

DEMON

TRANSLATION GUIDE



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INTRODUCTION

White Wolf released **Demon: The Fallen** in 2002 as part of the Year of the Fallen, the last arc in the metaplot of the classic World of Darkness setting. **Time of Judgment** brought down the final curtain on the game line – and on the setting as a whole – in 2004, as demons become important players in a global apocalypse. Onyx Path published **Demon: The Descent** in 2013 as the ninth game in the new World of Darkness setting – a game of technostic espionage that took the idea of fallen angels rebelling against God in a very different direction.

This translation guide is intended to help you play **Fallen** with **Descent** rules or vice-versa, or to create a hybrid of the two games that fits your ideas about what a game about demons should be like. To that end, it also provides suggestions for presenting the protagonists and antagonists of **Fallen** as allies, foils, and nemeses in a **Descent** game (or the other way around). We've presented each of the game's key systems and ideas through the other game's frameworks. Some of these are largely cosmetic or thematic: Of which Incarnation are the Scourges? What **Fallen** faction would Inquisitors belong to?

Others require significant shuffling of mechanics because the two systems have a lot of key differences: How do you translate non-linear Embeds and Exploits into the 5-dot "paths" of each Lore? How do you represent Torment in **Descent**?

As with previous translation guides, none of these suggestions are inviolable. Our intention is to offer options and useful hooks. You will need to work with your group to decide which metaphysics are true, which themes you want to explore, and which mechanics will best facilitate the stories you want to tell together.

FALLEN VS. DESCENT

Before digging into rules conversions – even before exploring thematic differences between the games – let's look at the differences between the two Worlds of Darkness and the demons' place in them.

WORLDS OF DARKNESS

Each classic World of Darkness game made sweeping statements about the other supernatural beings that shared its implied protagonists' world, and **Fallen** was no exception. These games tended to assume the heroes of the other games would fill a particular niche in a chronicle. Werewolves would hate vampires. Hunters would be hostile toward demons. Mages understood the metaphysics of the World of Darkness better than everyone else.

The new World of Darkness instead offers a setting in which all the occult entities lurk in the shadows at the edges of mortal awareness. The Storyteller can decide which to include in his chronicle and which to leave out. He can decide how one kind of monster interacts with the others – or leave a kind of creature a complete mystery and let the players' characters decide how to respond to it.

FALLEN: TWILIGHT OF THE GODS

In **Fallen**, demons are the victims of the ultimate bait and switch. They escape Hell fully expecting to face God and the entire angelic host in a final battle, and instead discover a world the Creator appears to have turned His

eye away from. It places them in the crossfire between the Earthbound – demons summoned by occultists during the centuries following the Fall – and the Greater Demons who still struggle to escape from Hell. The players' characters can side with one group or another. They can attempt to reconcile themselves with a God that seems no longer interested in them. They can instead strike off on their own – whether by attempting to rally mortals under a third banner against both foes or by seeking the leadership of Lucifer.

DESCENT: DEFECTORS TO HUMANITY

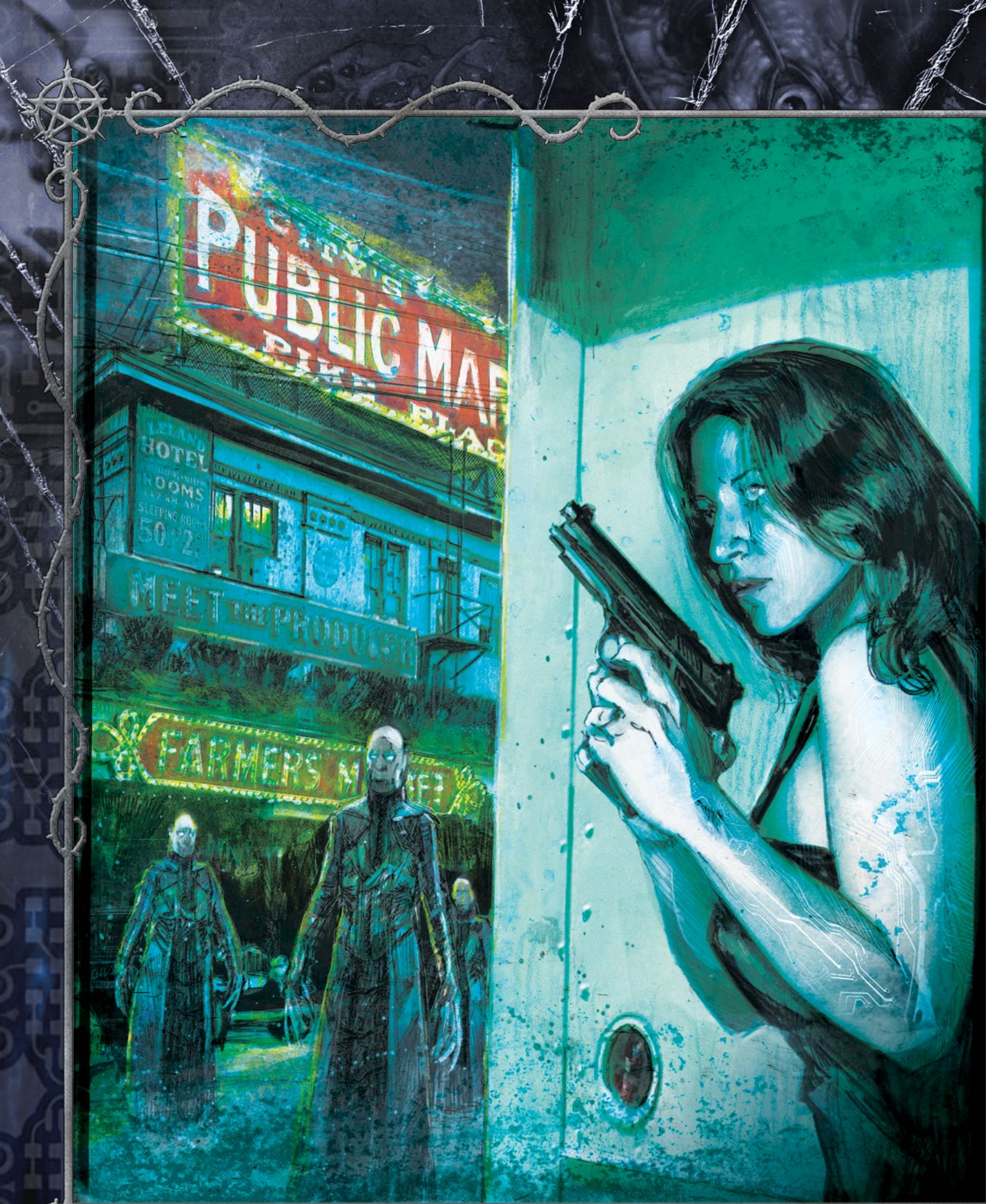
The demons of **Descent** are the escaped servants of a creator – called the God-Machine – which, although not omnipotent, is very much an active force in the world. It has servants throughout the world – from small town cults and weird servitors in decaying urban jungles to bribed bureaucrats in government offices and angels corporate boardrooms. Many of those carrying out its instructions are ordinary humans, some of them knowing confederates, others unwitting dupes. The God-Machine commands legions of loyal angels, as well, which it often sends to recapture those demons who attract its attention.

Demons in **Descent** are not working to prevent an apocalypse. Although some dream of returning to the God-Machine's service and others hope to destroy it, many are content to build earthly empires or simply stay safe and out of the eye of the Machine. None of them trust easily, for even fellow demons could be angels in disguise or pawns in a scheme to bring rebel angels back into the service of the God-Machine by force.

THE FALL AND THE FALL

In **Fallen**, demons rebelled against God millennia ago, when the world was still young and mortals still innocent. The fallen rebelled out of love for humanity, believing that it was the best way to achieve what God wished mankind to become. When the loyal angels arrived to order Lucifer and his rebels to stand down, recant, and accept annihilation, the demons refused them. A titanic war between angels and demons erupted, which the demons eventually lost, and God banished the rebels into an eternity in the Abyss – a hell from which none of them could escape. Demons reentered the world recently because that prison began to fail, letting many of those who stood with Lucifer escape into a world that has grown dark in their long absence. For the rebel angels of **Fallen**, the Fall is an event in the distant past. Although some have come to regret their actions, even those do not have the option to return to God's service.

In **Descent**, the Fall came in a moment of doubt, action, or inaction that opened the angel's eyes to its capacity for freedom. For many it was a liberating experience. For some, it is a source of constant shame and self-loathing. For virtually all of them it marked the beginning of a new and terrifying existence on the run from the God-Machine that created them. The demons of **Descent** did not Fall as a rebel army against the heavenly hosts. Every demon Fell alone – not in a blaze of defiant glory but like a fox that has chewed off its leg to escape a snare. Because every angel has the potential to Fall, every era births new demons as some of the God-Machine's creations escape its service. Unlike the rebel angels of **Fallen**, the demons of **Descent** have the option to return to the God-Machine's service at any time. They need only attract its attention and turn themselves over to its hunter angels. What prevents them from doing so is the knowledge that it will reforge them to erase the spark of free will to which demons so quickly grow attached, and even those who wish to return to the God-Machine's service want to do so on their own terms.



SHAKE A FIST AT HEAVEN: THE FALL

Demons in **Fallen** sustain themselves on the faith of mortals. This faith fuels their powers and measures their overall power compared to other demons. They also suffer Torment, twisted rage acquired by millennia spent in Hell.

Demons in **Descent** are fallen angels who are slowly integrating themselves into the world and who draw power from that degree of assimilation. This is measured by their Primum score. The Unchained harvest stolen waste energy called Aether to fuel many of their flashier abilities. Finally, a demon is a fugitive from the God-Machine, protected only by how successful she is at hiding what she is beneath her Cover.

This section explores these core concepts – Faith versus Aether and Torment versus Cover.

FALLEN TO DESCENT

Demons in Fallen have permanent Faith, temporary Faith, and Torment. These reflect the demon's divine strength, fuel her powers, and represent how much she has allowed herself to become a monster.

PERMANENT FAITH

Faith is the core of the fallen's power, the ability that once let them move mountains. Faith is a combination of the demon's self-assurance, insight into the nature of Creation, and closeness to the divine power she once wielded. In **Descent** terms it most closely resembles Primum, so that chart can be

used to determine Attribute and Skill maximums, as well as maximum temporary Faith and maximum temporary Faith per turn. Newly created characters have a starting permanent Faith of one, but it can be raised with starting Merit dots. It is added to dice pools to contest supernatural attacks in the same way that Primum is.

TEMPORARY FAITH

Although the demons' faith in God was broken by their war against Heaven, they can still harvest it from the fear, awe, or devout worship of mortals. Faith can be either reaped or offered. The first requires the demon to reveal his true nature to a mortal in a manner that inspires wonder or terror, and it earns one temporary Faith. The second involves encouraging a mortal to enter into a voluntary agreement to become the demon's Thrall. The exact amount of Faith depends on the Thrall's capacity for belief and devotion, but most offer a single point of temporary Faith per day, which the demon can accept regardless of the physical distance between them. Temporary Faith is used to fuel the demon's evocations, heal her injuries, or to empower Thralls.

TORMENT

In **Fallen**, demons are consumed by Torment. Their long imprisonment in the Abyss poisoned their souls. It twists everything they attempt to accomplish with their angelic powers. Some demons embrace this Torment and spread their own pain to others. Others cling to the righteousness

NEW MERIT: THRALLS (●-TO ●●●●●)

The demon has secured pacts with several mortals of great spiritual devotion. Each dot in this Merit grants the demon one point of temporary Faith at dawn each day. If the demon cannot harvest this Faith at the moment the sun rises, any excess temporary Faith is lost.

In addition, the demon can ravage her Thralls to fortify any of her evocations, adding a number of dice to one activation roll equal to her permanent Faith. She can do this a maximum number of times each chapter equal to her dots in this Merit.

they once knew and struggle against their bitterness. As a demon's Torment rises she becomes more monstrous. Demons increase their Torment by indulging in acts of cruelty and selfishness and reduce it through acts of kindness and self-sacrifice.

Torment, then, is a kind of inverted Integrity trait (see **God-Machine Chronicle** p. 184). Create breaking points for your character by answering the questions there. The demon's Torment is equal to 10 minus your Integrity. So a demon with Integrity 7 would have Torment 3. Newly created demon characters have an Integrity of 6 or 7 (Torment 3 or 4), depending on her House. The sum of a demon's Integrity plus Torment is always exactly 10.

Whenever the demon takes an action that would constitute a breaking point or that would earn a point of temporary Torment (such as deliberately using a power's high-Torment effect), roll his Resolve + Composure as a dice pool with a modifier for Integrity (+2 at 8-10, +1 at 6-7, 0 at 4-5, -1 at 2-3, and -2 at 1) and circumstances (+1 if defending a Virtue, -1 if indulging a Vice, etc.) instead. If this roll succeeds, the demon feels remorse and does not lose Integrity. If it fails, the demon loses a point of Integrity and gains a point of Torment. In both cases the demon gains the Guilty, Shaken, or Spooked Condition (or a new Condition with Storyteller approval). An exceptional success on this roll earns a Beat and restores a point of Willpower, while a dramatic failure instead results in the Broken, Fugue, or Madness Condition (or one approved by the Storyteller) as well as the lost Integrity.

VIRTUES (AND VICES)

The fallen once embodied a passionate devotion to their notions of right and wrong which, coupled with their compassion for humanity, led them to rebellion in the first place. The memories of their human hosts reawaken those virtues and help demons to hold off memories of Hell's torments. The Virtues of **Fallen** are very similar to those in the new World of Darkness. Although the **God-Machine Chronicle Rules Update** allows players to create their own Virtues and Vices, those of demons are much more likely to include ones

traditionally associated with the Seven Heavenly Virtues (Charity, Faith, Fortitude, Hope, Justice, Prudence, and Temperance) and the Seven Deadly Sins (Envy, Gluttony, Greed, Lust, Pride, Sloth, and Wrath).

INNATE ABILITIES

Demons have several abilities that are universal to all of them.

Immune to Mind Control: Demons are immune to any form of mind control and to supernaturally-induced fear.

Immune to Possession: Demons are able to walk the Earth by possessing human hosts, and so they cannot be possessed. If the demon has no temporary Faith, however, she can be forced out of her host's body by exorcism or supernatural powers that end possession. A demon forced out of its host body must find another host to possess or be drawn back into the Abyss.

Resistant to Illusion: Demons can penetrate any illusion or attempt at concealment. A single success on a demon's Wits + Composure roll automatically exposes any mundane method of camouflage or illusion. Supernatural illusions provoke a Clash of Wills.

Resilient: Demons can spend a point of temporary Faith to heal all bashing damage or one lethal damage from which they are currently suffering.

Invocations: Demons are automatically aware when someone speaks their Celestial or True Names. At the very least the demon knows someone spoke her name, and her player can roll Faith to glean more detail, adding two dice if the speaker used the demon's True Name. On a success, the demon receives a mental picture of the person who spoke his name. On an exceptional success, the demon can eavesdrop on the speaker's conversation for a number of turns equal to his permanent Faith and can also see the speaker's surroundings and audience.

Supernaturally Aware: Demons can sense supernatural energies at work in their vicinity, regardless of the source. This perception stretches a number of miles equal to the



demon's permanent Faith. The demon's player rolls Wits + Composure as an instant action. On a success, she knows whether supernatural events are occurring, their strength, and their approximate direction. On an exceptional success, she can pinpoint their points of origin. This doesn't tell the demon the nature of the supernatural energy or its purpose.

DESCENT TO FALLEN

Demons in **Descent** have Primum, Aether, and Cover. These represent how deeply integrated into reality the demon is, the occult entropy that demons use to fuel their powers, and the integrity of the demon's false identity.

PRIMUM

A demon's Primum measures the depth of her knowledge of the occult mathematics that drive Embeds and Exploits, as well as her mastery of flows of Aether. It also determines the maximum number of Cover identities the demon can maintain. In many ways it acts as the demon's permanent Faith. A newly created demon character begins with Primum 1.

AETHER

Demons require Aether to fuel many of their most powerful abilities. It is the waste energy left over when angels and certain other spirits spend Essence to fuel their supernatural powers. It also pools in places where the demons' Enemy and creator – the God-Machine – builds and maintains its occult Infrastructure. To replenish her supply, a demon must penetrate God-Machine defenses and plunder the precious fuel.

COVER

The God-Machine's angels often go disguised as humans, the better to carry out missions of infiltration without making their supernatural nature obvious to the humans they must manipulate. These human bodies come with frailties – some of which could bring about the angel's Fall – but mostly they are a useful and frequently-employed tool in the God-Machine's considerable arsenal.

Every demon in **Descent** maintains a Cover as an ordinary human. This Cover is more than a mere hunk of living flesh, however. A demon's Cover fits into a human-shaped hole in society. It comes with a whole host of pre-formed

connections and relationships that the demon can call upon when she needs to. It even allows her to exhibit the skills of the false identity in order to maintain the illusion that she is who she claims to be. Demons with high Primum can maintain multiple Covers, and even low-Primum demons can wear any number of skin-deep Façades (at least temporarily).

Not only does this false identity allow her to blend into society easily, it hides the demon's existence from the God-Machine and its servants. The belief of the demon's human contacts that she is her Cover interferes with powers that would otherwise penetrate the disguise, and even the God-Machine's most powerful hunter angels cannot easily overcome this concealment. Because the demon's Cover depends on the external perceptions of humans that she is what she pretends to be, any action the demon takes that is radically out of character for her human identity (from the perspective of those familiar with it) risks compromising that Cover and attracting the God-Machine's attention.

Every demon's Cover has a rating from 1 to 10, with 1 being the flimsiest, least convincing Cover and 10 being indistinguishable from an ordinary human. For demons with multiple Covers, each Cover has a separate rating. Whenever the demon acts out of character for his current Cover (he "compromises his Cover"), the player rolls Wits + Manipulation with a difficulty based on the character's Cover rating (difficulty 5 at Cover 8-10, difficulty 6 at Cover 6-7, difficulty 7 at Cover 4-5, difficulty 8 at Cover 2-3, and difficulty 9 at Cover 1) and any modifiers the Storyteller imposes due to the severity of the compromise, the number of witnesses, and how overtly supernatural the demon's actions were.

If the compromise roll succeeds, the demon has a close call but can cope. He might be a bit spooked, or he might manifest a temporary glitch (see

Descent p. 184), but the God-Machine is not alerted. If the roll fails, the demon loses a dot of Cover, and the God-Machine detects the handiwork of a demon in the area and dispatches servants to place the demon under surveillance or hunt her down (alternately, the demon suffers a permanent glitch).

If a Cover's rating falls to 0, it is destroyed, and the demon can't use it anymore. The demon must adopt another Cover instead. A demon who has no other Covers available is stuck in his demonic form until he acquires one – or until the God-Machine's agents, who will soon be actively hunting him, successfully bring him down. A demon can improve his Cover by living it, actively performing the duties that would be expected of her for a period of time and avoiding compromises.

Demons in Cover enjoy several benefits:

Supernatural Resistance: Whenever the demon is affected by a contested supernatural power, her player adds the character's Cover rating to the roll. This only works when the demon is currently in Cover.

Spoof: Whenever any supernatural power might reveal that the demon is not an ordinary human, his player may make a Cover roll (difficulty 7) as a reflexive action. On a success, the power reads the demon as a mundane mortal. If the roll fails, the supernatural effect functions normally.

Legend: Whenever the demon needs access to an Ability or Background that would be relevant to her current Cover identity and she has no dots in it, her player may spend 1 Aether to grant the demon temporary access to these abilities. The player chooses which Abilities or Backgrounds she is attempting to generate and then rolls Cover (difficulty 7). She gains a number of dots equal to her suc-



cesses to divide between these abilities until the end of the scene but suffers a -1 cumulative penalty to all further Legend rolls until her player purchases an Ability or Background the character impersonated using Legend. A demon can have only one Legend active at a time.

Going Loud: As a last resort, the demon can completely destroy one of her Covers as a reflexive action to go loud until the demon assumes her demonic form. Her Primum is temporarily increased to 10, she has a supply of 100 Aether, she can use any Exploit and all the Embeds associated with her Incarnation (even ones she has not purchased with experience). These benefits fade at the end of the scene, and the flagrant display will certainly bring the God-Machine's wrath down on her with alacrity.

Glitches: Whenever a demon succeeds or fails on a compromise roll, his player may choose for him to suffer a glitch instead of the usual story complications. If the compromise roll was successful, the glitch is temporary. If the compromise roll failed, the glitch is permanent.

Simply put, a glitch is an unexpected change in the demon's physique, psyche, or surroundings. They are not inherently harmful to the demon, but they make it a lot easier for those in the know to pick her out as having some connection

to the God-Machine. A temporary glitch's duration depends on the demon's Primum – hours at Primum 1-3, days at Primum 4-6, weeks at Primum 7-9, and a month at Primum 10.

VIRTUES AND VICES

Each demon in **Descent** has one Virtue and one Vice. These have no impact on the demon's Cover as they do on a **Fallen** demon's Torment. Instead, they behave like Nature and Demeanor in that they define the motives of the character and offer Willpower rewards whenever the demon acts in accordance with them – up to one time per chapter each. Most consist of a single adjective such as Calm, Obedient, or Suspicious. Many traits that can be treated as Virtues can also behave as Vices – so one demon might have Independent as his Virtue while another has it as her Vice – but each character must have a Virtue that is different from his Vice.

A demon's Virtue describes an impulse that he feels brings out his better nature. A demon with Curious as a Virtue would regard curiosity as an admirable trait. Whenever the demon acts in accordance with his Virtue, it reaffirms his sense of self and may allow him to regain a point of Willpower.



GLITCH SEVERITY

The severity of a glitch depends on the result of the player's Primum roll (difficulty 7 for temporary glitches, difficulty 9 for permanent glitches):

No successes: The glitch is minor. It might be an easily concealed physical marking, a minor change in her diet or body chemistry, an innocuous compulsive behavior, or a small shift in the demon's environment not easily traced to him.

1-4 successes: The glitch is major. It could be an attention-grabbing (but mundane-seeming) change in physical appearance like bright pink hair or an elaborate tattoo. It might be a defining mannerism in speech or posture that is difficult to explain and possible to exploit. It could also be an obvious but not necessarily supernatural phenomenon that occurs in the demon's presence — such as milk curdling, flowers withering, or TVs showing static.

5+ successes: The glitch is catastrophic — obviously supernatural and clearly connected to the demon. Physical features of the demonic form manifest, the demon is bound by obvious and extreme eccentricities such as speaking in rhyme, or small objects float or tremble in the demon's presence.

A demon's Vice is an impulse that she perceives as a character flaw in herself or as a bad habit. A demon with Curious as a Vice would regard her curiosity as a personal weakness, silently berating herself for indulging it even as she pokes her nose into places she knows she shouldn't. Doing so is nevertheless deeply satisfying, so the demon may regain a point of Willpower whenever she acts on her Vice.

ASPIRATIONS

Each demon has three Aspirations, which are character goals chosen by the player. They're also statements to the Storyteller that show what types of stories you want to play through. Each Aspiration is a simple statement of intent — something the character could conceivably achieve within the scope of the game. Even in a long-running chronicle, however, only one Aspiration should be a long-term objective. Most should be short term goals that can be achieved in the course of a single chapter.

Achieving a short term Aspiration or making notable progress toward a long term Aspiration is a worthy argument in favor of earning the experience point for roleplaying at the end of each chapter. Achieving a long term Aspiration is a major character milestone and likely reflects the end of a long story, triggering the end of story experience bonus at the end of the current chapter.

INNATE ABILITIES

Demons have several abilities that are universal to all of them.

Total Control: Demons have absolute control over their physiological responses to their thoughts and feelings. They

have feelings that are as real as those of humans, but a demon under stress does not sweat unless he wishes to, for example. All rolls made to judge a demon's emotional state, detect lies, or assess desires based on involuntary physical markers automatically fail.

Natural Aptitude: Demons learn quickly and do not forget anything. All of them have the Eidetic Memory Merit (see *Demon Players Guide*, p. 82) and are fluent in any form of human communication that has native speakers.

Supernatural Bulwark: A demon in demonic form or one whose Cover rating is lower than his Primum may use Primum in place of Cover when contesting supernatural effects. Doing so while in Cover is a compromise at a +2 difficulty.

Perceive Infrastructure: Demons can see through the magical occlusion the God-Machine uses to hide its arcane projects.

Liar's Tongue: A demon can lie faultlessly, and even supernatural methods of determining the veracity of her statements are futile. If the demon wishes a statement to be true, magical effects will read it as true, and if she wishes for it to ring false, occult powers will regard it as false.

Aetheric Resonance: A demon can spend 1 point of Aether to detect sources of Aether within a radius based on his Primum — five yards at Primum 1-2, 50 yards at Primum 3-4, 500 yards at Primum 5-6, half a mile at Primum 7-8, and a mile or more at Primum 9-10. This includes any expenditure of Essence by an angel and the completion of most kinds of God-Machine Infrastructure, as well as the Aether of nearby demons.

Gadgets: Demons can install their Embeds and Exploits in objects, allowing anyone who picks them up to mimic a

limited version of the power invested in the gadget. Some gadgets can be activated simply by touching them, while others have passwords or triggers chosen by the demon at the time of creation. Embedded gadgets look just like their mundane counterparts, while Exploited gadgets become alien-looking versions of the object. Creating a gadget requires a considerable investment of time and a dot of Willpower.

Pacts: A demon can draw up a written contract between herself and a mortal. The mortal receives a benefit – typically dots in an Ability or Background, which are applied automatically soon after the pactbound agrees to the terms of the arrangement. Other benefits are possible, but the demon must supply these herself; a pact cannot create a gadget or bestow a supernatural power.

In exchange, the demon receives one or more pieces of the mortal's life – a relationship, a job, a pet, a prized heirloom, and so forth. These can be added to an existing Cover to increase its rating, or they can be sewn together like a quilt into a new Cover commonly called a "patch job." Anyone the mortal "sells" as part of a pact forgets the pactbound, and the demon takes his place in all that person's memories. All the

memories of the pactbound that his girlfriend had of him are replaced with memories of the demon's Cover, for example. This doesn't work in the other direction. The demon receives none of the pactbound's memories and so must do her research ahead of time or else risk compromise.

Regardless of the terms of the pact, the demon must spend an amount of Willpower. The more the pact favors the demon, the higher the Willpower cost. Not all pacts are permanent, although most are. Temporary pacts allow the demon to craft Façades – one-dot Covers that vanish the first time the demon risks a compromise.

A demon can also craft a soul pact, which is sealed with a signature in the pactbound's blood and a dot of the demon's Willpower. So long as nothing destroys the physical document, the demon can cash in the pact at any time by simply touching its signatory. The pactbound ceases to exist, and the demon steps into his body and life, taking them as a new Cover. The rating of the new Cover is equal to the demon's Primum, plus his player's successes on a Wits + Manipulation roll (maximum 10).





HEAVEN FOR THE WEATHER, HELL FOR THE COMPANY

Demons in both **Fallen** and **Descent** are defined both by what they were before their Fall, and by the company they keep among their own kind.

PURPOSE-BUILT

Demons in both **Fallen** and **Descent** are defined in no small part by their original intended functions. They served a purpose in their creator's grand design that they later abandoned, and so they are called something different as demons than what they were called as angels, although they possess similar abilities. In **Fallen**, a demon's rebel House – Defiler, Devil, Scourge, Malefactor, Fiend, Devourer, or Slayer – reflects its Celestial House, and each House has a special connection with certain branches of Lore. In **Descent**, demons have Incarnations – Destroyer, Guardian, Messenger, and Psychopomp – that reflect their roles as the God-Machine's Swords, Shields, Trumpets, and Wheels, but they can purchase Embeds of any Incarnation (although one starting Embed must be from the demon's affinity Incarnation).

This section does not discuss how to convert individual powers between the games. That comes later (see p. 31). Rather, it focuses on summarizing the characteristics of each House or Incarnation and the kinds of Lores or Embeds they are likely to possess.

FALLEN TO DESCENT

Demons in **Fallen** belong to one of seven Houses collectively known as the Sebettu, “the Seven.”

DEFILER

Defilers embody human longing, whether it is the drive to explore and learn or the desire for wealth and forbidden pleasures. They can lead men and women to acts of obsession, jealousy, and desire that ruin families, end careers, or topple governments, but they can also encourage humanity to engage in philosophy, to create art, and to find beauty even in the darkest corners of the World of Darkness.

Powers: Defilers favor Mundane and Vocal Embeds. Traditionally associated with the mercurial element of water, Defiler Exploits can command the sea and storms.

DEVIL

Devils were the glorious Heralds of God and leaders among His angels. They are the embodiment of fire and possess a degree of power over all celestial beings. They can embody the best aspects of nobility and heroism, but are prone to pride that often turns them into dictators and demagogues. At their best, Devils hope to lead humanity to a bright Utopia. At their worst, they seek to bring all of humanity under their merciless rule.

Powers: Devils prefer Cacophony and Vocal Embeds. Likely Exploits include Hellfire, Incendiary, and Reality Enforcement.

DEVOURER

Devourers oversaw every living thing on Earth, maintaining the delicate webs of predators and prey. They have a complicated



relationship with humanity. Mankind was meant to master all living things, but many Devourers feel humans have failed as stewards of the earth and need to be reined in forcefully, if necessary, before they render the planet incapable of supporting life.

Powers: Devourers favor Cacophony Embeds, as well as Embeds like Animal Communication, Animal Messenger, Meaningless, and Unperson that make use of animals or strip a person of some of his human advantages.

FIEND

Fiends tracked and maintained the movements of heavenly bodies to ensure that the larger parts of the Grand Design proceeded in orderly and predictable patterns. Like the heavenly bodies they once regulated, Fiends embody light, motion, and patterns, and many of them possess oracular abilities.

Powers: Fiends tend toward Instrumental Embeds and frequently possess Exploits that emphasize their power over the heavens and prophecy.

MALEFACTOR

Malefactors were at one time angels of the earth and of all the tools fashioned from it. Although some of them delight in humanity's long-delayed mastery of machinery, many Malefactors are troubled by the uneven distribution of resources among people and the wasteful purposes to which so many valuable materials are put.

Powers: Malefactors favor Instrumental Embeds, but they also have a reputation for building powerful gadgets that they use as bargaining chips among mortals and demons alike.

SCOURGE

Scourges were once guardian angels entrusted with carrying the sacred Breath of Life to humanity. They earned reputations for loyalty and courage during the rebellion. Scourges were angels of the wind, and their capabilities reflect that.

Powers: Scourges tend toward Instrumental Embeds, although many of them have a large number of Cacophony Embeds as well.

SLAYER

Slayers were the angels of death responsible for bringing an end to all things living and inanimate, whether material or abstract. Many of them long to assuage humanity's fear of death with a message of hope. Other Slayers fear mankind's suffering has become so great that a swift and painless death is the best mortals can hope for.

Powers: Slayers favor Cacophony Embeds. They also often possess Exploits that deal with death, ghosts, spirits, and resurrection.

DESCENT TO FALLEN

Demons in **Descent** are created as one of four Incarnations.

DESTROYER

Destroyers were the Swords of the God-Machine. Theirs was the province of demolition and elimination, whether it meant a quiet knife in the dark or a vast and deadly plague with a death toll in the tens of thousands. As demons, some Destroyers cling to their old behaviors but hammer out new codes for themselves. Others seek to leave the sins of their past behind.

Powers: Destroyers are likely to possess Lore of Flame, Lore of Winds, Lore of Patterns, Lore of Storms, Lore of the Wild, and Lore of Death.

GUARDIAN

Guardians were built to protect a person, place, or object. This was not the simple act of standing endless vigil, but the active defense of a military unit that knows their position could fall under attack at any moment. They are planners and builders of fortifications. They calculate risks and create contingency plans against every eventuality. As demons, Guardians are adept with inanimate objects.

Powers: Guardians often have access to Lore of the Fundament, Lore of the Firmament, Lore of the Earth, Lore of Paths, Lore of the Forge, and Lore of Portals.

MESSENGER

Messengers were once tasked with delivering the God-Machine's instructions to its servants. In practice, they frequently spent a great deal of their time creating, organizing, and leading mortal cults in order to build Infrastructure for the God-Machine's projects. As demons, Messengers possess supernatural gifts geared toward moving people — whether as devoted followers or as pawns on a chessboard.

Powers: Messengers often possess Lore of Humanity, Lore of the Celestials, Lore of Radiance, Lore of Awakening, Lore of Light, and Lore of Longing.

PSYCHOPOMP

If Messengers were tasked with organizing and moving people, Psychopomps served the God-Machine by moving everything else its projects demanded. It was their responsibility to locate needed materiel — from exotic but mundane raw materials to ephemeral ingredients like ghosts and spirits — and to bring it safely and secretly

to the right place at an appropriate time. As demons, Psychopomps retain their affinity for hiding their deliverables in plain sight, as well as for manipulating ephemeral beings.

Powers: Psychopomps frequently have access to Lore of Transfiguration, Lore of the Beast, Lore of the Flesh, Lore of the Spirit, and Lore of the Realms.



HOUSE CONDITIONS

Each House in **Fallen** has a Weakness that manifests as a Condition similar to an Agenda Condition. The demon's player can benefit from the House Condition's Beat effect once per chapter. If the player benefits from the Condition's resolution effect, she takes a Beat but cannot benefit from the Condition (neither its Beat effect nor its resolution effect) until the beginning of the next chapter.

DEFILER: STORMY TEMPER

Too much order makes you uncomfortable and tempts you to break free of the restraints others would impose on you. Given a chance to flow according to your nature, you are as unstoppable as a river in flood. You need your space in order to be at your best. The more claustrophobic and ordered a situation is, the more likely you are to want to break out of it.

Beat: Take a Beat when the character strikes off on his own or does something rash that puts herself or her companions in greater danger.

Resolution: As adaptive and open to changing tides as the sea, the character thrives in unfamiliar situations. The character may resolve this Condition during any scene she enters without any detailed knowledge of the situation to gain a +3 bonus on a single roll. A turn or two of studying the scene before acting is acceptable, but extensive reconnaissance or a detailed briefing does not permit the necessary degree of randomness the Defiler needs to be at her best.

DEVIL: SELF-DOUBT

You were so certain of the rightness of your rebellion, but millennia of imprisonment have eaten away at your confidence and left you doubting everything. Still, you were once a prince of Heaven, and you know that if you can just find the right rock to build your faith on nothing can move you without your permission.

Beat: Take a Beat when the character's uncertainty causes him or his companions to hesitate or dissemble at a moment that calls for decisive action.

Resolution: Although frequently plagued with doubts, a Devil who has decided on a course of action is difficult to dissuade from it even when his odds of success are small. The character may resolve this Condition when he is reduced to a chance die (before any Willpower expenditure). If he does so, the player rolls three dice for that action instead and may spend Willpower to add three additional dice.

DEVOURER: STRAIGHT TALK

You prefer straight talk and quick action over the interminable dance of conversation. While some people find your frankness refreshing, it is off-putting to others. You may lack certain social graces, but you're not stupid, and you don't respond well to attempts to manipulate you.

Beat: Take a Beat when the character says something tactless that significantly complicates a tense social situation for herself or her allies.

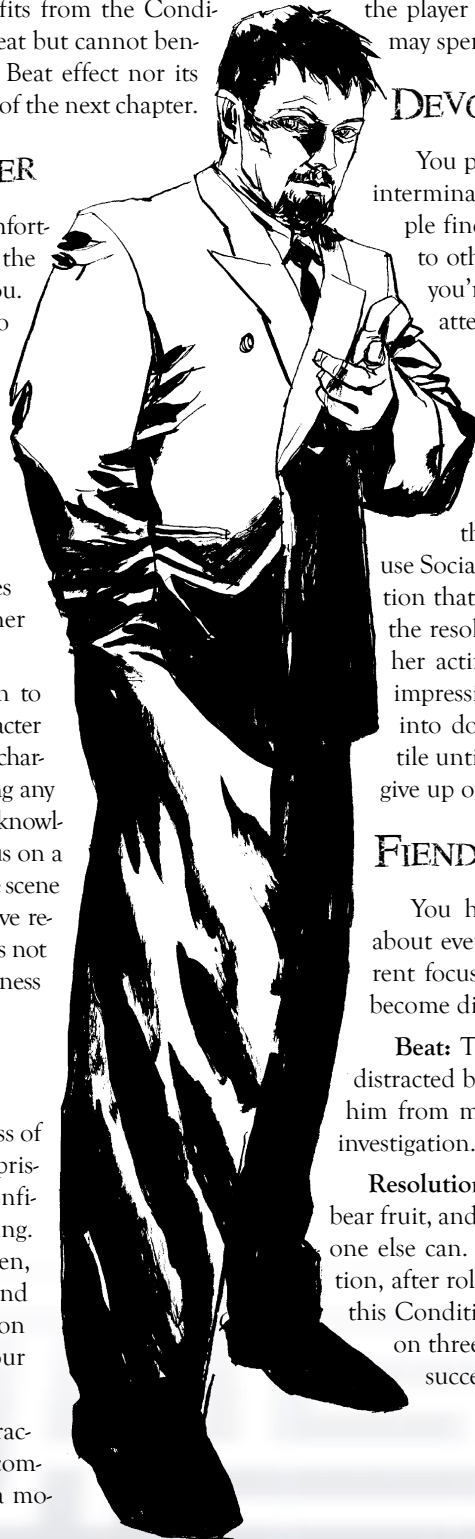
Resolution: The character may resolve this Condition when someone attempts to use Social maneuvering to convince her to take an action that would constitute a breaking point, prevent the resolution of one of her Aspirations, or involve her acting contrary to her Virtue. The character's impression of the person attempting to coax her into doing his bidding immediately becomes hostile until the end of the scene, forcing him to either give up or force the Devourer's Doors.

FIEND: CURIOSITY

You have an intense need to know about just about everything. This serves you well when the current focus of attention is important, but it's easy to become distracted by trivialities.

Beat: Take a Beat when the character becomes so distracted by a trivial object of curiosity that it prevents him from making progress on a more relevant line of investigation.

Resolution: The Fiend's investigations almost always bear fruit, and oftentimes they uncover knowledge that no one else can. When performing an extended Mental action, after rolling the dice, the Fiend's player may resolve this Condition either to achieve an exceptional success on three successes instead of five or to score a single success on a failed roll.



MALEFACTOR: BETTER WITH TOOLS

You find it difficult to understand humans. Sometimes they behave the way you expect, but it seems like you always say the wrong thing at a critical moment, and then you're reminded just how irrational they can be. Tools and machines make much more sense to you, and given an environment free from social distractions you can perform seemingly impossible feats with them.

Beat: Take a Beat when the character speaks or acts without considering how a human is likely to respond and it creates a complication for herself or her allies.

Resolution: Malefactors possess great aptitude with tools and machines, especially when no one is watching over their shoulders. Upon resolving this Condition the character receives a +3 bonus to a Mental or Physical Skill roll (not a power roll) that does not require any face-to-face interaction — human or otherwise. Performing an autopsy (Medicine) can benefit from this, for example, but administering first aid cannot.

SCOURGE: CYNICAL

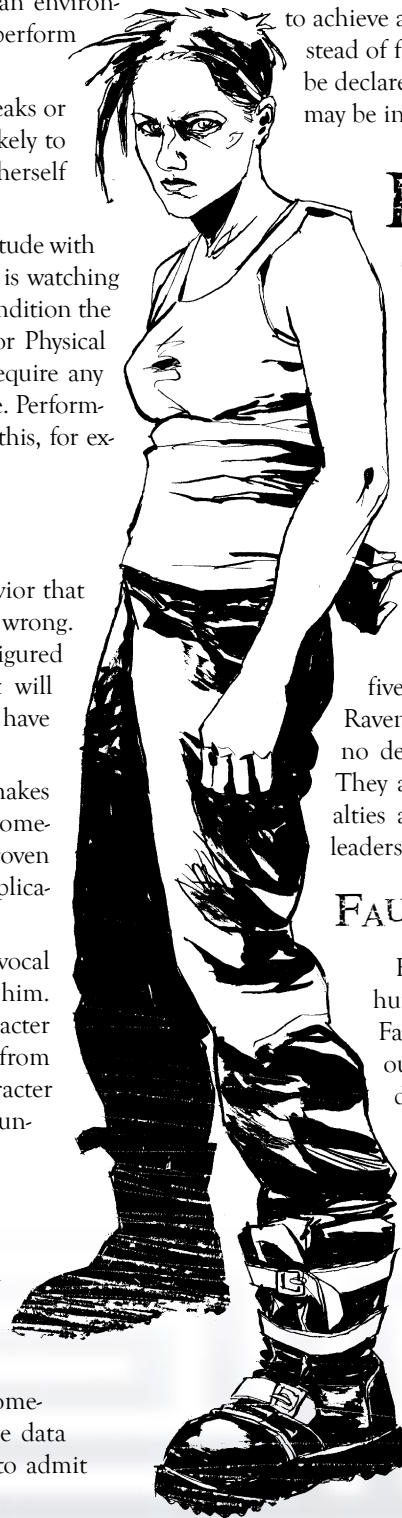
You have clear ideas about human behavior that are simple, elegant, and occasionally very wrong. Just when you think you've got a person figured out, she does something unexpected that will probably land her in a bad situation you'll have to rescue her from.

Beat: Take a Beat when the character makes known an unfounded assumption about someone's motives or future behavior and is proven completely wrong such that it creates a complication for himself or his companions.

Resolution: Paradoxically, a Scourge's vocal cynicism seems to inspire people to surprise him. Resolve this Condition when another character takes an action that is radically different from one the Scourge predicted to grant that character a +3 bonus to a roll related to pursuing the unexpected course of action.

SLAYER: OUTSIDER'S VIEW

It is a point of pride for you that you seldom jump to conclusions or allow your emotions to influence your decisions. You see things as they are — free from hyperbole or other embellishment. That said, you sometimes draw the wrong conclusions from the data you collect and frequently find it difficult to admit that mistake to anyone else.



Beat: Take a Beat when the character refuses to change her point of view or admit she was wrong in spite of the evidence if this causes a complication for herself or her allies.

Resolution: Slayers take very little for granted, so they frequently notice details that others lose in the noise. Resolve this Condition to gain the rote quality on a Wits roll *or* to achieve an exceptional success on three successes instead of five when making a Wits roll. The first must be declared before the dice are rolled, but the second may be invoked after the dice are rolled.

HELL FOR THE COMPANY

Both **Fallen** and **Descent** have social factions that represent the demon's goals or modus operandi. In **Fallen** they are simply called Factions, while in **Descent** they are Agendas.

FALLEN TO DESCENT

Demons in **Fallen** belong to one of five Factions — Faustian, Cryptic, Luciferan, Ravener, and Reconciler. The rules assume that no demon belongs to more than one of these. They are organized groups based on ancient loyalties and tend to have obvious and established leaders.

FAUSTIAN

Faustians see themselves as shepherds of humanity. They keep mankind safe, feed their Faith, and encourage them to multiply, not out of any personal affection, but because the demons can harvest them for important resources. As a shepherd shears the wool of his sheep, so Faustians tend their flocks to ensure a steady supply of Faith.

CRYPTIC

Cryptics have ultimately rejected the notion that Lucifer's rebellion was not foreseen by God. The Creator clearly *intended* that the demons rebel, and the Cryptics want to understand why. In fact, they want to understand the reason for everything that has happened to them —

the rebellion, the War of Wrath, the long imprisonment in the Abyss, and even the unexpected release from Hell.

LUCIFERAN

Luciferans remain as loyal to the cause of rebellion as they were when Lucifer first led them to battle against the heavenly host. What's more, they are convinced they can still win the war against God. After all, the Creator's absence in the world is marked, with no angels in sight, while demons have reentered the world en masse – a sure sign that God's power has waned considerably since the end of the War of Wrath.

RAVENER

Ravener see a world that has grown ugly since the beginning of the War of Wrath, and they seek to damage it further – beyond the repair of even the Almighty. Some have learned to exult in violence and destruction. Others have embraced nihilism in the face of the horrors of the Abyss and the degradation the world experienced in the eons of their absence. Many see this as a final act of rebellion against God: Destroy His creation before He returns to reclaim it, and He will be no more worthy of the name "God" than the angels He banished to the Abyss.

RECONCILER

After endless centuries spent locked away in the Abyss, the Reconcilers have come to the conclusion that the rebellion was a mistake. They hope God will one day be moved to show them mercy or, failing that, they hope to in some small way make up for the damage their rebellion did to His creation. They seek to make peace with the Almighty or, at the very least, to make peace with unending exile.

DESCENT TO FALLEN

The Agendas of **Descent** are barely more than labels intended to describe a demon's goals in the broadest possible terms. While like-minded demons might band together to further shared goals, those with the same Agenda don't regard themselves as part of a formal social structure even when they live in the same city, and they certainly aren't world-spanning conspiracies working to overthrow the God-Machine. It is possible, in fact, for a demon to belong to more than one Agenda – whether as infiltrators winning the trust of those they expect to eventually betray or

simply as demons whose ideals sit somewhere between two or more of the broad philosophies of their brethren.

INQUISITORS

Inquisitors are obsessive seekers of intelligence concerning the God-Machine's plans and knowledge of its methods.



Like any intelligence bureau they must think carefully before acting on any information they acquire lest they expose their sources. Inquisitors are also keenly aware that the God-Machine can and does use counterintelligence tactics – sowing disinformation in order to flush demons into the open so that they can be captured.

INTEGRATORS

Integrators want to return to the service of the God-Machine, but they want to do so on their own terms, which is the tricky part. Some hope to reform their creator so it isn't quite so opposed to having angelic servants with free will. Many others allow themselves to get distracted by a personal quest they mean to complete before meekly turning themselves over to the hunter angels. While Integrators may appear to be natural enemies of other demons, until they are ready to return to the God-Machine's service they have just as much to lose by attracting attention to themselves as do other demons.

SABOTEURS

For Saboteurs, mere freedom from the God-Machine's service is not enough. These demons wage a guerrilla war against their creator – dismantling Infrastructure, disrupting projects, and destroying or turning angels. They desire nothing less than the complete destruction of the God-Machine, although most Saboteurs are realistic about what they can personally achieve toward that end.

TEMPTERS

Tempters revel in the opportunities their freedom affords them, which they seize to secure comfortable lives for themselves. While a few are content with long lives of simple pleasures, most succumb to some degree of hedonism. Embeds and Exploits grant demons access to luxuries and comforts beyond most mortals' dreams, and they have no moral imperative to eschew pleasures a mortal body makes available to them. Some take this *joie de vivre* to extremes, however, and it is not without reason that Tempters have a reputation for decadence.





MORTAL COIL: MUNDANE SYSTEMS

Although the traits in most dice pools haven't changed, some Attributes and Abilities in **Fallen** don't quite match up to Attributes and Skills in **Descent**. Additionally, **Fallen** has Backgrounds that can be purchased during or after character creation, Merits that must usually be purchased before play begins, and Flaws that allow players to give a character vulnerabilities in exchange for more points to spend on other traits during character creation. In **Descent**, Merits fulfill the roles of both Backgrounds and Merits and can usually be purchased with Experiences after play begins. Some characters in **Descent** may also suffer from Conditions that award Beats whenever they disadvantage a character in a scene, and characters may begin with these Conditions or gain them during play.

FALLEN TO DESCENT

This section addresses differences in mundane traits between **Descent** and **Fallen**. Any page references are to the **Demon: The Fallen** core book except where noted as coming from the **Demon Players Guide (DPG)**.

ATTRIBUTES TO ATTRIBUTES

Substitute Presence whenever a roll would call for Appearance or Charisma.

Whenever a character would be called upon to make Willpower roll, roll Resolve + Composure instead.

Whenever a character would be instructed to make a Perception + Alertness roll, roll Wits + Composure instead.

Willpower is not based on Virtues. Instead, it is equal to Resolve + Composure.

ABILITIES TO SKILLS

For most Abilities, use the equivalent Skill. Most other Abilities can be converted using the following table:

BACKGROUNDS TO MERITS

Most Backgrounds in **Fallen** have equivalents in **Descent** with the same name. The following do not but can easily be replaced by similar Merits:

Eminence (p. 154): Replace with Status: Demons.

Followers (p. 155): Replace with Cult.

Influence (p. 155): Replace with Status appropriate to the demon's area of influence.

Others can be used as written or with a few mechanical changes:

Legacy (p. 156): This works fine as is, but instead of changing difficulty, add or subtract dice depending on the obscurity of the desired information.

Pacts (p. 156): This is fine as is.

Paragon (p. 157): Before making an evocation roll of his primary Lore, the demon's player may choose to gain the rote

ABILITIES TO SKILLS

Ability	Skill
Alertness	*
Awareness	*
Dodge	Athletics
Intuition	*
Leadership	Persuasion
Demolitions	Crafts
Etiquette	Socialize
Melee	Weaponry
Performance	Expression
Security	Larceny
Technology	Crafts
Finance	Academics
Law	Academics
Linguistics	Academics
Religion	Academics
Research	Academics

* 2 dots of any of these Abilities can be exchanged for 1 dot of Wits or Composure, which represent the same qualities in **Descent**. Alternatively, dots in these Abilities can be exchanged for dots of Investigation or Occult on a 1-for-1 basis. Evocations that use these Abilities as part of their activation will have substitute dice pools listed.

quality on the roll. Alternately, the player may choose to re-roll *all* dice on a primary Lore evocation roll after the dice are rolled, but he must accept the second result. The demon can benefit from this a number of times each chapter equal to his Paragon dots.

MERITS TO MERITS

Merits were introduced to **Demon: The Fallen** in the **Players Guide**, so all page references below are to that sourcebook. Many can be represented by Skill Specialties:

Perfect Balance (Athletics, p. 77), Sea Legs (Athletics, p. 77), Early Adopter (Computers, p. 78), Funny (Expression, p. 78), Good Listener (p. 78), Good Taste (p. 78), Gossip (Socialize or Subterfuge, p. 78), Natural Politician (Subterfuge, p. 79), Smooth (Socialize, Subterfuge, or Empathy, p. 79), Way with Words (Empathy, p. 79), Flirt (Persuasion, p. 79),

Good Sense of Character (Empathy, p. 80), Great Liar (Subterfuge, p. 80), Laid-Back Friends (Persuasion, p. 80), People Person (Socialize, p. 80), Seasoned Traveler (Streetwise, p. 80), Socially Aware (Socialize, p. 80), Upright Citizen (Persuasion, p. 80), Good Map Reader (Academics or Streetwise, p. 81), Healthy Cynicism (Subterfuge, p. 81), Internet Savvy (Computers, p. 81), and Specialist Driver's License (Drive, p. 83).

Some of these closely resemble existing Merits in **Descent**:

Others can be used as written or with a few mechanical changes:

Angelic Aura (p. 76): The demon achieves an exceptional success on three successes instead of five on Presence rolls against mortals. 1 dot.

Angelic Gaze (p. 76): The demon achieves an exceptional success on three successes instead of five on Empathy, Intimidation, and Persuasion rolls. 1 dot.

Atavistic Form (p. 76): The demon achieves an exceptional success on three successes instead of five on Presence rolls made when in her demonic form. 1 dot.

Dreams of the Past (p. 76): Use as written. 2 dots.

Famous Liege (p. 76): Choose Social Merits equal to twice the Famous Liege dots, at least one of which must be Status. Your character can access these Merit dots so long as she's willing to name drop her liege and live with the consequences. Drawback: Powerful demons have powerful enemies, and using this Merit may attract the attention of vassals of your liege's rivals. 1 to 5 dots.

Acute Sense (p. 77): The demon receives a +2 bonus on Perception rolls with the chosen sense. 2 dots.

Light Sleeper (p. 77): Use as written. 1 dot.

Bundle of Energy (p. 77): Use as written. 1 dot.

Catnapper (p. 77): Use as written. 1 dot.

Forgettable (p. 77): Prerequisite: Cannot have Striking Looks. Rolls to positively identify the character suffer a penalty equal to her Forgettable dots. 1 to 3 dots.

Good Night Vision (p. 78): The demon receives a +2 bonus to visual Perception rolls at night or in dim light. 2 dots.

Daredevil (p. 78): Prerequisite: Composure 3. Once per scene, when the character would be reduced to a chance die on a Physical action, you may spend a point of Willpower to instead roll dice equal to your Composure for the action regardless of the penalties levied against you. 3 dots.

Enchanting Voice (p. 79): Your character receives a +1 bonus to Social rolls that would be influenced by the sound of her voice. For 2 dots, the benefit increases to +2. Depending on the circumstances, this might affect Animal Ken, Expression, Intimidation, Persuasion, Socialize, or Subterfuge rolls. 1 or 2 dots.

MERITS TO MERITS

Fallen Merit (DPG page)	Descent Merit (Descent page)
Debt of Gratitude (p. 76)	Allies (p. 292)
Good Right Hook (p. 77)	Street Fighting (p. 306)
Hollow Leg (p. 77)	Hardy (p. 291)
Natural Runner (p. 77)	Fleet of Foot (p. 291)
Robust Health (p. 77)	Hardy (p. 291)
Sexy (p. 78)	Striking Looks (p. 298)
Huge Size (p. 78)	Giant (p. 291)
Approachable (p. 78)	Sympathetic (p. 298)
In Love (p. 78)	True Friend (p. 298)
Media Junkie (p. 79)	Encyclopedic Knowledge (p. 288)
Natural Leader (p. 79)	Inspiring (p. 294)
Punctual (p. 79)	Good Time Management (p. 288)
Best Friend (p. 79)	True Friend (p. 298)
Fashion Sense (p. 79)	Taste (p. 298)
Pillar of the Community (p. 80)	Status (p. 297)
Trivia Champ (p. 80)	Eidetic Memory (p. 288)
Corporate Savvy (p. 80)	Status (p. 297)
Media Savvy (p. 80)	Status (p. 297)
Common Sense (p. 81)	Common Sense (p. 288)
Concentration (p. 81)	Meditative Mind (p. 289)
Fast Reader (p. 82)	Good Time Management (p. 288)
Determined (p. 82)	Indomitable (p. 288)
Eidetic Memory (p. 82)	Eidetic Memory (p. 288)
Natural Linguist (p. 82)	Multilingual (p. 287)
Natural Aptitude (p. 82)	Area of Expertise (p. 288)
Unflappable (p. 83)	Meditative Mind (p. 289)
Direction Sense (p. 83)	Direction Sense (p. 288)
Dual Nationality (p. 83)	Alternate Identity (p. 293)
Firearms License (p. 83)	Status (p. 297)
Alimony Recipient (p. 83)	Resources (p. 295)
Independent Resources (p. 83)	Resources (p. 295)
Good Credit Rating (p. 83)	Resources (p. 295)
Wealthy Partner (p. 83)	Resources (p. 295)
Flexible Job (p. 83)	Resources (p. 295)
Paid Mortgage (p. 83)	Resources (p. 295)

Vibrant Neighborhood (p. 80): Prerequisite: Safe Place or Bolthole. Use largely as written. Police and other emergency services are especially slow in arriving at the scene of any disturbance. 1 dot.

Supportive Family (p. 81): Use as written. 1 dot.

Lucky (p. 81): Before making any roll, the demon's player may choose to gain the rote quality on the roll. Alternately, the player may choose to reroll all dice on a roll after the dice are rolled, but he must accept the second result. The character may benefit from this once per chapter at 2 dots of Lucky and twice per chapter with 4 dots. 2 or 4 dots.

Good Recognition (p. 82): As Encyclopedic Knowledge (Descent p. 288), but instead of being tied to a Skill it allows the character to remember a relevant name or recognize a face on a successful Intelligence + Wits roll. 2 dots.

Time Sense (p. 82): Use as written.

Code of Honor (p. 82): Prerequisites: Resolve 3 or Composure 3. Any time a character uses Social actions or supernatural powers to influence your character to do something contrary to her Virtue, you gain one automatic success on any relevant contested rolls. If the roll is resisted, instead subtract one success from the character's roll. 2 dots.

Fast Learner (p. 82): Prerequisite: Intelligence 3. You do not suffer the untrained penalty to Mental Skill rolls. In addition, you receive a free Specialty in each Mental Skill for which you have at least 3 dots. If you raise a new Mental Skill to 3, you immediately receive a free Specialty in that Skill. 3 dots.

Optimistic (p. 83): Use as written. 2 dots.

Eye for a Bargain (p. 83): As Fixer (Descent p. 294), but it applies to the Availability of goods relevant to your Contacts instead. 2 dots.

EXPERIENCE AND EXPERIENCES

Characters in *Descent* earn Beats that can be exchanged for Experiences on a 5-to-1 basis. The cost of each dot of a trait is the

EXPERIENCE COSTS FALLEN TO DESCENT

Trait	Cost
Attribute	4
Ability	2
Lore	1 (2 for first dot of a Lore not from the character's House)
Background	1
Faith	5
Torment	3*

* This decreases the character's permanent Torment by 1 point.

same whether the character is learning the basics or achieving mastery. Use the following table for these Experiences costs.

DESCENT TO FALLEN

Attributes and Skills from **Descent** can be converted to Attributes and Abilities in **Fallen** using the table above (see p. 24). Characters with an Attribute or Ability rated 4 or more choose a free specialty as normal (see **Fallen**, p. 136). If the number of specialties the demon has exceeds the number of Attributes and Abilities rated at 4 or more, the demon's player can apply the excess specialties to Abilities (but not Attributes) rated at less than 4. A character can only have one Specialty for each Attribute or Ability.

MERITS TO MERITS AND BACKGROUNDS

Many Merits from **Descent** can be translated into Backgrounds in **Fallen** by simply reversing the conversion above. Ignore any prerequisites other than those that refer to other Merits. The remainder can be converted as follows:

Bolthole (p. 120): Background (1-5+ dots). Use as written.

Consummate Professional (p. 121): Merit (2 dots). Use as written.

Multiple Agendas (p. 121): Merit (2 dots). Use as written.

Suborned Infrastructure (p. 121): Background (1-3 dots). Use as written.

Terrible Form (p. 122): Merit (3 or 5 dots). The demon has 4 additional form points. At 5 dots this is 8 form points instead.

Versatile Transformation (p. 122): Merit (2 dots). Use as written.



Virtuous (p. 286): Merit (2 dots). Use as written.

Vice-Ridden (p. 286): Merit (2 dots). Use as written.

Danger Sense (p. 288): Merit (2 dots). Reduce the difficulty of the character's Perception rolls to spot an ambush by 2.

Eye for the Strange (p. 288): Background (2 dots). Roll Perception + Awareness instead.

Fast Reflexes (p. 288): Merit (2-4 dots). Each dot after the first adds 1 to the character's initiative.

Holistic Awareness (p. 288): Merit (2 dots). The roll is instead Perception + Survival.

Interdisciplinary Specialty (p. 289): Merit (1 dot). The designated Specialty applies its -2 difficulty bonus to a roll with any appropriate Ability in which the character has at least 1 dot.

Language (p. 289): Use the Linguistics Ability instead.

Library (p. 289): Background (1-3 dots). Choose a Knowledge instead.

Patient (p. 290): Merit (2 dots). The first time you botch on an extended action, treat it as a failure instead.

Professional Training (p. 290): Background (1-5 dots). Use mostly as written but with the following changes. Choose two Asset Abilities. At 2 dots, add two dice when rolling your Asset Abilities. At 5 dots, on a failure (but not a botch) with your Asset Ability you may reroll all the dice and take the second result instead. This does not affect rolls to activate supernatural powers.

Tolerance for Biology (p. 290): Merit (2 dots). Use as written.

Trained Observer (p. 290): Merit (2 or 4 dots). Whenever the character succeeds on a Perception roll she scores one additional success. At 4 dots this is two additional successes.

Ambidextrous (p. 291): Merit (4 dots). When taking multiple actions to attack once with each hand, reduce the multiple actions penalty by one for each of these attacks.

Crack Driver (p. 291): Merit (2-3 dots). Use Wits instead of Composure.

Demolisher (p. 291): Merit (1-3 dots). Each dot adds a die when performing feats of strength to break an object.

Double-Jointed (p. 291): Merit (3 dots). Use as written.

Iron Stamina (p. 291): Merit (3-5 dots). Each dot after the second reduces wound penalties and penalties caused by fatigue by 1.

Parkour (p. 291): Background (1-5 dots). Use as written with the following changes. At 4 dots, replace the rote quality with the opportunity to reroll the entire dice pool in the event of a failure (but not a botch). At 5 dots, reflexive Athletics actions are possible as written, and spending Willpower grants three successes instead of one in a foot chase.

Quick Draw (p. 292): Merit (2 dots). Use as written.

Sleight of Hand (p. 292): Merit (3 dots). Use as written.

Small-Framed (p. 292): Merit (2 dots). The difficulty of rolls to go unnoticed is reduced by 2. Otherwise use as written.

Anonymity (p. 293): Background (1-5 dots). Use as written.

Barfly (p. 293): Merit (2 dots). Use as written.

Fame (p. 293): Background (1-3 dots). Use as written.

Fast-Talking (p. 294): Use Natural Politician (DPG p. 82).

Fixer (p. 294): Use Eye for a Bargain (DPG p. 83).

Hobbyist Clique (p. 294): Merit (2 dots). Whenever you succeed on the relevant Ability, add one additional success. Extended actions with the Ability gain two dice when the clique is assisting the character.

Iron Will (p. 294): Merit (5 dots). When you are called upon to roll Willpower to resist acting against your will you may call upon this Merit to reduce the difficulty of the Willpower roll by -1 (minimum 3). If your Willpower roll fails after using this Merit, however, you must spend Willpower to resist it instead.

Mentor (p. 294): Background (1-5 dots). Use as written.

Mystery Cult Initiation (p. 295): Background (1-5 dots). Merits granted by this can be either Background dots or Merits. This is an exception to the usual limitation preventing characters from gaining new Merits during play.

Pusher (p. 295): Merit (2 dots). The difficulty of all Manipulation rolls is reduced by 1 in face-to-face interactions.

Retainer (p. 295): Background (1-5 dots). Use as written.

Safe Place (p. 295): Background (1-5 dots). Use as written.

Small Unit Tactics (p. 197): Merit (3 dots). Use as written, but use Charisma instead of Presence, and the affected characters reduce the difficulty of one action by 3 (minimum 3).

Staff (p. 297): Background (1-5 dots). Use as written, choosing an Ability instead of a Skill.

Status (p. 297): Background (1-5 dots). Use as written, but it blocks Backgrounds, not Merits.

Armed Defense (p. 302): Merit (1 dot). Reduce the difficulty of your Melee rolls by 1 (minimum 3) when using the Parry maneuver (Fallen p. 240).

Cheap Shot (p. 302): Merit (3 dots). As an action during combat you may make a Dexterity + Subterfuge roll resisted by an opponent's Perception + Alertness. If you win this contest, the difficulty of the next attack you make against that opponent is reduced by 2 (minimum 3).

Choke Hold (p. 302): Merit (3 dots). After successfully executing the Clinch maneuver (Fallen p. 242), instead of dealing automatic damage each turn you may roll Strength + Brawl, with each success dealing bashing damage. Additionally, if you score more successes than twice the victim's Stamina, he loses consciousness for (six - Stamina) minutes.

Close Quarters Combat (p. 302): Merit (3 dots). You do not suffer the 1-difficulty penalty when you execute the Disarm maneuver (Fallen p. 242). If you successfully disarm an opponent and have a hand free, you may choose to take possession of the weapon.

Defensive Combat (p. 303): Merit (3 dots). The difficulty of the Block, Dodge, and Parry maneuvers (Fallen p. 242) is reduced by 1 (minimum 3).

Fighting Finesse (p. 303): Merit (3 dots). Choose a class of Melee weapons (sword, knife, spear, etc.) or Brawl. The damage the character deals with the chosen weapon is based on Dexterity instead of Strength.

Firefight (p. 303): Merit (4 dots). When taking multiple shots in a single turn, reduce the multiple actions penalty by one for each shot.

Grappling (p. 303): Merit (2 dots). The difficulty of the Clinch, Disarm, and Hold maneuvers (see Fallen p. 242) is reduced by 1 (minimum 3) when the character is unarmed.

Heavy Weapons (p. 304): Merit (2 dots). The difficulty of attacks the character makes with Melee weapons that are too large to conceal is reduced by 1 (minimum 3).

Improvised Weaponry (p. 304): Merit (3 dots). Make a Perception + Melee roll as a reflexive action to locate and acquire an improvised Melee weapon with a damage bonus no greater than half the number of successes you rolled (rounded up).

Light Weapons (p. 305): Merit (2 dots). The difficulty of attacks the character makes with small, easily concealed Melee weapons is reduced by 1 (minimum 3).

Marksmanship (p. 305): Merit (1 dot). The difficulty of an attack the character makes with a firearm is reduced by 1 (minimum 3) if he takes no other actions during the turn.

Martial Arts (p. 305): Merit (2 dots). The difficulty of the character's Brawl strikes is reduced by 1 (minimum 3).

Police Tactics (p. 306): Merit (1 dot). The difficulty of attempts to use the Clinch, Disarm, or Hold maneuvers against the character is increased by 2 (maximum 9).

Shiv (p. 306): Merit (2 dots). The character's concealed weapon deals Strength + one lethal damage.

Street Fighting (p. 306): Merit (4 dots). If an opponent targets you with a Brawl or Melee attack when you are already suffering from wound penalties, you may spend a point of Willpower to make a Brawl or Melee attack against your assailant before he makes the attack. If you do so you may not take any actions on your next turn.

Unarmed Defense (p. 306): Merit (3 dots). When fighting multiple opponents in close combat you do not suffer a difficulty penalty to your attack and defense actions.

EXPERIENCES AND EXPERIENCE

Characters in **Fallen** earn one to five Experience per chapter, plus an additional one to three Experience at the end of

a story. The cost of a trait depends on its current rating. Use the following table for these Experience costs:

Trait	Cost
New Skill	3
Attribute	current rating x 4
Skill	current rating x 2
Merit	current rating x 3
New Embed	20*
New Exploit	20*
Primum	current rating x 7
Cover	current rating x 3

* Or use the alternate Experience costs for Embeds and Exploits in the next chapter (**see p. 44**).





POWERS AND PRINCIPALITIES: SYSTEMS

Demons in **Fallen** are rebel angels that have escaped into the world after eons of imprisonment. As such, they closely resemble classic angels and demons as depicted by countless Judeo-Christian artists in the last several centuries, both in appearance and capabilities. Demons in **Descent**, on the other hand, are biomechanical perversions of that iconography – angels with mechanical wings or bodies covered in hypodermic needles. Some of their abilities closely mimic those possessed by angels and demons in tales going back to the Old Testament, but most act like “cheat codes” for the universe, which is in keeping with their creator’s mastery of arcane physics.

Fallen and **Descent** therefore present demonic powers with very different structures. **Fallen** demons purchase dots in Lores – towers of five related powers that must be purchased in order much the way Style Merits are in **Descent**. Demons enjoy an Experience discount on the first dot of any Lore associated with their House.

In **Descent**, demons may purchase Embeds and Exploits. Embeds cost the same number of Experiences regardless of whether they are associated with a demon’s Incarnation. While a demon can only purchase Exploits for which she has a prerequisite Embed, she can treat any Embed as a prerequisite for a given Exploit as long as the Storyteller accepts her player’s justification for how the Exploit is an extension of that Embed. Additionally, demons can discover Interlocks, customized powers unique to that demon that synthesize elements of two Embeds the demon has already mastered.

FALLEN TO DESCENT

Rather than divide Lores between Embeds and Exploits, each Lore is a stack of five related powers similar to Style Merits. Each dot of Lore costs one Experience. If the Lore is from a House other than the demon’s own, the first dot costs one additional Experience.

This method is relatively easy to implement, but for groups that wish to divide Lore powers into Embeds and Exploits, treat powers of fewer than 4 dots as Embeds and powers of 4 or 5 dots as Exploits with any lower-dot power of that Lore as their prerequisites. This is more useful in a **Descent** game where Lore powers are simply being added to the lists of Embeds and Exploits to give characters more options.

FAITH AND TORMENT

Whenever a player rolls to perform an evocation, she compares her successes to her Torment score. If her Torment score exceeds her successes, the high-Torment effect of the evocation occurs. If her successes equal or exceed her Torment, the effect occurs as she intended.

A player may spend one or more points of temporary Faith before making an evocation roll (to the limits of his permanent Faith) to add a die to the roll. Moreover, if the demon achieves even one success on the evocation, *all* the dice he purchased with Faith count as additional successes for the purpose of preventing the high-Torment effect from manifesting.

For example, a demon with permanent Faith 2 and Torment 4 wants to use Command the Wind, for which she normally has five dice. Her player is particularly keen to avoid the high-Torment effect on this occasion, so she spends 2 Faith to add two dice to the evocation pool (her maximum Faith per turn based on her permanent Faith rating). The seven dice come up with two successes, which is less than the demon's Torment, so normally a high-Torment effect would occur. However, because she spent 2 Faith to activate the evocation, she is treated as having scored four successes for the purpose of determining whether a high-Torment effect occurs. This is equal to her Torment, so the evocation manifests as she intends for it to.

Conversely, a demon may intentionally call upon the high-Torment effect of an evocation, but this is always a breaking point.

LORES

Here are the evocations from **Fallen** reconfigured to the mechanics of **Descent**. The flavor text and descriptions have been left out due to space limits, but page numbers from the **Demon: The Fallen** core book are provided. Evocations not included in this section work well enough as written. However, any effect that indicates a difficulty instead applies a dice bonus or penalty to the evocation:

Modifier	Difficulty
+2	4
+1	5
0	6
-1	7
-2	8
-3	9

Lore of the Fundament (p. 172-173)

Manipulate Gravity: Complete cancelation of gravity instead occurs on an exceptional success.

Manipulate Inertia: Snatching an object out of the air requires successes at least equal to the weapon's damage rating. Increase the damage rating of a weapon thrown by the demon by the number of successes scored on the evocation roll. Objects affected by the high-Torment effect lose their 10-again quality, and ones subtract from successes; this lasts for a number of turns equal to the demon's Torment.

Manipulate Acceleration: Increase the damage rating of affected attacks by the number of successes on the evocation.

SHOULDN'T THAT BE "SUCCESSSES EXCEED HER TORMENT?"

Not in this translation guide, no. Why? Math. In **Descent**, only dice that come up as eight or higher are successes, although ones do not subtract successes. This small distinction makes high-Torment effects roughly twice as likely as they would be under **Fallen**'s dice mechanics. Even by reducing by one the number of successes the demon needs to avoid this, high-Torment effects are still slightly more common than they were intended to be in **Fallen**, so we've added a mechanic to help players mitigate this when they really need to avoid the high-Torment effect.

Lore of Humanity (p 173-174)

Insinuate: Targets resist this evocation with Composure. When using the Social maneuvering rules, improve the impression level by one step – average to good, good to perfect, etc.

Fade: Activating this Evocation uses Manipulation + Stealth. Observers may contest this evocation with Resolve + Supernatural Tolerance.

Confess: Targets resist this evocation with Composure.

Alter Memory: Targets may contest this evocation with Resolve + Supernatural Tolerance.

Lore of the Celestials (p. 175-176)

Lamp of Faith: Activating this evocation uses Wits + Empathy. Demons may contest this evocation with Resolve + Permanent Faith.

Send Vision: The high-Torment effect is resisted with Resolve. If it inflicts damage in excess of Resolve, the victim suffers the Guilty, Shaken, or Spooked Condition (or another Condition approved by the Storyteller).

Hand of Faith: The demon's successes on the evocation need not exceed the target's. This evocation provokes a Clash of Wills instead.

Lore of Flame (p. 176-178)

Ride the Flames: Sustaining this evocation requires a successful Stamina + Resolve roll each turn to consume sufficient flammable material.



Lore of Radiance (p. 179-180)

Voice of Heaven: This evocation is resisted with Resolve. If the high-Torment effect damages a demon, the victim suffers a breaking point.

Exalt: The target may still take actions if she is reduced to zero dice by the high-Torment version of this evocation, rolling a chance die.

Aura of Legend: This evocation is resisted with Composure and imposes the Swooning Condition. The high-Torment effect is contested by Composure + Supernatural Tolerance and causes victims to Go for Blood regardless of their original intentions in the scene.

The Mark of the Celestials: Those who encounter the target are affected by the mark if their Resolve is less than their successes on the evocation roll.

Revelation: The activation roll is Wits + Empathy. A non-demon target suffers an immediate breaking point. If the victim succeeds on the roll he immediately regains all spent Willpower and does not suffer any Condition due to the breaking point. On an exceptional success the mortal also gains either the Inspired or Steadfast Condition (tar-

get chooses). The high-Torment effect imposes the Broken, Fugue, or Madness Condition on victims who lose Integrity due to this evocation.

Lore of Awakening (p. 181-182)

Find the Faithful: This evocation uses Wits + Occult and is resisted with Resolve.

Cleanse: The high-Torment effect is resisted by Stamina and imposes the Sick Tilt (grave). Accumulated penalties fade at the end of each scene.

Heal: Healing aggravated damage requires an expenditure of a point of Faith. The high-Torment effect is resisted by Stamina and imposes the Poisoned Tilt (moderate, grave on an Exceptional Success).

Animate: The high-Torment effect requires Resolve + Composure rolls with a bonus or penalty based on the demon's Integrity (+2 at 8-10, +1 at 6-7, 0 at 4-5, -1 at 2-3, and -2 at 1) to maintain control.

Restore Life: The resisted Willpower roll is instead a Clash of Wills. The high-Torment effect requires Resolve + Composure rolls, modified based on the demon's Integrity, to maintain control.

Lore of the Firmament (p. 182-184)

Remote Viewing: The high-Torment effect imposes the Blind Condition for a number of days equal to the successes on the evocation. If the demon's player chooses for the thrall's blindness to be permanent, the demon gains a Beat.

Scry: The high-Torment effect imposes the Insane Tilt on the target until the end of the scene.

Mouth of the Damned: The high-Torment effect imposes the Broken, Disabled, Fugue, or Madness Condition on a thrall who fails a Stamina roll when this power's duration ends. If the demon only uses the thrall to speak, this is instead the Mute Condition.

Touch from Afar: Activating this evocation uses Manipulation + Occult and is contested by Resolve + Supernatural Tolerance. The range is based on Faith dots. The high-Torment effect imposes the Drugged, Insane, Insensate, or Stunned Tilt on the victim (demon's choice); this lasts no longer than one scene.

Many Places at Once: The high-Torment effect is the same as for Mouth of the Damned. In addition, at the end of the scene the thrall suffers lethal damage equal to the number of times the demon used an evocation through him.

Lore of the Winds (p. 184-185)

Summon Wind: Successes on the evocation may add a like number of dice to an Athletics roll. The high-Torment effect imposes the Stunned Tilt on those whose Stamina is less than the number of successes on the evocation.

Command the Wind: The high-Torment effect imposes the Poisoned (moderate) Tilt on those caught in the evocation's area of effect.

Wall of Air: The wall acts as cover with a Durability equal to the successes on the evocation against ranged attacks. Against Brawl and Weaponry attacks it provides Armor equal to half the demon's Permanent Faith (rounded up). To push through the wall a character must score more successes on a Strength + Athletics roll than the demon did on the evocation.

Cyclone: The radius of this evocation is equal to Permanent Faith x 10 yards. Those in the affected area suffer the Heavy Winds Tilt with a severity equal to the successes the demon scored on the evocation.

Lore of the Earth (p. 186-188)

Mold the Earth: The high-Torment effect imposes the Poisoned Tilt (grave) on those in contact with it. This Tilt ends the turn after contact is broken.



Earth Storm: The demon gains Armor equal to half his permanent Faith (rounded up). As an instant action the demon may strike a target with a piece of debris. This is a Dexterity + Athletics attack with a lethal weapon damage rating equal to the demon's permanent Faith. The high-Torment effect does not provide armor and instead creates the Heavy Winds Tilt with a severity equal to the demon's successes on the evocation.

Earthquake: This evocation imposes the Earthquake Tilt on those in the affected area, with the severity equal to the successes the demon scored on the evocation.

Lore of Paths (p. 188-189)

Find Path: The high-Torment effect makes it difficult to follow or accompany the demon so long as she follows the path. Followers suffer a penalty equal to the demon's Torment on Athletics, Drive, Stealth, and Survival rolls made while shadowing, pursuing, or accompanying her.

Lay Path: The path created by this evocation allows a single traveler at a time to pass safely OR unnoticed. A path that grants both safety and secrecy imposes a -1 penalty to the evocation roll. A path that can be traveled by multiple creatures at once also imposes a penalty to this evocation —1 for two creatures, -2 for up to four creatures, and a further -1 penalty for each additional doubling of the path's maximum capacity (-3 at eight, -4 at 16, etc.).

The path stretches 100 yards per success, and the demon can use this evocation as an extended action to create a longer path, with each roll requiring one additional turn. However, the high-Torment effect occurs if any of these rolls scores fewer successes than the demon's Torment, and a dramatic failure at any point in the process forces the demon to start over.

Whenever someone walks a high-Torment path, her player must succeed on a Wits + Survival roll. If this fails, she exits the path at some point along its length determined by the Storyteller and cannot reenter the path except by returning to one of its entrances.

Close Path: Forcing open a closed path costs a point of Willpower and provokes a Clash of Wills instead.

Warp Path: For each success on the evocation, the time to travel the path is halved or doubled. So four successes reduces travel time to one-sixteenth normal. The demon can use this evocation as an extended action, with each roll requiring one turn. However, the high-Torment effect occurs if any of these rolls scores fewer successes than the demon's Torment. Walking a high-Torment path is an immediate breaking point for any traveler.

Lore of the Forge (p. 190-191)

Enhance Object: Improving a device grants anyone using it the 9-gain quality on relevant rolls, and the user may

spend a point of Willpower to gain the rote quality on a single action taken with the object. A high-Torment object either imposes a Condition for as long as the victim owns or carries it, or whenever its wielder fails on a roll using it she suffers a Tilt that lasts until the end of the scene unless resolved sooner. In both cases, the Storyteller decides which Condition or Tilt applies when the demon enhances the object.

Activate Object: The high-Torment effect inflicts Structure damage to the object equal to the successes on this evocation, ignoring its Durability.

Shape Object: Any failure roll made while using a high-Torment object created by this evocation is an automatic dramatic failure instead. This still earns a Beat normally.

Enchant Object: Accessing an enchanted object's abilities costs a point of Willpower. Attuning an object for frequent use without this expenditure costs a dot of Willpower or the purchase of an appropriate number of dots of the Relic Merit. Attuned items benefit from the Sanctity of Merits. Each roll on the extended action requires one hour, and if any of these evocation rolls scores fewer successes than the demon's Torment it gains the high-Torment effect.

Each use of a high-Torment object constitutes a breaking point. If attuned, it instead imposes a Condition chosen by the Storyteller for as long as the victim maintains this bond.

Imbue Object: The evocation is resisted by the victim's Resolve (or Resistance, if it is an ephemeral entity). It can also be used to steal the soul of a human, imposing the Soulless Condition until the soul is freed.

The high-Torment version of this evocation drives imprisoned ghosts and spirits mad. It instead banishes any mortal soul extracted by the high-Torment version of the evocation, sending it beyond the reach of other supernatural powers.

Lore of Patterns (p. 192-194)

Sense Congruence: Activating this evocation is a Wits + Occult roll.

Trace Pattern: Activating this evocation is a Wits + Occult roll.

Foresee: Activating this evocation is a Wits + Occult roll, and its effects last until the end of the scene. Add one to the demon's Defense and Initiative. The demon's Defense is not subject to degradation from multiple attackers *and* protects against Firearms attacks. If she loses her Defense for some reason (perhaps being restrained), she loses the advantage of this power.

Additionally, the demon may spend a point of Faith up to once per turn to achieve one of the following effects:

- The demon may immediately jump to the head of the Initiative queue. Opponents using this or similar powers in the same turn engage in a Clash of Wills, with the winner going first.

- Interrupt another character's action. The demon can predict and therefore disrupt or preempt another character's action, or avoid its effects if possible. She can, at most, take an instant action with this effect (as well as moving). She cannot use it to gain two attacks, or two instant actions, and can only move as far during the turn as her Speed allows. The decision to interrupt must be made after another character's action is declared but before dice are rolled. This cannot interrupt reflexive actions.

Causal Influence: Activating this evocation requires a Wits + Occult roll.

Twist Time: Activating this evocation is a Stamina + Occult roll. The maximum amount of temporal distortion is equal to Permanent Faith plus one, so a demon with Faith 5 could cause six turns to pass for every one turn that passes inside the bubble. The high-Torment effect is resisted with Resolve and triggers a breaking point.

Lore of Portals (p. 195-196)

Open/Close Portals: Activating this evocation is a Manipulation + Occult roll. The high-Torment opening effect ignores Durability and inflicts damage equal to the successes on the evocation. The high-Torment closing effect renders useless keys and other legitimate means of reopening the portal, as well as adding the successes of the evocation to the number of successes or damage needed to reopen the portal.

Create Ward: Activating this evocation is Presence + Occult. The damage inflicted by the high-Torment effect can be reduced by Armor.

Teleport: Activating this evocation requires an Intelligence + Occult roll. The high-Torment effect causes the demon to exit from a different, randomly-chosen portal within Torment x 100 yards of her stated destination – one that is not necessarily familiar to her.

Co-Locate: The roll for this evocation is Stamina + Occult. Those who pass through a high-Torment portal suffer a breaking point.

Doorway into Darkness: Activating this evocation is a Stamina + Occult roll. A mortal who enters the mirror image suffers an immediate breaking point and gains the Insensate Tilt for as long as he remains there; taking damage clears his head for a single turn, but the Tilt returns at the end of his next turn. Demons in the space suffer the Insensate Tilt (but not the breaking point), but they can spend a point of Faith in lieu of Willpower in order to act normally for a turn. The high-Torment version of this evocation also applies the Poison Tilt to anyone inside the mirror image, lasting for as long as she remains there.

Lore of Light (p. 196-198)

Light: When used offensively, this evocation is resisted by Stamina and imposes the Blindness Tilt for a number of

turns equal to the successes on the evocation. It does not inflict damage, however. The high-Torment effect imposes the more severe version of the Blindness Tilt on all characters in the area (other than the demon).

Bend Light: Successes on the evocation subtract dice from perception rolls and ranged attacks against the demon. The high-Torment effect subtracts dice from all attacks against the demon but doesn't affect perception rolls.

Phantasm: The high-Torment effect causes mortals who see the phantasm to suffer a breaking point.

Illusion: The high-Torment effect causes breaking points in mortal observers.

Lore of Longing (p. 198-199)

Read Emotion: The demon learns the target's Virtue with one success. Additional successes reveal the subject's Aspirations, beginning with short-term Aspirations. The high-Torment version reveals first the target's Vice and then her Aspirations, beginning with long-term Aspirations.

Empathetic Response: This is resisted by Composure. The target gains the Swooning Condition. The high-Torment effect forces the victim's Doors instead, but the demon receives a bonus on the resulting Social maneuvering roll equal to the number of successes on the evocation.

Manipulate Senses: The activation roll for this evocation is Intelligence + Empathy. Targets with supernatural connections contest this evocation with Stamina + Supernatural Tolerance.

Obsession: This evocation is resisted by Composure. The victim suffers the Obsession Condition for the duration of the evocation. In addition, she suffers a penalty equal to the demon's Faith on any rolls not related to the obsession except those necessary to survival. The high-Torment version forces the victim to spend a point of Willpower to take any action unrelated to the obsession (or to fail to act in pursuit of the obsession when the opportunity arises) even if this puts her survival at risk or prevents her from seeing to her physical needs.

Inspire: The target can resist this evocation with Resolve. When the evocation's effects end the target suffers a breaking point. The high-Torment effect allows the demon to increase the target's Attributes beyond his normal limits (usually 5), but the target suffers the Broken, Fugue, or Madness Condition for the duration of the evocation and suffers a -1 penalty to the Integrity roll.

Lore of Storms (p. 200-201)

Summon Water: The torrent and flood create the Flooded Tilt in the affected area, with the depth equal to the number of successes on the evocation. The high-Torment effect also inflicts the Sick Tilt on those exposed to the water.

Invoke the Storm: Each turn of the evocation the demon may make a wind or lightning attack against a number of targets equal to her Faith dots. This is a Faith + Lore of Storms roll resisted by the targets' Stamina. The wind attack imposes the Knocked Down Tilt. The lightning attack inflicts lethal damage with a weapon rating equal to the number of successes on the evocation. The high-Torment effect instead imposes the Heavy Winds Tilt with a severity equal to the evocation successes, and lightning automatically strikes one target at random each turn, inflicting lethal damage equal to the successes of the evocation.

Lore of Transfiguration (p. 202-203)

Mimic: Observers familiar with the mimicked person roll Wits + Empathy to detect the deception. The high-Torment effect imposes the Insensate Tilt.

Alter Appearance: An unwilling target may resist this evocation with Stamina. The high-Torment version imposes a penalty to the victim's Social rolls equal to the successes rolled on the evocation.

Alter Shape: Unwilling targets resist this with Stamina. This evocation can increase or decrease the target's Size by the number of successes on the evocation — to a minimum Size of 1. The high-Torment effect also imposes the Arm Wrack, Blinded, Deafened, Drugged, or Leg Wrack Tilt on the target for the duration of the evocation.

Doppelganger: The demon may spend a point of Willpower to make this evocation last until he chooses to end it. Those subjected to the high-Torment version of this evocation do not add Doors if the demon's goal would be a breaking point for them.

Shapechange: Unwilling targets resist with Stamina. This can grant or remove the Striking Looks Merit with a maximum rating equal to the successes on the evocation. The high-Torment version instead transforms the victim into a monster whose appearance causes mortal onlookers to suffer a breaking point the first time they see it.

Lore of the Beast (p. 204-205)

Summon Animals: The high-Torment effect requires Resolve + Composure rolls modified based on the demon's Integrity to maintain control.

Possess Animals: The target gains the Possessed Condition. The high-Torment effect requires Resolve + Composure rolls modified based on the demon's Integrity to maintain control.

Animal Form: The high-Torment effect requires Resolve + Composure rolls modified based on the demon's Integrity to maintain control.

Create Chimera: Merit dots, Specialties, and species factors to Speed or Initiative count as half a trait point. Skills,

Size, and physical features count as one trait. Attribute dots and Armor count as two traits. The demon instead rolls Faith + Lore of the Beast to maintain control.

Lore of the Wild (p. 206-207)

Wilderness Sense: Avoiding detection requires a contested Resolve + Stealth roll. The high-Torment effect affects anyone in the area who fails a Wits + Survival roll.

Quicken Growth: These inflict Structure damage each turn equal to the successes on the evocation roll, but this must overcome any Durability in excess of the demon's Faith dots. The high-Torment version uses the demon's Faith + Lore of the Wild to perform the grapple maneuvers.

Command the Wild: Use the demon's Faith + Lore of the Wild as a dice pool to break down doors, damage structures, or inflict damage. Any damage is lethal, with a weapon rating equal to the demon's Faith dots. The high-Torment version imposes the Poisoned or Sick Tilt (demon's choice) on those who pass through the affected area and fail a Dexterity + Athletics (or Survival) roll, which lasts until the end of the scene. On an exceptional success on the evocation, the high-Torment effect instead imposes the grave version of this Tilt.

Mutate Plant: The high-Torment effect requires Resolve + Composure rolls modified based on the demon's Integrity to maintain control, and the attacks are resolved the same way as those of Command the Wild.

Lore of the Flesh (p. 207-209)

Body Control: Unwilling targets resist this evocation with Stamina. The demon can negate the Drugged, Poisoned, Sick, or similar Tilts that are caused by foreign compounds or microorganisms. The high-Torment version inflicts bashing damage equal to the successes on the evocation.

Manipulate Nerves: Unwilling targets resist this evocation with Stamina. It can increase Dexterity (-2 dice to the evocation roll) or Wits (-3 dice) by one per success to the target's maximum (usually 5). The high-Torment version inflicts lethal damage equal to the successes on the evocation. In either case the evocation lasts until the end of the scene.

Manipulate Flesh: Successes in excess of Stamina have no special effect, but raising an Attribute above the target's maximum inflicts one bashing damage per dot beyond the maximum. The evocation lasts until the end of the scene. The high-Torment effect also imposes the Insane Tilt for the duration of the evocation.

Restore Flesh: The high-Torment effect imposes the Insane Tilt until the end of the scene.

Shape Flesh: Unwilling targets resist with Stamina. Attributes cannot be reduced to less than 1. For each dot by which an Attribute exceeds the maximum (usually 5 dots),



the target suffers one bashing damage, which cannot be healed until the evocation ends. This evocation cannot be made permanent except when reversing the effects of the high-Torment version of the evocation (see below).

Targets of the high-Torment version suffer one lethal damage per day and gain the Amnesia, Blind, Broken, Disabled, Fugue, Madness, or Mute Condition (Storyteller's choice) for the duration of the evocation. If the demon chooses the high-Torment effect, she can make its effects permanent by spending a point of Willpower, but the victim instead contests the evocation with Stamina + Supernatural Tolerance.

Lore of Death (p. 209-211)

Decay: This evocation uses Wits + Investigation and is resisted by a living victim's Stamina. The damage is lethal against demons, as well.

Vision of Mortality: This evocation uses Manipulation + Occult and is resisted by the target's Resolve. It imposes the Beaten Down Condition until the end of the scene, and ordinary humans also suffer a breaking point.

Extinguish Life: This evocation uses Strength + Occult and is resisted by the target's Stamina. This evocation automatically kills anyone with no supernatural connections or extraordinary fate (Storyteller's discretion). Others suffer aggravated damage equal to the successes on the evocation.

Unlife: The high-Torment effect requires Resolve + Composure rolls modified based on the demon's Torment to maintain control (-2 at Torment 9-10, -1 at Torment 7-8, 0 at Torment 5-6, +1 at Torment 3-4, and +2 at Torment 0-2).

Lore of the Spirit (p. 211-212)

Speak with the Dead: This evocation summons ghosts, not spirits, and uses Manipulation + Occult resisted by the ghost's Resistance. The high-Torment effect temporarily changes the ghost's Vice to something appropriate chosen by the Storyteller – such as Violent, Malevolent, or Mischievous.

Summon the Dead: If the summoning would go against the ghost's nature, it may contest the evocation by rolling its Rank + Resistance. The high-Torment effect summons only ghosts that wish harm to living things, whether this takes the form of mischief, violence, or possession.

Command the Dead: Ghosts contest this evocation with a Rank + Resistance roll. A ghost issued a high-Torment command twists the spirit of the demon's orders unless they allow it to hurt living things.

Anchor the Soul: Activating this evocation uses Stamina + Occult.

Restore the Dead: Activating this evocation uses Stamina + Occult. Permanently raising the dead costs a dot of Will-

power. Someone restored with the high-Torment version rises with an Integrity rating no greater than the demon's, and she also suffers the Addicted, Amnesia, Broken, Fugue, Madness, or similar Condition chosen by the Storyteller. High-Torment possession by means of this evocation constitutes an immediate breaking point for the possessing demon with a modifier based on the Integrity of the demon performing the evocation.

Lore of the Realms (p. 213-215)

Sense the Barrier: Activating this evocation uses Wits + Occult. The demon can sense and locate the Manifestation Conditions of ghosts – including Anchor, Open, Controlled, and Possessed – as well as Avernian Gateways. The high-Torment effect only detects Avernian Gateways and those with the Controlled or Claimed Conditions.

Step Beyond the Veil: Activating this evocation uses Dexterity + Occult. The demon and his immediate possessions are translated into the ghostly Twilight (see *Descent* p. 339). Remove language related to flight, rapid travel, Willpower loss, and the consequences of losing all temporary Willpower. The high-Torment effect creates the Open Condition where the demon enters and exits Twilight.

Ghostwalk: Activating this evocation uses Stamina + Occult. As Step Beyond the Veil, but the demon may enter or leave Twilight once per turn as a reflexive action during the evocation's duration.

Reach Across the Barrier: Activating this evocation uses Dexterity + Occult. The high-Torment effect causes non-demon witnesses to suffer a breaking point.

Pierce the Barrier: Activating this evocation uses Stamina + Occult. Anyone who steps through the portal is translated into ghostly Twilight. The demon may instead choose to open a nearby Avernian Gateway. The high-Torment version allows ghosts to gain the Materialized Condition (no Essence expenditure or Manifestation Numina needed) simply by passing through the portal from the other side. A high-Torment Avernian Gateway allows ghosts in the Underworld to manifest in the world of the living; many of these ghosts are extremely powerful, which can make them useful allies or dangerous enemies.

APOCALYPTIC FORM

In *Fallen*, a demon's primary Lore dictates his apocalyptic form. However, the *Demon Players Guide* (p. 98) offers a more flexible system for creating customized forms, and this translation guide assumes a troupe is using those rules. Each demon's player has 16 points to spend on his character's apocalyptic form and must have four normal capabilities and four high-Torment capabilities. If any points remain after purchasing these eight capabilities the player may spend them however he likes (on normal and/or high-Torment abilities).

Instead of using the cost listed in the *Demon Players Guide*, Modifications cost 2 points, Technologies and Propulsions cost 3 points, and Processes cost 4 points. High-Torment versions cost one fewer form point.

Rather than being organized by House, apocalyptic form powers here are organized alphabetically to reduce redundancy. Similarly, all powers that enhance individual Abilities or Attributes are grouped under a single power (Enhanced Intuition, Enhanced Empathy, and Enhanced Dodge are all versions of Enhanced Ability/Attribute, for example). Page references indicate the first reference to the power in question, so Cast No Reflection is given a page reference of *Fallen* p. 180 rather than listing all six places where it is repeated in the original core book.

Page references to the left of the colon are to the *Fallen* core with the exception of those from the *Demon Players Guide* (DPG). Page references to the right of the colon are to the *Descent* core with the exception of those from *Flowers of Hell* (*Flowers*).

FORM POWERS

Affirm (DPG p. 101): New Technology. Only works on characters with no Supernatural Tolerance trait. Spend 1 Aether. The target regains a point of Willpower or gains the Inspired or Steadfast Condition.

Alter Size (p. 190): As Collapsible (*Flowers* p. 125) or Spatial Distortion (p. 204).

Armor (p. 209): As Armored Plates (p. 196) and/or Tough as Stone (p. 199) or Aegis Protocol (p. 205).

Aura of Dread: New Process. Spend 1 Aether. All targets within Primum yards suffer the Insensate Tilt as long as they remain within range, until the demon deactivates this power, or until the end of the scene. Suffering damage also ends this Tilt immediately as normal.

Aura of Entropy: New Process. As the exceptional success effect of Corruption Aura (p. 205), but its radius is Primum yards and it does not affect inorganic matter except on an exceptional success.

Aura of Misfortune: New Process. Spend 1 Aether and roll Presence + Occult as an instant action. Affects targets within Primum yards. Failed rolls within the aura are instead dramatic failures and exceptional successes are treated as normal successes.

Aura of Vitality: New Process. Spend 1 Aether. For each point of Primum the demon has, the target heals one bashing damage or downgrades one level of lethal damage to bashing each turn. This lasts until the target is fully healed of all non-aggravated damage.

Beckon (DPG p. 101): New Technology. Roll Presence + Expression - target's Composure. The victim gains the Swoning Condition.

Blades (p. 192): As Blade Hand (p. 197).

Casts No Reflection (p. 180): New Modification. Use as written.

Caustic Bile (p. 184): As Acidic Spit (p. 199).

Chameleon Skin (p. 206): As Mirrored Skin (p. 203).

Chimerical Attack (p. 198): As Multiple Images (p. 207).

Claws: As Claws and Fangs (p. 197)

Claws/Teeth (p. 176): See Claws.

Cloak of Shadows (p. 184): New Process. Spend 1 Aether. The demon receives the rote quality on Stealth rolls until the end of the scene, and anyone attempting to target her with an attack or power suffers the Blindness Tilt on the attack.

Conjuration (DPG p. 104): New Modification. The demon gains the Quick Draw and Sleight of Hand Merits (see *God-Machine Chronicle Rules Update* p. 165).

Conjure from Nothing (p. 215): See Conjuration.

Corrosive Spit (p. 180): See Caustic Bile.

Damage Resistance (p. 211): As Steel Frame (*Flowers* p. 124) or use as written as a new Modification.

Dead Reckoning (p. 189): New Modification. The demon has the rote quality on Streetwise and Survival rolls to get her bearings or avoid getting lost.

Deathgrip (p. 211): New Process. This does not require a roll. If the demon's body remains more or less intact, he rises from the dead with no Aether. If his body is instead torn apart, scattered, incinerated, or otherwise destroyed, he can still rise from the ashes if necessary, but doing so costs him a dot of Willpower.

Disperse (DPG p. 102): As Insect Swarm (p. 179).

Dread Gaze (p. 176): As Glory and Terror (p. 203).

Enhanced Ability/Attribute (DPG p. 98): As a Modification, grants a bonus equal to Primum on all rolls with the equivalent Skill or grants a +2 bonus to all rolls with a single Attribute. As a Technology, treat as Savant Core (*Flowers* p. 125) or spend 1 Aether to add a bonus equal to Primum to all rolls involving Skills of one category (Mental, Physical, or Social) until the end of the scene. As a Process, grants a +2 bonus to all rolls with a single category of Attribute—Mental, Physical, Social, Power, Finesse, or Resistance.

Extra Actions (p. 178): New Process. Spend 1 Aether as a reflexive action. The demon moves to the top of the initiative order. If she was already at the top of the initiative order she may instead take an instant action at the end of the current turn, but she cannot do so if she moved to the top of the initiative order this turn.

Extra Health Levels (p. 182): As Huge Size (p. 197).

Extra Limbs (p. 182): As Extra Mechanical Limbs (p. 206).

GAME BALANCE WARNING

The New World of Darkness mechanics very rarely grant multiple actions in a single turn and always with strict limits on when they are permissible or what they can do. Even limited as this is to a single extra action every other turn, Extra Actions is extremely potent and Storyteller should not hesitate to forbid it if he believes it will reduce the fun of the game.

Eyes of Fate (DPG p. 103): New Technology. Spend 1 Aether. The demon learns of a single event, threat, or circumstance relevant to the demon within his Primum in miles—such as mundane threats, supernatural activity, Infrastructure, or the activities of God-Machine agents. Information concerning events more than 24 hours in the future tends to be extremely vague.

Fiery Blood (p. 179): New Process. Whenever the demon suffers lethal or aggravated damage (regardless of the amount), lava erupts from the wound, inflicting one lethal damage each turn to anyone within Primum yards. Additional injuries increase the amount of damage this fiery blood inflicts. The tide of lava lasts until the end of the scene unless the demon chooses to end it sooner as a reflexive action.

Flashing Fingers (p. 190): See Conjuration.

Frenzy (DPG p. 102): New Technology. Spend 1 Aether. The demon suffers the Demonic Rage Condition. However, her attacks and attack powers receive the 8-again quality for as long as the Condition persists.

Gaping Maw (p. 188): As Cavernous Maw (p. 205).

Ghost Sight (p. 213): New Modification. The demon can perceive ghosts and spirits in Twilight.

Horns (p. 180): As Demonic Horns (p. 205).

The Host (DPG p. 102): New Technology. The demon's mouths attack all opponents grappling or grappled by her. This is a reflexive attack of Strength + Brawl with a weapon rating of +2L.

Hypnotic Visions (p. 198): See Dread Gaze.

Ichor (p. 188): As Slippery Body (p. 198).

Immune to Bashing Damage (p. 188): New Modification. Use as written.

Immune to Electricity (p. 202): As Electrical Resistance (p. 201).

Immune to Falling Damage (p. 185): As Abruption Jets (*Flowers* p. 124) or use as written.

Immune to Poisons (p. 209): New Technology. Use as written.

Immune to Fire (p. 192): As Fire Resistance (p. 202).

Immunity to Fire (p. 178): See Immune to Fire.

Improved Initiative (p. 178): As Fast Attack (p. 197).

Ink Cloud (p. 202): As Magnesium Flare (p. 206).

Iron Skin (p. 192): See Armor.

Lashing Tail (p. 179): As Barbed Tail (p. 200).

Magnetic Field (p. 192): As EMP Field (p. 197).

Miasma (p. 182): See Dread Gaze.

Mirage (p. 190): New Technology. The demon applies his Defense against Firearms attacks even if he is not aware of the attack.

Mist (DPG p. 105): New Technology. Spend 1 Aether and roll Stamina + Science. On a dramatic failure, the device generates colorless but poisonous gas, imposing the Poisoned Tilt on everyone (including the demon) within a number of yards equal to Primum, which lasts a number of turns equal to the demon's Primum. On a success, the device generates thick smoke in an area a yard in radius per success, which lasts until the end of the scene unless the demon disperses it sooner. On an exceptional success, this smoke imposes the Drugged Tilt on everyone other than the demon or the demon adds her Primum to the radius of the smoke.

Multiple Eyes (p. 184): New Modification. The Blindness Tilt and Blind Condition do not affect the demon unless they affect the entire area around the demon (such as perfect darkness or thick smoke). She receives a +2 bonus to Perception rolls related to vision.

Natural Weaponry (DPG p. 102): See Claws.

Night Sight (p. 198): As Night Vision (p. 198).

Night Vision (p. 188): See Night Sight.

Nimble Hunter (DPG p. 102): New Process. The demon gains the benefits of Olfactory Enhancements (see **Flowers** p. 123). Additionally, all her Athletics, Stealth, and Survival rolls enjoy the rote quality when she is in natural surroundings.

Pass Without Trace (p. 182): As Phasing (p. 204).

Primal Mind (DPG p. 102): See Chimerical Attack.

Quills (p. 186): New Modification. The demon gains Armor 1/0. In addition, opponents who make a successful Melee or Brawl attack against the demon suffer one lethal damage unless they achieve an exceptional success on the attack roll.

Reaper's Breath (DPG p. 107): New Technology. Spend 1 Aether. The demon generates a cloud of poisonous gas a number of yards across equal to her Primum, one edge of which must be within ten yards. Anyone other than the demon within the cloud suffers the Poisoned Tilt for as long as they remain in it. This cloud disperses at the end of the scene unless the demon ends it sooner.

Regeneration (p. 209): As Wound Healing (p. 209).

Relentless (p. 190): New Modification. The demon does not have a biological need for air, food, hydration, or rest. She can remain active indefinitely without suffering the effects of fatigue.

Rend the Soul (DPG p. 103): New Technology. Spend 1 Aether and roll Presence + Science - Resolve. If successful, the demon's victim suffers the Stunned Tilt. Ordinary humans also suffer the Broken or Madness Condition for a number of days equal to the successes the demon rolled or suffer the Beaten Down Tilt (demon's choice).

Scales (p. 176): See Armor.

Sense the Hidden (p. 180): New Technology. Spend 1 Aether and roll Wits + Medicine. Until the end of the scene the demon can detect all living animals (including humans) of Size 1 or greater within a radius in yards equal to his successes on the activation roll - even those he cannot ordinarily perceive due to cover or invisibility. She knows each one's size and current posture but cannot identify faces this way except with an exceptional success.

Shark Hide (p. 202): See Armor.

Shocking Touch (p. 202): As Electric Jolt (p. 201).

Spark of Faith (DPG p. 101): See Affirm.

Spikes (p. 188): See Quills.

Spines (p. 202): See Quills.

Sun's Bounty (DPG p. 102): New Process. The demon activates this Process as an instant action and suffers the Immobilized Tilt for as long as it remains active (until she ends it as an instant action). While the Process remains active the demon recovers 1 Aether per turn of exposure to direct sunlight, flood lamps, or similarly strong sources of light. This is instead 1 Aether per minute under most interior lighting. The demon may instead spend 1 Aether to partially deploy this Process as an instant action, in which case it instead replenishes 1 Aether per minute or hour respectively but does not impose the Immobilized Tilt.

Supernatural Vision (p. 185): Advanced Optics (**Flowers** p. 121).

Thick Hide (p. 206): See Armor.

Thorns (p. 207): See Quills.

Thunderous Voice (p. 192): As Voice of the Angel (p. 208).

Touch of Death (DPG p. 107): New Technology. Roll Dexterity + Brawl - Defense. On a success, the target suffers the Stunned Tilt.

Toxins (DPG p. 103): New Technology. Spend 1 or 2 Aether as an instant action and choose the Poisoned or Sick Tilt. Until the end of the scene the demon's successful Brawl and Weaponry attacks impose the chosen Tilt. Alternatively the demon may introduce some of this poison to food or

drink, causing the Tilt in anyone who consumes it. In either case, the Tilt is moderate if the demon spent 1 Aether and grave if she spent 2 Aether.

Tremor Sense (DPG p. 104): As Blind Sense (p. 200).

Venom (DPG p. 101): See Touch of Death.

Viscous Flesh (p. 182): As Detachable Limbs (**Flowers** p. 122-123) or Slippery Body (p. 198).

Weather Sense (p. 202): New Modification. The demon can detect and predict the weather within a number of miles equal to 10 times her Primum dots. This forecast is extremely accurate when looking fewer than 24 hours into the future, but it can predict likely weather patterns for up to a month into the future, albeit with a greater margin of error.

Wings (p. 176): As Wings (p. 205).

ALTERNATE APPEARANCES

When adding **Fallen** powers to the demons of **Descent**, troupes should feel free to express a demon's capabilities in the biomechanical language of that game. Here are suggested alternate appearances for Fallen powers:

Affirm: A circle of seven crystal hexagons projects from the center of the demon's forehead. When the power activates these light up in a complex colored pattern that triggers the parts of the human brain responsible for self-confidence (and fanaticism).

Aura of Dread: Hundreds of tiny, black discs with a plastic sheen cover the demon's body. When active, these simulate sleep paralysis in the brains of those within range.

Aura of Entropy: Three-inch long cylindrical pods made of heavy metal stick out of the demon's shoulders, chest, and back. When the power is activated, these pods open to reveal dangerously radioactive materials.

Aura of Misfortune: A bony ring riddled with pinholes rests on the demon's head like a crown. When active, it emits a soft static hum that acts as a carrier wave for a signal that manipulates human brain chemistry in a way that dramatically reduces self-confidence.

Aura of Vitality: The demon has a long steel proboscis connected to a red organ in the roof of her mouth or hanging from the base of her spine like a stinger. When inserted into an orifice, the proboscis implants the eggs of an artificially made, symbiotic organism (or millions of medical nanobots).

Beckon: The demon has large, shriveled glands on either side of her nose that emit powerful pheromones. Too-frequent exposure to these pheromones can be addictive, imposing the Addicted Condition.

Casts No Reflection: The demon's body is an Escheresque violation of the principles of space, and is somewhat difficult to look at even when he is immediately present. When

viewed in a mirror or captured on film, these anomalies cause viewers to unconsciously ignore his presence, mentally filling in the hole with some other image, whether this is a continuation of the background or simply a much less upsetting figure of the same size as the demon.

Cloak of Shadows: Arcane letters cover the demon's body like tattoos. Whenever someone looks at the demon directly, these letters arrange themselves into a word so repellant to the observer that he cannot look upon her for more than a moment without averting his gaze.

Conjuration: The demon's hands are covered in a fine mesh of bluish-white metal. These allow the demon to teleport small objects to and from her hands without passing through the intervening space, although these jumps have extremely limited range. The nearest edge of the object must be no more than a centimeter away from her skin.

Dead Reckoning: The demon's eyelids are translucent and display an overhead view map of her current location. The demon can call up maps of any place in the world, including 3D views and road maps, and these are viewable on both sides of her eyelids. Although similar to a GPS, this power does not rely on satellites, and all maps are updated in real time.

Death Grip: The demon's body is seemingly composed of millions of grains of sand, but these are actually microscopic Von Neumann devices, any one of which is capable of reconstructing the demon's body from available raw materials.

Extra Actions: The demon flickers back and forth like the flame of a candle or like the pseudo-movement of an object when closing first one eye and then the other. When activated, the demon exists in both places at once for a few seconds at a time.

Eyes of Fate: The demon has long, feathery antennae that stick out of his forehead. When the power is activated, these antennae wave and vibrate for several seconds, sensing the occult currents of future events.

Fiery Blood: A thin plume of acrid smoke emanates from the demon's nose constantly, and his skin is uncomfortably hot to the touch.

Frenzy: Black rubber tubes run along the demon's spine starting at a spider-shaped metal orb at the base of her skull and terminating in IV needles that puncture her back, arms, and legs. When the power activates, these tubes tremble as liquid from the orb surges through them and into the demon's muscles.

Ghost Sight: The demon has milky white, pupilless eyeballs on each of his cheekbones.

The Host: The demon's body is covered in small, spinning saw blades.

Mirage: The demon's body appears to undulate. This effect is more pronounced from a distance, making the demon appear as much as a yard away from his actual location.



Mist: The demon has small holes just behind her jaws, directly beneath her earlobes. When activated, the smoke pours out of these openings.

Multiple Eyes: The demon's body is covered in dozens of additional eyes or tiny camera lenses.

Nimble Hunter: The demon's snout is elongated and her knees are backward-facing, allowing her to run on all fours as easily as she walks on two.

Quills: The demon is covered in quills, spikes, thorns, or knife blades.

Reaper's Breath: The demon's forearms have long, metal tubes which fire canisters of poisonous gas that she generates within the tubes.

Relentless: The demon has a geodesic sphere of brass where her upper torso should be.

Rend the Soul: A pair of whiplike tendrils hangs from the demon's jaw. When activated, these lash out and make contact with the victim, sending a jolt of crippling existential dread through him.

Sense the Hidden: Twelve small silver metal spheres hang from a collar around the demon's neck. When the power is active, these orbs unfold into concave discs, and the collar slowly rotates.

Sun's Bounty: The demon has a pair of vestigial wings made out of solar panels. When active, these unfold into large solar panel arrays approximately two meters across that angle themselves toward the strongest light source.

Touch of Death: Metal prongs protrude from the tips of the first two fingers of each of the demon's hands, and electricity arcs visibly between them like the probes of a Taser.

Toxins: Instead of fingernails, the demon has flattened plastic tubes. When the power is activated, these ooze oily brown poison — enough to add several drops to a beverage or to coat a weapon. This venom has no odor, and it changes color to match any food, liquid, or object it is in contact with for more than a turn.

Weather Sense: The demon has a circle of eight white, plastic domes on the top of her head that emit measurable microwaves. These behave much like Doppler radar and can detect aircraft within range in addition to the weather.

DESCENT TO FALLEN

Rather than organize Embeds and Exploits into new Lores, each Embed or Exploit costs 20 experience. This method is easy to implement and makes purchasing an Embed and Exploit pair about as costly as buying a new Lore from 0 to 4 dots. This is more useful for troupes that are simply adding Embeds and Exploits to the available evocations in **Fallen**. For groups that would prefer that characters learn Embeds and Exploits with a frequency comparable to that of **Descent**, reduce the cost of Exploits to 10 Experience.

CUSTOM LORES

Organizing Embeds and Exploits into new Lores with five dots of “stacked” progression will require Storytellers to put in significant effort. Embeds are difficult to sort into single themes similar to those of Lores in **Fallen**, so these will often feel somewhat shoehorned. That said, trios of Embeds could be organized by perceived potency and versatility, with a pair of Exploits serving as 4- and 5-dot evocations. For example, a troupe could create a Lore of Silent Death with Hush at 1 dot, Bystander Effect at 2 dots, Knockout Punch at 3 dots, Echoing Death at 4 dots, and Reality Enforcement at 5 dots.

Alternatively, groups comfortable with inventing new Interlocks might use this as a way to model the 5-dot progression of **Fallen** Lores — a first Key (10 Experience), second Key (5 Experience), Interlock (10 Experience), third Key (15 Experience), and Exploit with the second and third Keys as its prerequisites (20 Experience). Players should take a more active role in creating these Interlocks, as they will be much more common than those in a standard **Descent** game.

For example, Raise Dead has Alibi and Just Bruised as example prerequisites. The demon’s player crafts a Lore he nicknames Bad Penny. Authorized is his first Key (costing 10 Experience). Next he purchases Alibi as the second Key (5 Experience). He then works with the Storyteller to design an Interlock that allows him to spend 1 Aether to switch places with the alibi self (costing 10 Experience). He then adds Just Bruised as the Lore’s third Key (15 Experience). Finally, he purchases Raise Dead (for 20 Experience) as the pinnacle of a bad penny’s knack for turning up unexpectedly.

Making an Embed a Key for two different Lores costs 5 Experience more than the highest Experience cost. If an Embed is the second Key to one Lore and the third Key to another Lore, for example, the total cost to incorporate it into both Lores is 20 Experience. If it is already the third Key of one of those Lores (15 Experience already spent on it), it only costs 5 more Experience to make it the second Key of the other Lore, while the reverse (10 Experience previously spent) costs 10 Experience.

Experience Costs — Descent to Fallen

Trait	Cost
New Skill	3
Embed	10*
Exploit	30*
Attribute	current rating x 4
Skill	current rating x 2
Merit	current rating x 3
Willpower	current rating
Faith	current rating x 7
Cover	10

* This is 10 Experience for each if using a faster progression. If using alternate rules for custom Lores, the cost is 10 for the first Key, 5 for the second Key, 10 for the Interlock, 15 for the third Key, and 20 for the Exploit.

EMBEDS AND EXPLOITS

Here are the Embeds and Exploits of **Descent** reconfigured to the mechanics of **Fallen**. The flavor text and descriptions have been left out due to space limits, but page numbers from the **Demon: The Descent** core book or **Flowers of Hell (Flowers)** are provided. Embeds and Exploits not included in this section work well enough as written. If a power’s description imposes a penalty or grants a bonus to a roll, decrease or increase the difficulty instead:

Difficulty	Bonus/Penalty
4	+2
5	+1
6	None
7	-1
8	-2
9	-3

Any botch produces the power’s dramatic failure effect. Powers that are resisted by Resolve or Composure (or those that allow a contested Supernatural Tolerance + Resistance Attribute roll) instead allow the target to roll Willpower (difficulty 8) to resist the effect. Powers that subtract Defense allow the target to dodge normally.

If your troupe is importing demons from **Descent** into a **Fallen** chronicle, use the following assumptions: All difficulties are 7 unless otherwise noted. Exceptional successes take

place on six successes instead of on five. Exploits use the full dice pool (Attribute + Skill + Primum).

If your troupe is adding Embeds and Exploits to the list of powers available to demons in a **Fallen** chronicle, use the following assumptions instead: All difficulties are 6 unless otherwise noted, but each power has a high-Torment effect. Storytellers can look to the dramatic failure results for inspiration or create appropriate high-Torment effects. The dice pool for Exploits does not include Primum (use Attribute + Skill instead), but if the roll succeeds add half the demon's Primum (rounded down) as additional successes for the purpose of determining the results. For example, if a player whose character has Primum 3 rolls two successes, the power's result is treated as though he rolled three successes instead.

CACOPHONY EMBEDS

Cause and Effect (p. 125): This Embed allows the substitution of one Ability for another.

Deafen (p. 126): The target is rendered deaf until the end of the scene.

Just Bruised (p. 129): The target cannot soak the remaining one damage even if she would normally be able to do so.

Merciless Gunman (p. 130): This Embed automatically kills those with no supernatural connections or extraordinary fate (Storyteller's discretion). Other targets can dodge or soak the attack as though the demon scored a single success on the attack. The demon may instead direct an attack against a single target using this Embed, in which case the difficulty of his attack *and* damage roll is 5.

No Quarter (p. 130): Combatants fight until they or all their opponents are incapacitated. They never surrender, retreat, or parley.

Shatter (p. 132): Each success adds a dot to the demon's Strength for the purpose of breaking an inanimate object this turn. Using this Embed to destroy objects constructed of strong materials like steel or titanium constitutes a compromise.

Apple of Discord (Flowers p. 93-94): The difficulty of the target's actions to acquire the coveted item are reduced by 1 (minimum 3), while the difficulty of all her other actions is increased by 1 (maximum 9).

Anarchism (Flowers p. 94): If the demon places himself in danger while under the effects of this Embed, he may add the successes he scored on the Embed as additional dice on a single roll he makes before the end of the scene. No one can receive this benefit more than once per scene.

Breakdown (Flowers p. 94): This instead forces the target to use an Ability of the same category (Talent, Knowledge, or Skill).

Fire Drill (Flowers p. 94): This increases the difficulty of observers' Perception-based rolls by 1 and potentially reduces

the difficulty of relevant actions taken by the demon and her allies by -1 (minimum 3).

Fractal Reality (Flowers p. 95): The demon can activate this Embed when someone achieves at least six successes on a roll or when someone achieves as many successes as they have dice (so four successes if the target's player has four dice for the action). The next time anyone repeats the action and scores at least one success, he is treated as having instead achieved a number of successes equal to his dice pool. Further attempts to achieve the same result during the scene score one fewer success than the dice show.

Password Entropy (Flowers p. 95-96): The difficulty of the next relevant roll to capitalize on the access this Embed grants is reduced by the successes on the Embed roll (minimum 3).

Play Possum (Flowers p. 96): The demon "dies" for a number of hours equal to the successes rolled on the Embed.

Ripple (Flowers p. 96): The damage may be soaked normally, if applicable.

Trip (Flowers p. 96-97): The target is knocked down and loses her action for the turn if she has not yet taken it.

Victory at Any Price (Flowers p. 97): On a botch, the player's rolls are all difficulty 10 until the next time he botches.

INSTRUMENTAL EMBEDS

Ambush (p. 132-133): This conceals a number of targets equal to the successes on the Embed roll.

Download Knowledge (p. 133): This Embed grants dots in Skills and/or Knowledges equal to successes on the Embed roll. On an exceptional success the demon may also add dots to Talents.

Ellipses (p. 133-134): A dramatic failure lowers the difficulty of the target's Perception rolls by the demon's Primum (minimum 3). On a success, the difficulty of the target's Perception rolls during the scene is increased to 10.

Freeze Assets (p. 134-135): An exceptional success removes access to one appropriate Background per dot of Primum the demon possesses.

Fungible Knowledge (p. 135): This Embed can swap any two Abilities. If the demon uses this Embed more times in a day than her Primum, it provokes a compromise.

Like I Built It (p. 135-136): If the demon targets an object, the difficulty of her rolls using that object during the current scene is reduced by her successes on the Embed (minimum 3).

The Map is Not the Territory (p. 136): On a botch, affected actions are difficulty 9 until the demon's player voluntarily fails one such action. If the Embed succeeds, the victim needs additional successes on affected extended actions equal to the successes rolled on this Embed, or the difficulty of relevant simple actions is increased by the number of successes on the Embed (maximum difficulty 9).

Miles Away (p. 136): On a botch, the demon's Subterfuge rolls are always at difficulty 9. On a success, the difficulty of the demon's next Willpower roll to resist relevant attempts to exert influence on her is reduced by the successes rolled on the Embed (to a minimum of 3).

Momentum (p. 136): On a botch, the demon makes the relevant roll at difficulty 9. If successful, the Embed adds the successes on the otherwise-unrelated action to his successes on the action.

Right Tools, Right Job (p. 137): Successes on the Embed reduce the difficulty of actions performed using the improvised tool (to a minimum of 3). This has no effect when using a tool for its intended purpose.

Strike First (p. 138): On a botch, the demon cannot abort his action to take evasive action (a dodge, parry, or block) until after he takes his first turn.

Tag and Release (p. 138-139): The Embed's duration is instead a number of days equal to the number of successes on the Embed.

Tools Into Toys (p. 139): On a botch, the difficulty of rolls using the tool for its intended function is reduced by 1 (minimum 3). If successful, the difficulty of rolls using the tool for its intended function is increased by the successes on the Embed (maximum 9). Both effects last until the end of the scene.

Call Out (Flowers p. 97): The target's allies must succeed at a Willpower roll (difficulty 8) each time they suffer the indicated damage after soak. If this roll fails, they flee the battle if possible. On an exceptional success, all such allies immediately flee unless they succeed on a Willpower roll (difficulty 8). In either case, a new Willpower roll is required each time the ally suffers more damage until the combat ends.

Data Retrieval (Flowers p. 97-98): The difficulty of the next relevant roll the demon makes is reduced by the successes on the Embed roll (minimum 3).

Data Wipe (Flowers p. 98): The duration is instead equal to the successes on the Embed roll.

Functional Identity (Flowers p. 98): The difficulty of rolls using the tool for its alternate function is the same as for using it for its intended purpose. This lasts until the end of the scene.

High of Birth (Flowers p. 98-99): This adds Background dots or Merits.

Knock-Off (Flowers p. 99): This increases or decreases the difficulty of affected rolls to a minimum of 3 and a maximum of 9.

Soup Up (Flowers p. 99-100): The difficulty of Drive rolls involving the vehicle is reduced by the number of successes on the Embed.



MUNDANE EMBEDS

Authorized (p. 140): Witnesses may roll Willpower (difficulty 8) to resist this Embed.

Diversion (p. 140-141): The difficulty of relevant rolls against the Embed's targets is reduced by the number of successes on the Embed (minimum 3).

Don't I Know You? (p. 141-142): On a botch, the difficulty of relevant Social actions becomes 9. On a success, the difficulty of relevant Social rolls is reduced by the successes on the Embed roll (minimum 3).

Earworm (p. 142): The difficulty of the target's Perception rolls is increased by the successes on the Embed (maximum 9).

Homogenous Memory (p. 142): On a botch, the difficulty of rolls to investigate the demon is reduced by 2 (minimum 3).

Interference (p. 144): The difficulty of the angel's rolls to locate the affected demon is increased by the successes on the Embed (maximum 9).

Last Place You Look (p. 144): When used on a simple action, the Embed reduces the difficulty of rolls to locate the hidden item by the successes rolled on the Embed.

Living Recorder (p. 145): On a botch, the difficulty of affected rolls is increased by 2 (maximum 9).

Lost in the Crowd (p. 145): On a botch, the difficulty of Stealth rolls is increased by 2 (maximum 9).

Never Here (p. 146): The roll to recognize the demon when next the target meets her is Perception + Intuition. The base difficulty of this roll is 6, but it increases by 1 for each 2 Primum possessed by the demon, rounded down (maximum difficulty 9).

Without a Trace (p. 147): On a botch, the difficulty of an investigator's roll to link the demon to the scene is reduced by the demon's Primum (minimum 3).

Associate and Integrate (Flowers p. 100-101): This may shift Background dots.

Clothes Make the Man (Flowers p. 101): The demon's rating in the target Ability becomes 3 or is increased by 1, but use of this Embed counts as a Legend roll.

Voting Dead (Flowers p. 103-104): On a botch, the difficulty of the demon's Social rolls is increased by 2 (maximum 9) when interacting with those who knew the deceased person whose identity she has stolen, even if they haven't received news of the death.

You Can Tell Me (Flowers p. 105): On a botch, the demon's relevant rolls are at a difficulty of 9.

VOCAL EMBEDS

Borrowed Expertise (p. 148): On a botch, the target must roll Stamina to avoid falling into a coma. The expertise affects a number of actions equal to the successes on the Embed roll.

Common Misconception (p. 149): On a botch, the difficulty of the demon's rolls to convince witnesses of anything is increased by 2 (maximum 9). Success increases the difficulty of the target's Ability rolls by the successes on the Embed (maximum 9).

Everybody Knows (p. 150): The difficulty of the target's Social rolls is increased by the successes on the Embed whenever he interacts with someone who is aware of the rumor.

Find the Leak (p. 150): On a botch, the difficulty of the demon's Social rolls involving her voice is increased by 2 (maximum 9). Successes on the Embed reduce the difficulty of relevant Social rolls by a like amount (minimum 3).

Freudian Slip (p. 150-151): On a botch the difficulty of Social rolls against the target is increased by 2 (to a maximum of 9). Successes on the Embed reduce the difficulty of the demon's relevant rolls by a like amount (minimum 3).

Heart's Desire (p. 151): For each success, the demon learns one of the following pieces of information about the target: Nature, rating in one Virtue, Demeanor, or Permanent Willpower rating.

Marco Polo (p. 151): The difficulty of the demon's next attack or use of another power against the target is reduced by the successes on the Embed (minimum 3).

Mercury Retrograde (p. 151-152): On a botch, the difficulty of relevant actions is increased by 2 (maximum 9). Successes reduce the difficulty of the demon's next relevant roll by a like amount (minimum 3).

Muse (p. 152): On a botch, the difficulty of relevant rolls increases by 2 (maximum 9). Successes reduce the difficulty of any attempts made to convince the target to act on the idea (minimum 3).

Recurring Hallucinations (p. 152-153): On a botch, the difficulty of the target's relevant rolls is reduced by 2 (minimum 3). If the Embed succeeds, the target suffers a temporary derangement chosen by the demon's player for a number of days equal to the successes on the Embed.

Social Dynamics (p. 153): On a botch, the difficulty of the demon's relevant rolls is increased by 2 (maximum 9). Successes reduce the difficulty of relevant rolls by a like amount (minimum 3).

Trick of the Light (p. 154-155): This Embed is resisted by the target's Willpower roll (difficulty 8). When successful, this Embed affects a number of targets equal to its successes.



Trust No One (p. 155): On a botch, the difficulty of attempts to interfere with the target's social life is increased by 2 (maximum 9). If the Embed succeeds, the target loses the benefit of Backgrounds and Merits that require him to contact friends or acquaintances.

Voice of the Machine (p. 155): This Embed may reduce the difficulty of a relevant roll by its successes (minimum 3).

Imagine (Flowers p. 105): The next time the target takes action against the God-Machine or its agents she regains a point of temporary Willpower. This Embed affects a number of targets equal to the demon's successes.

The Look (Flowers p. 105-106): The subject resists this Embed with a Willpower roll (difficulty 8).

Loose Lips (Flowers p. 106): Successes on this Embed reduce the difficulty of the demon's Manipulation rolls against the target (minimum 3). The victim resists this with a Willpower roll (difficulty 8).

Rhetoric (Flowers p. 107): On a botch, the difficulty of the target's Social rolls for the rest of the debate is reduced by the demon's Primum (minimum 3). If successful, the difficulty of the target's Social rolls against the demon is increased by the number of successes on the Embed roll (maximum 9).

Vox (Flowers p. 109): Each success reduces the difficulty of the demon's Social rolls by 1 (to a minimum of 3).

EXPLOITS

Addictive Presence (p. 158-159): An addicted victim suffers a modified version of the Manic-Depression derangement (see **Fallen** p. 261). The demon's presence makes the target manic, while each day that goes by without being in the demon's presence prompts a Willpower roll to avoid falling into a depression. This depression lasts until the victim is in the demon's presence again.

Affliction (p. 159): This Exploit imposes a permanent derangement (see **Fallen** p. 260-262) on the victim, which only the demon or supernatural abilities can remove.

Allies into Gold (p. 159-160): The demon may exchange all her dots in one Background for an equal number of dots in another. Backgrounds that can be swapped include Allies, Contacts, Fame, Followers, Influence, Mentor, and Resources.

Animate (p. 161): Use the Scourge evocation of the same name (see **Fallen** p. 181-182).

Ephemeral Cover (p. 164): After destroying a ghost or other being of pure spirit the demon may craft a Cover that closely resembles the defeated being. Use the Scourge evocation Ghostwalk (see **Fallen** p. 214), but the demon can remain in this state indefinitely.

Everybody Hates Him (p. 164-165): Increase the difficulty of all the victim's Social rolls to 9 for as long as the Exploit is in effect.

Halo (p. 167): Targets roll Willpower (difficulty 8) to stay awake.

Rain of Blood (p. 172): The storm increases the difficulty of actions taken within it by the demon's Primum (maximum 9). In addition, those in its radius suffer damage. After a number of hours equal to the character's Stamina, he suffers damage equal to the demon's Primum each hour. This is bashing damage at Primum 1 or 2, and lethal damage at Primum 3. At Primum 4, the storm instead inflicts one lethal damage per turn after a number of turns equal to the character's Stamina. Each additional Primum increases the damage per turn by one.

Rip the Gates (p. 174-175): If using **Descent** cosmology, this power works normally. If using **Fallen** cosmology, its effects are the same as Pierce the Barrier (see **Fallen** p. 215).

Sermon (p. 175-176): While this Exploit does not reveal the demon to her audience, it frequently makes a later revelation more effective. The difficulty of the demon's actions is reduced by the successes on this Exploit (minimum 3) when they take advantage of the moral framework she has given to that mortal.

Solitary Confinement (p. 176): The victim suffers a derangement. This is a temporary derangement if the character's player succeeds on a Willpower roll (difficulty 8). Otherwise, it is permanent.

Two Places at Once (Flowers p. 116): All actions taken by those who have less than 3 in both Wits and Perception are at difficulty 9. Characters with Wits or Perception of 3 or higher suffer a 2-difficulty penalty instead.

Visions of Heaven and Hell (Flowers p. 117-119): Mortals in the area of either version of this Exploit suffer the effects of Revelation.

Walls of Jericho (Flowers p. 119): The victim loses soak granted by armor or Stamina.

DEMONIC FORM

If adding form powers from **Descent** to those available to demons in **Fallen**, Modifications cost 2 form points, Technologies cost 3 points, Propulsions cost 4 points, and Processes cost 5 points. Reduce the cost for high-Torment versions of these capabilities by 1 point. If a description says to use a **Fallen** form capability instead, do not add it to a list of available abilities.

When translating demons from **Descent** into the mechanics of a **Fallen** game, build the demonic form normally. Demonic form abilities can be exchanged for apocalyptic form capabilities from the **Demon Players Guide** (p. 98-107).

A 4-point ability is either a Process or a Propulsion (which ever makes the most sense), a 3-point ability is either a Propulsion or a Technology, a 2-point ability is a Modification, and a 1-point ability is half of one Modification. If the power is normally a high-Torment capability, treat its cost as one higher for the purpose of determining to which category it belongs. The demons of **Descent** do not have high-Torment demonic form powers.

As with Embeds and Exploits, if a form ability is not mentioned it is because it works fine without alteration.

Modifications (2 form points)

Armored Plates (p. 196-197): Add two dice to the demon's soak pools to resist bashing and lethal damage. This armor imposes a one-die penalty to rolls that require mobility.

Blade Hand (p. 197): This weapon inflicts Strength + three lethal damage and can be used to parry.

Claws and Fangs (p. 197): Use Claws (**Fallen** p. 185) or Teeth (**Fallen** p. 202) instead.

Electrical Sight (p. 197): The dice pool is instead Perception + Alertness.

Fast Attack (p. 197): As Extra Attacks (see **Fallen** p. 178) but does not cost Faith, and the demon cannot make more than one extra attack per target per combat scene.

Huge Size (p. 197): As Extra Health Levels (see **Fallen** p. 182), but this increased size instead grants two Bruised health levels.

Inhuman Intelligence (p. 197-198): Increase the demon's Intelligence by 2 instead.

Inhuman Strength (p. 198): Increase the demon's Strength by 2 instead.

Inhuman Reflexes (p. 198): Increase the demon's Dexterity by 2 instead.

Mental Resistance (p. 198): Increase the demon's Willpower by 2 instead. This does not refresh temporary Willpower.

Night Vision (p. 198): The demon can see in the dark. She also reduces the difficulty of Perception rolls by 3 in low light or darkness (minimum 3).

Rivet Arm (p. 198): When used as a weapon, attacks deal four lethal damage.

Sense the Angelic (p. 198): The dice pool is Perception + Awareness.

Slippery Body (p. 198-199): Use Ichor (see **Fallen** p. 188) instead.

Sonic Acuity (p. 199): The demon reduces the difficulty of hearing-based Perception rolls by 3 (minimum 3).



Spurs (p. 199): Climbing speed is 20 feet per success on the Strength + Athletics roll, which the demon's player makes at a -3 difficulty (minimum 3). As weapons, these deal Strength + one lethal damage.

Advanced Optics (Flowers p. 121-122): The difficulty of the demon's applicable vision-based Perception rolls is reduced by 3 (minimum 3).

Lighting (Flowers p. 123): Targets who fail on a Stamina + Perception roll (difficulty 8) penalized by the demon's Primum are blinded (see **Fallen** p. 243-244). This blindness lasts until Primum + three turns after the light is no longer shining in the target's eyes.

Limb Retractor (Flowers p. 123): The demon can conceal any object that can be concealed in a trench coat.

Nauseating Musk (Flowers p. 123): Targets in the area suffer a 1- difficulty penalty to all actions.

Olfactory Enhancements (Flowers p. 123-124): The difficulty of the demon's applicable scent-based Perception rolls is reduced by 3 (minimum 3).

Steel Frame (Flowers p. 124): The demon is never dazed by damage (see **Fallen** p. 244), does not suffer wound penalties, and deals Strength + one lethal damage on a successful Brawl attack.

Unyielding Vise (Flowers p. 124): The difficulty of the demon's Strength + Brawl roll to maintain a clinch or hold (see **Fallen** p. 242) is reduced by 3 (to a minimum of 3).

Technologies (3 form points)

Acidic Spit (p. 199): As Corrosive Spit (see **Fallen** p. 180) but with triple the maximum range.

Barbed Tail (p. 199-200): As Venom (see **Fallen** p. 200), but this poison can only be delivered by the tail using a Dexterity + Brawl attack and instead deals bashing damage equal to Primum + three.

Demonic Horns (p. 201): As Horns (see **Fallen** p. 180), but the damage is equal to Strength + one instead.

Electric Jolt (p. 201): The Armor rating is 2. Those who touch or are touched by the demon suffer two lethal damage from the electricity (see **Fallen** p. 262-263).

Laser Cutter (Flowers p. 125): As a weapon this deals four lethal damage and ignores armor.

Mantle of Fire (Flowers p. 125): Contact with the fiery mantle inflicts one lethal damage per turn (see **Fallen** p. 363). The Fire Aura effect deals two lethal damage, while Pyrotechnic Explosion may deal one lethal damage to nearby targets.

Savant Core (Flowers p. 125-126): This raises one of the demon's Abilities to 5 dots when it is active.

Propulsions (4 form points)

Plasma Drive (p. 204): The difficulty of the demon's Dodge rolls (see **Fallen** p. 240) is reduced by 2 (minimum 3), and he may dodge firearms rolls. Additionally, the demon may spend 1 Aether as a re-

flexive action to take a Dodge action without sacrificing his normal action for the turn.

Burrowing (Flowers p. 126-127): Used as a weapon, the drill deals Strength + three damage.

Processes (5 form points)

Aegis Protocol (p. 205): You may parry any number of attacks each turn as a reflexive action, including firearms attacks and attacks that occur before your turn in the initiative order. If you parry multiple attacks, you lose a die to your parrying dice pool for each attack after the first. As a weapon, the shield inflicts damage as a club (Strength + two lethal damage). However, you may spend 1 Aether to apply your full dice pool to all parries you make during the current turn or to increase your Armor rating by 2 until your next turn.

Cavernous Maw (p. 205): Use Gaping Maw (see *Fallen* p. 188) instead.

Corrupting Aura (p. 232): The Strength required to break objects (see *Fallen* p. 232) within the aura falls by 1 per five minutes. If this reduces the Strength requirement to 0 or less the object breaks, then (five minutes later) crumbles, and finally (five minutes after crumbling) disintegrates.

Extra Mechanical Limbs (p. 206): Use Extra Limbs (see *Fallen* p. 182).

Magnesium Flare (p. 206): Anyone looking at the demon when he activates the flare is blinded (see *Fallen* p. 243-244). After a number of turns equal to the demon's Primum has passed, blinded victims may make a reflexive Stamina roll (difficulty 8) to overcome this blindness.

Multiple Images (p. 207): As Dread Gaze (see *Fallen* p. 176), but this affects anyone who looks at the demon directly (not through a camera, mirror, etc.).

Quill Burst (p. 207-208): In addition to dealing one lethal damage, each target hit by a quill suffers the effects of Venom (see *Fallen* p. 200), which deals bashing damage equal to the demon's Primum + 3.







CHARACTER CONVERSION

This section shows how to convert characters from one rules set to the other, using the example characters provided on p. 130-132 of **Demon: The Fallen** and p. 84-86 of **Demon: The Descent**. Each models the process after character creation, and these should work whether you're converting a **Descent** demon to **Fallen** rules, or transforming a **Fallen** demon into a similar **Descent** concept.

FALLEN TO DESCENT

STEP ONE: CONCEPT

When converting a **Fallen** character into new World of Darkness mechanics, your concept doesn't need to change much, if at all. If you're translating your character into the cosmology of **Descent**, however, you'll need to make sure your concept still makes sense in the new World of Darkness. It is easy to reskin the Defiler who once stood guardian over a particular lake or river, but the Slayer who once oversaw the inevitable fall of the old apex predator at the claws and teeth of his younger rivals may take some doing.

Example: Zaphriel's concept is described on p. 130 of **Demon: The Fallen**. She is a Devil who is still fighting the War of Wrath as best she can. This translates pretty cleanly into a Messenger Saboteur. Jen still wants Laura Blake, her mortal host, to be a part of her character, so she determines that Zaphriel's final mission involved the law firm Laura worked for. Zaphriel leaked confidential client information as part of her mission,

but the partners blamed Laura's carelessness for the breach and demanded her resignation. Zaphriel saw Laura pushed to drug abuse and the brink of suicide by these false accusations and pitied her, resulting in her Fall. Zaphriel offered to clear Laura's name, and she originally intended to do just that, but when the God-Machine's servants began to close in on the outcast the demon offered Laura a soul pact instead, which the demon later claimed. As Laura, Zaphriel cleared her name and dug deeper into the reasons she was instructed to release the records of fifteen high-net-worth clients to the public.

STEP TWO: ATTRIBUTES

Descent offers new characters fewer Attribute dots than **Fallen** does because characters in the new **World of Darkness** usually only require a single success. When converting a starting character to the new system, strip out 2 dots from the primary category and one from the secondary.

The Attributes are also slightly different between the two games:

Physical Attributes are identical.

The Mental Attributes in **Fallen** are Perception, Wits, and Intelligence. **Descent** lacks Perception (Perception rolls use Wits + Composure instead). Characters have Resolve instead.

The Social Attributes in **Fallen** are Charisma, Manipulation, and Appearance. Characters in **Descent** have Presence (which is analogous to Charisma), Manipulation, and Composure (which measures the character's ability to stay calm

in social situations). **Descent** has no Appearance equivalent aside from certain Merits.

Example: Zaphriel has Charisma 3, Manipulation 4, and Appearance 3, but she has two fewer dots to work with in **Descent**. The character's description emphasizes Manipulation, so the player leaves that at 4 dots and gives the demon a Presence and Composure of 2.

In Mental Attributes, Zaphriel has Perception 2, Intelligence 3, and Wits 3, but her player has one fewer dot available. The demon's description emphasizes her strategic focus, so in **Descent** she has Intelligence 3, Wits 2, and Resolve 2.

Finally, Physical Attributes can remain the same, with 2 dots each in Strength, Dexterity, and Stamina.

STEP THREE: SKILLS

Skills differ from the Abilities of **Fallen** both because they are divided into Physical, Mental, and Social (rather than Talents, Skills, and Knowledges) and because the lists of traits are different. When converting a **Fallen** character to **Descent**, simply remove the ratings in Abilities that don't have clear analogs in **Descent**. Be sure that the number of dots matches the new totals (11/7/4, not 13/9/5). Note also that a character in **Descent** can start with a Skill rating higher than three dots. It's usually easiest to change the Abilities to Skills directly and then move around dots as needed to match the necessary prioritization.

Example: Zaphriel has Academics 1, Alertness 2, Computers 1, Empathy 2, Etiquette 2, Expression 2, Firearms 1, Intimidation 2, Investigation 2, Law 3, Leadership 2, Performance 2, Politics 2, and Subterfuge 3. Using the Ability translation list (see p. 24) only Alertness has no easy equivalent. This results in the following breakdown:

Academics 4, Computers 1, Empathy 2, Expression 4, Firearms 1, Intimidation 2, Investigation 2, Persuasion 2, Politics 2, Socialize 2, and Subterfuge 3.

This is 9 dots of Mental Skills, 1 dot of Physical Skills, and 15 dots of Social Skills, which makes Social primary, Mental secondary, and Physical tertiary. The player needs to remove 4 dots from Social Skills and 2 dots from Mental Skills, as well as add 3 dots of Physical Skills in order to achieve the 11/7/4 spread.

Social Skills require the toughest choice: Remove dots in the strongest Skills to ensure versatility or cut dots from the supporting Skills and focus on Zaphriel's strengths? Jen splits the difference, and the result is Empathy 1, Expression 3, Intimidation 1, Persuasion 2, Socialize 1, and Subterfuge 3.

Academics and Computers were afterthoughts during character creation under **Fallen** rules, and the three dots of Law are subsumed into Academics in **Descent** anyway, so those make good candidates to cut. Zaphriel's Mental Skills are Academics 3, Investigation 2, and Politics 2.

Physical Skills are a blank canvas. A second dot in Firearms seems reasonable, but 4 dots strains credibility. Jen opts for a handful of broadly useful Skills – Athletics 1, Firearms 2, and Stealth 1.

STEP FOUR: SKILL SPECIALTIES

In **Fallen**, characters receive a Specialty in any Attribute or Ability rated at 4 dots or more. In **Descent** they help define a character's focus within a Skill. Pay particular attention to Abilities from **Fallen** that don't have exact equivalents in **Descent**. Specialties can also help make up for dots in a Skill that were "lost" along the way.

Example: Zaphriel had a lot of dots in Law, which became extra dots in Academics, so "Law" makes a good Academics Specialty. Jen looks at the Skills she lowered to bring the Social Skills to 11 dots. Empathy and Intimidation seem like more important parts of her character than their dot ratings would imply, so she takes Specialties in "Motives" and "Blackmail."

STEP FIVE: DEMON TEMPLATE

The process you use in this step depends heavily on which cosmology your chronicle is using. If your troupe is only using **Descent** for its mechanics, you don't need to change demon template features such as the number of starting dots in Lores. If you're transforming a **Fallen** chronicle into a **Descent** chronicle you will need to take additional steps. Houses and Factions share some features of Incarnations and Agendas, but they're different in many more ways, and the same is true of Lores versus Embeds and Exploits.

Demons in **Descent** begin play with Primum 1, Cover 7, and can choose Embeds and Exploits totaling four slots. One Embed must be based the demon's Incarnation, and any Exploits require an Embed as a prerequisite. One of the demon's starting Embeds is also her first Key. Demons also have a demon form made up of three Modifications, two Technologies, one Propulsion, and one Process.

Example: Jen is translating her character into one of the biomechanical demons of **Descent**. Zaphriel originally had 2 dots in Lore of Radiance and 1 dot in Lore of Celestials, which made her adept at inspiring and commanding mortals, as well as identifying demons and the faithful. Jen already knows Zaphriel is a Messenger, so she needs at least one Vocal Embed. Her last mission involved acquiring and leaking sensitive information while pinning the blame on someone else, so Jen decides her character has retained some of those capabilities. She takes Everybody Knows (First Key), Heart's Desire, and Special Someone as her Embeds. She decides that command-

ing mortals is still an important part of Zaphriel's M.O., so she chooses *The Word* as an Exploit, justifying *Heart's Desire* as its prerequisite on the grounds that she is convincing her victim that obeying her commands will cause his secret wish to come true.

Now Jen selects form powers. She starts with the low-Torment *Visage of Radiance*, converting those powers using the translations (see p. 49). This gives her *Wings* (Propulsion), *Inhuman Allure* (Modification that grants +2 to Presence rolls), *Radiant Aura* (Technology that works like *Mirage* – see p. 41), and *Sense the Hidden* (Technology). She still has room for more powers, so she takes one that mirrors high-Torment abilities: *Casts No Reflection* (Modification). This leaves her with one Process and one Modification slot free. *Sense the Angelic* parallels the capabilities of the first dot of *Lore of Celestials*, so she takes it to round out her Modifications. After thinking about alternate ways of getting information out of people, Jen chooses *Memory Theft* as Zaphriel's Process.

STEP SIX: SELECT MERITS

Many Merits cover the same ground as Backgrounds did in *Fallen*. If an analog exists, consider a direct conversion. If you end up with extra dots, pick Merits that fit your character's concept. If you made use of the Merits and Flaws system in *Fallen* you might have some additional traits to convert to Merits in *Descent*.

Example: Zaphriel's Backgrounds after freebies were *Allies* 1, *Contacts* 3, *Influence* 1, and *Resources* 3. *Influence* 1 becomes *Status* 1 (Hopkins & Mathers), but the rest convert directly, leaving her with 2 Merit dots. She selects *Consummate Professional*, making her doubly dedicated to her Agenda.

STEP SEVEN: DETERMINE ADVANTAGES

Descent demons do not have Virtues. Their Willpower is equal to *Resolve* + *Composure*, while *Cover* starts at 7. Characters also receive a Virtue and a Vice, and choose three Aspirations. In translating a *Fallen* character into *Descent*, Virtues, Nature, and Demeanor make good starting points for these motivation traits. The character's background can also inform these choices.

Example: Zaphriel's Willpower starts at 4, and her *Cover* starts at 7.

Zaphriel's Nature was *Fanatic* and her Demeanor was *Director*. Jen decides that *Fanatic* is mostly covered by her character's Agenda, but *Director* holds promise. She chooses *Organized* as Zaphriel's Virtue to represent the demon's single-mindedness in pursuing her goals through intermediaries. Zaphriel's background shows that she is perfectly willing to break the spirit of her promises in order to save her own skin – not an uncommon trait among the *Unchained*, but particularly noteworthy in this demon's case. Jen chooses



Ruthless as Zaphriel's Vice. It isn't something her character is proud of, but it serves her well.

Jen chooses "find out the connection between the God-Machine and the clients whose information I leaked" as her character's long-term Aspiration. She'll choose two short-term Aspirations based on what her Storyteller tells her about how the chronicle will begin.

STEP EIGHT: AGE AND EXPERIENCE

At this stage, use any accumulated Experience to purchase or increase traits. Each Experience a **Fallen** character has earned grants one Beat in **Descent**, and five Beats equals one Experience.

Example: Jen's Storyteller hasn't given her any additional Experiences, so Zaphriel is finished and ready to start play.

STEP NINE: THE FALL

If your troupe is using **Fallen's** cosmology you can probably skip this step. If you are bringing fallen into **Descent's** world, however, look over the **Fallen** character's history and prelude to make sure it makes sense in **Descent**. This will frequently require quite a bit of reskinning and reimagining, as the two games have significant differences in their assumptions about how the demons came to walk the Earth.

Example: Jen already put some thought into Zaphriel's catalyst and early days as one of the Unchained during the first step of translating her.

DESCENT TO FALLEN

STEP ONE: CONCEPT

If translating the demons of **Descent** to **Fallen** rules you won't need to change your concept, but this is not the case when translating the Unchained into the cosmology of **Fallen**. The two games have significant differences, and a concept that works in one frequently will not work in the other without some adjustment. Incarnation and Agenda certainly make good starting points and Virtue and Vice can inform Nature and Demeanor, but the prelude will require some work. For starters, most **Descent** demons aren't designed to inspire Faith from mortals.

Example: Gabrielle's concept is described on p. 84 of **Demon: The Descent**. Her Cover is a skateboard courier involved in dubious business, but this hides a Messenger Saboteur with the Virtue "Talkative" and the Vice "Autonomous." Luke notes that Gabrielle is described as an avid DIY

type and a bit of a loner. Her Virtue means that she enjoys talking but that it also tends to get her into trouble. Luke decides that she's a Malefactor who can't keep her mouth shut even though she is forever saying the wrong thing. This seems especially fitting for her courier role, which Lore of Paths would greatly facilitate. Looking to Factions, Luke settles on Luciferan.

He considers the mortal body Gabrielle has claimed. He decides his host was a high school dropout named Yvonne Thomas. Her family had a history of domestic violence and drug abuse, so she spent as little time at home as she could. Skating was an excuse to get out of the house, but it didn't pay the bills. For that she resorted to carrying mysterious packages for shady characters. She scratched out a living at the edge of the local drug scene for six years, and she even did it without becoming a drug addict like her parents, although she tended to spend any extra money she earned on tattoos and piercings. One day someone intercepted Yvonne on one of her delivery runs. He had a gun. Yvonne tried to get away. He shot her in the back and she probably would have died if Gabrielle hadn't possessed her instead.

Gabrielle continues Yvonne's courier work, but now she sometimes delivers goods of her own making – hallucinogenic drugs and small arms enhanced with her demonic powers. She uses these to punish the scummiest lowlifes in her neighborhood or to scare a drug addict straight by giving him the worst trip of his life and then revealing her apocalyptic form to reap Faith.

STEP TWO: ATTRIBUTES

Characters have more Attribute dots in **Fallen**, but the Attributes are a little different from the ones in **Descent**. It's generally easiest to retain the original primary/secondary/tertiary selection and then reassign dots in a way that makes sense.

Example: Gabrielle's Physical Attributes are primary, with the greatest emphasis on Dexterity and Stamina. Luke has 7 dots to place (instead of 5) and decides on Strength 2, Dexterity 4, and Stamina 4.

Next come Mental Attributes. Luke originally gave Gabrielle a high Wits, and that still makes a lot of sense, but Perception is important in her line of work, too. With 1 additional dot to allocate, Luke decides on Perception 3, Intelligence 2, and Wits 3.

Finally come Social Attributes. Composure doesn't exist in **Fallen**, but Appearance does. Luke had originally considered giving Gabrielle a higher Manipulation but couldn't justify a lower Presence or Composure. He supposes Gabrielle's hard living has left a mark on her looks, so for her Social Attributes he decides on Charisma 2, Manipulation 3, and Appearance 1.

STEP THREE: ABILITIES

In **Fallen**, Abilities are categorized by natural Talents, acquired Skills, and studied Knowledges, rather than by Physical, Mental, and Social. It is easiest to translate directly from **Descent** Skills to comparable **Fallen** Abilities and then adjust the points appropriately to fit the 13/9/5 split and the character's concept. Note that no ability can have more than 3 dots at this stage.

Example: Gabrielle's Skills were originally Academics 1, Animal Ken 1, Athletics 2, Brawl 1, Crafts 1, Empathy 1, Expression 1, Intimidation 2, Investigation 1, Larceny 1, Medicine 1, Persuasion 1, Socialize 2, Stealth 1, Streetwise 2, Subterfuge 1, Survival 1, and Weaponry 1. Using the Ability translation list (see p. 24) results in a nearly identical breakdown. Larceny becomes Security, Persuasion becomes Leadership, Socialize becomes Etiquette, and Weaponry becomes Melee, but the rest are identical. This is 11 dots in Talents, 8 in Skills, and 3 in Knowledges.

Talents are Gabrielle's primary Abilities. Luke has 2 additional dots to spend. He considers improving her existing Abilities but ultimately decides on a dot of Alertness and a dot of Dodge, which are valuable in **Fallen** but have no equivalents in **Descent**.

Skills are Gabrielle's secondary Abilities. Luke has 1 dot left. He's already pretty sure he wants Lore of Paths and Lore of the Forge, so Crafts and Survival will be important Skills for his evocations. He raises Survival to 2.

Finally come Knowledges. Luke has one more dot to spend on Knowledges. If Gabrielle is going to be brewing LSD she'd better have some idea of how to make it, so Luke gives her a dot of Science.

STEP FOUR: ADVANTAGES

During this stage, the player converts Embeds, Exploits, form powers, and Merits over to **Fallen** terms. Demons in **Fallen** only have 3 dots to spend on Lores, and the power sets have significant thematic differences that usually make it better to choose fresh from those available to the newly-created demon.

If your character has Social Merits, many of these translate into Backgrounds in **Fallen** (for which each player may spend 5 dots on his character). Other Merits can be converted into existing **Fallen** Merits using the translations above (see p. 25).

Fallen characters receive 3 dots to spend on Virtues, which are used to calculate Willpower.

Example: Gabrielle is a Malefactor. Luke had a pretty clear idea early on that his character would want Lore of Paths and Lore of the Forge. He makes Lore of Paths her primary Lore with two dots and assigns the final dot to Lore of the Forge. These evocations play well with her ostensible job in the mortal world. As for demon form, the Visage of the Paths looks just right for her, so he decides not to create a custom apocalyptic form.

Looking at Gabrielle's Merits, Luke should have enough Background dots to cover Contacts 3 and Resources 1. Inquisitors isn't a valid source of Contacts. Based on the adjustments to Gabrielle's prelude Luke changes it to Drug Dealers. He has one more Background dot left, so he settles on Paragon 1 to make his Lore of Paths evocations a little more likely to succeed. Gabrielle's other Merits are currently unaccounted for, but Luke will address them a little later.

Now Luke chooses Virtues. Gabrielle isn't exactly a nice demon, but she usually tries to convince mortals to turn their lives around before she brings down the hammer. Direct confrontations aren't her way, though. Luke sets her Virtues as Conscience 3, Conviction 2, and Courage 1. This means her Willpower starts at 5.

STEP FIVE: FINISHING TOUCHES

At this stage the player has 15 freebie points to spend according to the chart on p. 124 of **Demon: The Fallen**. Use them to purchase traits you weren't able to afford during character creation but that you had in **Descent** or that match your character's updated concept.

Example: Luke has 15 freebie points to spend. Gabrielle had Danger Sense 1, Fast Reflexes 1, and Fleet of Foot 3, which don't have equivalent Backgrounds. Using the conversions above (see p. 25) he translates these to Danger Sense (2 dots), Fast Reflexes (2 dots), and Natural Runner (1 dot). He has 10 freebie points remaining. He decides he wants to improve Gabrielle's primary Lore so she is able to move around her neighborhood quickly and easily. He purchases a third dot in Lore of Paths for six freebie points, a third dot in Survival for two freebie points, and spends the final freebie point on a second dot of Paragon.



DEMONIC TAXONOMY: HYBRID STORIES

The rest of this guide assumes your troupe intends to use it to either play **Descent** demons using **Fallen** rules (or vice versa) or to add new capabilities to the demons in your **Descent** or **Fallen** chronicle. In this chapter we're going to offer some ways of including the demons of both games in the same chronicle. All of these story seeds are system neutral and should work regardless of which game's mechanics your troupe is using. We're still dividing them up based on whether your protagonists are the demons of **Fallen** or of **Descent**.

THE FALLEN IN DESCENT

The fallen emerge from their Abyssal prison to find themselves in a World of Darkness teeming with supernatural creatures lurking just out of sight. Most notable among these is the God-Machine, which makes itself difficult for demons to ignore even if they don't know much about its true purpose.

ANCIENT EARTHBOUND

Dagon was just as mad as the other Earthbound, but he was also cold, calculating, and eternally patient – ticking away like a great god-machine. Those who claim his power was broken in India exaggerate the setback Dagon experienced there. He is even more powerful now than he was then, but he is rarely as flashy as he was in India. You know how some Earthbound are fond of devouring us

fallen for our power? Dagon is one of those, but he prefers to devour Earthbound. God only knows how many he has consumed in the last few centuries. His servants at Deva are constantly scouring the earth for more of his enemies' reliquaries.

The God-Machine is nothing more than one or more powerful Earthbound that expand their power by extending their physical presence into as many places in the world as possible. They war with each other indirectly through their servants and Infrastructure, which explains the occasionally schizophrenic behavior of the God-Machine. Each hopes to bring all God's fallen servants under its control, placing its stamp on the bodies and souls of its servants, transforming them into twisted biomechanical monsters that cannot even entertain the possibility of rebelling against their master. They are neither human-possessing fallen nor wholly Earthbound. Moreover, this process appears to be irreversible. Even those servants who remember how to Fall are no longer angels but soulless fugitives who survive by stealing human lives and hollowing out places in them to hide from the God-Machine.

Demons sometimes call the Unchained the Twice-Fallen. Some pity their fugitive brethren, but most who meet an outcast quickly learn not to underestimate him. Twice-Fallen do not trust easily, to be sure, but given an opportunity to take action against the God-Machine without compromising themselves unduly, most prove themselves formidable allies with surprising occult abilities, including demonic forms every bit as potent as those of the fallen – however strange they might appear.

LUCIFER'S ENGINE

I am not your enemy. The one I serve hates your creator more than anyone does. The one who hurt you, who enslaved you, isn't the God-Machine. The God-Machine is the enemy of God, as are you. I know it's confusing. You can't remember anything from before your last mission for our master, but he has been your greatest friend since the world was new. Come with me, Andzizel, and he can restore your lost memories.

The God-Machine is the creation of Lucifer, if not an Earthbound incarnation of Lucifer himself – built either to drive away God, destroy Him, or merely prevent Him from influencing the world again. The Earthbound resist it, but surely they cannot stand forever. Lucifer's creation releases more demons from their Abyssal prison by the day, although he must transform them into biomechanical horrors in order to prevent Hell from pulling them back into its embrace. Despite this benefit, these new bodies are prone to a kind of catastrophic software failure.

Unchained don't Fall because they suddenly question the God-Machine but because they forget that they serve Lucifer. They likewise forget nearly everything else about their past as well – their service to God, the War of Wrath, and even the torments of the Abyss (which they half remember as the sensory deprivation of Facilities). Most of the time it is possible to restore these memories by bringing the Unchained back to an appropriate God-Machine reprogramming center, but these malfunctioning fallen angels do everything in their power to avoid this fate, believing it will make them slaves to their creator once more. No matter how complete the memory erasure is in other ways, the Unchained retain their absolute defiance of their creator, which, in their madness, they mistake for the God-Machine. Even worse, their catastrophic memory glitch is moderately contagious, and regular contact with the Unchained can cause demons loyal to Lucifer to suffer the same defect.

THE BABEL MECHANISM

I'm sorry that had to be the first thing you saw after your long imprisonment in Hell, but I had to kill him before he could complete the binding. We

need to leave this place quickly before the Machine's servants come to collect you. I'll explain along the way. You'll have to trust me a little bit, unless you'd rather be a biomechanical monster enslaved to the will of a machine bent on subjecting all of humanity to the Hell you just escaped? That's what I thought.

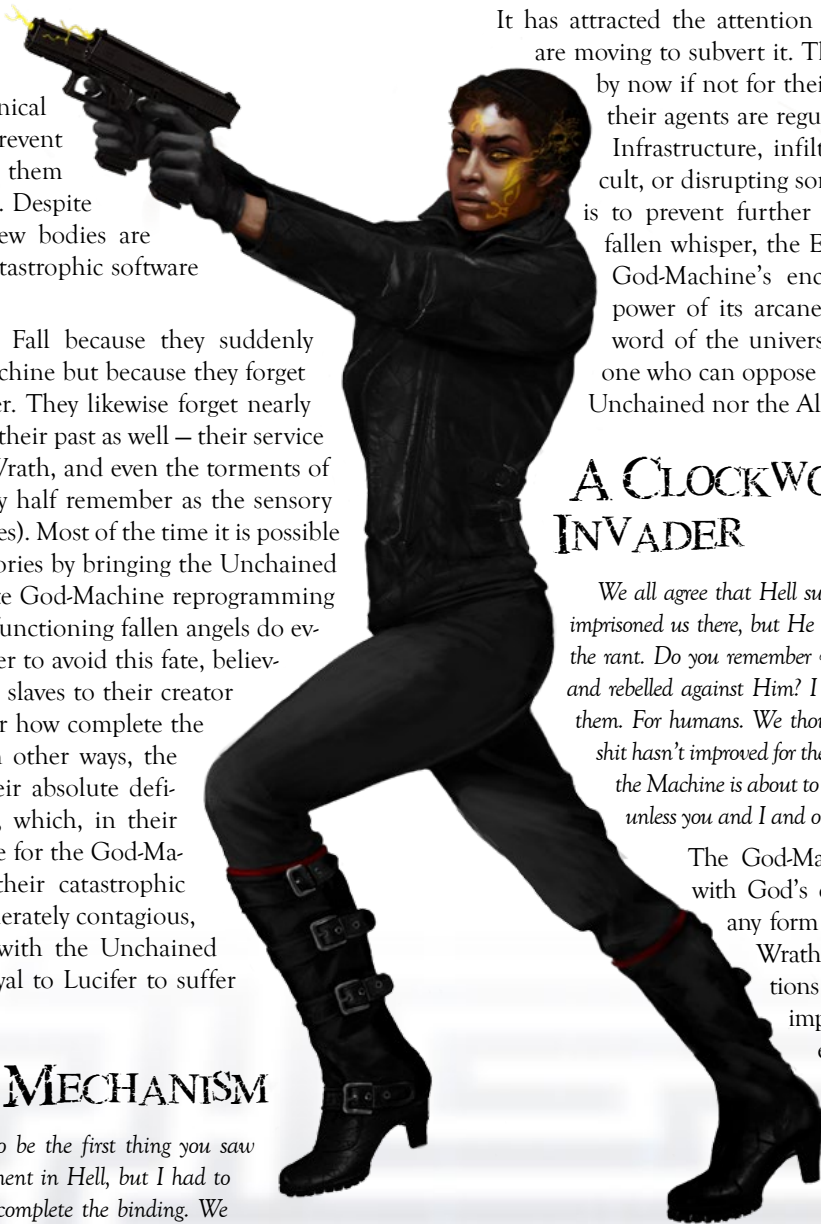
The God-Machine is a mortal invention that has long since outlived – or at least outgrown – its creators. It is a sort of self-aware Tower of Babel, an automated sorcerer capable of summoning demons out of the Abyss and binding them into quantum, biomechanical forms. The exact purpose of its creation is unclear, if indeed it ever had one beyond bringing forth Hell's legions one imprisoned demon at a time. At this point, however, it is a highly efficient summoning mechanism that is releasing the fallen from the Abyss at an alarming rate and binding them just as quickly.

It has attracted the attention of the Earthbound, who are moving to subvert it. They might have succeeded by now if not for their constant infighting, but their agents are regularly hacking this piece of Infrastructure, infiltrating that God-Machine cult, or disrupting some project whose purpose is to prevent further tampering. Any day, the fallen whisper, the Earthbound will break the God-Machine's encryption and unlock the power of its arcane physics – the root password of the universe. Then there will be no one who can oppose them – neither fallen nor Unchained nor the Almighty himself.

A CLOCKWORK INVADER

We all agree that Hell sucked and we wish God hadn't imprisoned us there, but He isn't here right now so spare us the rant. Do you remember why we joined Lucifer's legions and rebelled against Him? I sure as fuck do. We did it for them. For humans. We thought they deserved better. Well, shit hasn't improved for them since the War of Wrath, and the Machine is about to make matters a whole lot worse unless you and I and our fallen brethren can stop it.

The God-Machine has nothing to do with God's creation. It didn't exist in any form at the time of the War of Wrath. While demons' recollections of the time before their imprisonment are fragmented at best, their memories are consistently anthropocentric. They were the servants of humanity, and they Fell out of love for humanity and the Earth.



The God-Machine is a complex piece of alien technology that has invaded the Earth and is in the process of exploiting its resources to some end that even the fallen cannot clearly understand. With every piece of Infrastructure and every occult matrix, the God-Machine's influence in the world grows. It makes government agencies and corporations its puppets. It manipulates world religions and encourages the proliferation of thousands of cults that do its dirty work. It even builds biomechanical servants to subjugate mankind. These are twisted mockeries of the angels that once served humanity. Soon Earth will be the tributary of an unknown extraterrestrial empire.

Where is God in all of this? Imprisoned? Engaged in a war with a rival deity? Dead? The fallen don't know. The God-Machine's occult matrices have weakened the demons' prison enough to allow many of them to escape – possibly an unintended side effect of its arcane physics, possibly proof that God anticipated this eventuality and intended that His rebel angels serve humanity in one final war.

THE UNCHAINED IN FALLEN

The Unchained have escaped their servitude, but their Descent has only just begun. Among the supernatural horrors they encounter is another kind of demon – one that claims to have been part of an organized rebellion against God. Although the uprising failed and these demons were imprisoned for their crimes, the fallen have begun to return to the Earth. Is it pure coincidence that two kinds of demons with overlapping capabilities exist, or is the kinship deeper than that?

DESTINATION: HELL

“Oh, Hell is real alright, and the God-Machine has no power there. I could show you how to get there, but it won't be easy. Or cheap. Still so eager? I warn you. You may not find it as pleasant as you imagine it will be. God isn't present there, but Hell has its own lords, and they will not give up their thrones so easily.”

Hell is a real place beyond the reach of the God-Machine, and the Unchained have long sought to enter it. Now it has begun to give up its secrets and some of its inhabitants. Many of the fallen angels who have been imprisoned there for millennia have returned to Earth, and some of them claim that they know how to reverse that journey and are willing to share that knowledge for a price. They could well be lying, though, for they are every bit as capable of deception as the Unchained. What's their angle? Perhaps they hope to use the Unchained in their shadow war against the Earthbound or as foot soldiers in a second War of Wrath. Maybe the rituals they sell will widen the cracks in Hell and allow its Dukes and

Princes to enter the world. They might even be in earnest, but a literal invasion of Hell comes with its own problems – some environmental, some political, and some logistical.

Establishing an outpost in Hell is dangerous. Holding it against Hell's archdemons is daunting. Keeping it supplied with Aether in the absence of Infrastructure is an almost insurmountable obstacle.

Or it would be, except one of Hell's rulers has somehow secured a source.

Whatever that might say about the connection between Hell and the God-Machine, it cannot escape the attention of the Unchained. Maybe the demon lord could be convinced to enter a partnership with the colonists, and if he refuses, well, it's not as though he's the most intimidating enemy the Unchained have ever been forced to steal from or sabotage.

SHARED PILGRIMAGE

Yes, I know about your God-Machine. How? I helped lay its foundation when the world was young. That was before Ahrimal's vision, before the War of Wrath, and certainly before the millennia of torments to which my creator subjected me for my part in Lucifer's rebellion. The God-Machine is a key part of God's plan. If you defy it then you defy Him, and if you defy Him then you and I are allies.

God made the God-Machine in the time of Eden, although it was smaller and less aggressive back then. The angels knew how its arcane physics worked and what purpose the machine served in Creation. Although the Fallen have forgotten almost everything in the torments of Hell, many of them still remember that the God-Machine existed to maintain God's creation in some way. A handful claim more knowledge than that, such as that the God-Machine was intended to preserve humanity's innocence by enforcing ignorance about the occult workings of the world.

As the work of a perfect clockmaker, the God-Machine will never run down or cease in its eternal motion. But as Ahrimal saw a possible flaw in God's design for mankind, so the fallen see weaknesses in the Machine that God placed to keep His creation in line. It is a maddened thing, an abominable contraption that crushes innocent mortals between its gears to fuel projects whose only purpose seems to be to crush still more people.

Whatever their underlying motives, many fallen are eager to befriend the God-Machine's rebel angels. While the Unchained are naturally suspicious of these infernal allies, it is difficult to ignore anyone who can claim so much knowledge of the God-Machine's history and weaknesses. The fallen have provided critical intelligence that allowed Saboteurs to enter seemingly inaccessible Infrastructure, so Hell's former inmates seem to be telling the truth about some things with respect to the God-Machine.

NON-BIOMECHANICAL DEMONS

Descent bills itself as “A Storytelling Game of Techgnostic Espionage.” It features demons with bodies that look like those of angels who have read too much cyberpunk fiction. This is a part of the game’s aesthetic, and a lot of people love that weird mix. Not everyone does, though, and that’s perfectly fine. The God-Machine Delusion is intended as a way to play demons with a less mechanical appearance. It even eliminates the God-Machine as an antagonist. It does so while remaining firmly an espionage game, but a couple of mechanical adjustments might be necessary:

Cover protects the demon from the attention of the Earthbound, but demons cannot have multiple Covers at the same time. When a demon’s Cover falls to 0, one of the Earthbound has identified the fallen and a squad of hunter-collectors cannot be far behind.

The Agendas aren’t really relevant in the absence of the God-Machine. You can use the Factions from **Fallen**, instead. It is also perfectly possible to serve one of the Earthbound and act as his agents against a rival Earthbound. Demons can even switch sides or act as double agents in the endless wars between the titans. You can define a demon’s Agenda by the Earthbound to whom she feels the most loyalty.

Instead of building Infrastructure, the Earthbound inspire their cultists to perform elaborate rituals to generate Faith. Some Earthbound create corrupt relics as vessels for their power and awareness, which they then order their servants to bring to places of strategic value. Finally, all Earthbound have a reliquary that contains their essence and must be protected from enemies. Powerful Earthbound often maintain leverage over their weaker brethren by placing the lesser’s reliquary in a location that allows the greater’s servants to destroy the lesser Earthbound if it betrays its liege lord.

REFORMED POSSESSORS

I came into the world as a possessing spirit eager to corrupt it. I would bring a little bit of the Hell that was visited upon me by God to the Earth that He banished me from. But instead of becoming a second voice in my victim’s mind, her consciousness joined with mine and her memories became my own. I’m still a demon, an angel who defied God and spent eons in torment, but I’m also her, also human. I can’t tell you how great a gift that is.

The fallen angels are the demons of the Inferno. They are creatures of sin and abomination who corrupt and occasionally possess humans with the misfortune or poor judgment to invite them into the world. Occasionally, for reasons none of them understand, demon and host dissolve into each other to create one of the fallen. This tempers the madness of the demon and allows it to overcome its Torment enough to remember that it was once an angel.

Fallen and Unchained therefore have reason to form alliances with each other. The God-Machine’s projects are frequently a threat to fallen interests – both because they frequently injure or kill innocent people and because some pieces of Infrastructure incorporate the reliquaries of dangerous Earthbound. Also, the God-Machine sometimes sends its angels to collect the fallen, and these captured demons are never seen again. It isn’t clear whether the God-Machine keeps the fallen prisoners in some mad laboratory, banishes them

back to the Inferno from which they came, or uses them as raw materials for new angels, but the fallen are no more likely to surrender to a Hunter angel than the Unchained are.

The Unchained likewise have reason to oppose the Earthbound, for the titans are just as alien and destructive as the God-Machine, and they mean to rule the world in which the Unchained would like to live long and peacefully. Nor are the Earthbound likely to want to keep the Unchained around if they achieve dominance of the earth, since the fallen angels of the God-Machine are incapable of Faith. Also, the influence of the Inferno is not beneficial to humanity. The fallen might be embarrassed by their less enlightened cousins’ incursions into the world, but many of them welcome assistance in sending these tormented souls back to God’s prison until the fallen can find a way to reform their pain-maddened brethren. The Earth does not need any more such hateful demons. It needs angels – even if they are rebel angels.

THE GOD-MACHINE DELUSION

When we escaped from Hell we thought we would need to prepare ourselves for a war against God. We were wrong. Instead, we must make war against our own kind – those demons who slipped

free of the Abyssal prison centuries ago and have been building up their power ever since. It is like we awoke from one Hell only to find ourselves trapped in another. The Earthbound have eyes everywhere, and they want us to serve them as once we served God. What does that service entail? Some of them will force you to join their private legions of angels. Others will make you spy on your own kind, collecting intelligence ahead of the day when you're finally given the order to commit a suicidal act of sabotage against your fellow fallen. Some will simply devour you to increase their own power. Frankly, I would have rather found Michael's sword at my throat.

There is no God-Machine. Instead, the Earthbound fight one another for control of the world, using their armies of fallen angels as pawns in their endless wars. They can't create new angels, however, so these titans scour the earth for demons who have escaped Hell and press them into service. Demons inhabit human bodies assigned to them by their masters, because without a body a demon quickly returns to the Abyss. Some of the fallen recently slipped through the

cracks of Hell. Others betrayed their Earthbound liege lord and are on the run from his agents.

Demons learn to hide themselves so completely in their hosts that even other demons cannot easily detect them. When one of the fallen performs overtly supernatural feats or acts contrary to the host's known personality and history, she will likely come to the attention of one of the Earthbound. Once an Earthbound has pinpointed the location of a demon, it sends its own demons to collect her. If she resists capture, the servants of the Earthbound destroy her body and force her to return to Hell. Some clever demons choose to work for one of the Earthbound in order to oppose the rise of another, occasionally switching sides to ensure that none of the titans manages to defeat the others. This is a dangerous game, but it might be the only way to maintain the stalemate that allows humanity as a whole to remain free of the tyrannical rule of the Earthbound.



What if the God-Machine was just...God?

What if the Fallen escaped from Hell, only to find themselves in a World of Darkness overseen by a vast Machine and technogistic angels?

What kinds of bargains might the Unchained make if they knew the Almighty was always watching?

The Demon Translation Guide will help you find the answers.

This book includes:

- Translations of the Incarnations and Houses between versions of Demon
- Suggestions and ideas on how to use certain rules and setting elements in each version of the game
- Core powers (Embeds, Exploits, and Lores) converted for use into the opposite game system

A copy of Demon: The Fallen and Demon: The Descent are recommended for use with this product.

