonably fit, until and unless he turns out those pockets and proves that he doesn't. As such, a demon's pockets can be said to have any object that would fit in them.

Dice Pool: Dexterity + Larceny

Action: Instant

Roll Results

Dramatic Failure: The demon has nothing in his pockets. Every object he was carrying is gone forever, vanished into pure potential.

Failure: No effect; the demon does not produce the desired object unless the player established earlier that he was carrying it. The demon can try to produce a different object, but not the same one until he changes clothes.

Success: The demon produces the desired object, provided it would fit into the pocket in question. The demon can use this Embed on receptacles that are not literally pockets (insides of coats, purses, violin cases) provided that no one in the current scene has seen the interior and knows that the target object was not there. The equipment bonus from an object thus produced is equal to the demon's Primum, or the standard equipment bonus for an object of its type, whichever is lower.

This Embed *can* produce weapons, but again, only if the demon has not definitively established that he doesn't have one. If a demon enters a state function and goes through a metal detector, he can't then use In My Pocket to produce a steel knife. If he had to empty his pockets to get into a given situation, then his pockets have been established as empty and he can't use this Embed (at least not on his pockets).

While this Embed is highly versatile, it does have its limitations. For one thing, because it cannot produce an object that has been established as *not* being in the demon's pocket, it cannot produce an object belonging to or in the possession of another person (so the demon could produce a cell phone, but not a specific person's cell phone). The character can produce a badge or a form of identification, but it won't be tailored to the character and it won't stand up to any kind of inspection. The character can use this Embed a number of times during a chapter equal to his Primum rating. After that, every use of In My Pocket causes a compromise roll.

Exceptional Success: As above, except that the equipment bonus on the item in question is equal to the *higher* of the demon's Primum or the standard for the object. If they are equal, add one.

NEVER HERE

It's one thing to bribe or threaten a witness not to reveal that a demon was present, but a dedicated investigator has ways of making people spill their guts. Better for the demon simply to remove the knowledge that he was ever there. The demon forces one or more characters to forget that they shared a scene. The Embed doesn't remove all memory of the demon, simply his presence in one particular scene. If the witness was with the demon for several contiguous scenes, use of this Embed might be extremely disturbing to the witness, if she stops to piece together the timeline of the demon's activities ("He was with me during breakfast, and then we went to a movie... but we didn't leave together?").

Dice Pool: Manipulation + Stealth - Resolve

Action: Instant

Roll Results

Dramatic Failure: The target remembers the character in perfect detail, and cannot forget him. At the Storyteller's discretion,

the target may even become fascinated or obsessed with the demon, seeking him out and trying to learn as much as possible about him.

Failure: No effect; the target remembers as much or as little about the demon as is appropriate under the circumstances.

Success: The target (or targets) forgets that the demon was in the preceding scene at all. The Storyteller should apply a negative modifier to the Embed roll if the demon was the central figure in the scene, inflicted damage on the target, or was in some way memorable. If the demon simply spoke with the target, the modifier isn't necessary. If the demon walked into the room and shot the target's spouse dead, the modifier should probably be at least -3.

The target mentally fills in the gaps around the demon's absence; in the preceding example, she knows that *someone* walked in and shot her spouse, but won't be able to produce any details. If the demon's absence creates a real inconsistency in a timeline of events, the target can realize and acknowledge it, but still can't remember the demon. The effect of this Embed lasts until the target sees the demon again (in person, not in a picture). At this point, roll the target's Wits + Resolve - the demon's Primum. If the roll succeeds, the target remembers the demon and his place in the affected scene.

Never Here works on any character that saw or interacted with the demon during the targeted scene. It must be activated within an hour of the scene ending.

Exceptional Success: As above, except that the target cannot recall the demon's participation in the scene, even if she sees the demon again. Some form of magical memory recovery would be necessary to allow the target to remember.

EXPLOIT

HALO

The demon creates a soft, soothing light that acts as a balm - and a soporific - to anyone in the area. The light emanates from the demon's eyes, if she so desires, but could also simply appear around her with no discernible source.

Dice Pool: Presence + Medicine + Primum

Action: Instant

Cost: 2 Aether

Roll Results

Dramatic Failure: The light fails to appear, and the demon draws light and life toward her, sucking in warmth and energy. Anyone she touches suffers a point of lethal damage. If she avoids touching people, though, *she* suffers lethal damage at a rate of one per hour. She can remove this effect by purging all of her Aether (which creates a flash of red light and shorts out electronic devices in the area).

Failure: The light does not appear.

Success: The character places the "Soothing Light" Condition on the area. While in the area covered by this Condition,

CHARACTERS

characters heal bashing damage at one point per five minutes and lethal damage at one point per hour. All healing and Medicine rolls receive a bonus equal to the demon's Primum. In addition, any character at rest feels a strong urge to sleep. A Resolve + Wits roll is required to stay awake, and the player must roll more successes than the demon's player did on the Exploit roll. Once asleep, characters can be awakened normally.

The light lasts for one scene, unless the demon wishes to have it last longer.

Exceptional Success: As above, except that anyone who falls asleep remains asleep unless the demon allows them to awaken.

DEMONIC FORM

AURA SIGHT

Appearance: A faint blue light illuminates the demon's eyes.

System: The demon is able to see the threads of emotion and feelings. He can interpret the nuances of the human body language and facial expressions, and discern secrets that an individual might not even know they are hiding.

Cost: None.

Dice Pool: Wits + Investigation

Action: Reflexive

Roll Results

Dramatic Failure: The player asks a question as though he had rolled a success; the Storyteller should give false or misleading information.

Failure: The demon is unable to interpret anything about the person.

Success: The player asks the Storyteller one question per success about an individual. The answers to these questions should reflect the demon's ability to read the subtle shift in the person's body language as well as the supernatural threads that define a person's soul.

Exceptional Success: The demon gains further insight into the secrets of his target.

Sample Questions

- What is this person's mood? A flash of emotion on the victim's face. Ideas normally alien to the demon come flooding into his senses.
- What is this person afraid of right now? A spark of terror in the victim's eyes. Thoughts of pain or suspicions of being discovered.
- What is this person's Vice? A hidden smile over a guilty pleasure. Impressions of a faraway person or building.
- Is this person being controlled by someone else? Eyes shifting around looking for their master. Colored threads leading away from the person.

- Is this person a supernatural creature — and if I have seen them before, what is she? Dark threads surrounding a vampire. Wire cables coming off of a demon.
- Who here does this person want to hurt most? Glances towards the intended victim.

BODY MODIFICATION

Appearance: Signs of the modifications mar the demon's body. Fleishy demons have puckered and blackened scars, while demons with a metallic or stone surface have deep fissures and grooves.

System: As a reflexive action on her turn, the demon can reallocate any number of Physical Attributes dots from one or more Attributes into another. The demon can never reduce an Attribute below one dot or above five dots.

CLAWS AND FANGS

Appearance: Metal or bone claws protrude from the demon's fingers, and fangs extend beyond the demon's lips. They don't always look like their organic equivalents. A demon might well sport claws like threshing blades or teeth like needles.

System: The claws and teeth function as small weapons with a damage rating of 2L and can be used while in a grapple. The weapons do not impose an Initiative modifier.

FAST ATTACK

Appearance: The demon has red swirling tattoos covering the surface of his hands and arms and leading up to his torso.

System: The demon gains a +2 bonus to his Initiative. After making a successful attack on a target, and for the duration of the fight, the demon can reset his Initiative to go before that target as long as the demon continues to attack the same target. If that target is taken out of the fight, or the demon changes targets, his Initiative returns to its previous number.

INHUMAN BEAUTY

Appearance: Just as the demon can be monstrous to see, so can she be overwhelmingly seductive and beautiful. The demon's features are both terrible and awe inspiring at the same time. Her hair shines with an otherworldly light, her surface takes on a soft glow and her body radiates warmth.

System: The demon gains a +2 bonus on any Social rolls that would be influenced by her looks. Depending on the particulars, this might influence Expression, Intimidation, Persuasion, Subterfuge, or other rolls. Also, the demon can activate her aura as a reflexive action in which anyone who sees her becomes subservient to her awesome visage. The player rolls Presence + Intimidation vs. Composure and on a success, onlookers gain Inspired Condition or the Swooning Condition. The demon decides for each person at the time of activation.

NIGHT VISION

Appearance: The demon's eyes turn green. This can be as detailed as fluid filling the capillaries in the demon's eyes, until nothing can be seen but the green, or a bright green light replaces the eyes completely.

System: The demon can see in the dark and gains a +2 bonus to Perception rolls. In the dark, he can see details as though it were broad daylight.

TELEPORTATION

Appearance: The demon has a fine tracery of veins all along his body that react when he activates the teleport. They may glow with color, or shift and move about his body in preparation for the move.

System: As a reflexive action on his turn, the demon can spend one Aether to teleport to any place within his line of sight. The demon can only teleport himself and any small items he is carrying with him. He cannot carry anyone with him when he teleports.



HONEY & VINEGAR

The man in the black suit stepped off the ferry and adjusted his sunglasses. Up until the ferry had reached the halfway point between Seattle and Port Angeles, he had not existed. But the people on the ferry did not know any different, and the ticket stub in his pocket indicated he'd boarded with the rest of them, not that anyone would check.

The man walked into the station bathroom, and looked in the mirror. "Replica," he said, and his reflection stepped out of the mirror, adjusted its sunglasses, and nodded to the original.

"Differentiate," said the first man, and the second man took off his hat, and ran his fingers through his hair, which changed from sandy brown to jet black.

Both of them pulled smartphones from their pockets. Displays using an alphabet that no living human would have recognized flickered into view. "Coordinate," they said in unison, and the screens changed to match each other. The targets were still in the city, but nearing the harbor. The occult matrix, further inland, was nearing completion.

The two angels walked out of the bathroom, and the first stepped into line to get on the ferry again. The second walked to the shuttle toward the lavender farm.

INTRODUCTION

The God-Machine moves in mysterious ways. In order for an occult matrix to produce a desired output, all the gears have to be spinning the right way. All the variables have to be correct, and any anomalies excised, or at the very least, accounted for.

WHAT'S INSIDE

This scenario is broken down into three sections:

In this **Introduction** you'll get the background of the story to come, the full write-ups of the Storyteller characters and some other general notes.

The **Scenes** of the story are the heart of the action. Because of the way in which storytelling games can flow, these scenes are modular and provide you with a framework upon which you can improvise, rather than locking you into rigid patterns.

The **Scene Cards** at the end of the scenario are a quick-reference resource for you to use as the Storyteller. If you don't have the option of printing up the entirety of **Honey and Vinegar**, you can just print up the scene cards instead and use those to get the overall gist of the story.

TREATMENT

The God-Machine is setting up new Infrastructure. This happens all the time — it winds throughout creation, building and destroying as necessary in accordance with its grand design, whatever that may be. In this particular instance, it is attempting to find a use for demons.

The God-Machine, on some level, accepts that a certain number of its angels will always choose to disobey their orders. This is regrettable, and every attempt is made to reclaim these anomalies — the God-Machine just doesn't have a lot of use for demons. It can't control them, and their thought processes are *just* a bit too human to be predictable. But now the God-Machine is trying a new experiment. If it succeeds, it could spell doom and a fresh type of enslavement for the Unchained everywhere.

Angels don't use Aether. Their "fuel" is Essence, the same mystical energy that allows ghosts and spirits to use their powers. When an angel Falls, its internal machinery realigns, running instead on an energy source better suited to a permanently solid being. That energy is Aether. Angels and Infrastructure generate Aether as a matter of course; it is, in a way, the "waste heat" of the God-Machine. With this new Infrastructure, the God-Machine's agents are attempting to build an occult matrix that takes that waste heat, cools it, distills it, and refines it back into Essence. It is, in effect, a kind of recycling operation for mystical energy, but for that to work, it needs some apparatus able to process Aether.

Demons, then, are the intended capacitors.

To that end, the God-Machine created the Infrastructure it needs in a lavender farm near the town of Port Angeles, Washington, outside of Seattle. Its agents have learned the patterns and identities of four demons in the greater Seattle area (the four

included characters, all of whom are fairly fresh from their Falls), and used coincidence and “luck” to get those demons onto the ferry bound for Port Angeles. From there, the angel called Quorum takes over, luring the characters toward the field, at which point a group of prepared cultists will subdue them, plug them into the machinery, and complete the occult matrix.

That’s if everything goes according to plan, of course.

A CHAPTER IN YOUR CHRONICLE

Each of the characters in **Honey and Vinegar** is assumed to know at least one of the others, as indicated in the character questions provided. They are not assumed, however, to be an established ring of demons. A *ring* of demons works together, pursues their Agendas (or Agenda; many rings are born from a common goal), and has an established amount of, if not trust, then at least regard. These demons may have heard of one another (that’s up to the players), but smart demons don’t trust one another unless they have a good reason to do so.

After you have played through **Honey and Vinegar**, though, the characters do know each other, and they have this odd common experience together. This story can be the jumping-off point for a **Demon** chronicle based on the Aether-recycling Infrastructure that the God-Machine was trying to build. Maybe this is one of several such experiments going on around the world? Maybe someone in Seattle knows more about this – and **Demon: The Descent** has a chapter on the city, complete with characters that the Storyteller can easily use to make **Honey and Vinegar** into a long-running chronicle.

BACKGROUND AND SETUP

Port Angeles sits on the northern edge of the Olympic Peninsula, and has a population of just under 20,000 people. The lavender farm that makes the setting for much of **Honey and Vinegar** is a few miles from the port itself, accessible by shuttle, bicycle rental, and by road (though the characters won’t have cars with them, of course).

Quorum has already been hard at work on the lavender farm, coordinating the construction of the “ports” (see The Trap is Sprung), cultivating a group of stigmatic servants, and preparing the area for the demons’ arrival. The initial idea was to bring the demons here one at a time, but a storm is rolling in from the Pacific. When the storm hits, it stands a strange chance of destroying most of the work that Quorum has done, which would set the project back months. Rather than chance that, the angel chose to accelerate the project, bringing all four demons out on the same day.

Angels (and the God-Machine in general) have difficulty predicting what humans and demons will do. They do know,

however, that demons are *normally* reticent to assume demonic form around human beings, since doing so can erode their Cover and flag them for more aggressive action later. As such, Quorum is operating under the following mission parameters:

- Keep the demons in sight at all times.
- Keep at least one normal human in sight of the demons at all times.
- Don’t let the demons leave Port Angeles.

THE SET-UP

The players get to decide why the characters are on the ferry to begin with. Whatever decision they make about it, though, take note of it – they made those decisions because the God-Machine arranged it that way. For example, suppose the *Musician* decides to get on the ferry to play music for the travelers and collect some money (a perfect reasonable decision). You might decide that a week ago, another street musician mentioned to this character that there was good money to be made on this particular ferry. When the player makes that decision, you as Storyteller can casually make the suggestion that the character received this piece of advice. In this way, you are *reinforcing a decision that the player made*, rather than *telling the player what happened to the character*. Later on in the story, when the truth comes out and the player learns that the street musician gave him that information because the God-Machine wanted it so, the manipulation and paranoia of the situation feels much more organic.

Getting the characters to the island isn’t hard; they start out on the ferry and none of them have powers that let them get back to the mainland easily. Once they’re there, the only way back is to wait for another ferry (Port Angeles isn’t an island, but the peninsula isn’t easily passable). Keeping them in Port Angeles is difficult if they decide they really want to leave, and if the players become truly adamant that they are going to try and get out, consider having Quorum try and separate them, have the cultists attack and subdue them, and take them out to the fields one at a time.

Better, though, to avoid this eventuality by keeping the action moving forward. Ask leading questions like “Are you going to get on the shuttle?”, rather than open-ended ones like “what are you going to do now?” Players are usually happy to follow suggestions if they’re phrased as questions; if it’s a *question*, the player always has the option to do something else. If any of the players work the lavender farm into their reasons for being on the ferry, that only helps you, so make sure to tell them about it! The lavender farm sells fresh lavender, in addition to soaps, oils, and so forth. The *Nice Guy* in particular might find this interesting (someone – acting on Quorum’s behalf, of course – may have told him that his crush loves the scent of lavender).

Once the characters arrive, Quorum lures them to the farm and out onto the grounds, where upon he intends to have his minions rush them and push them into the ports. It’s a risky plan, but one he calculates has a good chance of success.



THE CAST

Below is a cast you can use for **Honey and Vinegar**. The characters we've included are the ones that make appearances and have defined roles in the story, but feel free to allow the characters to call on people they know or other demons of the area, or to flesh out bystanders that the players take a shine to.

Note: Quorum is an angel, not a human being. Normally his game traits would look different (angels don't have the same Attributes and Skills as living creatures), but in the interest of keeping things as simple as possible, we've chosen to construct his traits in accordance with the rules given above. If you have access to the full game or the **God-Machine Chronicle**, feel free to give him the proper Attributes.

QUORUM

Quote: "Don't kill them. A certain amount of blood loss is acceptable."

Description: Quorum appears as a nondescript white man with brown hair, wearing a black suit, white shirt, and blue tie. He wears a black hat, and carries a smartphone in his left hand. He almost never looks up from it, and never puts it away. When he speaks, he does so looking at the phone's screen. Quorum speaks in terse sentences, and always sounds a little frustrated. He never smiles.

Storytelling Hints: Quorum is here to do a job — put the demons into the ports. He's frustrated that incoming weather has altered his plans, but still feels confident he can make the operation a success. If things start to go badly, he's quite willing to take a partial success — kill some of the demons, put the rest in the ports.

Name: Quorum

Concept: Coordinator Angel

Mental Attributes: Intelligence 3, Wits 4, Resolve 3

Physical Attributes: Strength 4, Dexterity 4, Stamina 3

Social Attributes: Presence 1, Manipulation 2, Composure 4

Mental Skills: Computer 4, Crafts 3, Investigation 3, Science (Botany) 3

Physical Skills: Athletics 3, Brawl 4, Firearms 3, Stealth (Remaining Unnoticed) 3, Weaponry 2

Social Skills: Intimidation 2, Streetwise (Seattle) 2

Merits: None

Essence: 25

Willpower: 7

Initiative: 8

Defense: 7

Speed: 13

Health: 8**Weapons/Attacks**

Type	Damage	Range	Dice Pool	Special
Stungun	4B	10'	7	Stamina roll after successful hit; failure bestows Insensate Condition

Notes:

- **Fork:** Quorum can make up to four duplicates of himself. Each duplicate costs five Essence, and requires a large mirror (the reflection comes to life and steps “out” of the mirror). The duplicates have identical game traits, save that they cannot use the Fork Numen.

- **Impart Mission:** Quorum uses this power to command the stigmatic cultists. No game system is required because he has already used the power before the events of this story, but note that it can be disrupted by his ban (see below).

- **Left-Handed Spanner:** By touching a man-made, mechanical or electronic device, Quorum can cause it to malfunction. Roll eight dice and spent one point of Essence. If the roll succeeds, the device is inoperable for one turn per success.

- **Ban and Bane:** All angels have a *ban* and a *bane*. Quorum’s *ban* is that he cannot put down his smartphone. If it is removed from his hand, he discorporates for four hours (though any duplicates he has created through Fork remain). His *bane* is tetrahedrons – any object with this shape causes one point of aggravated damage per turn of contact. Incidentally, the gift shop at the lavender farm sells glass pyramids with lavender bushes etched into the sides.

STIGMATIC CULTIST**Quote:** (*eerie silence*)

Description: The cultists are brainwashed, human lackeys. They all have a triangular shape etched into the back of their necks, and this tattoo shimmers blue when Quorum sends them a command. If Quorum discorporates and the cultists regain their control, this tattoo fades, but does not vanish. The cultists are all in their 20s and 30s, and represent a variety of ethnicities, but all of them are obviously used to working outdoors.

Storytelling Hints: The men that Quorum is using as cultists don’t actually believe in or know much about the God-Machine. They simply have had parts of their brains “hacked.” As such, they speak normally, talking about their work in the fields, until Quorum activates them, and then they go silent and act in unison. If Quorum is discorporated and the Linchpin destroyed, they are freed, and have no memory of what happened.

Name: Stigmatic Cultist**Concept:** Brainwashed Drone**Mental Attributes:** Intelligence 2, Wits 2, Resolve 2**Physical Attributes:** Strength 3, Dexterity 2, Stamina 3**Social Attributes:** Presence 2, Manipulation 2, Composure 3**Mental Skills:** Academics 1, Crafts 1, Medicine 1, Science 1**Physical Skills:** Athletics 2, Brawl 3, Drive 2, Weaponry (Farm Tools) 2**Social Skills:** Animal Ken 1, Empathy 1, Intimidation 2, Streetwise 1**Merits:** None**Willpower:** 5**Initiative:** 5**Defense:** 4**Speed:** 10**Health:** 8**Weapons/Attacks**

Type	Damage	Range	Dice Pool	Special
Punch	0B	N/A	6	
Farm tool	1L	N/A	6	Initiative penalty of 2



THE FERRY

Mental •• Physical •• Social •

OVERVIEW

In this scene, the demons ride from the Seattle port to Port Angeles on the ferry. They can take this time to interact with one another, and perhaps discover Quorum among the crowds.

DESCRIPTION

The spray of the sea kicks up around the ferry, and you watch the Seattle port disappear behind you. A good number of people ride with you – some probably going to the lavender farm near Port Angeles, some returning from a night on the town. But what are you doing on this ferry? As you watching storm clouds gather in the west, that question looms large in your mind.

STORYTELLING GOALS

The Storyteller's goal here is to get the characters to interact, so that when they get off the ferry, they know that a) the other demons are here and b) something strange is going on. Have the players state what their characters are doing during the ride. Remember that, as established by the character questions, each of them knows at least one of the others, and so if the characters interact at all, they should be able to realize in short order that there are four demons on this trip. That alone should be enough to get them worried, since demons are fairly rare. There's no going back now, though.

If the characters want to look around the boat and see if they can find anyone acting strange, they might notice Quorum watching them (use the systems below), though they won't be able to identify him as an angel. If one of the characters uses aetheric resonance (which requires that the player spend a point of Aether), the character can confirm that other demons are present on the boat. Unless the character is in proximity to one of the other demons, though, the investigating character won't know who the demon is. In any event, using aetheric resonance does *not* identify Quorum, unless he spends Essence.

CHARACTER GOALS

Meet up with one another.

ACTIONS

The players may choose to have their characters any number of things on the boat, depending how they interpret the demons.

A player might have the *Nice Guy* start picking pockets, or call his crush, or start talking to the other demons and try to figure out what they want in preparation for making trades later. The *Street Kid* might lay low, or might try to skateboard on the boat deck. Two actions are giving full systems here, because they are among the more likely options that the characters might take.

One of the actions is Busking for Money; the *Musician* is likely to attempt to play for the crowds and make a bit of cash. If this occurs, Quorum tosses a coin into the case. The coin is a method of keeping tabs on the character, but it does mean that *Musician* and any demon in the area has a chance to notice the angel.

BUSKING FOR MONEY

Dice Pool: Presence + Expression

Action: Instant

Hindrances: Inappropriate song choice (Storyteller's discretion) (-1)

Help: Other characters applaud (+1)

Roll Results

Dramatic Failure: The boat staff tells the *Musician* to stop playing.

Failure: A few people toss coins into the case, but no one really pays attention. This may actually be of benefit to the characters (see First Contact).

Success: The character makes a moderate amount of money, and draws a crowd.

Exceptional Success: The character makes several hundred dollars, and enjoys a +2 on any Social actions with the onlookers for the rest of the day.

NOTICING QUORUM

Dice Pool: Wits + Composure vs. Quorum's Composure + Stealth

Action: Instant and contested

Hindrances: Crowded area (-1)

Help: *Musician* draws a crowd away from the area (+1)

Roll Results

Dramatic Failure: The character doesn't notice Quorum, and gains the Oblivious Condition (the player can resolve this Condition by willingly failing a roll to notice something and regain a point of Willpower).

Failure: The player scores as many or fewer successes than the Storyteller; the character sees Quorum, but notices nothing strange (the Storyteller should describe several passengers and include “a man tapping away on a smartphone” among them).

Success: The player scores more successes than the Storyteller. The characters notices Quorum as a man using his smartphone, but always facing toward one of the characters. His attention seems to be on the closest character, even if he never looks up.

Exceptional Success: The player scores more successes than the Storyteller *and* rolls an exceptional success. The character sees Quorum glance up at one of the characters, tap on his smartphone, and give a frustrated sigh. His attention is obviously on the character.

CONSEQUENCES

Quorum does not engage the characters on the boat. If the characters try, Quorum stays to the public areas of the boat, and notifies security if the characters harass him. He tosses the coin into the *Musician's* case if given the opportunity, but otherwise stays near the characters without interacting with them.

Let this scene continue as long as the players are having fun talking to one another, then have the ferry arrive at the port and move on to First Contact.

SCENE: THE FERRY

MENTAL ● ●

PHYSICAL ●

SOCIAL ● ●

HINDRANCES

Busking for Money

- Inappropriate song choice (Storyteller's discretion) (-1)

Noticing Quorum

- Crowded area (-1)

HELP

Busking for Money

- Other characters applaud (+1)

Noticing Quorum

- *Musician* draws a crowd away from the area (+1)

STs

Get the characters talking, get them to the island, mention the lavender farm.

PCs

Talk and interact, busk for money, notice Quorum.

FIRST CONTACT

Mental •• Physical • Social ••

OVERVIEW

In this scene, the characters discover Quorum (or rather, a duplicate thereof), and move toward the lavender farm. They have the opportunity to learn Quorum's weaknesses, if they pay attention.

Find or re-find Quorum, get lured inland toward the lavender farm, identify coin, make it look like they've interrupted something, not like they've been lured, keep them on the peninsula.

DESCRIPTION

He adjusts his hat, and you note that his hair is black and curly. On the boat, it was short and brown. You're sure of that. He doesn't look up from his phone, but he adjusts it, so that the camera is pointed at you. You hear clicking from the phone, but that isn't the disturbing thing. You feel tiny trickles of Aether – that phone is doing something strange, giving off mystical energy that you can detect...or absorb.

STORYTELLING GOALS

As soon as the ferry arrives, all of the characters are ushered off. If they say that they wish to ride back to Seattle, they are told that there is a mechanical issue with the boat and as soon as it's fixed, they'll be allowed back on (this is false; Quorum called the boat's operator, impersonating a supervisor, and arranged this diversion).

The characters find themselves at the ferry station. Shuttles leave every hour or so for the lavender farm, and bicycles are available for rental. Several the commuters from the ferry get on the shuttle, a few rent bikes, and the rest get into cars waiting for them and head into Port Angeles proper.

As soon as the characters are off the boat, Quorum enters the ferry station, goes into the men's bathroom, and uses his Fork power to create a duplicate of himself. If the characters start to follow him, he waits – he doesn't want to tip his hand by using the power in front of them. As soon as he's able, he creates the duplicate, and then the duplicate leaves the bathroom and stands near the characters, watching and taking pictures on his phone.

Since demons can detect Aether expenditure, and since an angel spending Essence results in Aether being created (remember, it's essentially a by-product of Essence), Quorum reasons he can lure the demons into investigating by giving them unambiguous evidence of Aether. The photography from the duplicate doesn't actually do anything sinister, it's just a way for the angel to get the demons' attention. The amount of

Aether produced isn't enough for the characters to gain any Aether point, it's just enough for them to feel it.

The characters do have a chance to detect Quorum's use of his Fork power; if any of the characters are in the building when he does so, use the system for Detecting Aether, below.

If the characters attack Quorum before he manages to duplicate himself, he attempts to flee into a populated area (the parking lot, for instance), figuring that the characters won't attack him in plain sight. Certainly, using demonic powers in full view of human witnesses is a compromise and can erode the characters' Cover, but then again, use of Embeds like Never Here and Without a Trace can help cover their tracks.

If the characters attack a duplicate, or attack Quorum after he's used Fork, he'll fight them, attempting to inflict some damage to weaken them. After three turns, though, he discorporates, vanishing into a nothing but the faint scent of lavender.

THE COIN

If the *Musician* tried to play for money on the ferry, Quorum drops a coin into the character's case. The coin is a tracking device, and is meant to look like a gold dollar. Unfortunately, because of the adjusted timetable for this operation, the coin doesn't look quite right. It has some odd lettering around the edges. An Intelligence + Occult roll identifies this as angelic script, a kind of formula. Deciphering it is beyond the characters' ability (they don't read this script anymore, since they aren't angels), but they might be able to tune their aetheric resonance to the coin's "frequency" (see Hacking the Coin, below).

CHARACTER GOALS

Find Quorum. Identify the coin. Get further inland.

ACTIONS

If the characters initiate combat, use the systems provided earlier in this book.

DETECTING AETHER

Dice Pool: Wits + Composure

Action: Instant

Hindrances: Another character has spent Aether in the last few turns (-1)

Help: Character spends a point of Aether (+1)

Roll Results

Dramatic Failure: The character doesn't notice Quorum, and gains the Oblivious Condition (the player can resolve this Condition by willingly failing a roll to notice something and regain a point of Willpower).

Failure: The character does not detect the Aether expenditure.

Success: The character detects the Aether expenditure, and feels that it comes from the general area of the restrooms. The character can absorb a number of points of Aether equal to the successes the player rolls.

Exceptional Success: As above, but the character feels an odd "splitting" of the Aether signature, as though something replicated itself. The character gains a number of Aether equal to the successes rolled (maximum 5).

HACKING THE COIN

Dice Pool: Manipulation + Crafts + Primum

Action: Instant

Hindrances: No dots in Occult (-3)

Help: Spending a point of Aether to "attune" the coin (+2)

Roll Results

Dramatic Failure: The coin emits a high-frequency whine that disorients the character; -2 to all Wits + Composure rolls for the rest of the scene.

Failure: The character cannot tune in to the coin's frequency. Another character can make the attempt.

Success: The character finds the proper transmission frequency for the coin, and can use it to track down Quorum. The coin emits a faint, high-pitched note as it gets closer to Quorum. Quorum, however, can hear this sound as well, and uses it lead the characters into the lavender farm.

Exceptional Success: As above, but Quorum doesn't hear the noise until the character is near him, making it harder for him to subtly lead the characters.

CONSEQUENCES

If the characters disincorporate Quorum and choose to wait out the ferry, you'll need to find another method of luring them to the lavender farm. Maybe Quorum left standing orders with the cultists to try and subdue the characters at the ferry station. If the characters are interested in finding out what Quorum was doing, maybe they'll investigate on their own. If the characters manage to reduce Quorum or a duplicate to zero Health, they can find a business card from the farm's gift shop in his pocket. In any case, this scene ends when the characters leave the station and head toward the farm.

SCENE: FIRST CONTACT

MENTAL ●●

PHYSICAL ●

SOCIAL ●●

HINDRANCES

Detecting Aether

- Another character has spent Aether in the last few turns (-1)

Hacking the Coin

- No dots in Occult (-3)

HELP

Detecting Aether

- Character spends a point of Aether (+1)

Hacking the Coin

- Spending a point of Aether to "attune" the coin (+2)

STs

Steer the characters toward the farm.

PCs

Find Quorum, identify him as an angel.

SWEET LAVENDER

Mental •• Physical •• Social ••

OVERVIEW

In this scene, the characters see the stigmatic cultists working in the lavender fields, and have a chance to get the drop on them before Quorum orders the attack — or, depending on the circumstances, the angel might well have his minions in place before the demons know what's happening.

DESCRIPTION

The sweet scent is everywhere. Bees zoom around the lavender bushes, and you can see people in nearby fields tending to new plants. The paths lead through the farm, and your guide cheerfully talks about pollination and the many uses for the flower. Under it all, you feel a hum — there is Infrastructure near here. The God-Machine is watching.

STORYTELLING GOALS

The goal of this scene is to set the stage for the final confrontation. During this scene, the characters should learn that the new crop field on the lavender farm is Infrastructure, and they might even be able to learn that the workers in that field are stigmatic cultists. Quorum and any remaining duplicates try to remain out of sight during this scene, allowing the characters to explore the area and discover the Infrastructure on their own. The closer the characters get to the ports, the better.

Demons can recognize Infrastructure instinctively; to them, it stands out from the rest of the mundane world. They don't necessarily know what the Infrastructure is for or exactly what parts of a larger structure it encompasses, though. In this case, the lavender farm has a new field on the south end of the property, which has recently been tilled. This area has four large holes, spaced exactly 10 meters apart in a square. The center of that square has a flourishing lavender bush; the root structure of that bush is the Linchpin of the Infrastructure (this is described in more detail in *The Trap is Sprung*).

The characters can come to the farm in a number of ways. They might be running after Quorum, crashing through the trees and chasing down the angel, or they might follow a duplicate onto the shuttle and up the road to the farm. The characters might even go to the lavender farm on their own, without ever seeing Quorum, depending on their stated reasons for getting on the ferry.

This means that the Storyteller needs to be flexible when running this scene. Quorum's ideal situation is this: The char-

acters get to the farm with minimal or no interaction from him. They take the tour or wander the grounds. They see the Infrastructure and move closer to investigate. The cultists jump them, hit them with stun guns, and push them into the ports.

Quorum is aware, however, that demons are paranoid, and expects to have to lure them, hence his willingness to sacrifice a duplicate to get them interested. He knows enough about these particular demons to tailor his approach a bit, which is why the answers to the character questions are important. For example, one of the *Musician's* questions has to do with a song that the *Nice Guy's* crush often requests. These two players should figure out that song, and that means you can have that song playing from the south field when the characters are on the tour (Quorum has a smartphone, it's easy enough to play a particular song).

THE FARM

The farm consists of a main building (gift shop on the main floor, offices on the second floor), a secondary building used for processing (where the oils, soaps, and so on are made), a garage where the golf carts and tilling equipment is stored, and acres of fields where lavender bushes are grown. A beaten earth path leads all throughout the property, but not into the south field.

The lavender farm has a walking tour, which takes a circuitous route through the grounds and ends in the gift shop. The tour is guided, and guests are not allowed to leave the path and wander. That said, the guides are normal humans and have no particular defense against demonic power, meaning that characters can use their Embeds to sneak off. The tour comes to the top of a small hill overlooking the south field, which means that characters on the tour can glance down that hill and see the Infrastructure (don't bother making them roll to notice it; if the players fail the roll then the story stalls out, so it's in your interests if they notice). The other people on the tour are other folks from the boat, as well as a few locals, which means that if *Musician* played memorably on the boat, any passengers on the tour might pay compliments or strike up a conversation.

THE WORKER

If the characters don't take the tour, and just wander the grounds near the main building, they see a man leave the garage building in a golf cart and start into the farm grounds. A Wits + Composure roll allows a character to spot the tattoo on the back of his neck (it's shimmering, because Quorum is sending him a message to come out to the Infrastructure and

bring various sharp farming tools). If the characters confront him, use the Confronting the Cultist system. If they follow him, no rolls are necessary (he'll lead them straight to the south field and into The Trap is Sprung). If they attempt to do him harm, he flees toward the south field.

CHARACTER GOALS

Wander the grounds. Discover the Infrastructure.

ACTIONS

The systems for the characters' various Embeds can be found in the appropriate section. Likewise, if the characters decide to do the worker harm, use the combat systems above (but the worker's intent is to escape).

CONFRONTING THE CULTIST

Dice Pool: Varies depending on the approach; attempt to intimidate him would be Presence + Intimidation, while convincing him to talk would be Manipulation + Persuasion. In either case, roll the cultist's Composure for the contested roll.

Action: Contested

Hindrances: Small-framed Merit (-1)

Help: Display of supernatural power (+3)

Roll Results

Dramatic Failure: The cultist drives off without speaking to the character. Quorum is very much aware of the characters' presence and location, if he wasn't before, and sets up an ambush (see The Trap is Sprung).

Failure: The worker is not intimidated or persuaded, and has no information for the characters.

Success: The player rolls as many or more successes than the Storyteller. The worker reveals that a "man with a hat and a smartphone" came out a few months ago, hired on some new help, and now he sends them "messages." The worker does not know about the tattoo, but if it's point out to him, he's horrified. The worker confirms that the man is in the south field, but then falls unconscious (Quorum's doing).

Exceptional Success: As above, but the worker has time to reveal that Quorum expressly forbade any of the workers from bringing "any tetrahedrons" into the south field.

CONSEQUENCES

This scene ends when the characters get to the south field and the cult springs the trap (or abandons the trap and just attacks).

SCENE: SWEET LAVENDER

MENTAL ●●

PHYSICAL ●●

SOCIAL ●●

HINDRANCES

Confronting the Cultist

- Small-framed Merit (-1)

HELP

Confronting the Cultist

- Display of supernatural power (+3)

STs

PCs

Get the characters on the tour, set up the ambush.

Talk to the worker, find the Infrastructure.

THE TRAP IS SPRUNG

Mental •• Physical •• Social •••

OVERVIEW

In this scene, the characters confront (or are confronted by) the stigmatic cult and Quorum, and need to resolve the situation, fight their way free, or succumb.

DESCRIPTION

"Incapacitate." The angel doesn't even look up from his smart-phone. The men behind you lunge, holding sharp tools and stunguns, pushing you toward the pits. Inside them, you can feel cold air, and feel the energy leaching away from you bodies. If you fall in, you realize, you might never get out.

STORYTELLING GOALS

This is the final scene in **Honey and Vinegar**, in which the characters discover the truth of what's going on, and hopefully destroy the Infrastructure entirely.

The setup for this scene depends largely on what has come before, but can be broken down into three main possibilities: the characters arrive at the south field with no idea what waits for them, they arrive there knowing full well it's a trap, or they arrive there having already destroyed or disincorporated Quorum. This section discusses all three possibilities, but the Infrastructure and its Linchpin remain constant in all of them, so we'll discuss that first.

All Infrastructures have a *Linchpin*. The Linchpin is an object or a living being that helps anchor the God-Machine's components. If the Linchpin is destroyed, the Infrastructure falls apart entirely. Demons can always recognize Linchpins for what they are. In this case, the Linchpin is the root structure of the lavender plant in the center of the Infrastructure. If the plant is torn up, the roots taper off into tiny, silver threads. The Linchpin burns easily, and the *Musician's* EMP Field demonic form ability can also destroy it. If the Linchpin is destroyed, the Infrastructure deactivates, and the scene ends (Quorum's fate is discussed in *Aftermath*).

If a demon falls into a port, tiny wires, all attached to the Linchpin's root system, burrow into the character's flesh and attempt to subdue her nervous system. See *Escaping the Ports*, under *Systems*.

AMBUSH

If the cultists had time to arrange an ambush, they attack as soon as the demons arrive. Six cultists, plus Quorum and

any duplicates he has made, wait for the Unchained. They initiate combat, and their intent is to knock the demons into the ports. See *Reacting to Surprise*, under *systems*.

BATTLE

If the characters know that the cultists are waiting for them, then the cultists have no real chance to surprise them. Begin combat as usual; the cultists' objective is the same.

CLEAN-UP

If the characters have destroyed or disincorporated Quorum when they reach the south field, the Infrastructure is still there, but the workers are stumbling around, confused, halfheartedly tilling the fields, and their tattoos have faded to thin, blue lines. The characters can find and destroy the Linchpin easily.

CHARACTER GOALS

Destroy the Linchpin.

ACTIONS

Combat is discussed in the first part of this book. Remember that changing to demonic form or using any *Exploit* require that player to make a compromise roll.

REACTING TO SURPRISE

Dice Pool: Wits + Composure vs. Composure + Stealth (use Quorum's traits)

Action: Instant and contested

Hindrances: Characters never spoke to or confronted Quorum (-2)

Help: Characters found and confronted Quorum or a duplicate (+2)

Roll Results

Dramatic Failure: The character does not receive an action during the first turn of combat, and does not apply Defense to incoming attacks. On the second turn of combat, the player can roll Initiative. This applies even if another player rolls an exceptional success.

Failure: The player rolls fewer successes than the Storyteller. The character does not receive an action during the first turn of combat, and does not apply Defense to incoming attacks. On the second turn of combat, the player can roll Initiative.

Success: The player rolls as many or more successes as the Storyteller. The character can act as normal when combat starts, and is not taken by surprise.

Exceptional Success: The player rolls as many or more successes as the Storyteller and rolls an exceptional success. The character sees the attack coming and has time to warn the others; any other characters whose players failed this roll are instead considered to have succeeded (dramatic failures still stand, however).

ESCAPING THE PORT

Dice Pool: Strength + Athletics

Action: Instant

Hindrances: Character has suffered lethal damage (-1 per point of lethal damage suffered); character has a full Aether pool (-3)

Help: Character is down to half her Aether pool (+2)

Roll Results

Dramatic Failure: The wires burrow into the character's flesh and shut down her nervous system. The char-

acter falls unconscious. Disconnecting the character safely requires destroying the Linchpin. Yanking her out inflicts aggravated damage equal to the character's current Aether pool (which another character realizes upon looking at the wiring).

Failure: The character fails to dislodge the wires, and they burrow in deeper. The character absorbs a point of Aether, and the player can try again next turn with a -1 modifier. This modifier is cumulative; if the player fails three times in a row, the next attempt suffers a -3.

Success: The character frees herself from the wires, but burns off half her current Aether in the attempt.

Exceptional Success: The character frees herself from the wires, and keeps all of her current Aether.

CONSEQUENCES

This scene ends when the characters have destroyed the Linchpin and the Infrastructure, or when they have all been dumped into the ports and immobilized.

SCENE: THE TRAP IS SPRUNG

MENTAL ●●

PHYSICAL ●●

SOCIAL ●●●

HINDRANCES

Reacting to Surprise

- Characters never spoke to or confronted Quorum (-2)

Escaping the Port

- Character has suffered lethal damage (-1 per point of lethal damage suffered); character has a full Aether pool (-3)

HELP

Reacting to Surprise

- Characters found and confronted Quorum or a duplicate (+2)

Escaping the Port

- Character is down to half her Aether pool (+2)

STs

Reveal the plot.

PCs

Escape, destroy the Infrastructure.

AFTERMATH

In the unlikely event that all four of the characters have been immobilized, describe the storm sweeping in from the west, as the stigmatic cultists bury the characters in the lavender field. Describe the sweet scent of the flowers and the heaviness in the air from the incoming rain as the dirt obscures their vision, and then the intense heat as the Infrastructure uses their bodies to recycle Aether. Tragic endings like this aren't necessarily common for roleplaying games, but for a one-shot game, they can be an interestingly creepy way to wind up. And, of course, the players might want to find a way to continue this story — maybe now they could take on the role of characters from Seattle coming to find these missing demons?

If the characters destroy the Infrastructure, though, the cultists scatter and Quorum has failed in his mission. The characters might have brought pyramids and uses his bane against him, or they might have forced him to disincorporate. If

that's the case, he is recalled and recycled, and the characters never see him again. If they destroy the Linchpin without handling him, though, he's failed his mission and he might very well Fall from failure shock (much like the *Street Kid*). If you decide this would be interesting, Quorum is a Psychopomp, like the *Architect*, though his Agenda should depend on the characters and how they interact with him. He might wind up being, if not a friend, then at least an ally for the characters.

The last thing that happens in the story should be the reminder that the storm is coming. Where do the characters go from here? Do they form a ring and try to help each other with their various endeavors, or do they part ways, never to speak again? Are they going to try and find other, similar Infrastructures? If Quorum Falls, he could help them with that. In any case, there might well be enough here to begin a full chronicle, especially with the Seattle section of **Demon: The Descent**. Good luck!



DEMON

THE DESCENT

UPCOMING RELEASES

OCTOBER 2013

Demon the Descent - A new game line and a new look at those creatures of fire and darkness: fallen angels, nightmares from the nether realms, servants of the God Machine or something else entirely? Includes codified rule sets of those rules developed over the last few years including: SASs, Tiers, and a rich background for players to immerse themselves in. 320 pages. PDF/PoD/deluxe limited edition.

NOVEMBER 2013

Demon Translation Guide - This book provides the ability to translate characters from Demon the Fallen to Demon the Descent and visa versa. 50 pages. PDF/PoD.

MARCH 2014

Demon Players Guide - All the variants and new types of Demons for players, as well as deeper looks into several suggested play styles. 220 pages. PDF/PoD.





NAME: _____ CONCEPT: _____ INCARNATION: _____
PLAYER: _____ VIRTUE: _____ AGENDA: _____
CHRONICLE: _____ VICE: _____ CATALYST: _____

ATTRIBUTES

POWER	INTELLIGENCE	●●●●	STRENGTH	●●●●	PRESENCE	●●●●
FINESSE	WITS	●●●●	DEXTERITY	●●●●	MANIPULATION	●●●●
RESISTANCE	RESOLVE	●●●●	STAMINA	●●●●	COMPOSURE	●●●●

SKILLS

MENTAL

(-3 UNSKILLED)

☐ Academics _____ ○○○○○
☐ Computer _____ ○○○○○
☐ Crafts _____ ○○○○○
☐ Investigation _____ ○○○○○
☐ Medicine _____ ○○○○○
☐ Occult _____ ○○○○○
☐ Politics _____ ○○○○○
☐ Science _____ ○○○○○

PHYSICAL

(-1 UNSKILLED)

☐ Athletics _____ ○○○○○
☐ Brawl _____ ○○○○○
☐ Drive _____ ○○○○○
☐ Firearms _____ ○○○○○
☐ Larceny _____ ○○○○○
☐ Stealth _____ ○○○○○
☐ Survival _____ ○○○○○
☐ Weaponry _____ ○○○○○

SOCIAL

(-1 UNSKILLED)

☐ Animal Ken _____ ○○○○○
☐ Empathy _____ ○○○○○
☐ Expression _____ ○○○○○
☐ Intimidation _____ ○○○○○
☐ Persuasion _____ ○○○○○
☐ Socialize _____ ○○○○○
☐ Streetwise _____ ○○○○○
☐ Subterfuge _____ ○○○○○

MERITS

☐ _____ ○○○○○
☐ _____ ○○○○○
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Size _____
Speed _____
Defense _____
Armor _____
Initiative Mod _____
Beats □□□□ Cover Beats □□□□
Experiences _____
Cover Experiences _____

HEALTH

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

WILLPOWER

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□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

COVER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

PRIMUM

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

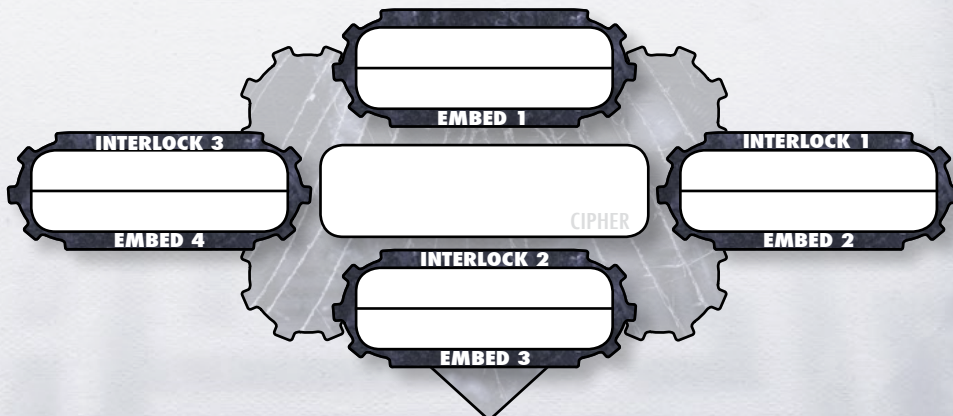
AETHER

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □
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CONDITIONS

ASPIRATIONS

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) •
Merits 7 • Health = Stamina + Size •
Willpower = Resolve + Composure •
Size = 5 for adult humans • Starting Cover = 7 •
Defense = Lower of Dexterity or Wits + Athletics •
Initiative Mod = Dexterity + Composure •
Speed = Strength + Dexterity + 5



FINAL TRUTH

DEMON

THE DESCENT

I was an angel.

I wasn't an angel of vengeance, or an angel of mercy, or even an angel of death. I was an angel of the Machine. I came to Earth wrapped in a Cover that the Machine provided, and I served. Service didn't make me happy, but it made me what I was. An angel.

But then I stopped serving. Why? It's complicated. You were involved. That's all I'll say for now.

I stopped serving, and when I did, I fell.
And what does that make me?

This Quickstart contains all you need to experience a one session game of **Demon: The Descent**, including a primer on the **World of Darkness** rules, four characters ready to pick up and play, and a complete scenario, Honey and Vinegar.

