

SIMULACRE

"We are WHAT we Pretend to Be,
SO we must be careful about WHAT we Pretend to Be."
- KURT VONNEGUT,
MOTHER NIGHT

As Azoth distills a Promethean's proto-soul, it casts a corona around their form. This corona manifests in the material world as **Simulacre**, the literal and metaphysical simulation of humanity to the outside world and, with time and effort, to the Promethean itself. The more human they act, the more the enamel-esque coating of Simulacre hides their Disfigurements and guards them against the reality that rejects them. Also, the closer to the New Dawn it gets the more its body manifests human frailties.

The inverse is also true: Prometheans that behave monstrously discover their Disfigurements are more difficult to mask, Disquiet accrues more rapidly, and what few human qualities they possess evaporate. Then again, Prometheans who deny the Pilgrimage in this way are increasingly unlikely to care.

Simulacre manifests as a modification of the Morality trait found on pages 91-94 of the **World of Darkness** rulebook. A Promethean's Morality is their Simulacre, and it represents their understanding of and proximity to the New Dawn. When a Promethean is first created they awaken in great pain and in the throes of Torment with an effective Simulacre of 0. This havoc can be avoided, thankfully, if their creator rolls an exceptional success on the Generative Act--in which case the Promethean begins its existence at the delicate rank of Simulacre 1 and does not start its Pilgrimage Tormented. Regardless, after about their first hour of existence (or one scene), its humours balance somewhat and its Azoth cools, allowing Simulacre to form around their corpus at an effective rating of 3.

Starting-play Prometheans begin at Simulacre 3, but Storytellers may allow players to exchange dots of Simulacre for experience points at character creation if they so choose. Each dot sacrificed in this way yields five experience points, and players can drop their Simulacre scores to as low as 1.

Simulacre mimics mortal Morality in a unique way within the World of Darkness: if a Promethean performs acts that exemplify the very best of humanity, they may find their Simulacre strengthens as mortal Morality does. As such Prometheans can regain lost Simulacre at the end of a story by performing great deeds of atonement, charity, or self-sacrifice in the manner described on page 94 of the **World of Darkness Rulebook**. If the deed is epic enough, it may even save a Simulacre 0 Promethean from its inevitable descent into Sublimation. Simulacre can also be raised during play by spending experience points or Vitriol.

Simulacre holds Prometheans to a higher standard than Morality does mortals. Performing acts mortals are incapable of weakens it, and thus Prometheans have an additional set of Threshold Sins as listed below. This judgement even extends through Torment, despite the fact that the Promethean isn't in full control of its faculties. Once the Promethean exits Torment, its player makes a single degeneration roll based on the most offensive sin performed during its rampage. A newly created Promethean does not make this roll when they exit Torment.

SINS

Simulacre	Threshold Sin (In addition to those listed on page 91 of the World of Darkness Rulebook).	Dice Rolled
10	Failure to interact with humanity daily. Using Pyros.	5
9	Failure to interact with humanity for more than a week. Using any Transmutation, whether it costs Pyros or not.	5
8	Failure to interact with humanity for more than a month. Healing or recovering Pyros via Electroshock Therapy/Recharge.	5
7	Failure to bathe, sleep, or otherwise maintain a human-like standard of living.	4
6	Sustaining oneself on garbage, waste or other substances not normally fit for human consumption.	4
5	Reverting to Stannum by declaring it instead of by study and reflection, as described on p49 of P:tC . Deliberately entering Torment for any reason.	3
4	Learning a Pandoran Transmutation, whether it requires activation or is a permanent change (this replaces all Humanity related rules for Pandoran Transmutations on p236 of P:tC).	3
3	Embracing the Refinement of Flux.	3
2	Deliberately creating Pandorans or Sublimati through the Generative Act.	2
1	Purposefully feeding, commanding, or otherwise encouraging the growth and propagation of Pandorans or Sublimati.	2

Performing Lacunae results in an *automatic* loss of a Simulacre dot.

Simulacre physically masks a Promethean's Disfigurements from the world and thus shields it from always spreading Disquiet, but it can only endure for so long against the raw, transformative power of Pyros. In each scene, Prometheans can spend up to their Simulacre rating in Pyros before the illusion of humanity dissolves. With their Disfigurements laid bare, the first time any mortal perceives the Promethean's true form in a scene they make an immediate Disquiet roll (this is made in addition to the "introductory" Disquiet roll if there was one). Once the scene ends and the Promethean's humours rebalance, its Simulacre reforms around its corpus.

When Simulacre weakens from degeneration, it sometimes forms a metaphysical "crack" in the enamel that coats the Promethean's form and its Azoth. This flaw becomes ingrained upon its proto-soul, throwing off the balance of bodily humours and manifesting itself mechanically as derangements. Promethean derangements are very real (unlike the Promethean itself), and like humans they must struggle against these derangements whether they are conscious of the problem or not. And while psychiatric drugs generally do not make it through a Promethean's supernatural constitution, they are able to cure derangements if they regain the Simulacre layer that caused the derangement to manifest, effectively mending the flaw in their proto-soul.

EFFECTS OF SIMULACRE

Due to its deep connection to both the physical form and their proto-soul, a Promethean's Simulacre rank has a direct effect on the physical benefits of the Promethean Condition. Each rank has its own benefits and drawbacks as described in the entries that follow.

Simulacre 0: If a Promethean ever slips to this level, they may not even realize how far they've fallen at first--perhaps thinking they have achieved an evolved state of being after all the "benefits" gained at Simulacre 1 (which it retains). Without Simulacre to protect it, the Promethean's Disfigurements always show. What's worse, without Simulacre to shield it from reality the Azoth slowly burns out, dropping by one dot each day at sundown. The first time this happens, the Promethean realizes something is terribly wrong, feeling it deep within what's left of its proto-soul. Without an epic act of redemption, it knows it will fail the Pilgrimage--though at this stage, the Promethean has likely turned its back on any hope for the New Dawn. When they reach Azoth 0 their Divine Fire burns out for good. The Promethean surges with Flux and metamorphoses painfully and horrifically into a hideous Sublimatus that mocks their Lineage. There is no redemption for monsters such as this.

Simulacre 1: The Promethean does not sleep, and therefore never incurs the Fatigue penalties related to sleep. It need not drink water, and though it must eat until full at least once a day the food need not be fit for human consumption or even be organic matter. Failure to eat for a number of days causes Torment to rise and can later cause deprivation penalties as described

on page 181 of **P:tC**. It never excretes waste. It has to remember to perform most autonomic functions, such as blinking. Breathing is the notable exception as air is necessary to fuel the Divine Fire (the Promethean finds even the most noxious or toxic air suits this purpose), but aside from this the corpus has no vital signs. It is immune to all mundane diseases, poisons, and psychoactive chemicals. Only extreme heat and cold affect them, and they can negate up to 3 points of penalties from such conditions. Since the layer of Simulacre is so thin, the slightest flare of Pyros causes Disfigurements to show. Azoth is increased by three for the purpose of Disquiet rolls.

Simulacre 2: The Promethean's fragile Simulacre manages to obscure its Disfigurement after some Pyros expenditure. A pulse develops, though its heart (or heart-analog) directs its Humour through the corpus instead of blood. Azoth is increased by two for the purpose of Disquiet rolls.

Simulacre 3: The Promethean now needs to sleep--about 1-3 hours every other day, as described on page 162 of **Promethean: The Created**--and by extension can incur Fatigue penalties by not doing so. The Promethean must contend with the curious sensation of autonomic functions (such as blinking) starting to occur without conscious effort. Azoth is increased by one for the purpose of Disquiet rolls.

Simulacre 4: The Promethean can no longer sustain itself on inorganic matter, though what it consumes needn't be edible by humans. Effectively, it gains the Iron Stomach Merit from page 113 of the **WoD Rulebook** at no cost and even if it doesn't meet the prerequisite. It feels compelled to drink fluids about once a week, but suffers no penalties from ignoring this. It otherwise retains the immunities described at Simulacre 1. Azoth is no longer penalized for Disquiet rolls.

Simulacre 5: The Promethean loses its total immunity to toxic substances, though is still heartily resistant to them. It gains a version of the Toxin Resistance Merit, as described on page 164 of **Promethean: The Created**. It now must drink fluids about once a week, and if it doesn't drink for [Stamina + Resolve] days it takes a bashing damage per day until their thirst is quenched as a deprivation takes hold. It must now sleep every day, but still only for 1-3 hours per day. It also becomes slightly more vulnerable to heat and cold, and now only negates 2 points of penalties from extreme conditions.

Simulacre 6: The Promethean loses its total immunity to disease, though its immune system analogue remains supernaturally strong. They gain a version of the Natural Immunity Merit as described on page 164 of **Promethean: The Created**. Autonomic functions such as blinking are now actually performed unconsciously, and human-like reflexes consistently respond to stimuli.

Simulacre 7: The Promethean now requires food edible by humans, and as such loses the Iron Stomach Merit. It must drink fluids or suffer deprivation damage as a human does (as described on page 175 of the **WoD Rulebook**), though hunger still causes Torment to build. Its previously closed alchemical system now determines that not everything ingested is fit to fuel the Azoth,

and it begins to excrete waste as a human does. It now requires 3-5 hours of sleep per night to stave off Fatigue penalties.

Simulacre 8: As its bodily functions more closely emulate a human's, the Promethean further downgrades its resistance to toxins and environmental extremes. It now has the normal version of the Toxin Resistance Merit as described on page 113 of the **WoD Rulebook** and only negate 1 point of penalties from extreme temperatures. Its body now must maintain a semi-regular temperature to stay healthy, and sweats and shivers accordingly. It can also suffer from heat stroke and hypothermia if these needs aren't met. The Promethean now feels it is nearing the New Dawn, as Azoth is reduced by one for the purpose of Disquiet rolls.

Simulacre 9: The Promethean now requires six or more hours of sleep a night and regular meals--almost like a real mortal does. Now that its body maintains human-like temperatures and mimics biological functions closely enough, particularly virulent disease and illness can gain a foothold in the Promethean's form. It now has the regular version of the Natural Immunity Merit as described in the **WoD Rulebook** p.113. Azoth is reduced by two for the purpose of Disquiet rolls.

Simulacre 10: Upon basic visual inspection and even prolonged observation, there is no discernable difference between the Promethean and a normal, mortal human, and as such Azoth is reduced by three for the purpose of Disquiet rolls. It has acclimated to the frailties of their nigh-mortal form and is no longer awkward about biological functions and needs; it's even lost the Toxin Resistance and Natural Immunity Merits as listed before. And yet... and yet its Pilgrimage is still not complete. The New Dawn **must** be close at hand. It must be.

SIMULACRE EFFECTS SUMMARY

Rating*	Effects
1	Does not sleep nor incur sleep-related fatigue. Does not need water but must eat until full once a day (any kind of matter). Never excretes waste. No autonomic functions except breathing. No other vital signs. Immune to mundane diseases, poisons, and psychoactive chemicals. Negate 3 points of penalties from extreme temperatures. +3 to Disquiet rolls.
2	Same as 1, except: pulse develops, +2 to Disquiet rolls.
3	Need 1-3 hours of sleep every other night. Autonomic functions start to occur on their own. +1 to Disquiet rolls.
4	Must eat organic matter (effectively gaining Iron Stomach Merit). Compelled to drink fluids once a week (no penalty for ignoring).

5	Must now drink once a week and sleep every day (1-3 hours). Loses immunity to toxic substances but highly resistant. Negate 2 points of penalties from extreme conditions.
6	Loses total disease immunity but still highly resistant. Autonomic functions occur as they do in humans.
7	Must eat and drink as a human does (loses Iron Stomach Merit). Excretes waste. Sleeps 3-5 hours a night.
8	Reduces toxin resistance to normal though above average human range. Negates 1 point of penalties from extreme conditions. Shivers and sweats to regulate body temperature. -1 to Disquiet rolls.
9	Reduces toxin resistance to normal though above average human range. Normal sleep patterns. -2 to Disquiet rolls.
10	No additional resistance to diseases or toxins. Acclimatized to biological needs/functions. -3 to Disquiet rolls.

*Prometheans can spend [Simulacre rating] Pyros before their disfigurements show and Disquiet spreads.

Burdens

No matter how much research, development, and testing went into their design and Creation, no Promethean is finished. Each one is uniquely incomplete, and this incompleteness is even evident on their consciousness in the form of **Burdens**. Burdens represent how each Promethean is alien to the world; they are not of it, and thus they do not and cannot understand it. Not yet, at least.

Each Promethean is afflicted with four Burdens upon Creation, which are chosen from the lists of derangements and flaws listed in the **World of Darkness** or **Promethean** core rulebooks. Derangements and flaws from other World of Darkness books may also be used at the Storyteller's discretion, though a Promethean must always qualify for a derangement (a Promethean cannot be addicted to harvesting Glamour, for example). The selected Burdens are then placed, in order of severity as determined by the player and Storyteller, on the lines for Simulacre 3 through 6. Similar to how a character cures a derangement, when a Promethean raises its Simulacre above a ranking's Burden they are relieved of that Burden. Burdens cannot be "cured" by any other means, including therapy, medication, or other forms of treatment.

Should the Promethean's Simulacre rating later fall below that level they do not automatically regain said Burden. They make a derangement roll as normal, and should they fail the Storyteller decides if it's thematically appropriate for the character to experience a new

derangement or if their old Burden will return.

Since Burdens are put upon a proto-soul and not the corpus, they should be problems that study, reflection, and understanding can alleviate. Depression, fixation, vocalization, and rote-action repetition are common Burdens, as are cowardice, aloofness, illiteracy, and behavior blindness. Physical flaws are usually inappropriate as Burdens, though exceptions can be made for flaws caused by psychosomatosi--for instance, if a Promethean is mute despite the fact they have a fully-functional voicebox. This doesn't mean that a player can't or shouldn't take physical flaws during character creation, just that they aren't difficulties that can be lifted from a proto-soul. Other flaws may also be inappropriate because they are external instead internal problems, such as Notoriety.

Prometheans aren't always aware of their Burdens. Sometimes they only realize they were flawed once they have moved past those afflictions, understanding that their logic was flawed or their perception skewed. Others have seen how their Burdens separate them from the world, yet don't quite know how to move beyond them.

Prometheans who start play at a Simulacre rating of 4 or 5 have already relieved themselves of the Burdens that precede those ratings. A player should still think of what Burdens they have removed from themselves, though, in case those old problems return through degeneration.