

Demon: The Descent House Rules

FOR GENERAL SYSTEM CHANGES SEE CHRONICLES OF DARKNESS HACKS [HERE](#)

[Build Rules](#)

[Experience Tables](#)

[Cover](#)

[Demonic Form](#)

[Aether](#)

[Embeds](#)

[Cacophony](#)

[Instrumental](#)

[Mundane](#)

[Vocal](#)

[Exploits](#)

[Gadgets](#)

5/6/16 - Added a [Demonic Form](#) section, addressing the use of demonic form and cover changing as a means of avoiding unwanted magical effects.

2/23/16 - More additions, and minor fixes. Added a Gadgets section which will be updated when I get interesting ideas. Thanks again to GibberingEloquence for his input.

2/22/16 - Added Deep Cover and Additional Aether options. Thanks to GibberingEloquence of the Onyx Path Forums for the ideas.

2/19/16 - Major update to build rules, minor change to experience, additional ways to gain Aether in the absence of the God-Machine and a complete overhaul of Cover intended to facilitate play in non-God-Machine-centric games.

A Note Before Reading...

Many of the house rules below, specifically those involving Cover and Aether, are written to facilitate Demons in crossover play that does not emphasize the God-Machine. They assume that, while present, the God-Machine largely ignores Demons so long as they stay out of its way and don't endanger its operations. How involved the machine is, if it's involved at all, is wholly the storyteller's call.

Build Rules

Altered build rules are intended to reflect the advanced, inhuman skill set of Demons.

Attributes	6/5/3
Skills	15/13/11
Specialties	5
Merit Dots	10*
Embeds	4
Exploits	1

Primum	1
Cover	7
Bonus Exp	10

*All Demons Possess the Advanced version of the Eidetic Memory Merit, found in **Beast: The Primordial**.

Experience Tables

Attribute	4 Mxp
Skill	2 Mxp
Specialty	1 Mxp
Merit Dot	1 Mxp
Embed	2 Sxp
Exploit	3 Sxp
Primum	N/A (gain one additional dot for every 10 Special Experiences)

*Demons cannot purchase Cover as other splats can their morality stat, similarly they do not get bonus experience when they lose dots of Cover (See [General GMC Hacks](#)).

Cover

Losing cover is no longer a guaranteed path to being caught by the God-Machine, indeed the engine of reality doesn't care terribly much about orphaned Demons so long as they stay out of the gears. Therefore, to maintain the danger of compromise all demonic Covers now gather permanent Glitches as they fall in value, unique to each identity. Each dot below 10 grants either a minor Glitch or upgrades an existing Glitch one step. These Glitches do not count for the permanent Glitches from raising Primum, those are independent and carry over from Cover to Cover.

Ex. Cyble, a former Messenger who likes to play god has a Cover at 5 dots. This means Cyble's player has six 'glitch points' to spend. Her player has decided on the following spread: Must always have her hands busy (Minor Glitch), Cannot admit she is/was wrong (Major Glitch), & Must Stop and Listen to Prayers (Major Glitch). Over the course of play Cyble loses yet another dot of cover by overusing the Exploit The Word. Her player opts to upgrade her final glitch 'Must Stop and Listen to Prayers' to 'Must Answer Prayers', a Catastrophic Glitch. Were Cyble to recover the dot that Glitch would drop back down to Major.

Moreover, individuals suspecting a Demons supernatural nature does not endanger her cover below 5 dots. Below 3 dots cover is not longer lost when others outright confirm the Demon is supernatural, meaning the final 2 dots of cover can only be lost by spamming Embeds, using Exploits, or unveiling your Demoniac form.

Out of the Closet

The changes to Cover mean that not all Demons have to hide themselves under the guise of mundane life, they can take on strange or even outright occult persons that leverage their powers...assuming they are willing to live with low cover and a bundle of Glitches.

Ex. Luck is a Demon on the sidelines, but not content to blend in. He makes his roost in a run down theater in downtown LA where he entertains himself listening to tales from and offering advice to anyone who should happen by. To those he who intrigue him Luck unveils a secret; he is a Djinn, a miraculous spirit, willing to grant them a wish as a reward for their tale. He never

shows his supernatural nature outright, save for his favorite storytellers, and disguises the fact that he smokes constantly (a Catastrophic Glitch) by nursing a hookah at all times.

Burn Notice

Without the God-Machine hounding them, what's to stop a Demon from abandoning cover altogether? You ask. The answer: technically nothing. Playing a Demon who has ditched pretense and hangs out in their unveiled form is doable, even valid. However, a burnt demon still has much to fear. The intensity of their true form incites fear and curiosity from all the wrong sources, she rubs Werewolves wrong and catches the eye of invasive Mages, not to mention what would happen if she were found by hunters. Too much attention from outsiders may even be seen by the God-Machine as a threat to its operation.

Going Deeper

Only the most devoted, organized, secretive demons manage to live their lives Glitch free. Maintaining a high cover is simply too difficult. However, in a pinch a Demon can shore up their cover and hide their more severe glitches. This process is called Low Profile, costs one point of Willpower and lasts for a single scene. While in Low Profile a Demon treats their cover as three dots higher, to a maximum of 10. Glitches that arose from those absent three dots are downgraded or suppressed. However, while in Low Profile a Demon cannot spend Aether, assume Demonic Form or act out of character in any way. Even the slightest breach of character results in loss of Low Profile, the return of the missing Glitches and immediate compromise. Embeds remain accessible, but the Demon must be extra careful not to overuse them, lest they get caught spamming and break Low Profile.

Demonic Form

A demon in Demonic Form is sovereign unto itself, magics which would dominate or deform their Covers glance off and melt away from the otherworldly visage. Mechanically this means any effect that would warp the mind or body of the Demon simply fails. A demon in demonic form cannot be charmed or dominated, turned into a newt or reduced to a baby. This won't protect a demon from being blasted by lightning or held aloft in a zone of zero gravity, nor will it protect against God-Machine reprogramming or the reality subverting powers of Rank 6+ beings.

Aether

Moving away from God-Machine centric play means demons require a new way to gain Aether without infrastructure or nearby Angels. This is solved through two means. First, a Demon who takes their Demonic form immediately rolls her Primum, taking a point of Aether per success. However, as this risks cover most demons prefer to use Aether pacts.

Aether Pacts

An Aether pact operates just like any other pact, the demon makes an offer, the subject accepts and if successful the demon can claim part (or all) of his soul. The difference here is that instead of taking that aspect of the subject's life into her own, the demon burns it to generate Aether. How much Aether depends on how much is given, minor aspects of a life (like a single friendship) grant one point, major ones (like their job of ten years) two and huge portions of a person's life (like their entire childhood)

grant three. Burning the soul entirely refills the Demon's Aether completely. Entirely trivial life components, those that the victim parts with easily, rarely turn out Aether.

Take My Cancer Please

You may be wondering, can a Demon burn a major, but entirely unwanted portion of a person's life for Aether? Yes, they can! However, as fulfilling any pact with a mortal is generally cause for Compromise it is rare to find a Demon generous enough to churn through their cover or risk potential mobs of miracle seekers for the benefit of another. Regardless, it is an option.

Take My Wife, No Seriously.

So a Demon can eradicate cancer or trauma, but what about other people? The answer to this is no. Demons can burn away a relationship, or erase the experience of an event, but they cannot actually change history, erase or revive another being through the power of a pact alone (that requires an Exploit). If a wife who offers up her deadbeat husband the Demon can burn the love between them, maybe even their memories of one another, but he'll still be living in her house.

Gadgets, Relics and More

A Demon can tear down Gadgets and, with storyteller approval, other magical relics to get at the reality stuff inside. For this the Demon must spend a point of Willpower and roll Intelligence + Science (for Gadgets, other objects may require different rolls, like Wits + Occult for Imbued Items or Manipulation + Animal Ken for Fetishes), penalize this roll by the relative power of the object, Embedded Gadgets are -1, Exploited -3, Lambda Gadgets are -5 or more. If successful make an Aetheric Resonance roll to gather as much Aether as possible before it dissipated.

Restoration Infrastructure

If you are considering these hacks it is probably because, like me, you want to use Demons in crossover without gears everywhere and angels kicking down the door. However, maybe you want to dabble, or just give your players the option of interacting with the engine of reality. In this case Restoration Infrastructure is used to restore Cover dots directly, removing the associated glitches along the way. How many dots, and how they do it is up to you, as introducing infrastructure is surely a storyteller call to moderate.

Essence Drain

The Demonic Form power 'Essence Drain' can do more than just suck the Essence out of Ephemeral beings. Any time the Demon uses this power to enhance an attack roll it may spend a point of willpower and make a reflexive Aetheric Resonance roll, gathering up to the damage dealt points of Aether. Wounds harvested this way appear to dissolve, leaving bizarre patches of glitchy nothingness where a normal wound should be. This damage is persistent and does not heal without magical intervention. Harming a human this way is cause for a compromise roll.

Stigmatics and Cryptids

In addition to the above methods for Aether acquisition, certain stigmatics and cryptids may develop powers that allow them to generate or harvest Aether. This isn't a guarantee, nothing is when you're dealing with the accidental offspring of the God-Machine, but as a storyteller they

are yet another avenue, one that might be taken as a merit or tossed in for a little something extra.

Embeds

Embeds are, as written, secret shortcuts built into reality for Angels to use. As a result anything strongly rooted in the system is also highly susceptible to Embeds. Mortals without any supernatural knowledge do not contest or resist Embeds, they just work. Beings aware of the system, however, are much harder to affect. Demons, Stigmatics, Angels, and other supernatural beings (with templates or magical abilities) may contest many Embed effects.

Embeds are also less effective further from the God-Machine. Demons in other worlds, or those confronted by beings alien to the material world should take a -1 to -5 penalty (storyteller discretion) when activating Embeds.

Spam

With no Aether cost Embeds appear to be eminently spamable, but this is not the case. Each use of an Embed in a scene increasingly risks the God-Machine's attention. Demons should risk compromise after three uses of any Embed in a scene, and expect immediate Angelic attention if they go over five. Each use of the same Embed within a single **turn** also suffers a cumulative -1 penalty beyond the first.

Dramatic Failure

A Demon's player cannot choose to dramatically fail an Embed or Exploit when it would be beneficial to him. In Matt McFarland's words: *"Want to do the dramatic failure effect more consistently? Fine, teach yourself to do it (that is, make up a new Embed or Exploit)."*

Cacophony

Bystander Effect

The bystander effect is a psychological phenomenon that states simply that the more people who witness an event, the less likely any particular person is to get involved. The reasons for this vary, but a demon can exploit this tendency to attack a target in full view of a group of people and escape unhindered. This Embed does not work on groups of people who know each other, however — a demon can't stab one policeman in a cop bar and hope to get out with no repercussion.

Bystander Effect is easier to use in crowds. If fewer than 10 people witness the demon's action, apply a -2 modifier to the roll to activate it.

Dice Pool: Manipulation + Intimidation **vs Composure + Supernatural Advantage**

Action: Reflexive

Roll Results

Dramatic Failure: Everyone in the immediate vicinity becomes outraged at the demon's actions and moves to stop him. Unless he has another method of getting through a crowd, he is almost certain to be caught.

Failure: The Embed has no effect. The demon might still be able to get away unhindered, but only if the Storyteller determines that no one chooses to stop him. In any case, people remember the demon and what he did.

Success: The demon makes an attack on a target and activates this Embed. The people nearby might stand and watch, turn away, or even run, but they won't get in his way and they won't attempt to stop him. If the demon can get out of sight within the next minute, the people at the scene won't remember any salient details about him, either. [Supernatural beings may roll Composure + Supernatural Advantage to contest this effect, noticing the attack if they roll more successes than the demon did on his activation roll.](#)

Exceptional Success: The demon makes the attack and walks away calmly. Bystanders either do not notice him or are too frightened to say anything. Within a few minutes of the event, the bystanders won't be able to agree on the demon's height, skin color, or even gender.

Cause and Effect

Most people are familiar in at least a cursory fashion with the "Butterfly Effect." That is, every event, no matter how small, has effects on the world that often cannot be measured and can never be predicted or replicated. A demon with the right knowledge can capitalize on that principle, taking one action that leads to a completely different and unexpected (to everyone but the demon) outcome. This power, like several others that impact probability and causality, poses a risk to Cover by its very nature. A demon using it should proceed with caution.

Dice Pool: Wits + [any Skill; see below] - [Difficulty of Desired Action](#)

Action: Instant

Roll Results

Dramatic Failure: Nothing happens immediately. The demon has set events in motion that she cannot predict or prevent, events that will have dramatic effects sometime in the future. In game terms, the Storyteller has a pool of dice equal to the dice pool that the player used for this Embed that he can apply as an attack or an action against the character whenever he wishes. The demon can force fate's hand, however — by activating this Embed again. When the demon does so, the Embed fails but the Storyteller must immediately resolve the lingering causality problem, using the dice pool he has in reserve.

Failure: The Embed has no effect. The player must immediately make a compromise roll (+1 modifier).

Success: The player states what the demon is doing and what the demon hopes to accomplish. The two actions don't have to be related in any way. The player then rolls for the Embed, using whatever Skill is most appropriate to the action the demon is taking. The successes apply to the action the demon hopes to accomplish. Both actions need to be instant actions; the demon cannot perform an extended action by means of Cause and Effect. The demon must be able to watch the events of Cause and Effect unfold

(that is, the Embed's effects only work within the demon's line of sight). For example, a demon wishes to steal a man's wallet, but isn't especially light-fingered (no dots in Larceny). She uses the Cause and Effect Embed, and states that she will engage the people waiting for a bus in a political discussion. The player rolls Wits + Politics and gets four successes. The man, walking by the bus stop, hears the debate, becomes distracted, trips on a patch of uneven pavement, and falls. His wallet falls out of his jacket pocket and the demon casually picks it up.

Exceptional Success: As above, plus any benefits that would normally come from achieving an exceptional success on the intended action.

Example: If a Demon wants to steal from a locked safe, difficulty 5 to open, activating this Embed has a -5 die penalty.

Combustion

Everything burns, but not everything burns easily. Despite what action movies tell us, a stray bullet is extremely unlikely to blow up a car. But the explosiveness or flammability of an object is a known value, and that means a demon with the right knowledge can alter that value, making an object more likely to burn or explode.

Dice Pool: Wits + Science

Action: Instant

Roll Results

Dramatic Failure: The object in question immediately bursts into flames. If the demon is holding or touching it at the time, she suffers 2L damage immediately and may become engulfed in flames, depending on her proximity and the size of the object.

Failure: The object's flammability does not change. The demon may try again, with a cumulative -1 penalty for each attempt on the same object.

Success: The object becomes more flammable or prone to explosive. In order for a demon to alter a target's explosiveness, it must have the potential to explode already (cars can explode, for instance, but wooden chairs do not). In either case, the object will burst into flames or explode with the slightest provocation — a match flung at the object is usually enough.

Exceptional Success: The demon can consciously control the object's flammability or explosiveness, meaning she can set the destruction in motion with a thought.

Cool Heads Prevail

The best way to survive a fight is not to have one. With this Embed, the demon reduces the amount of chaos and destruction, taking the desire to fight away from the targets. It doesn't make them like each other any better, but it does make them less likely to kill each other.

Dice Pool: Manipulation + Empathy **vs Resolve + Supernatural Advantage**

Action: Instant

Roll Results

Dramatic Failure: The targets come to blows immediately. Combat begins as normal. If combat has already started, the participants become willing to Go for Blood (p. XX).

Failure: The Embed has no effect. If combat has already started, it continues as normal.

Success: The participants calm down and are unwilling to become physically violent. They might still yell or threaten, but no one affected by the Embed will throw the first punch. If combat has already started, everyone involved surrenders, **and affected participants cannot spend willpower to re-engage unless they are aggressed by some outside source.**

Exceptional Success: As above, except that the characters also become receptive to suggestion on how to end their beef. If he wishes to mediate, the demon receives a +2 bonus to any Social rolls made during this scene to help the parties come to an agreement.

Deafen

Taking “cacophony” to a literal extreme, the demon creates a persistent ringing in the ears of a target that prevents him from hearing anything at all. The sound is only audible to the target; physical examination of the victim while the power is active shows nothing physically wrong with his hearing apparatus.

Dice Pool: Manipulation + Medicine **vs Stamina + Supernatural Advantage**

Action: Instant

Roll Results

Dramatic Failure: The noise reverberates back to the demon. The demon gains the Deaf Condition or Deafened Tilt as appropriate for the duration of the scene.

Failure: The Embed has no effect. The demon can attempt to use it again, but apply a cumulative –1 penalty for every attempt after the first during the same scene.

Success: The target receives the Deaf Condition or Deafened Tilt, as appropriate. This lasts for the remainder of the scene, unless the demon decides to end it early.

Exceptional Success: The demon can choose to apply the Deaf Condition or Deafened Tilt to anyone within earshot when the Embed is invoked. This lasts for the remainder of the scene, unless the demon decides to end it early.

Devil's Advocate

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

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

Dice Pool: Manipulation + Subterfuge **vs Resolve + Supernatural Advantage**

Action: Instant

Roll Results

Dramatic Failure: The target follows his natural inclination, but to a fervent, even violent extreme.

Continuing the example above, the policeman might have been inclined to give the demon a ticket, but now attempts to detain the demon and search her car.

Failure: The Embed has no effect.

Success: The target disagrees with the most recent stated position, even if that would be a position that he would normally accept. From the target's perspective, he might be merely "arguing the other side" or "playing Devil's Advocate," but in the moment, he truly feels that it is his duty to voice his disagreement or otherwise display it. What reaction this provokes is highly context dependent. Fistfights are unlikely to break out at a PTA meeting over whether to alter a school cafeteria menu, but in a bar watching a football match it's a distinct possibility. Demons can and do lay groundwork for successful use of this Embed, getting people to argue with one another and then using Devil's Advocate to cause a reversal or a statement that sets everyone off.

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

Hesitation

In a crisis situation, a second's delay can make a huge difference. Using this Embed, the demon injects a momentary doubt or fear into a target's mind, causing him to pause. By the time he regains his composure, the fight may already have been lost. This Embed can only be used before the intended target has taken his first action and before the demon has taken hers. As such, it is possible to use Hesitation on multiple targets in a turn if the initiative order favors the demon.

Example: A group of three threatening individuals confronts a demon. Everyone rolls for initiative; the demon has initiative 10 and her assailants have 11, 9 and 5. She can't use Hesitation on the opponent

with initiative 11 (as he acts before the demon), but she can use the Embed on the other three before she takes her action.

Hesitation cannot be used past the first round of combat.

Dice Pool: Manipulation + Intimidation - Resolve

Action: Reflexive

Roll Results

Dramatic Failure: The demon hesitates, losing her action for the first turn of combat, or the target acts decisively, enjoying a +2 modifier on this first action (player's choice).

Failure: The Embed fails against the intended target. The demon can use Hesitation on other eligible targets during the same combat.

Success: The target hesitates, pausing slightly before acting. [The demon subtracts his rolled successes from the target's initiative.](#) The demon cannot force a target to miss an action (that is, the target's modified initiative value must be at least 1).

Exceptional Success: As above, except that the demon can force the target to miss his action on the first turn of combat. The demon specifies where the target acts in the initiative order for the next turn.

Hush

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

Dice Pool: Dexterity + Brawl – Defense

Action: Reflexive

Roll Results

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

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

Success: Combat makes no sound until either a number of turns elapses equal to the successes rolled or one combatant uses a weapon, whichever comes first. Even incidental noise (one participant being

slammed up against a wall) produces only a muffled thump. Note that in order to use a weapon, the combatant's player must make a roll to do so (a Weaponry or Firearms roll). Simply drawing the weapon does not break the effects of Hush.

Exceptional Success: The demon may target his opponent's throat with no specified target penalty for one strike. If this strike connects, in addition to inflicting OL damage the demon inflicts the Mute Condition (p. XX) on the target for the duration of the fight.

Just Bruised

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

Dice Pool: Wits + Medicine - **Damage Negated**

Action: Reflexive

Example: A demon attempting to negate three points of damage would take a -2 die penalty to this roll because it cancels out two points of damage.

Roll Results

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

Failure: The target takes damage as usual.

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

Exceptional Success: The target suffers no damage at all.

Knockout Punch

Despite what popular media would have people believe, getting "knocked out" usually indicates a serious injury, often with accompanying brain damage. If it doesn't cause such damage, a sharp blow to the head is usually just painful. A demon operates under different constraints. With this Embed, a demon can knock a target unconscious and specify when the target will revive.

Dice Pool: Dexterity + Brawl **vs Stamina + Supernatural Advantage***

Action: Reflexive

*In order to activate this Embed the demon must make a successful melee attack against the target, though she needn't deal any damage.

Roll Results

Dramatic Failure: The punch misses. If the target makes an unarmed attack on the demon, the demon falls victim to this Embed. The Storyteller determines when the demon wakes up.

Failure: The punch misses. Any further attempts to use this Embed in the same scene suffer a cumulative -1 penalty, to a maximum of -5.

Success: The demon does not inflict any Health damage, but the victim is knocked unconscious until a specified amount of time or a specified condition come to pass. That is, the demon might stipulate that the target remains unconscious "for an hour" or "until I leave this building." The victim can be brought around early, however, if anyone finds his body and makes even a cursory attempt to revive him. The demon can, of course, choose to murder the target while he is unconscious. Doing so is always a risk to Cover (breaking point with a -3 modifier).

Exceptional Success: As above, except that reviving the victim requires a roll of Presence + Medicine.

Left or Right

The classic thought experiment of Schrödinger's cat raises the question of when two possibilities collapse into one reality. Angels of the God-Machine, of course, deal with this kind of multiple-reality problem frequently, but demons, having chosen one existence rather than a potential many, are better suited to answer the question. With this Embed, a demon can predetermine the result of a binary choice that he has no way to influence. A coin flip is a classic example, but whether a person glances left or right when entering a room, whether a light is on or off in a room that demon cannot see, and whether the safety of a gun is on or off before the demon picks it up are all also valid.

Dice Pool: Manipulation + Science

Action: Instant

Roll Results

Dramatic Failure: The demon remains unsure which outcome of the targeted event is true. In addition, the demon risks blowing Cover (apply a +2 modifier to the roll).

Failure: The attempt fails and the demon cannot try again for this particular event.

Success: The demon chooses how the target event is resolved. Remember that this Embed only applies to binary choices. The demon cannot apply it to a roll on a craps table, because two six-sided dice have many more possibilities than just two. Note, too, that the possibilities have to be distinct — in the example of the craps roll, "win" and "lose" doesn't apply, because those terms have implications beyond a binary choice. However, the demon could choose to stipulate that the roll is even or odd.

Exceptional Success: The demon can exert slightly more control over the situation than a binary choice, but only within the context of the original event. For example, with an exceptional success, the demon might be able to choose the total value of the craps roll (note that this still isn't winning or losing, and in fact can be viewed as a more abstract binary choice — the dice either come up seven or they don't). The Storyteller needs to make sure this power doesn't get abused, but a good way to do that is to remind the players that tampering with fate and probability risks Cover.

Lucky Break

The most carefully constructed plan cannot account for the vagaries of chance. A mouse chews through the wiring on a security system, a freak lightning strike downs a power line, an assassin chooses to buy a sandwich from a particular shop and sees his target cruising by at exactly the right second — these are events that no one can anticipate and few have the wherewithal to capitalize on. The demon, however, can cause these strange “lucky breaks.” She should be advised, though, that fate is fickle, and relying too much on manipulating it will surely break her Cover sooner or later.

Dice Pool: Manipulation + Occult

Action: Instant

Roll Results

Dramatic Failure: The player immediately rolls to avoid compromise, with a –3 modifier. The demon can avoid this roll by allowing the scales of fate to balance themselves, as it were. In game terms, the player takes a –1 penalty to all rolls for the next week of game time.

Failure: No effect. The demon cannot attempt to cause the same Lucky Break again (the moment has passed).

Success: The demon causes a Lucky Break. This allows the demon to bypass an obstacle or gain a piece of information by pure luck. The demon has no control over what the Lucky Break actually is, only in the end result for her. As such, the demon might want to gain confidential information from a target's computer, and find that the target's car skids off the road and crashes into a ditch right in front of the demon. She can now lift the computer if she moves quickly — but she's caused some collateral damage. As demons that create pacts (p. XX) know, you can bargain with demons or fate to become rich, but the money has to come from somewhere.

This Embed is extremely open-ended and versatile. The Storyteller should be careful that players don't overuse it. If that happens, start calling for rolls to avoid blown Cover — probability manipulation is the sort of the thing the God-Machine and its agents notice.

Exceptional Success: The demon gains a degree of control over how fate helps her, meaning that she can minimize the impact on the world around her and avoid collateral damage. Again, this is largely up to the Storyteller's discretion.

Merciless Gunman

The demon calmly dispatches multiple targets with a gun. Using this Embed, the demon can easily clear a room of antagonists without endangering his comrades or risking a true firefight breaking out. Note that this Embed's primary function only works for Down and Dirty Combat (p. XX). If the Storyteller determines that, for whatever reason, the situation does not qualify for Down and Dirty Combat, then this Embed does not function. A demon can automatically sense whether Merciless Gunman would work; if the demon risks exposure by using it or the opposition has resources that the demon isn't aware of (if they're vampires, for instance), then the Embed doesn't work and hopefully the demon realizes she needs to be more circumspect. In a situation where Down and Dirty Combat does not apply, Merciless Gunman still makes the character more effective with his firearms, but does not confer the same level of lethality.

[This Embed is ineffective against supernatural beings and anyone protected by magical shielding \(such as that which might be provided by influence or a Gadget\)](#)

Dice Pool: Dexterity + Firearms

Action: Instant

Roll Results

Dramatic Failure: The first shot wounds one target, inflicting the damage rating of the gun in lethal damage, but no more. Everyone else rolls initiative and combat proceeds normally.

Failure: The gun fails to fire. The demon's player can roll Dexterity + Larceny (with a penalty equal to the number of witnesses) to holster the gun before anyone notices.

Success: The demon pulls a gun and kills a number of targets equal to the successes rolled, plus the damage rating of the gun. For instance, if a demon uses a gun with a damage rating of 2L and the player rolls four successes, the demon can kill up to six people with this Embed. The demon cannot dispatch more targets than his gun has bullets. If the Down and Dirty Combat rules aren't in effect for this particular scene, the character can use Merciless Gunman to gain the 8-again quality for a Firearms attack (reflexive Wits + Firearms roll before the actual attack roll).

Exceptional Success: The demon can kill a number of targets equal to the number of bullets in her gun, rather than the number of successes the player rolls. If the Down and Dirty Combat rules aren't in effect, an exceptional success on the Embed roll gives the character's next firearms attack the rote action quality.

No Quarter

A brawl can turn deadly in an instant. All it takes is someone picking up a brick or a pool cue, someone smacking his head against a solid surface, or a demon in the room using this Embed. With a glance, the demon can cause combatants to Go for Blood (p. XX).

Dice Pool: Manipulation + Brawl vs. Resolve + Supernatural Tolerance

Action: Instant

Roll Results

Dramatic Failure: All combatants immediately surrender and flee the scene.

Failure: No effect; the combat proceeds as normal.

Success: All combatants abandon their previous intent for the fight and Go for Blood. Their only intent is to injure or kill their opponents. They do not suffer the Beaten Down Tilt (p. XX), nor do they surrender. The demon can cancel this Embed at any time, at which point combatants might either flee, surrender or keep fighting, depending on the characters in question and the context of the fight. Supernatural characters and normal people with combat experience (Storyteller's discretion) can resist this Embed.

Exceptional Success: The demon can consciously control which combatants are affected by this Embed, meaning he can force one individual in a fight to Go for Blood while the others look on, horrified.

On the Mend

While Cacophony Embeds usually tend toward inflicting damage and chaos, they also have power over renewal. Demons can learn to manipulate the same forces of chaos that allow them to harm in order to heal.

Dice Pool: Wits + Medicine

Action: Instant

Roll Results

Dramatic Failure: The character fails to heal the target, and in fact makes the injury heal unpredictably. Whenever the target would heal a point of damage (every 15 minutes for bashing, 2 days for lethal, etc.), the target's player rolls Stamina. If the roll succeeds, the wound heals. If it fails, the wound does not heal. On a dramatic failure, the wound worsens (the character suffers one additional wound of the same type). This cycle ceases if the character gets professional medical care.

Failure: The demon fails to heal the target. Further attempts to use this Embed on the same target suffer a cumulative -1 penalty. This penalty goes away once the target has fully healed.

Success: **The target heals at an accelerated rate for a number of hours equal to the demons successes. Recovering one bashing per minute, one lethal every half hour, and one aggravated level every three hours.** Healing a normal human being of aggravated or lethal damage causes a compromise roll, and therefore demons are often loathe to do so.

Exceptional Success: As above, except the options are as follows: Target heals all bashing damage and recovers one Willpower point; target recovers all Health lost to lethal damage; target heals one point of aggravated damage per success or per dot of the demon's Primum, whichever is higher.

Raw Materials

Nature abhors a vacuum. With this Embed, the demon can break an object to "summon" an object of similar Size. The object that she breaks is destroyed, never to be repaired or made functional again. The object she summons isn't created out of nothing, but is brought to her location by a seemingly coincidental series of events.

Dice Pool: Manipulation + Crafts

Action: Instant

Roll Results

Dramatic Failure: The object is broken, but no replacement object is forthcoming. The demon risks blowing Cover instead (apply a +2 modifier to the roll).

Failure: No effect. The object is broken but no replacement comes.

Success: The demon breaks the target object and specifics a new object of the same Size (Durability is immaterial). That object arrives in the demon's proximity within the next hour. If the demon is secluded, imprisoned, or otherwise cut off from much of the world, the item can take more time to arrive (not more than a week).

Exceptional Success: The demon finds the target item within the same scene, regardless of where she is.

Sabotage

It only takes one bent pin to throw a huge, complex machine out of joint. Angels, of course, are well familiar with the concept — when they Fall, they become the bent pins. A demon capitalizing on the fragility of machines can cause one to shut down, be it a gun, a car, or a huge industrial device. All it takes is a touch.

Dice Pool: Dexterity + Crafts

Action: Instant

Roll Results

Dramatic Failure: The Embed has no effect but the demon immediately checks for compromise. Apply a modifier to this roll based on the complexity of the targeted machine; larger and more complex devices are more likely to blow the demon's Cover, while smaller, simpler ones are unlikely to draw notice.

Failure: The machine is unaffected. The demon can try again, but apply a cumulative -1 penalty for each attempt.

Success: The machine shuts down and will not function until someone repairs it. The repairs are generally simple (only three successes on an extended action), but they take time and expertise.

Exceptional Success: The demon damages the machine in such a way that repairing is time-consuming and difficult. Repairing the device requires an extended action with at least eight successes.

Suggested Modifiers

Computer	-1
Car	-2
Mechanical Clock	-3
Solid State Device	-4
Lever	-5

Shatter

Everything breaks. It's just a matter of applying force in the right location. A demon who understands this principle can apply the force of entropy to an object and shatter it with a swift kick. The demon cannot affect an object with a Size greater than her own (usually size 5), meaning this Embed is good for kicking down doors and breaking weapons, but not useful for smashing cars (but see Exploits).

Dice Pool: Wits + Crafts - [Durability](#)

Action: Instant

Roll Results

Dramatic Failure: The demon suffers bashing damage equal to the Structure of the targeted object. This is less to do with the object actually harming the character and more to do with metaphysics — the object “fights back.”

Failure: The object does not break. The demon can try again, but suffers a cumulative –1 penalty for each attempt.

Success: The object breaks and is rendered useless. If the demon uses this Embed to break an object with a Durability higher than 2, she risks blowing her Cover.

Exceptional Success: The demon can delay the effect for up to one minute, meaning that she can strike the object, leave the area, and wait for it to fall apart on its own.

Shifty Eyes

Human beings rely on their intuition to a great and probably foolish degree. “Just a hunch” or “it just felt right” are terrible reasons to make important decisions, but they feel important, and so a demon that can manipulate those feelings wields a great deal of power. This Embed allows the demon to do exactly that — inject a nagging feeling of doubt or unease in one target about another. Like many Embeds, proper use of Shifty Eyes requires thinking ahead; properly used, it can force a target to isolate himself.

This power affects two people, the target and the subject. The subject is someone who interacts with and usually tries to get something from the target. If the Embed works as intended, it makes the target distrust the subject. The subject need not be present for the Embed to work, but the target and the subject must have interacted within the past 24 hours.

Dice Pool: Manipulation + Subterfuge – Resolve

Action: Instant

Roll Results

Dramatic Failure: The target trusts the subject implicitly. He feels, deep in his soul, that she is a profoundly moral and forthright person, and no evidence the contrary will sway that. At the Storyteller's discretion, this might even blossom into an Obsessed Condition.

Failure: The Embed has no effect on the target. The demon can try again, but not until the target and the subject have another interaction.

Success: The target feels an instinctive distrust of the subject. If the subject is using the social maneuvering system on the target (p. XX), the impression level drops by one (from good to average, for instance). If not, the subject takes a penalty to any Social actions against the target that rely on trust (fast-talking, seduction, persuasion, but not coercion) equal to the demon's successes.

Exceptional Success: As above, except that the target also adds the demon's Primum to the number of Doors the subject must open or to any Social penalty.

Special Someone

An angel isn't always given a specific target. A Destroyer sent to kill a person or a Guardian sent to protect one might simply be told to focus on the strongest or weakest in a group, or the most likely to be receptive to a particular task. The methods for finding this person are available to demons as well as angels by means of this Embed.

Dice Pool: Wits + Empathy - [Specifications](#)*

Action: Instant

[*Every additional specification about the subject imposes an additional -1 penalty. So if the demon wants to find a man with a virtue of charity, vice of pride, and great musical talents his roll will take a -3 die penalty.](#)

Roll Results

Dramatic Failure: The demon chooses exactly the wrong target for his criteria. The character gains the Misinformed Condition (he believes he has made the right choice and resolves the Condition when he takes action based on that mistaken belief).

Failure: The demon does not see anyone that fits his criteria. He may not attempt to use the Embed again with the same group of people.

Success: The demon finds a person that fits the criteria he sets out. These criteria cannot be too specific ("I want to find Colin McAndrew"), but can find someone with a specific Virtue or Vice, Skill rating, occupation, Merit, or active Condition. More context-dependent criteria are also permissible. A demon planning to break into a building might try to find the laziest or least perceptive guard.

Exceptional Success: The demon also gains a bonus equal to his Primum rating to the first roll made against the target.

Instrumental

Ambush

Given even a few seconds, a demon can analyze a location and know precisely where to stand, where to hide, and what weapon to use in order to maximum the element of surprise. With a glance, the demon can plan a perfect ambush.

Dice Pool: Wits + Stealth [vs Wits + Supernatural Advantage](#)

Action: Instant

Roll Results

Dramatic Failure: The demon prepares for the ambush, but has missed some critical detail. When the target arrives, the demon is surprised (p. XX) and any allies that were planning to benefit from this Embed must roll to see if they are surprised.

Failure: No effect; the demon and her allies must roll for initiative normally.

Success: The demon positions herself (and, if she wishes, allies up to her Primum rating) such that when their enemy enters the area, the enemy is automatically surprised. The enemy cannot act during the first turn of combat. [Supernatural entities may roll Wits + Supernatural Advantage upon entering the scene to attempt to contest the ambush.](#)

Exceptional Success: As above, except that the demon can cover as many allies as she wishes with this Embed's effects.

Check Backdrop

A firefight is a fraught scenario at the best of times. People with training know to check their backdrops (that is, to be aware of what's behind a target as well as the target itself) and not shoot unless they have a reasonable chance of hitting their target without hitting a bystander. A demon can use her control of precision to force the issue so that every shot that isn't aimed misses. (The rules for Aiming can be found on p. 162 of the World of Darkness Rulebook.)

Dice Pool: Manipulation + Firearms

Action: Instant

Roll Results

Dramatic Failure: Gun combat becomes perilously random. All gunshots are reduced to chance dice for the remainder of the scene. On a dramatic failure, a shot hits a random target and inflicts the gun's damage rating + the shooter's Firearms rating in lethal damage.

Failure: No effect. The demon can continue to attempt to enact this Embed without penalty.

Success: For the duration of the combat, any character that makes an attack with a firearm but does not take at least one turn to aim automatically misses. The bullet doesn't strike a random target, but hits a wall or the ground harmlessly. If a character does aim, the player gets the Aiming bonus as usual. This Embed affects all participants in the combat regardless of whether or not the demon is aware of them. The Embed can't be activated until the first turn of combat, however.

Exceptional Success: As above, but the demon can decide which participants are and are not affected.

Download Knowledge

Does a collective unconscious exist? Demons, who might be expected to know the answer, disagree. They do know that with the proper understanding they can absorb knowledge from the very mystical subroutines of the universe that allow their Embeds. Whether that means they are taking the knowledge from a human collective consciousness or just the memory banks of the God-Machine is an open question.

Dice Pool: Wits + Computer

Action: Instant

Roll Results

Dramatic Failure: The character uploads instead of downloads. She temporarily loses a number of Skills (not Skill dots; player's choice of which ones) equal to her Primum rating (more powerful demons are capable of transmitting more data, as it were). These lost Skills return when the character next regains Aether.

Failure: The character gains no Skill dots. She can try again (cumulative -1 penalty for each successive failed attempt in the same scene).

Success: The character gains temporary Skill dots equal to the successes on the Embed roll. These dots last for the remainder of the scene, or for a number of rolls equal to the character's Primum, whichever is shorter. This Embed cannot take the character over five dots in a Skill. The character can add dots to

Skills she already possesses, but all the successes must be placed in one Skill. A character can only benefit from one use of Download Knowledge at a time.

Exceptional Success: In addition to the Skill dots, the character acquires a Specialty for the duration of the Embed. The Specialty must be for the Skill that the character uses this Embed to acquire.

Efficiency

A demon can work faster than any person simply by applying knowledge of reality's workings that no human being could hope to attain. Any task can be completed in a fraction of the time. This Embed affects the demon's ability to perform a given extended action. Once the action has been completed (or abandoned), the effects of the Embed no longer apply. See Extended Actions, p. XX.

Dice Pool: Wits + Academics

Action: Reflexive

Roll Results

Dramatic Failure: The demon's ability to focus on the task at hand is severely compromised. The player chooses one of two results: the time required for each roll on the extended action doubles, or the number of rolls that the player can make is halved.

Failure: No effect. The action takes place under the usual parameters.

Success: The character performs the extended action quickly and efficiently. The time required for each roll on the extended action is halved.

Exceptional Success: As above, and the character can apply half of the successes on the roll for the Embed to the extended action (round up).

Suggested Modifiers

Rolled Per Minute -1

Rolled Per Hour -2

Rolled Per Day -3

Rolled Per Week -4

Rolled Per Month -5

Ellipses

While the concept of "lost time" tends to go along with sinister or mysterious notions such as alien abduction or brainwashing, the truth of the matter is that anyone can lose time if they become too engrossed in something. A person sits down to a good book or starts playing a video game, and suddenly it's dawn and the person is left wondering where the time went. Some demons claim that the God-Machine nudged human evolution in a precise way to create this tendency, others claim it's just a useful coincidence, but any demon might learn to exploit it.

Dice Pool: Manipulation + Expression **vs Composure + Supernatural Advantage**

Action: Instant

Roll Results

Dramatic Failure: The target becomes hyper-aware of her surroundings, gaining a bonus to Initiative and Perception rolls equal to the demon's Primum for the rest of the scene.

Failure: No effect. The demon can attempt to use this Embed on the same target, but the player suffers a cumulative –1 penalty for each failed attempt in the same scene.

Success: The target becomes engrossed in something — reading, writing a letter, surfing the internet, even just daydreaming — and loses the time. Any Perception rolls for the character during this time are reduced to a chance die. If someone actively engages the character, the effect is lost, but this Embed is a superb way to keep someone distracted. The demon must be able to see the target when this power takes effect, but the Embed's effects persist if the demon leaves the area. The effects last for a scene.

Exceptional Success: As above, except that if the target is shaken out of the effect, she immediately falls back under the Embed if left alone.

Freeze Assets

An opponent with money can make all manner of obstacles go away. A rich individual can afford lawyers, security, weapons and assistants, but more than that, he can afford to live in such a way that those around him defer to him. Money is just one more tool, though, and that means it can be made useless. This Embed allows a demon to stop the target from using his resources, at least for a short time.

Dice Pool: Manipulation + Academics – target's Resources

Action: Instant

Roll Results

Dramatic Failure: The character sends up a red flag somewhere. Although the Embed doesn't require the character to steal money from the target or even to interact with him in any meaningful way, the character's meddling manifests as getting the wrong kind of attention. For the rest of the day, the character suffers from the Wanted Condition (–3 to any dealings with official personnel, can be resolved by getting detained or arrested).

Failure: No effect. The demon can try again, but the roll suffers a cumulative –1 penalty for each subsequent attempt against the same target on the same day.

Success: The target is unable to spend money for the next 24 hours. He finds that he has no cash on hand (maybe his wallet has been lifted or he simply has no cash in it), his credit cards are declined, and

no one will take his check. Internet payment options don't work, and of course an IOU is right out. For a short time, the target cannot buy his way out of trouble.

Exceptional Success: Not only is the target unable to spend money, but his friends and employees desert him as well. The demon's player can choose to temporarily eliminate a number of the target's other Social Merits equal to the demon's Primum rating. Eligible Merits include Staff, Retainer, Allies and Contacts, plus any others that the Storyteller feels appropriate.

Fulcrum Point

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

Dice Pool: Wits + Science

Action: Instant

Roll Results

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

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

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

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

Fungible Knowledge

A demon can affect more than just the facts or skills that she knows. She can change her knowledge on the level of metacognition — that is, knowing what she knows and that she knows it. Having this kind of understanding of her own cognition, the demon changes the variable "what I know" in one area, and the variable "what I don't know" in another. The result of this is that she temporarily loses expertise in one area but gains it in another.

Dice Pool: Wits + Academics - [Difference in skill Rating](#)

Action: Instant

Roll Results

Dramatic Failure: The character loses both Skills for the rest of the day.

Failure: No effect; the character can try again without penalty.

Success: The player chooses two Skills and switches their ratings. This effect lasts for the remainder of the scene or until the character has used both of the affected Skills, whichever comes first. Using this Embed more times in one day than the character's Resolve rating causes a compromise roll, however.

Exceptional Success: The player can reshuffle the character's dots as she sees fit. This effect lasts for 24 hours. If the character wants to change the Skills back before then, the player must use this Embed again.

Like I Built It

With this Embed, the demon gains an intuitive understanding of an object or a structure, allowing her to make perfect use of it. This Embed does not function on natural objects or topographical formations (so it can't be used to find her way out of a cave system), only on buildings and objects that have been deliberately crafted. While it might be possible to use similar principles to gain an understanding of natural phenomena (since they are "crafted" by time and physics), demons generally feel that doing so would be a good way to break Cover.

Dice Pool: Wits + Crafts

Action: Instant

Roll Results

Dramatic Failure: The demon applies the knowledge of how the target was constructed in a destructive manner. If used on an object, it breaks or ceases to function. If used on a building, the demon becomes hopelessly lost (and gains the Lost Condition; p. XX).

Failure: No effect; the demon can try to use this Embed again on the same target. This applies a cumulative -1 penalty for each attempt.

Success: The demon understands the workings and construction of the object as though she designed and built it. For objects, the demon gains a bonus to using the object for its intended purpose equal to her [Successes](#). This bonus lasts for the remainder of the scene. For buildings, the demon cannot become lost in the building, no matter how big it is, and gains a bonus to Initiative equal to her [Successes](#) while in the building. She also knows of any secret doors, passageways, and compartments, as long as they were part of the original construction of the building. A side effect of this limitation, though, is that the demon can tell if any part of the building was added after its initial construction.

Exceptional Success: The bonus to dice pool (object) applies no matter what the demon is doing with the object. For instance, the character wouldn't normally be able to apply the bonus if she was using a wrench as a weapon, since this isn't the intended function of the wrench. With an exceptional success she can, since she has such a thorough understanding of the object. For buildings, she can instinctively analyze sounds and air pressure changes such that she cannot be surprised while in the building.

The Map is Not the Territory

"The map is not the territory" is a saying that simply means that the representation of the thing is not the thing — a picture of a car is not a car, for example, and a name written on a piece of paper is not interchangeable with the person. The demon can amplify this concept, severing the relationship between representation and actuality for a target.

Dice Pool: Manipulation + Academics [vs Intelligence + Supernatural Advantage](#)

Action: Instant

Roll Results

Dramatic Failure: The Embed backfires onto the demon, applying the Muddled Condition. This subtracts five dice from all rolls involving research, navigation or otherwise working from written or printed sources. The character can resolve the Condition by accepting a failure on such an action without a roll.

Failure: No effect. The demon can try to use the Embed on the same target again, but apply a cumulative -1 penalty for every successive attempt within a week.

Success: The demon inhibits the target from using printed material, including books, maps, written directions, sketches and internet instructions to help her. This has two effects. First, it removes any bonus the character might enjoy due to such materials (including the Library Merit; p. XX). Second, if the action in question is an extended action, the character adds a number of successes onto the target number equal to the demon's successes on this Embed.

If neither of those effects apply to a given action, the character simply takes a penalty to the relevant roll equal to the demon's Primum rating.

This Embed remains in effect for a number of days equal to the demon's Primum.

Exceptional Success: As above, except that the penalty equal to the demon's Primum rating applies to all Mental actions, regardless of what else applies.

Miles Away

Demons are nearly impossible to read. They control their emotional responses almost completely, which is a good thing considering how much of a demon's existence requires hiding and remaining vigilant. But demons still feel pain, both emotional and physical, and they still crack under pressure. And despite their apparent stoicism, demons can still feel love, and can still fear for those they love. A Guardian has to be able to put fear and even love out of his mind and remained focused in a crisis. This Embed replaces fear, doubt, hate, love and other distracting emotions with a pleasing, all-encompassing sound. The demon

hears whatever he finds soothing. It could be music, his lover's voice, or even the static hum of the God-Machine. Whatever it is, it gives him the ability to resist pain and distraction.

Dice Pool: Wits + Expression

Action: Reflexive

Roll Results

Dramatic Failure: The demon loses his ability to conceal his emotions for the rest of the scene. The inability to mask his responses is extremely jarring to a demon; apply a –5 modifier to all Subterfuge rolls during this time.

Failure: The demon fails to activate the Embed.

Success: The demon calls up a continuous sound, one that he finds pleasant or at least that helps him filter out distractions. The sound does not actually impede his ability to hear, but it does grant him a bonus equal to the successes on any roll to resist distraction, torture, intimidation, or mental/emotional supernatural attacks. This bonus applies to the next such roll that the demon must make, after which the power ends (but the player can reactivate it).

Exceptional Success: The demon gains a Zen-like level of focus from his mind's music and becomes hyper-aware of his surroundings. The bonus from this Embed can be applied to a Perception roll as well as the other possibilities listed above.

Momentum

Any action, no matter how small or how cerebral, sets matter in motion, creating energy. A demon can use this energy to fuel her own endeavors, regardless of whether or not the preceding action actually helps the demon on a literal level. For example, in combat, the demon can take a successful attack — even against her — and use it to fuel her counterattack. Or, she could take the Drive roll of her compatriot and use it to fuel a Firearms roll to shoot at a pursuer.

The demon must see the target action take place and be in physical proximity and line of sight to the person taking the action. It doesn't matter if the action isn't something that can physically observed (Social actions count), but the demon needs to be able to see the character.

Dice Pool: Wits + Science

Action: Reflexive

Roll Results

Dramatic Failure: The energy of the preceding action saps the energy from the demon's action instead of bolstering it. The demon's next roll is a chance die.

Failure: No effect; the demon's next action takes place as it normally would.

Success: The demon's player adds the successes of the preceding action to her next roll, as if the preceding were from a secondary actor using the Teamwork rules (p. 134 of the World of Darkness Rulebook). However, the negative side of this rule applies — if the character gets no successes, the character gets no bonus dice; if the character rolls a dramatic failure, the demon takes a -4 to her next action.

Example: The demon is wants to talk her way into a club, which the Storyteller decides requires a roll of Presence + Streetwise. With only three dice in that pool, the demon's player decides to use Momentum. One of the other characters is attempting to pick up a woman outside the club, so the demon uses that action to bolster her Streetwise roll.

The player of the would-be seducer rolls and gets three successes. This means the demon's player adds three dice to her attempt get into the club. If the seducer had failed, the demon would have only her natural dice pool to rely on, and if the seducer somehow came up with a dramatic failure, the demon's player would then have a chance die.

Exceptional Success: As above, except that if the preceding action fails, the demon's player still gets a +1; if the preceding action is a dramatic failure, the demon takes no penalty.

Read Hostility

A Guardian needs to be able to recognize a potential threat before it becomes an actual threat. One way of doing this is simply to attune oneself to the concept of hostility or intended harm. A demon with this Embed can do exactly that — anyone entering the area with meaning to hurt the demon or a chosen target finds that her baleful intentions betray her.

Dice Pool: Wits + Subterfuge [vs Composure + Supernatural Advantage](#)

Action: Instant

Roll Results

Dramatic Failure: The character reads a threat coming from a random, uninvolved person.

Failure: No effect; the character must rely on his natural instincts to suss out any incoming threats.

Success: Once activated, this Embed remains so for the rest of the scene. The demon can center the effect on himself, a single target, or a group of targets, but anyone affected by the Embed must be within the demon's line of sight. Once the Embed is in effect, the demon automatically recognizes harmful intent from anyone entering the scene. Any attempts to ambush or surprise the demon automatically fail. If the aggressor tries to surprise a target of this Embed (that is, if the demon uses it on a third party), the demon's player may roll for initiative without checking for surprise, adding the demon's Primum to the initiative roll.

This power detects intent, not danger. As such, if someone out of the demon's line of sight were to snipe at the target, Read Hostility would be of no help. [Supernatural entities roll Composure + Supernatural](#)

Advantage to contest this Embed either upon entering the scene, or at the moment they develop harmful intentions.

Exceptional Success: As above, except the demon automatically takes her action first in an ensuing combat (no initiative roll required on the first turn).

Right Tools, Right Job

Tools will never supplant skill, it's true, but even a genius mechanic might find herself unable to perform even a simple repair without a screwdriver. This Embed allows the demon to improve the tools she has at hand, even if those tools would normally be next to useless for the task she is trying to perform. She can use a penknife to perform delicate surgery or a wrench to fix eyeglasses. The tools themselves don't change shape, they simply function much better than they have any right to. Witnesses usually find themselves wondering how this feat was accomplished, but if the demon is too closely observed, she might wind up blowing her cover. Better to use this Embed in secret.

Dice Pool: Wits + Crafts

Action: Instant

Roll Results

Dramatic Failure: The tools immediately break, rust, or bend, and are rendered completely useless.

Failure: No effect; the tools don't work any better than they usually would.

Success: This Embed only works if the demon actually has tools to hand, even if the tools she has are completely unsuited to the task she is performing. The Storyteller decides what penalty (or bonus) the tools bestow. Trying to dig a bullet out of someone's arm with a pocketknife, for instance, might give the character a -2 penalty (but note that the roll would be impossible without some kind of tool). Successes on the Embed roll add to the tool's bonus, which can mitigate a penalty and even push the bonus as high as +3. If, in the example of the pocketknife, the player rolls two successes, the penalty is eliminated. If the player rolls four successes, the -2 penalty becomes a +2 bonus.

Exceptional Success: The demon's use of the Embed can push the tool's bonus as high as +5, rather than +3.

Close Call

By nudging probability a Demon can eek by misfortune through the power of sheer circumstance. The bullet aimed at him collides with the smartphone in his shirt pocket, he bends over to pick up a coin right when a searcher would pick him out in a crowd, he gets sand in his eyes just as the Ventrue attempts to mesmerize him. This embed must be activated the instant misfortune befalls him (or the victim, if he is using this on behalf of another), and the protection must be plausible as simple circumstance. If the event cannot plausibly be avoided, such as a collapsing skyscraper **not** crushing the man in the lobby, this embed will have no effect.

Dice Pool: Wits + Streetwise

Action: Reflexive

Roll Results

Dramatic Failure: The very act he attempted to prevent instead succeeds with flying colors. The enemy gains an exceptional success, even if his roll would have been a failure.

Failure: No effect; events payout unchanged.

Success: The misfortune is diverted in the most minimal, plausible manner possible. The Demon has no control over how the misfortune is avoided, nor can he judge any other consequences that may arise from the failure. If there was a roll involved, it automatically fails. Supernatural powers may instead enter a Clash of Wills, at the storyteller's discretion.

Exceptional Success: As above, but rolls fail dramatically, in a manner that most benefits the subject of the embed.

Shift Consequence

[Replaced by Close Call. Shift Consequence is now an Exploit, see below]

Synthesis

As any crime scene investigator can tell you, any given area can say volumes about what has happened there. It's just a matter of asking the right questions and having the right tools. A demon with this Embed can learn the truth of an area and its history by simply observing how it has changed recently. This Embed does not let the demon relive the past of the area or see visions of what has come before; the further back in time an event happened, the less information the demon can gain about it. However, this Embed makes a demon a detective par excellence.

Dice Pool: Wits + Investigation

Action: Instant

Roll Results

Dramatic Failure: Everything is constantly changing. The world and all of the atoms in it are in a state of flux ... and now they demon can see that never-ending dance of change. The demon immediately makes a compromise roll (apply a +1 modifier) as he is reminded that he can no longer perceive the fundament of reality ... as he could when he was an angel.

Failure: The demon gains no special information about the area's history. He can investigate through mundane means, or try to use the Embed again (but suffers a cumulative -1 penalty for each successive failed attempt).

Success: The character sees how the area has changed in the recent past. He learns if any object was dropped here or taken away, the origin of any scratches or scrapes or other damage to the area, any lingering but invisible chemical agents and the location of any hidden objects.

This Embed does not penetrate magical attempts to disguise the area's past, but it also doesn't work within them. Consider, for example, a murder scene in which the body has been magically altered so that its cause of death is a heart attack rather than a bullet to the head. The Embed still reads that the body fell in a particular way (consistent with a gunshot), that particulars of gunsmoke or gunpowder linger in the air, and may even find a spent shell casing on the ground...but the body is still dead of a heart attack. A clever demon can interpret conflicting clues and realize that the area has been magically altered.

Synthesis reveals the most recent changes. If the character wishes to go further back in time, he can use the Embed again. Each successive attempt imposes a cumulative -1 penalty. The Storyteller should feel free to inform the player when nothing is left to be discovered so that that character isn't wasting time digging into events that are of no relevance.

Exceptional Success: As above, but the character also recognizes if the area has been mystically tampered with (though the power still doesn't see through the tampering).

Tag & Release

Life as a demon is an exercise in patience. A demon needs to know when to approach a target, when to strike (for whatever value of "strike" is appropriate) and when to leave well enough alone. This Embed makes this kind of patience easier; the demon can mystically mark a target so that he can find it later. The demon must touch the target to mark it.

Dice Pool: Dexterity + Expression

Action: Instant

Roll Results

Dramatic Failure: The demon obliterates the target from his memory. Once the target leaves his immediate presence, he cannot find it again no matter how hard he looks. He remembers that he is looking for someone, but cannot remember who or why. This effect lasts for a number of days equal to the demon's Primum rating.

Failure: No effect; the demon can attempt to mark the target again, but suffers a cumulative -1 penalty to do so for each attempt within the same scene.

Success: The demon places a mystical mark on the target. This target can be a person, a building, or an object. For a number of days equal to the demon's Primum rating, the demon can find the target no matter where it is. If the target dies or is destroyed, the demon senses this immediately.

Exceptional Success: As above, and in addition the demon gains a bonus on one action involving the target. The bonus is equal to the demon's Primum rating, and can be anything from research to persuasion to an attack.

Tools Into Toys

The demon mystically attacks the utility of tools, removing any assistance they provide to a task. Skillfully wielded, this Embed can make a task impossible.

Dice Pool: Manipulation + Crafts

Action: Instant

Roll Results

Dramatic Failure: The demon increases the utility of the tools. Add the demon's Primum rating to the tool's equipment bonus for the rest of the scene.

Failure: No effect. The demon can attempt to use the Embed again, but apply a cumulative -1 penalty for each successive attempt.

Success: The demon makes the tools less useful. The tools don't physically change — a wrench doesn't grow larger or smaller or rustier — but the character wielding them has difficulty putting them in the right places or making them work correctly. In game terms, subtract the demon's successes on the Embed roll from the tool's equipment bonus. This can't turn the bonus into a penalty (the most it can do is remove the bonus), but if the tool is required for the task and the equipment bonus is reduced to zero, then the task is not possible using that tool.

[This does not affect magical tools, like Gadgets, Talismans, or Imbued Objects.](#)

Example: A doctor is about to perform emergency surgery on an enemy of the demon. The demon uses Tools Into Toys on the doctor's scalpel and medical tools, and changes the +2 equipment bonus into +0, removing the bonus entirely. The doctor can no longer perform the surgery — the tools don't work and she can't operate without them.

Exceptional Success: As above, but the demon may choose to apply any leftover successes (after removing the equipment bonus) into a penalty on the attempted task.

Turn Blade

A weapon is a tool, and demons who make use of Instrumental Embeds know how to affect a tool's utility. With this Embed, the demon blunts a blade, softens a cudgel, or slows a bullet. He can't make a weapon perfectly harmless, but he can make it much less deadly.

Dice Pool: Wits + Weaponry - [Weapon Modifier](#)

Action: Reflexive

Roll Results

Dramatic Failure: The damage rating on the weapon doubles for this attack.

Failure: No effect; the weapon inflicts its normal damage.

Success: The demon must invoke this Embed before an attacker's roll. The attacker must be within sight of the demon and the demon must know the attack is coming. If the Embed succeeds, the demon's player chooses either to remove the weapon's damage rating for this attack, or for the attack to inflict bashing damage.

Example: A stigmatic attacks the demon with a sword (damage rating 3L). The demon uses the Turn Blade Embed and the attacker rolls three successes to hit the demon. This would normally inflict six points of lethal damage. The demon's player, however, can choose either to remove the damage rating on the sword (so the attack inflicts three lethal damage) or make all the damage bashing (in which case the demon takes six bashing damage).

Exceptional Success: The demon removes the damage rating of the weapon and makes all of the damage bashing.

Mundane

Alibi

A person being in two places at once is generally a violation of the laws of physics, and yet demons manage. This power doesn't actually enable the demon to duplicate himself, but rather to shift his Cover so that people see it in another place. If a demon has multiple Covers, he can choose which one establishes the Alibi (it doesn't have to be the Cover he's currently using). In either case, the "duplicate" can't take meaningful action — nothing that would require a dice roll — but the power makes for a good way for a demon to establish plausible deniability or lose a tail.

Dice Pool: Manipulation + Stealth

Action: Instant

Roll Results

Dramatic Failure: The demon's Cover appears somewhere other than his current location, but not anywhere useful for establishing an alibi. It might appear in a restricted area on an Army base, at a drug buy, or somewhere far away from any witnesses. The demon has no idea where it appeared or what the consequences might be, but the Storyteller is encouraged to make them interesting.

Failure: No effect. The demon cannot use this Embed to establish an alibi for the target scene.

Success: The demon separates himself from his Cover for a short time (one scene). The Cover appearing is able to make small talk, but not to make dice rolls or take significant action. Worse, if by some strange

chance the Cover “dies,” the demon immediately drops to Cover 0 (see p. XX) unless he has another Cover to shift to or a pact to call in. During the scene, the demon can take any actions he wishes without fear that his deeds will be traced back to his Cover. As such, during that scene the demon cannot be compromised by taking actions antithetical to that Cover (though activating Exploits or demonic form powers still causes compromise normally).

Exceptional Success: As above, but the Cover possesses a slightly greater degree of self-awareness. If threatened, the Cover leaves the area and vanishes when it is out of sight. This might threaten the character’s alibi, but it won’t leave the demon with no Cover.

Authorized

People don’t generally enjoy confrontation, and most of them fold in the face of authority. With this Embed, the demon shows a symbol to a witness — it might be a costume sheriff’s badge or just a quick flip of the demon’s wallet — and the witness believes that the demon has the legal and societal right to be where she is, doing what she is doing.

Dice Pool: Manipulation + Intimidation [vs Intelligence + Supernatural Advantage](#)

Action: Instant

Roll Results

Dramatic Failure: The witness knows immediately that the demon has no authority and can order her to leave. The demon must either meekly obey or reveal herself as a demon (activating her demonic form — p. XX).

Failure: No effect. The witness might ask to see the demon’s “badge” or otherwise verify her credentials. The demon might still be able to talk her way out of this, but she must do it through mundane means.

Success: The witness believes whatever cover story the demon offers and allows her to remain or to pass. This can allow demons access to locked rooms, files, closed meetings and exclusive clubs. It does not, however, allow the demon to exert any undue influence over the witness. If a demon uses this Embed to gain access to a man’s office while he isn’t there, it doesn’t prevent his secretary from calling the man to alert him.

If the witness catches the demon doing something that would be a breaking point for him (the witness, that is), the effects of the power end. A demon might be able to get into the man’s office, to continue the example, but if the secretary catches the demon setting the place on fire the Embed no longer applies.

Exceptional Success: In addition to the above, the demon can give the witness one simple command. This command cannot force the witness to do something that would cause a breaking point, but “stay out here” or “don’t tell anyone I was here” are probably reasonable examples.

Cuckoo's Egg

Obtaining an object is much easier if the owner of the object doesn't realize it is missing. This requires some subtlety on the part of the demon, but with this Embed, the character leaves the target in possession of an object that is identical to the stolen one. This requires that [the demon be able to see the target and](#) have an object of comparable size, function and mass to the targeted one, but once this Embed is activated, the "cuckoo's egg" is indistinguishable from the stolen one.

Dice Pool: Dexterity + Larceny

Action: Instant

Roll Results

Dramatic Failure: The Embed functions in reverse — the demon becomes unable to tell which object is the genuine article and which one was the decoy, and "steals" the decoy. She doesn't notice this until the next scene, at which point the target might well be unobtainable.

Failure: No effect; the objects still look distinct. Provided the opportunity to switch them is still there, the demon can try again. Apply a cumulative -1 penalty for each successive attempt within the same scene.

Success: The demon switches the decoy and the target object. The victim doesn't notice the difference until the next scene at the earliest. [Swapping out an item that is currently held or closely watches is impossible. So a demon could swap the wallet in a man's pocket, but not while it's in his hand.](#)

Exceptional Success: As above, except the victim doesn't notice the switch for 24 hours. Another character might, however; if the switch is pointed out to the victim, the effects of the Embed end.

Diversion

Getting someplace that the one isn't supposed to be, opening the right filing cabinet, or swiping something off a desk is very often a matter of the right person or people becoming distracted for a short amount of time. With this Embed, the demon can cause her targets to look away or otherwise be diverted just long enough to slip past them.

Dice Pool: Manipulation + Expression [vs Composure + Supernatural Advantage](#)

Action: Instant

Roll Results

Dramatic Failure: The character becomes the most fascinating thing in the immediate area. Anyone targeted by the Embed, plus anyone else nearby, turns to watch the character. They won't follow her or approach her necessarily (unless it would be appropriate for them to do so; a security guard or policeman might follow the character because he finds her suspicious), but they will watch her carefully for the rest of the scene.

Failure: No effect; the character must rely on her natural stealth or distraction abilities. She can try this Embed again (–1 cumulative penalty for each successive attempt beyond the first).

Success: The demon may target a number of characters equal to her Primum rating with this power. If the roll succeeds, the targets look off in a direction specified by the character and do not look back unless something extreme attracts their attention (an explosion, gunshot, or something equally exciting). Anyone trying to sneak by the targets, steal from them, or otherwise avoid their notice receives a bonus on the relevant roll (probably Stealth or Larceny) equal to the player's successes. If the character uses this Embed on a target and then attacks, the target's player can make the usual roll to avoid surprise (p. XX), contested against the Embed roll.

Exceptional Success: The player can choose: either the Embed works as described above but affects any number of characters in the immediate area, or the Embed affects the usual number of targets but those affected cannot roll to see if they notice anyone sneaking by them. If this Embed was a precursor to a surprise attack, the character can make one Killing Blow (p. 168 of the World of Darkness Rulebook).

Don't I Know You?

Memory is a funny thing. The connections we make in our memories are often unconscious, but still very powerful. A person might be inclined to treat another with more kindness or deference than perhaps she deserves just because she reminds him of her uncle. That reminder might be visual, auditory, or olfactory (scent actually forms the strongest bonds of memory in the mammalian brain), but it makes the target predisposed to be favorable to the character.

This Embed uses different systems based on whether the character is using the Social Maneuvering game mechanic (p. XX) or a simple Social action (for fast-talking, for instance).

Dice Pool: Manipulation + Subterfuge – Resolve

Action: Instant

Roll Results

Dramatic Failure: The demon reminds the target of someone, but not someone he looks upon positively. If the character is using Social Maneuvering, the impression immediately becomes hostile. If the character is using a simple Social action, the player applies a –5 penalty to the roll.

Failure: No effect. The character must charm the target on her own merits. The demon can attempt to use this Embed again; apply a cumulative –1 penalty to each successive attempt within the same scene.

Success: The demon reminds the target of someone in his past, someone with whom the target has a positive association. The target doesn't mistake the demon for the person and in fact might not even consciously make the connection, "she reminds me of my first girlfriend." If the character is using the Social Maneuvering system, the impression level immediately improves one step and the player can make a roll to open Doors. If the character is using a Social action, the player adds [his successes](#) in dice to the attempt.

Exceptional Success: As above, but the demon also gains an intuitive understanding of who she reminds the target of and the nature of the memory. In game terms (in addition to whatever information the Storyteller wishes to give the player), the character gains the Informed Condition with regards to the target (p. XX).

Earworm

It's irritating to have a catchy but annoying song stuck in one's head. A demon, however, can prevent a target from forgetting such an earworm, amplifying it to a degree that interferes with any attempted thought or problem solving.

Dice Pool: Manipulation + Expression – Composure

Action: Instant

Roll Results

Dramatic Failure: The earworm becomes stuck in the demon's head. He suffers the effects of the Embed as though the player had rolled successes equal to the demon's Primum. The demon can expel the earworm by magically clearing his head; this requires spending a point of Aether and a roll to avoid breaking Cover at a +3 modifier.

Failure: No effect. The character can try to infect the target again; apply a cumulative –1 penalty for each successive attempt against the same target in the same scene.

Success: The target hears a song that she can't get out of her head. The song doesn't have to be a real, recognizable song (though if the player has a favorite earworm that he wishes to inflict on the troupe, there's no rule against it). The target cannot concentrate or attend without the song becoming "louder" and occupying more of her mental faculties. Any extended action requires a number of additional successes equal to the successes on the Embed roll, and any Perception rolls the target makes suffer a penalty equal to the demon's Primum.

Exceptional Success: As above. In addition, the target unconsciously hums or sings the song, imposing a penalty on Stealth rolls equal to the demon's Primum.

Homogenous Memory

The Rashomon effect, named after Akira Kurosawa's film Rashomon, refers to the phenomenon of different perspectives coloring the same event. This effect sometimes works for demons trying to keep their Cover, since multiple perspectives of supernatural occurrences don't make for credulous investigators. But just as often, a demon finds it more useful if all the witnesses tell the same story. People, cops included, take the path of least resistance, and if all the witnesses say a man jumped off the ledge, who would ever think that a winged being dropped him?

This Embed, then, counters the Rashomon effect, making sure everyone tells the same story.

Dice Pool: Manipulation + Subterfuge [vs Resolve + Supernatural Advantage](#)

Action: Instant

Roll Results

Dramatic Failure: In an unfortunate perversion of the Embed's intended use, everyone tells the mutually coherent story that leads any inclined investigator straight to the demon. The demon gains the Marked Condition — any investigator gains a +2 on any roll to track or find witness to the demon's activities. The demon's player can resolve this Condition by agreeing to a confrontation scene with the pursuer.

Failure: No effect; the Rashomon effect holds true and everyone reports what they saw (or hides it) as per their natural inclination.

Success: Any witnesses to the previous scene's activities report whatever the demon chooses as the cover story, provided that the cover story isn't completely absurd or impossible (to a conventional understanding). For instance, going with the example of the man being dropped off a ledge by a winged demon, it's no problem to stipulate that witnesses saw him jump off, or that he was pushed by an assailant, or that he tripped and fell. However, if the demon tried to use a cover story that the man fell from a flying sleigh pulled by reindeer, the story doesn't "take" and the Embed fails.

The demon doesn't actually need to talk with the witnesses; the demon's power is affecting the event and how it is perceived to any witness, not these specific people. This Embed does not prevent a supernatural being from looking into a witness's mind to learn the truth, or from using some kind of psychic power (such as the Psychometry Merit, p. XX) to look into the area's past. [Supernatural beings roll Resolve + Supernatural Advantage to avoid being caught up in the homogony, though success does not help them gather information from those who were.](#)

Exceptional Success: As above, except that any attempt to learn the truth from one of the witnesses, through mundane or supernatural means, suffers a penalty equal to the demon's Primum.

Identity Theft

Becoming another person for purposes of using their money, insurance, or credit is simple enough for anyone with a computer and a little con artistry. A demon, however, can do so much more by playing on the notion of "identity" at a conceptual level. She can become someone else in more than just name, wearing her target's face and seeing with her eyes. The effect doesn't last very long, but a careful demon can build up a "stable" of identities that she uses frequently, allowing her to escape from pursuers quickly ... or even to strike at her foes using her co-opted identity's resources.

Dice Pool: Manipulation + Subterfuge

Action: Instant

Roll Results

Dramatic Failure: The demon inadvertently gives her identity to the target, but keeps none for herself. This has a number of unpleasant effects. First, the demon has no identity at all and wanders, dizzied and

confused, until the power's effects wear off. She is unable to spend Aether or use her other Embeds, and has no clear idea who she is. This effect lasts for a number of hours equal to (10 – Cover), using the Cover the demon was using when she used this Embed.

Failure: No effect; the demon retains her own identity, as does the target. The demon can try again (apply a cumulative –1 penalty for each successive attempt against the same target in the same day).

Success: The demon takes the target's identity. The demon's face subtly shifts to resemble the target, her voice and mannerisms change, and she slips into the character's life. The demon gains access to the target's Social Merits, including Resources, Allies, Retainers and so forth, for a number of hours equal to the successes on the roll. Meanwhile, the target loses her identity entirely and succumbs to lethargy — she sleeps while the demon is using her persona, or sometimes wanders in a daze.

If the target dies while the demon is using her identity, the demon must release the identity immediately. The player makes a compromise roll, with a negative modifier equal to the number of hours that the demon has already used the identity on this occasion.

The demon must touch the target in order to use this power, but once she has made contact, he can use the power on the target within a number of miles equal to her Primum. Identity Theft does not work on supernatural characters (any character with a Supernatural Tolerance trait).

Exceptional Success: The theft lasts for up to 24 hours, though the demon is free to cancel the effect at any time. The demon is advised to keep close tabs on the target during this time, though, since the longer the theft continues, the more dangerous it becomes for the demon if the target dies.

Idle Conversation

When demons gather or meet with other supernatural beings, they might discuss battling angels, seeing werewolves hunt, or any of the violent or downright bizarre acts they committed in service to the God-Machine. But they enjoy having a cup of coffee or a pint of lager with such conversations as much as human beings do, which means that masking the conversation from nearby listeners is wise. A demon employing this Embed makes the conversation he is in sound like idle, nonspecific chatter, not worthy of listening to. If someone is actively trying to spy on the demon, she is unable to make sense of the conversation — she seems unable to focus on the words or adjust the volume on a listening device quite enough.

Note that since demons are able to speak any language they wish, it's not at all difficult for a group of demons gathering in a diner in New York to speak in, say, Basque, and have little concern that anyone around will understand them. This Embed, then, makes more sense for a character who routinely deals with stigmatics, pactbound, and supernatural beings other than demons.

Dice Pool: Manipulation + Socialize

Action: Instant

Roll Results

Dramatic Failure: Everyone in the room hears the conversation, but even as they fall silent, the demon and his companions don't notice and prattle on. This might well lead to unintended consequences and Conditions and is very likely to risk the Cover of the demon using the Embed, at least.

Failure: No effect; the demon and his compatriots take their chances talking in public as usual.

Success: The demon and anyone he chooses to include in the effect can engage in conversation freely without fear of anyone eavesdropping. To a casual listener, the conversation just sounds like white noise. If anyone actively tries to hear their conversation, the voices are too soft, background noise is too pronounced, and the eavesdropper can't quite manage to make out any specific words. The demon cannot, however, detect or prevent magical intrusion. A character with a supernatural means of amplifying the characters' conversation or reading lips (or minds) can do so unhindered by this Embed.

Exceptional Success: As above, and the demon knows if anyone is trying to actively listen to the conversation. If so, the character can choose what the eavesdropper hears — the characters might be talking about the best place to dispose of a body, but the eavesdropper hears them discussing where to dispose of old electronics. In addition, the demon's player can make a reflexive Wits + Composure roll to notice any magical attempts to penetrate the Embed.

In My Pocket

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

Dice Pool: Dexterity + Larceny

Action: Instant

Roll Results

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

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

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

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

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

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

Interference

Demons must constantly be vigilant about their Covers. The God-Machine would love to reclaim (or destroy) demons and Cover is the only thing keeping its agents off the demon's trail. That said, pursuit of an Agenda often forces the demon to become visible, even for a moment. A demon with this Embed can diffuse the distortion that a blown Cover roll causes, buying herself some time.

This Embed is used after the demon (or another demon nearby) loses Cover or otherwise attracts angelic attention.

Dice Pool: Manipulation + Subterfuge

Action: Instant

Roll Results

Dramatic Failure: The demon clarifies the situation for the incoming angels — any demons in the scene light up like Roman candles. All demons in the area gain the Hunted Condition. The character can cancel this effect by immediately going loud (taking the hit for the team, as it were).

Failure: No effect. The demon takes her chances with whatever attention is incoming.

Success: The demon spreads the exposure across the area, making it hard for angels to pinpoint exactly where the break in Cover came from. Any angel looking for the demon suffers a penalty equal to the successes on the Embed roll. If the demon used Interference after a failed compromise roll, the affected character still loses a dot of Cover but chooses a Condition or glitch based on the options for success rather than failure (see p. XX). This Embed has no effect on a dramatic failure on a compromise roll, however, other than potentially throwing incoming angels off the scent.

Exceptional Success: No effect other than the greater penalty to the angel.

Last Place You Look

The act of hiding something changes it. The gun is no longer just a gun. Once someone has concealed it for whatever reason, it is a hidden gun, deliberately placed somewhere that someone hopes it will not be found. Finding a hidden object by looking for the object is difficult, depending on how well the concealer did his job. Finding a hidden object by looking for the “hidden” part is much more effective, but it’s not an option for most people. Demons, of course, are not most people.

Dice Pool: Wits + Larceny

Action: Instant

Roll Results

Dramatic Failure: The object (if any) becomes so hidden that it cannot be found by mundane means. Another demon can use this Embed to ferret it out and other supernatural beings have access to make that allows them to find hidden objects, but any such attempt suffers a negative modifier equal to the demon’s Primum.

Failure: No effect. The demon can attempt to use this Embed again on the same area. Apply a cumulative –1 penalty for each successive attempt to search the same area.

Success: If any object has been hidden in the general area (roughly 250 square feet; about the size of a living room, but the Storyteller is encouraged to be generous, especially for a demon with a higher Primum rating), the demon knows where the hidden object is. She doesn’t know what the hidden object is or how it is hidden, but she knows when she is standing over or near it, and knows where to dig or look to begin her search. The player can add her [successes](#) to any rolls made during the scene to find the object. If this would require an extended action, she instead [subtracts her successes from the target of the](#) action.

Exceptional Success: The demon knows where the hidden object and how it was hidden. If the “object” is a message etched into a wall and then painted, the demon knows to remove the paint. If the object is a gun hidden in a wall safe, the demon knows she needs to open the safe. The rule about adding Primum to dice pools or extended action success totals still applies.

Living Recorder

The best recorder of data is a human brain. While it suffers from limited visual angles, it also records information of a tactile, auditory, and olfactory nature and even has the ability to interpret that information. A demon with the right knowledge can use a target person as a living recording device, accessing the data at leisure. This is a very useful way to obtain someone’s password or case a building — simply turn someone into a recorder and let everyday life do the rest. The demon must touch the target to turn her into the Living Recorder.

Dice Pool: Manipulation + Investigation [vs Resolve + Supernatural Advantage](#)

Action: Instant

Roll Results

Dramatic Failure: The demon immediately receives all of the data that the target has accumulated over the last few months, all at once. The rush of information isn't useful — it's all body feelings, random snippets of songs or episodes of the target's favorite show. The demon gains the Distracted Condition (–2 to Perception and meditation rolls, can resolve by choosing to fail a Perception or Mental Skill roll).

Failure: No effect; the target is not a Living Recorder. The demon can try again (apply a cumulative –1 penalty for each successive attempt against a given target in the same scene).

Success: The demon turns the target into a Living Recorder. The demon can specify when the recording starts and ends, but must specify a time relative to the activation of the Embed ("12 hours from now"). The target can record a number of scenes equal to the demon's Primum. The demon must make physical contact with the target again to "download" the information, at which point the demon has the same access to the data as he would if he'd experienced it directly.

Exceptional Success: As above. In addition, the demon can force the target to forget any sections of the information that he wishes to "edit out."

Lost in the Crowd

Every person is unique, with markers both physical and conceptual that makes him or her different than any other. And yet, put enough people together and they become a crowd, and the crowd is, in many ways, a homogenous mass of human beings. A demon can become part of that mass, losing any unique markers and blending in so thoroughly that even given a high-resolution photograph and a lot of time, no one can pick her out.

Dice Pool: Wits + Stealth

Action: Instant

Roll Results

Dramatic Failure: The crowd parts for the demon. No matter where she walks, people step out of her way. This might be useful in some circumstances, but if the character is trying to blend into a crowd, it rather defeats the purpose. The character gains the Exposed Condition (–2 on all Stealth rolls) and can resolve this Condition by accepting a failure on a Stealth roll.

Failure: No effect; the character can attempt use the Embed again as long as she has a crowd to hide in and hasn't been pinpointed (cumulative –1 penalty to each successive attempt).

Success: As long as the character remains in a crowd of at least 10 people and does not do anything to call attention to herself, Perception rolls to find her automatically fail. This includes looking at photographs of the crowd after the fact and trying to pick her out. It does not protect her from magical

detection (but see Spoofing, p. XX). [Beings with supernatural senses \(Mage Sight, Kindred Senses, Werewolves heightened smell, etc.\)](#) instead take a penalty equal to the successes on this roll to notice the demon.

Exceptional Success: In addition to remaining hidden, the character can tell if someone is looking for her. This doesn't help her discover people looking for her in pictures or video after the fact, but while she is still in the crowd she can sense if someone is looking for her (trying to break through the homogeneity of "crowd" to make her an individual, distinct entity).

Meaningless

Language is symbolism. A spoken word is just a blend of sounds, a written word is nothing more than a jumble of lines and squiggles. It is our ability to see or hear these random elements and inscribe them with meaning that allows for language. A demon can attack a target's ability to draw meaning from language — or, with sufficient skill, from a situation.

Dice Pool: Manipulation + Academics [vs Resolve + Supernatural Advantage](#)

Action: Instant

Roll Results

Dramatic Failure: The target gains a deeper, instinctive understanding of meaning within the scene. Unfortunately, this means that the target immediately recognizes the demon for what she is. Depending on the situation, this might be a breaking point for the target or it might fill him with righteous fury. In any case, this automatically causes a compromise roll for the demon.

Failure: No effect. The demon can attempt to use this Embed again; apply a cumulative —1 penalty for each successive attempt against the same target during the same scene.

Success: The target loses the ability comprehend language. Note that this isn't the same thing as losing the ability to comprehend any given language; a character that speaks English and Spanish doesn't lose one but not the other. The Embed attacks language on a conceptual level, which means that the target hears someone making sounds or sees markings on a paper, but has no way of attaching any meaning to them. This is extremely disconcerting (the target should immediately make a reflexive Resolve + Composure roll or gain the Shaken Condition; p. XX). It also obviously prevents effective communication with the target. This effect lasts for the scene.

Exceptional Success: As above, but the effect is more pronounced. The character is unable to connect words with thoughts, and he thinks in a confusing jumble of color, scents and images with no logic to them. This immediately causes a breaking point for the victim (with a negative modifier equal to the demon's Primum).

Never Here

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

Dice Pool: Manipulation + Stealth *vs* Resolve + Supernatural Advantage

Action: Instant

Roll Results

Dramatic Failure: The target remembers the character in perfect detail and cannot forget him. At the Storyteller's discretion, the target may even become fascinated or obsessed with the demon, seeking him out and trying to learn as much as possible about him.

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

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

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

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

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

Occam's Razor

Occam's razor is a scientific precept that states that, all else being equal, the explanation for a phenomenon that requires the fewest assumptions tends to be the correct one. That is, the simplest explanation is usually true. Since demons often find themselves in situations that are not easily explicable and have the need to keep their Cover, a way to conceal their activities is useful. This Embed

provides that, making witnesses inclined to believe whatever explanation occurs to them (as long as it is simpler than the truth).

Dice Pool: Manipulation + Persuasion

Action: Instant

Roll Results

Dramatic Failure: The target is not fooled and recognizes the demon for what she is. The demon must immediately check for compromise.

Failure: No effect; the witness sees what he sees and the demon suffers the consequences accordingly.

Success: Once activated, this Embed provides the demon an extra bit of Cover. The demon adds her [successes](#) to her effective Cover for the duration of the scene, but only for the purposes of compromise rolls. That is, if a demon with Cover 5 activates Occam's Razor [and rolls 3 successes](#), she has Cover 8 for the duration of the scene for purposes of losing Cover due to compromise. This Embed does not prevent the character from gaining glitches or Conditions due to compromise rolls, however. This extra Cover only provides a "buffer" to actions resulting from Exploits or obvious supernatural manifestations. Acting out of one's Cover is resolved normally.

Exceptional Success: As above, but the "buffer" Cover applies to any compromise rolls that the player makes during the scene.

Suggested Modifiers

In his own home	+2
Somewhere his cover is expected to be	+1
Out of place at a formal event	-2
Inside Infrastructure	-5

Quick Change

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

Dice Pool: Manipulation + Subterfuge

Action: Instant

Roll Results

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

Failure: The character's clothes remain the same.

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

Relatedly, if the character uses this Embed to perform actions that are highly out of character for her Cover, she risks compromise as usual (p. XX).

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

Unperson

In 1984, George Orwell coined the term “unperson” to mean someone whose existence had been erased to the point that, for all practical purposes, that person never existed. Angels are occasionally called upon to perform this unsavory task, but the means to make such a sweeping change to reality don't survive an angel's fall. Even so, a demon with the right expertise can force a person into a kind of “identity blackout” for a short time, making her unrecognizable and unable to identify herself.

Dice Pool: Manipulation + Subterfuge **vs Composure + Supernatural Advantage**

Action: Instant

Roll Results

Dramatic Failure: The demon, not the target, sees his identity vanish. The character is unable to identify himself and even close friends and companions do not recognize him for the remainder of the scene. The demon isn't subject to the psychological effects of this Embed (see below), but unfortunately, a demon's identity being suddenly displaced this way has the potential to attract the notice of the God-Machine and its agents. The player must immediately roll to avoid breaking Cover.

Failure: No effect; the target is still a full person. The demon can try again (–1 cumulative penalty for each successive attempt against the same target in the same scene).

Success: For the remainder of the scene, the target is unable to establish her identity. Producing identification of any kind — ID cards, fingerprints, specialized knowledge — is either downplayed (“that doesn't prove anything”) or sparks incredulity (“There's no way you could know that; you must have hacked my email.”). Even the target's friends and family do not recognize her, but they also do not recognize any holes in their own memories. A child that no longer recognizes his mother, for instance,

probably remembers that he has a mother, but doesn't see the woman in front of him as looking anything like her. The effects last for one scene.

This power can be psychologically jarring, to say the least. If the character is called upon to establish her identity during the scene and cannot, she experiences a breaking point. The Storyteller should apply modifiers based on who she tries to identify herself to; the more intimate the connection, the greater the modifier. Being unable to convince a policeman that she is who she says she is should only be worth a -1, if anything. Hearing "I don't know who you are" from your own child should be at least a -3 modifier.

Storyteller-controlled characters don't generally track Integrity and breaking points. When Unperson is used against such people, the demon might place Conditions upon them (Disheartened, Shaken) or used it as leverage ("I can give you back your identity.").

Exceptional Success: The effect is even more pronounced — now everyone completely ignores the target. Her breath does not fog mirrors, she cannot attract even the slightest bit of attention from passers-by, and if she physically touches someone, she finds her strength leaving her and pain wracks her body (one point of bashing damage every time she deliberately makes contact with anyone other than the demon). If she falls unconscious due to this damage, she wakes up at the beginning of the next scene, the damage healed. The target experiences a breaking point; the Storyteller should impose a modifier of -4 dice or (the demon's Primum), whichever is higher.

Without a Trace

Modern forensics and crime scene investigations are incredibly sophisticated (presuming resources and expertise on the part of the local personnel). A demon's best recourse if she wishes to avoid being detected after the fact is to make sure that scene itself forgets her. A demon with the right knowledge can do exactly that.

Dice Pool: Manipulation + Investigation

Action: Instant

Roll Results

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

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

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

Exceptional Success: As above, but the character has the option of having the scene “remember” someone else instead. The character can use any alternate Covers he may have (which can be useful in establishing an alibi), or anyone with whom he has a Pact.

Suggested Modifiers

Left little evidence	-1
Left blood or finger prints	-2
Did significant damage to the area	-3
Was filmed	-4
Left a personal object, wallet or ID	-5

Vocal

Across a Crowded Room

Remove volume and background noise from the equation and a whisper is just one more way to communicate. That means that a demon can use the same principles on such communication as he uses with any Vocal Embed. The demon whispers and any target or targets within his line of sight can hear it. This Embed is a useful way to communicate with allies without relying on technology, but it’s also possible to drive someone insane by constantly whispering their sins.

Dice Pool: Manipulation + Subterfuge

Action: Instant

Roll Results

Dramatic Failure: The demon can only whisper for a number of hours equal to his Primum. He can’t raise his voice higher than about 20 dB, meaning that any noticeable background noise drowns him out.

Failure: No effect; the target doesn’t hear the whisper. The demon can try again without penalty.

Success: The demon whispers a short phrase (nothing more than about six seconds of speech). Any target within the demon’s line of sight can hear it; the demon chooses which targets hear the whisper. If the demon uses some kind of aid to his vision (a telescope, for instance), he can greatly increase the range of this Embed.

Exceptional Success: The demon can hear the target’s response if he makes one, meaning that if the target is expecting the whisper, he and the demon are capable of brief two-way communication.

Animal Communication

Animals are obviously capable of communication, but are they capable of language? Linguists and animal behaviorists have struggled with the question (and how to define language) for years, but demons know the truth — animals can, at the very least, understand language if it’s presented in a pure enough form. Demons, of course, can use that form.

Dice Pool: Manipulation + Animal Ken **vs Composure + Rank***

Action: Instant

***For Cryptids and other magical beasts.**

Roll Results

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

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

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

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

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

Borrowed Expertise

Granting information is just a short step from granting knowledge and skill. From a biological perspective, it's all a matter of activating neurons anyway. So what's to stop a demon from activating the neurons that would allow a person to perform surgery rather than the neurons that cause him to see a vision of the future? Nothing, as it happens, provided the demon recalls this Embed.

Dice Pool: Manipulation + [Skill granted]

Action: Reflexive

Roll Results

Dramatic Failure: The demon activates neural response in the target, but to a much greater degree than she intended. The target's mind is flooded with information, sensation, and muscle memory that doesn't belong to him. The target's player rolls Stamina + Resolve — the demon's Primum. If the roll fails, the target falls comatose and dies if not given medical attention (if he is given medical attention, he recovers fully in a day or so). If the roll succeeds, the character adds the demon's Skill ratings — all of them — to his own and adds the demon's Primum rating to all rolls for the next scene. Either way, though, the demon must check for compromise (-2 modifier).

Failure: No effect; the demon does not grant her Skill. She can try again (apply a cumulative –1 penalty for each successive attempt on the same target).

Success: The demon grants the target use of one of her Skills for one action. The target benefits from the demon's full Skill rating, plus any applicable Specialty. Since the effect lasts for an action, the target can make use of the Skill for extended rolls as well as instant actions. However, for every day that the effect persists, the demon must check for compromise.

Exceptional Success: The demon opens a more fluid channel of knowledge between herself and the target, and can change which Skills she grants on a turn-by-turn basis. The demon cannot grant more than one Skill at a time, but can shift the Skills once per turn as a reflexive action (so the demon can grant the target her Brawl or Weaponry rating, and then after the target makes an attack, shift the Skill to Athletics to raise the target's Defense).

Common Misconception

The hive-mind is wrong about almost everything. Human beings, for example, do not use only 10% of their brains. Bumblebee flight is not aerodynamically impossible, and cell phones stand virtually no chance of igniting gasoline fumes. The demon can bring "factual" information to bear (though it doesn't have to be true in the slightest) and undercut a target's actual knowledge or ability.

Dice Pool: Manipulation + Science

Action: Reflexive

Roll Results

Dramatic Failure: The information that the demon produces actually winds up strengthening the target's argument. Add the demon's Primum to the target's Skill roll. The demon gains the Discredited Condition (–3 on all attempts to convince any witnesses to this exchange of anything for the rest of the scene). The demon can resolve this Condition by succeeding on roll using the same Skill that the target was using, but achieving more successes than the target did.

Failure: No effect; the target's roll is unaffected.

Success: The "fact" that the demon produces undermines the target's ability. Apply a penalty equal to the Embed successes or the demon's Primum, whichever is higher, to the target's Skill roll.

Exceptional Success: The target fails the Skill roll outright, and loses a point of Willpower.

Eavesdrop

Communication isn't just spoken language. Body language, inflection, and facial expression can all carry meaning; a demon with the right knowledge can glean just as much information from these facets of

language as with speech. The demon can eavesdrop on a conversation from anywhere in his line of sight, provided he can clearly see the faces of at least half the participants.

Dice Pool: Wits + Empathy

Action: Instant

Roll Results

Dramatic Failure: The demon reads the target's body language, but only on a second-by-second basis. He reads the communication as "hungry," "what's that noise," "shirt itches" rather than getting a real sense of what the target is talking about with her conversational partner.

Failure: No effect; the demon cannot understand what the target is saying. He can try again, as long as the target is still talking. Apply a cumulative –1 penalty for each successive attempt during the same conversation.

Success: The demon can understand the conversation as if he could hear it. He does not, however, hear the specific words used, which means that he can't quote the conversation verbatim later. The demon must be able to see at least half of the people involved, which makes this Embed difficult to use on large groups, but given a little distance and a pair of binoculars, the demon is a formidable eavesdropper.

Exceptional Success: The demon can perfectly read the lips of anyone involved in the conversation (provided he can see their faces, obviously), meaning he can understand specific words in addition to meaning.

Everybody Knows

Rumors take on their own lives, and a demon can spread rumor like a disease. The demon creates the rumor, the more general and destructive the better, and places it on a target. From then on, anyone the target speaks with "contracts" the rumor and starts acting on it — even if the character has never actually heard the rumor or even met the target. This Embed allows a demon to drive a target to ruin and loneliness, because by reaching out for help, the target just makes things worse.

Dice Pool: Manipulation + Subterfuge

Action: Instant

Roll Results

Dramatic Failure: The rumor attaches itself to the demon as well. The parameters of the rumor are as described for "Success," below, except that in addition to the rumor's other effects, it risks compromise once per week. The demon can shift into a new Cover and stay away from the "tainted" one for a week to shed the rumor and resolve the Condition.

Failure: No effect; the rumor doesn't take. The demon can try again (apply a cumulative –1 penalty for each successive attempt against the same target).

Success: The demon crafts a rumor (the player describes it to the Storyteller; it needs to be plausible, based on the target) and tells one person of the target's acquaintance. The target then spreads the rumor by coming into contact with people — everyone he meets or talks to believes they have already heard the rumor, and this colors how they interact with the target. In game terms, the target gains an appropriate Condition (probably Notoriety, but the Storyteller or the player can craft a new one — maybe Shamed or Shunned). The target can shed this Condition by isolating himself for a number of days equal to the demon's [successes](#), regardless of the normal resolution circumstance.

The rumor can only be spread face to face, meaning that while isolating himself, the target can use technological means of communicating with the outside world. [Supernatural beings are not forced to spread or believe the rumor, though they may be subject to it.](#)

Exceptional Success: As above, except the rumor is virulent enough to spread through Internet or phone line. Just sending an email to someone is enough to spread the rumor. Also, the target must spend twice as long in isolation before the rumor fades.

Suggested Modifiers

True	+1
Believable	+0
Unlikely	-1
Provably False	-2
Outlandish	-4

Find the Leak

Benjamin Franklin said that three can keep a secret if two of them are dead. Put another way, someone always wants to talk. This Embed facilitates communication by revealing the person with the greatest desire to communicate about a given matter. The demon then needs to make sure the communication goes well, of course.

Dice Pool: Wits + Empathy - [Composure](#)

Action: Instant

Roll Results

Dramatic Failure: The demon's very presence repels communication. Her voice sounds grating and unpleasant, and no one wants to listen or talk with her. The demon gains the Shunned Condition (−3 on all Social rolls involving her voice; she resolves this condition if she chooses not to speak for a scene).

Failure: No effect; the demon does not know who in a group is most likely to talk. She can try again (apply a cumulative −1 penalty for each successive attempt during a scene).

Success: The character knows which person in a group most wants to talk about a given topic. The player adds the successes on the Embed roll to any Social action to convince the target to talk. If the player is

using the Social maneuvering system (p. XX), subtract the demon's [successes](#) from the number of Doors required to convince the target to talk about the subject.

Exceptional Success: As above, but the demon barely has to make an effort to get the target talking. A few leading questions and the target will reveal almost anything the demon wants to know. If the target has a vested interest in keeping the information secret (for example, it would implicate him in a crime), the Storyteller may make a Composure + Subterfuge – demon's Primum roll to keep such incriminating details to himself.

Freudian Slip

A Freudian slip is, of course, an unintentional moment of honesty when a person says exactly what they really feel — sometimes what they don't even realize they feel. This Embed forces the issue, causing a target to blurt out their truest, most honest response to the situation at hand. While this can, in extreme situations, cause a fight to start, it's much more likely to result in damaged relationship and breaches of the social contract. A clever demon can also use it to ask a sensitive question and then be assured of an impulsive, honest answer. This Embed doesn't work on topics that don't affect the target emotionally, though (asking "what's your computer password?" and then using the power is likely to get the emotional response to that question, which is probably "None of your damn business").

Dice Pool: Manipulation + Empathy [vs Composure + Supernatural Advantage](#)

Action: Instant

Roll Results

Dramatic Failure: The target represses her true feelings on the subject...and on just about everything else. For the remainder of the scene, all Social rolls against the target suffer a –2 penalty as she adopts a perfect poker face.

Failure: No effect. The character can try to use this Embed again (apply a cumulative –1 penalty for each successive attempt against the same target in the same scene).

Success: The target responds to the situation or the last phrase or question she heard with an impulsive, honest and emotional response. The demon use this the information thus gained to his advantage, adding his successes to Persuasion or Intimidation rolls made against the target during the current scene. Alternately, the demon can learn a piece of information by setting up a question and then using Freudian Slip. If the demon is attempting to use the Embed this way, subtract the target's Composure from the Embed roll. This Embed does not work on other demons.

Exceptional Success: In addition to the above, The demon gains a modicum of control over the target's emotional response. The player can place a Condition on the target appropriate to the situation and the emotional state of the character.

Heart's Desire

Demons are capable of granting people wishes (of course, the demons don't come away empty-handed — see Pacts, p. XX). Before they can do that, though, they have to know what their targets want. This is a matter of revelation, which is a concept that a demon can manipulate. This Embed allows a demon to know, quite simply, what a target wants.

Dice Pool: Wits + Empathy - Composure

Action: Instant

Roll Results

Dramatic Failure: The target immediately knows that the demon is trying to manipulate him, and while he doesn't necessarily recognize the demon for what she is, the target has some instinctive understanding of the demon's nature. Interestingly, that doesn't prevent the demon from opening negotiations for a Pact, but it does mean that the target isn't going in blind and that the demon doesn't know what he wants. The demon's player rolls to avoid losing Cover (+2 modifier).

Failure: No effect; the demon doesn't have any special insight into what the target wants. The demon can try again (apply a cumulative -1 modifier for each successive attempt against the same target).

Success: The demon knows one of the target's Aspirations for every [successes the demon rolls](#). She learns short-term Aspirations before long-term ones. If the character has more Primum than the target has Aspirations, the demon learns Virtue and/or Vice, as well (player's choice as to which one the character learns first).

Exceptional Success: The demon learns all of the target's Aspirations, or one Aspiration and his Virtue and Vice.

Marco Polo

Many cultures make use of a "call and response" arrangement. Religious services, songs, children's games — all have sections predicated on the simple notion of, "When I say something, you say something back." That concept is ingrained deeply enough in humanity's communication apparatus that a demon can force a response even when it would be the target's best interest to stay quiet.

Dice Pool: Manipulation + Persuasion [vs Composure + Supernatural Advantage](#)

Action: Reflexive

Roll Results

Dramatic Failure: The target stays silent and has a perfectly good bead on the demon. The target can, if she wishes, surprise the demon and begin combat, with no Stealth or Perception rolls performed.

Failure: No effect; the targets remain quiet (unless they wish to respond, for whatever reason).

Success: The demon whistles a tune, says the beginning of a phrase, or taps out a rhythm. The target finishes it at normal volume (she can't just whisper it or think it). This ruins any attempt at stealth or ambush that the target makes and allows the demon to figure out her position easily. If the demon wishes to make an attack or use another power on the target, add the demon's Primum to the relevant dice pool.

The target must know the tune or idiom in order to finish it, they don't need to know it well, but they must have at least heard it once before. Attempting to use a regional turn or jingle of phrase on an avowed out-of-towner will be met only with confused silence.

Exceptional Success: As above, but the target still believes she is hidden (she finishes the response subconsciously).

Mercury Retrograde

In astrology, when "mercury is in retrograde," communication supposedly goes awry. While this is generally used as an explanation (or excuse) for a spate of misunderstandings or bad attempts at communication, a demon can alter the ability of people to communicate, leading to misunderstandings that she can exploit.

This Embed only works on real-time communication between people. As such, it functions on phone conversations and even instant messenger chats, but not on written letters.

Dice Pool: Manipulation + Subterfuge – highest Wits present

Action: Instant

Roll Results

Dramatic Failure: Communication between the targets happens perfectly, resulting in seamless understanding. Whatever the demon is trying to accomplish by disrupting communication, she only manages to hinder herself. The Storyteller should apply a –3 modifier to whatever action the demon was attempting to facilitate by using this Embed.

Failure: No effect; the targets communicate normally. If the demon has time to use this Embed again before the communication is complete, she can (apply a cumulative –1 penalty for each successive attempt on the same conversation or communication attempt).

Success: The demon disrupts the communication. What exactly this means depends on the context, but in general one party misunderstands a request or does not understand the urgency of a command. In game terms, the demon's player adds the successes on this roll to one action that would benefit from exploiting the miscommunication.

Exceptional Success: As above, except that the player can split the dice up between multiple actions as long as they all can benefit from the misunderstanding caused by the Embed.

Muse

Where do ideas come from? Angelic visitations feature prominently in stories about inspiration, and Messengers remember orders to plant an idea or a vision or a dream in a person's mind. After the fall, the ability to inspire is comparatively limited but a demon can still manage it.

Dice Pool: Manipulation + Expression – Resolve

Action: Instant

Roll Results

Dramatic Failure: The demon drains every bit of creative and independent thought from the victim, but not the desire to create. Every thought in the target's mind is a recycled quote from some piece of media or half-remembered conversation, and every creative endeavor is derivative to the point of plagiarism. Apply a –3 modifier to all attempts at novel creation, whether artistic or simple conversation. This effect lasts for one week per dot of the demon's Primum.

Failure: No effect; the demon's idea fails to take hold. She can try again (apply a cumulative –1 penalty for every successive attempt against the same target).

Success: The target experiences the idea that the demon intends. This idea can be anything from an inspiration for a creative work to a craving for a given food or activity. The demon can instill suicidal ideation or the notion of calling an estranged family member. Muse does not force the target to act on this idea, but a clever demon follows this Embed up with a well-timed conversation and nurtures the idea. Once the idea is in place, add the demon's [successes](#) to any attempt to convince the target to act on it.

Exceptional Success: As above, but the target becomes fixated on the idea. The target's player must roll Resolve + Composure every day for a number of days equal to the demon's Primum. If this roll fails, the target immediately acts on the idea. If the target is a Storyteller character, the Storyteller may decide to forego the resistance roll and just have the target act on the idea, especially if this moves the story along.

Recurring Hallucinations

An angelic visitation can be terrifying or maddening, but it is usually dramatic. While the God-Machine does sometimes require that a person be driven insane, it has faster methods at its disposal than the slow torture of hallucinations. Demons, however, sometimes find it useful to drive a victim to the edge of sanity, especially if the ultimate goal is to take the victim's life as a Cover.

Dice Pool: Manipulation + Occult – Resolve

Action: Instant

Roll Results

Dramatic Failure: The victim enters a state of “super-sanity,” able to distinguish between reality and fantasy to such a degree that he becomes almost impossible to fool. The target adds the demon's Primum to all Perception rolls for the next week.

Failure: No effect. The demon can try to begin the process again (apply a –1 cumulative modifier for every successive attempt against the same target).

Success: The demon must touch the target to begin the process. The victim sees minor hallucinations for a number of days equal to the demon's [successes](#). These hallucinations might involve inanimate objects moving, tricks of light, animals with human eyes, human beings with squirming teeth, or any other nightmare fuel that the Storyteller and the player can think of. The hallucinations last only a few seconds and occur no more frequently than once every three hours. Each day, the victim's player suffers a breaking point. The modifier on this roll, as usual, depends on the victim's mental stability and how intense the hallucinations are.

While the target is afflicted by hallucinations, he suffers a penalty to Mental and Social rolls equal to the demon's [successes](#).

Once the first round of hallucinations wears off, the demon can begin another one, but no longer needs to touch the victim. The demon can activate this Embed as long as the victim is within line of sight. There is no limit to the number of times the demon can use this Embed on a given victim, but every instance of it on the same victim after the first risks compromise.

Exceptional Success: The demon does not have to re-activate the Embed. He can simply keep the hallucinations coming until either he is discovered or his victim breaks down.

Social Dynamics

People communicate in a thousand nonverbal ways. Body positioning, tone of voice, head inclination, and so on all provide clues as to what the social hierarchy of a group is. A demon with an intuitive understanding of the concept of communication can read these clues instantly, determining a social "map" of a group of people.

While this Embed does allow the demon to determine the social dynamics of a group of supernatural beings, it has no effect on other demons.

Dice Pool: Wits + Socialize

Action: Instant

Roll Results

Dramatic Failure: The demon has a completely skewed idea of the social hierarchy for this group of people. The demon gains the Misinformed Condition, which imposes a –3 penalty on all Social rolls that involve respecting or working within the social order of this group (this is a bigger problem for a corporate boardroom than, say, a group of buddies at a bar). The character can resolve this Condition by opting to fail such a roll.

Failure: No effect; the demon has no special understanding of the social dynamics of this group. The demon can try again (apply a cumulative –1 modifier for each successive roll for the same group).

Success: The demon gains an intuitive understanding of the relationships and social dynamics of the group. She does not necessarily understand the characters' specific relationships to one another (simply because two people feel deep romantic love for one another does not necessarily make them a married couple, for instance), but she knows which of the characters is a leader, which one is a hanger-on, which is only tolerated, and which one's favor the others curry. The demon can use this Embed on a group of any size, though it only functions on members of the group who are actually present. In game terms, add the demon's **successes** to any Social roll that would benefit from this knowledge. This includes rolls to open Doors (p. XX).

Exceptional Success: In addition to the above, the demon knows specific facts about how the characters relate to one another. She might realize, for example, that two characters are father/daughter, husband/wife, coworkers, employee/boss, and so forth. Of course, people can have more than one facet to their relationship dynamic, but this Embed detects social dynamics in the context of the larger group. As such, if two characters are coworkers but are also having an affair and the demon uses this Embed at a work function, she won't know about the affair unless it's common enough knowledge to affect the social dynamics of the whole office (which may well be the case).

Suggested Modifiers

Normal group of friends	+0
Group suffering internal strife	-2
Cult	-3
Group of supernatural beings	-5

Special Message

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

Dice Pool: Manipulation + Expression

Action: Instant

Roll Results

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

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

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

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

Tower of Babel

This Embed can make a chaotic situation worse, which means it is superb for creating a diversion or cover a demon to get away. Demons understand all human languages; with a little manipulation of the concept of "language" in a given area, they can prevent a group from finding a common tongue. This results in a mass of people who can't understand one another. Used in calm circumstances, this can create anxiety and some loud misunderstandings, but used in a crisis (such as, for example, the aftermath of a demon going loud), it can escalate things into a full riot.

This Embed does not affect other demons.

Dice Pool: Manipulation + Socialize

Action: Instant

Roll Results

Dramatic Failure: The demon becomes unable to use human language for the scene. She can still understand spoken language, but attempts to speak or write only produce gibberish. Some demons claim that this "gibberish" is a pure form of the God-Machine's programming language. This theory may have some truth to it — if the demon even attempts to speak or write during this scene, the player must roll to avoid breaking Cover (apply a +2 modifier).

Failure: No effect; the crowd can communicate as usual. The demon can try again (apply a cumulative – 1 modifier for each successive attempt).

Success: All of the characters in the immediate area (100 feet x the demon's Primum) lose the ability to communicate via spoken or written language. Everything they produce is intelligible to the speaker or writer but is gibberish to everyone else. If used in a chaotic or dangerous situation, this can throw the people involved into a panic. The effects only last for one turn per success on the roll, but properly used, this can give the demon enough time to take one action per turn unobserved. Note, however, that use of this power can draw the God-Machine's attention; any compromise rolls in a scene in which this Embed is activated suffer a –1 penalty.

Exceptional Success: No further effect beyond the longer duration.

Trick of the Light

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

Dice Pool: Manipulation + Investigation – Wits

Action: Instant

Roll Results

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

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

Success: The demon's target sees something that isn't there. The demon can specify what the target sees, but only in very general terms: "a person" rather than "your daughter," for instance. The target needs some "raw material" to work with. That is, she might look into a murky pond and see what she thinks is the outline of a car. The power wouldn't work if she were looking into a clear, clean swimming pool — the target must have some random visual elements for her brain to process. What effect this has in game terms varies by the situation and the specifics of the illusion the demon creates. The target might recoil in shock from a shadow that looks like a dog, or move forward to catch a "falling object." In general, this Embed can be used to distract a target or gauge her reaction to surprising stimuli. The Storyteller should allow the demon's player to add a bonus equal to his successes to an applicable roll in the same scene.

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

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

Trust No One

Someone with a strong social support system is less likely to believe an angelic vision or prophecy. This is why Messengers understand how to cut those support systems, removing important or useful people from a target's life, at least for a short time. The demon must touch the target in order to activate this

Embed, but using it doesn't require that the demon know the particulars of the social circle he is disrupting.

Dice Pool: Manipulation + Subterfuge **vs** Resolve + Supernatural Advantage

Action: Instant

Roll Results

Dramatic Failure: The target immediately reaches out to someone in his social circle for reassurance or aid and receives it. What effect this has on the demon and his plans varies based on the situation, but the target is less isolated than before, which is probably contrary to the demon's intent. Apply a penalty equal to the demon's Primum to any rolls attempting to rattle, disturb, or interfere with the target's social life for the next day.

Failure: No effect; the target still has full access to all his Merits. The demon can try again (apply a cumulative -1 penalty to each successive attempt against the same target on the same day).

Success: An insidious paranoia grips the target and he refuses to reach out to any friends or allies. For the rest of the day, the target may not make use of Merits such as Staff, Mentor, Retainer, Allies, Contacts, True Friend or Hobbyist Clique, nor may he reach out to more casual friends not represented by Merits.

Exceptional Success: In addition to the above, the demon can make use of the target's paranoia. Add the demon's Primum rating to any roll to intimidate, frighten, or manipulate the emotions of the target.

Voice of the Machine

This is a dangerous Embed, but demons find it useful. All machinery carries with it the reflection of the God-Machine. This is why demons feel the strange attraction to mechanical apparatus that they do (p. XX). The hum of motors and the grind of gears is the voice of the God-Machine and carries hints of the Machine's plans. A demon can listen to this voice and gain some insight into what is going on around him, but he must be careful that the machinery does not betray him.

Dice Pool: Wits + Crafts

Action: Instant

Roll Results

Dramatic Failure: The character must immediately check for blown Cover at a -5 modifier. If the roll fails, not only do the usual consequences apply, but an angel is immediately dispatched to deal with the demon. The angel might or might not be capable of dealing with the demon, but the demon gains the Known Condition (the God-Machine knows where he is and will send agents to follow him; switching Covers resolves the Condition).

Failure: No effect. The player must immediately check for compromise (-1 penalty).

Success: The demon listens to the voice of the God-Machine and gains some hint as to the Machine's plans in the area, or some useful bit of information. This information is at the Storyteller's discretion, but it might be worth, at most, a +3 modifier to a roll when it becomes relevant. This Embed serves as a useful way to move the plot along, however, so the modifier may or may not be necessary. In any case, the player must roll to avoid compromise (+1 modifier).

Exceptional Success: As above, except that that the character does not risk breaking Cover.

Suggested Modifiers

Inside Active Infrastructure	+3
In Abandoned Infrastructure	+1
Near Recent Angelic Activity	-1
Far from Industry	-3
In Another World	-5

Exploits

Unlike Embeds, Exploits are not built into the world. They are abuses of reality, and thus will not pass so easily. Mortals and supernaturals alike may resist Exploits, though supernaturals tend to have an advantage.

Addictive Presence

The story of the succubus (or its male counterpart, the incubus) — a demon that feeds on sexual attention — is well-known. Demons aren't above using sex as a means of enforcing or sealing bargains, a means of persuasion, or just for fun, but some demons perfect the art of eliciting pleasure from their victims with every glance, touch and movement. In this way, the demon can create an addict to her very presence, someone who will do almost anything for a few moments with her regardless of whether the relationship is sexual.

This Exploit only functions on living humans (vampires are dead and so don't experience addiction the same way, and demons are not human). The demon might be able to addict other supernatural beings, but they add their Supernatural Tolerance trait to the number of successes required. Many of them also have ways to break addictions that are not available to humans.

Example Prerequisites: Across a Crowded Room, Freudian Slip

Dice Pool: Presence + Socialize + Primum

Action: Extended (target number = target's Willpower; see below for interval)

Cost: 1 Aether/roll

Roll Results

Dramatic Failure: The target fails in her attempt to addict the target and the target becomes inured to the demon's powers; no Embed or Exploit will function on that target. The target becomes a beacon for

the God-Machine's angels, who might very well investigate. Demons often find it expedient to kill people to whom this happens rather than risk their enemies finding and using such people against them.

Failure: The character can either abandon the attempt or accept a Condition, as described on p. XX.

Success: This Exploit uses some of the same systems as Social maneuvering (see p. XX). Instead of opening a number of Doors, the player attempts to accumulate a number of successes equal to the target's Willpower. The rest of the systems are the same, however — the demon can use soft leverage, can play to the target's Aspirations or Vice, or attempt to increase his overall impression level. This benefits the demon because, as with Social maneuvering, the impression level determines how often the player can roll.

Once the player accumulates the required number of successes, the target gains the Addicted Condition (p. XX). His "drug" is simply being in the character's presence. If the character is a player's character, he gains a Beat whenever he misses an obligation or complicates things in order to serve or be with the demon. If the character is Storyteller-controlled, then there is no particular need to track Beats for him and the character is treated as a Retainer. This character will perform tasks for the demon without Social action or maneuvering. If, however, the demon forces the target to perform a task that causes a breaking point and the target achieves an exceptional success, he resolves the Addiction. Nothing stops the demon from reestablishing it, however.

Exceptional Success: The player can choose one of the options on p. XX or can choose to lower the target's Integrity by one when the Addiction is complete (if a player-controlled character, this forces a breaking point roll penalized by the demon's Primum rating instead).

Affliction

The demon curses a target with boils, disease, madness, spiritual malaise, or any other malady he finds interesting. Some demons find this Exploit useful for revenge or punishment, others as a demonstration of power before a pact is finalized.

The player must declare the particulars of the Affliction before rolling the dice. This determines the resistance roll; physical Afflictions are resisted with Stamina, mental Afflictions with Resolve.

Example Prerequisites: Deafen, Recurring Hallucinations

Dice Pool: Strength + Medicine + Primum vs. Stamina or Resolve + Supernatural Tolerance

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The demon suffers the effects of the Affliction herself. Any Condition or Tilt thus gained remain until the demon assumes demonic form.

Failure: The target is not afflicted.

Success: The demon curses the target, and may impose one Condition or Tilt. Appropriate choices include Madness, Poisoned, Sick, Shunned, or Mute. The demon can also specify an outward sign of the Affliction — a disfigurement, an alteration to the target's voice or smell, or any other effect that marks the character.

The Affliction remains until the demon removes it [or his Primum weeks pass](#). It can generate Beats for the character, but its usual resolution does not apply. The Affliction can be removed through magical or supernatural means, at the Storyteller's discretion.

Exceptional Success: The demon may add more Conditions or Tilts at a cost of one Aether and one Willpower point each.

Allies Into Gold

What is the measure of a friend? What worth can be placed, not on a human being generally, but on human contact, of the ability to people to interact on a social level? A demon with this Exploit can shift what that human contact represents, changing a relationship that exists purely on the "exchange of information" level (Contacts) to one that brings in revenue (Resources), or one that induces the other party to level physical aid to the demon (Allies or even Retainer).

This Exploit is riskier to a demon's Cover than most. The compromise roll for Allies Into Gold suffers a negative modifier equal to the number of dots in Merits the demon is shifting.

Example Prerequisites: Fungible Knowledge, Trust No One

Dice Pool: Intelligence + Socialize + Primum

Action: Extended (target number = number of dots being shifted; one roll/hour)

Cost: 1 Aether

Roll Results

Dramatic Failure: The demon loses access to the Merit dots she intended to shift for the rest of the day. If the demon approaches the people these dots represent, in any Cover, the people have no idea who she is.

Failure: The demon must either abandon the attempt or accept a Condition, as described on p. XX.

Success: The demon can shift some of her Social Merits. The player decides how many dots to shift when the Exploit is activated; even if the player winds up with more successes than required, she can only shift that many dots. The player chooses what Merit those dots now represent. Allies Into Gold can only turn Social Merits into other Social Merits, so it is possible to turn a True Friend into Resources (that True Friend comes into some money, which he then imparts to the character), Allies into Contacts (the organization suffers a blow to its personnel and is unable to help the character with anything but research), Staff into Retainer (most of the Staff goes on strike, leaving behind only a dedicated employee) and so forth.

These alterations are permanent — if the character wants to shift her Merits back, she must use this power again. [The demon has little control over how this transition occurs, however, and therefore cannot always be certain what events will lead to this change.](#)

Exceptional Success: The player may select one of the options from p. XX, or can choose to sacrifice a dot of Social Merits for one Experience.

Animate

The demon can bring a facsimile of life to an inanimate object, provided that it has the apparatus to allow it to move. That is, the demon cannot animate something with no limbs or appendages, though he could animate a severed arm or an angel's wing (though its movement would be severely limited). This means that the character can animate statues, sculptures, vehicles, and even corpses and call them to do his bidding. While animated, these objects emit occasional plumes of smoke or steam from joints and licks of fire or electricity sometimes emerge from their eyes.

Example Prerequisites: Fulcrum Point, Sabotage

Dice Pool: Presence + Crafts + Primum

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The energy sent to animate the object reverberates back on the character, flinging him a number of yards equal to the Size of the targeted object. The character suffers bashing damage as though he had fallen a comparable distance (see Falling, p. 179 of the World of Darkness Rulebook). Additional complications may result depending what the character strikes.

Failure: The demon fails to animate the object.

Success: The object becomes mobile and able to follow the demon's commands. Most animated objects are extremely slow (Speed 5), though animated corpses can manage Speed 8 and vehicles can move at their Safe Speeds.

Animated objects have traits like spirits: Power, Finesse and Resistance. Split the object's Structure up between these Attributes as desired. Animated corpses start with Power 1, Finesse 1 and Resistance 2; the demon can split his successes on the Exploit roll + his Primum rating up amongst these Attributes. Animated objects commanded to do a task will continue doing it until ordered to stop, until destroyed, or until the scene ends (whereupon the Exploit wears off).

Exceptional Success: As above, but the animated object gains a modicum of intelligence and can follow more complex commands.

Behind the Curtain

This is a risky endeavor, but a useful one at times. The demon can call upon his memories of service to the God-Machine, enter a section of Infrastructure, then travel to another section of Infrastructure anywhere in the world. Since all Infrastructures are connected in the sense that they all use the same power sources, traveling between them is a simple metaphysical exercise (angels do it frequently). Unfortunately, doing so for a demon carries a greater-than-usual risk of compromise. Demons can use the Spoof ability when entering Infrastructure and are well-advised to do so in this case. Spoofing is described on p. XX. Successfully Spoofing adds two dice to this Exploit's roll.

Example Prerequisites: Interference, Last Place You Look

Dice Pool: Intelligence + Computer + Primum

Action: Instant

Cost: 2 Aether

Roll Results

Dramatic Failure: The character's attempt sets off a warning system. If the character successfully Spoofed the God-Machine (see p. XX), then he can escape, but gains the Hunted Condition. If not, he is immediately attacked by angels appropriate to the importance of the Infrastructure.

Failure: The demon fails to step between Infrastructures but has not yet been discovered.

Success: The demon vanishes and reappears at another Infrastructure. The demon can choose which one, but unless he knows where it is and what form it takes before using this Exploit, he's firing blind. The demon can only name an approximate distance and type of Infrastructure ("100 miles away, Concealment Infrastructure") and hope that this takes him to a relatively safe locale. The demon gains the Flagged Condition (p. XX).

Exceptional Success: As above, but the demon does not gain the Flagged Condition.

Break to Heal

The principle of "as above, so below" is one that demons understand well, as is the notion of conservation of energy. Every object in the world — in the universe — is made up of the same energy, and so transferring that energy from one form to another should be simple.

In practice, demons can't perform the metaphysical calculations necessary to performing world-altering feats of physics, but they can break one object and transmit that energy to living tissue, healing damage or illness. This Exploit requires that the demon touch the intended target and break an object at the same time.

Example Prerequisites: On the Mend, Close Call

Dice Pool: Strength + Medicine + Primum

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The demon accidentally reverses the flow of energy, inflicting lethal damage equal to her Primum rating to the target and “healing” the object (any structural damage is fixed and the object winds up looking like new). The damage thus inflicted is extremely painful and takes the form of tiny cuts appearing in the flesh, then widening into deep gouges.

Failure: The demon fails to heal the target, though the object is still broken.

Success: The demon heals the target of all bashing damage, or lethal damage equal to the Structure rating of the broken object. If the target has suffered aggravated damage, this Exploit changes the damage to lethal (and the demon must use Break to Heal again if she wishes to mend it entirely). If the target has a mix of different damage types, the demon can specify which type of damage she wishes to heal.

Exceptional Success: Instead of converting aggravated damage to lethal, the demon can instead heal a number of aggravated damage equal to her Primum.

Deep Pockets

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

Example Prerequisites: Authorized, In My Pocket

Dice Pool: Strength + Larceny + Primum

Action: Instant

Cost: 1 Aether

Roll Results

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

Failure: The demon fails to retrieve the desired object.

Success: The demon pulls the desired object out of whatever vessel he reaches into. The demon must be able to picture a specific object, so if he pictures a chainsaw he saw on a shelf at a hardware store, he can retrieve it — but it will be that chainsaw (meaning it won’t have fuel). The demon can’t retrieve an object that he couldn’t lift with one hand (which means that if he has a way of boosting his Strength, he could theoretically pull a motorcycle out of his pocket).

Pulling objects out of infrastructures or from supernatural loci is possible, but much more difficult. Penalize the roll based on the size and potency of the location, -1 for small mostly mundane structures up to -5 for highly magical, unreal locations. Pulling objects from otherworlds is impossible.

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

Demon House

The God-Machine occasionally gives angels non-human, even inanimate Covers. They might become weapons, objects, or buildings in addition to people or animals. As noted on p. XX, while a demon can, theoretically take such a Cover, it isn't usually worth the trouble since the rating is low and the ability to interact with the world is limited. Some demons, though, find a work-around — they merge a human Cover with a building associated with it. This might be the house that a Cover identity owns or the office where he works, or even the factory where he (supposedly) died. The demon merges with the building, aware of everything that happens within it and able to use Embeds and Exploits on inhabitants at will with a much-reduced chance of compromise.

Example Prerequisites: Hush, Like I Built It

Dice Pool: Presence + Stealth + Primum

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The demon's Cover merges with the building but the demon is trapped in the structure, unable to bring any influence to bear or reverse the process. The only way out is to assume demonic form, but this demolishes the building entirely. At the Storyteller's discretion, a demon with another Cover might be able to switch to it instead.

Failure: The demon does not merge with the building.

Success: The demon merges with the building. The demon's body disappears, but he can, if he wishes, appear in mirrors or as a disembodied voice in the building. While possessing the building, the demon can sense everything that happens inside it, seeing all points simultaneously. He can listen to any phone calls made on a land line inside the building (and can still listen to at least half the conversation if someone uses a cell phone), and can read any data coming through an Internet connection provided that the connection is wired into the house. He can use any Embed or Exploit that he knows on the inhabitants of the building **who, unless they possess supernatural senses, are caught totally unaware,** and any compromise roll made as a result of these powers receives a +3 modifier.

The demon can remain thus ensconced as long as he wishes, but he must take care. For every day he spends in the building, he risks compromise. If he becomes Burned while this Exploit is in effect, he is trapped in the building, a living ghost, unable to escape until the building is destroyed.

Exceptional Success: The demon has direct physical control over electronics and objects in the house. He can open doors, turn devices on and off, and throw lightweight objects around (as the Telekinesis Numen; each use costs 1 Aether, roll Strength + Primum).

Disintegrate

With a single touch, the demon can turn a solid object into dust and vapor. The object vibrates for a moment, and then cracks and disappears with a faint glow. The object in question can be no larger than the demon herself (usually Size 5). This Exploit does not work on living or undead matter. It does function on magical or enchanted items, but the player subtracts the item's rating from the dice pool. If the target object is being held by another character, the demon must make a touch attack against the character (p. 157 of the World of Darkness Rulebook).

If the item's Durability is higher than the demon's Primum, the player must spend an additional point of Aether for the Exploit. The Demolisher Merit (p. XX) mitigates this effect.

Example: Tom's character, Will Jericho, has Primum 1 and the Demolisher Merit at three dots. He uses the Disintegrate Exploit on a stone statue (Durability 2). Normally Tom would have to spend two points of Aether on this Exploit, because the statue's Durability is higher than the character's Primum, but because Will knows exactly where the statue's weak points are (a result of the Demolisher Merit), he doesn't have to.

Example Prerequisites: Shatter, Tools Into Toys

Dice Pool: Strength + Brawl + Primum

Action: Reflexive

Cost: 1 Aether + 1 additional Aether (see above)

Roll Results

Dramatic Failure: The Exploit backfires, disintegrating anything the character is holding or wearing. The demon can choose to suffer aggravated damage equal to his own Primum and contain the effect instead.

Failure: No effect; the object does not disintegrate.

Success: The object disintegrates as described above. If the object was part of a larger whole (a part of a machine, or a beam of a house), additional effects might occur. These are up to the Storyteller to adjudicate.

Exceptional Success: The demon uses his energy extremely efficiently. Regain one point of Aether.

Echoing Death

The demon strikes a target dead and the death undoes the last action the character took. This requires the demon to warp time and causality, and as such it carries a greater risk of breaking the demon's Cover (in game terms, the compromise roll for this Exploit carries a -2 penalty). If the Exploit is successful,

though, the demon can erase the last few moments of the target's life, perhaps saving the life of someone that character killed.

This Exploit can only affect the actions the target took in his last few minutes of life. Anything longer than that and the effects of the actions he took have already reverberated out into the universe too far to be undone.

Example Prerequisites: Turn Blade, Without a Trace

Dice Pool: Strength + Brawl + Primum

Action: Extended (required successes = lethal damage required to kill target; 1 roll/turn)

Cost: 2 Aether

Roll Results

Dramatic Failure: The Exploit fails; the target does not die and the demon cannot erase the target's actions. In addition, the demon's fate becomes intertwined with the target's and the demon gains the Fate-Bound Condition. Whenever the target suffers damage, the demon's player must roll Stamina + Resolve or suffer the same damage. This Condition ends when the demon suffers damage from it (the player can opt to do this voluntarily at any time).

Failure: The character can either abandon the attempt or accept a Condition as described on p. XX.

Success: The character must accumulate a number of successes equal to the lethal damage required to kill the target. Note that to actually kill a target requires twice as many successes as the target has Health (a target's Health track fills once with lethal damage, after which further lethal damage is converted to aggravated). As such, a character with Stamina 2 requires 14 successes on this Exploit to kill — assuming the character has an empty Health track. If the target is injured, however, the number of successes required for this Exploit adjusts accordingly, meaning that a demon can and should make use of allies or previous attacks before using Echoing Death.

Once the player accumulates the proper number of successes, the demon must make a touch attack on the target (Dexterity + Brawl – Defense). If this roll succeeds, the target suffers all of the accumulated damage at once and perishes, his bones snapping and his flesh crushed under incredible pressure. The demon chooses an action that the character took in his last few minutes of life (during the same scene); the action is unwritten, as are any consequences of it.

Exceptional Success: The player can choose one of the options list on p. XX, or can choose to absorb the residual energy leftover from the target's untaken action (in game terms, the character gains Aether equal to her Primum rating).

Ephemeral Cover

The demon can craft a Cover out of spirit-stuff, creating a mask that resembles a ghost or a spirit. In order to do this, the demon must harvest raw material — the Corpus of an ephemeral being. Ephemeral beings are described on pp. XX–XX of this book.

The demon needs four points of Corpus for every dot of Cover he wishes the new identity to have, and at least half of that Corpus must come from the type of spiritual entity he intends to impersonate (ghosts if he wishes to create a ghost Cover, spirits if he wishes to create a spirit Cover). He can harvest Corpus using this Exploit; as such, Ephemeral Cover also functions as an attack against ghosts and spirits. Once harvested, the demon stores the Corpus on his demonic form. When the demon assumes this form, the Corpus is visible hanging on his body like a fleshy, translucent cloak. Once the demon has accumulated enough Corpus, he can create the Cover. This process is described under Success, below.

Example Prerequisites: Knockout Punch, Tag & Release

Dice Pool: Strength + Occult + Primum – Defense

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The demon's attack misses and the demon loses any accumulated Corpus. The demon can prevent this by concentrating on keeping the Corpus to the exclusion of anything else, but this cancels the demon's Defense for the next turn (allowing the spirit or ghost he just attempted to rip asunder a free shot).

Failure: The demon's attack fails.

Success: The demon's attack succeeds and he rips off a hunk of the unfortunate being's Corpus, adding it to his stock. Once the demon has accumulated enough Corpus (4 x the desired Cover rating), he can craft his spiritual Cover. This requires an extended action (successes required = twice the Cover rating, one roll per hour, Dexterity + Crafts), which must be completed in demonic form. If this action succeeds, the demon has successfully created the Cover. The demon has spirit traits while using this Cover; his Power, Finesse and Resistance are equal to the highest corresponding Attribute that the demon normally has. The demon exists in Twilight, but does not track Essence — he still has a Primum rating and an Aether pool. He can Manifest like a ghost or spirit of comparable Rank. The ephemeral Cover does not have Numina; instead, the demon retains access to his Embeds and Exploits. Unless he Materializes, he cannot physically affect material targets.

The Ephemeral Cover is subject to investigation just as a human Cover is, but spirits tend to be harder to investigate than humans.

Exceptional Success: No further effect beyond the greater amount of stolen Corpus.

Everybody Hates Him

The value of a scapegoat is indisputable. Having someone for everyone to hate, a target for their collective frustrations, allows unification among people — and for a demon, it allows someone else to take the blame. This Exploit makes a human target into the person that everyone hates. It does so by changing the target, though, not the world at large. The person simply trips the parts of the brain that

causes others to read him as the enemy. Depending on where and when the victim falls under this Exploit, he might not live out the day.

Example Prerequisites: Mercury Retrograde, Special Someone

Dice Pool: Intelligence + Intimidation + Primum [vs Resolve + Supernatural Advantage](#)

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The character becomes the scapegoat instead. She gains the Shunned Condition (see below), but also suffers a –2 on all compromise rolls until it is shed.

Failure: The demon fails to turn the target into a scapegoat.

Success: The demon places the Shunned Condition on the target. All Social actions that the target undertakes while the Condition is in place are made with a chance die, and all impression levels are considered hostile. Police harass the target, supernatural forces perceive him as a threat, and parents assume he is a danger to their children. If the target is a player's character, he gains a Beat every time he fails a roll due to this Condition. Getting rid of the Condition requires convincing someone face to face that he is not a threat. The demon can also remove the Condition at any time.

Exceptional Success: The target perceives the demon as a safe haven, as someone who will really understand and accept him. Any attempt to convince the target to sign a pact receives a dice bonus equal to the demon's Primum.

Extispicy

The practice of extispicy is the art of reading the entrails of a slaughtered animal in order to divine the future or otherwise glean information. Demons can use this method to learn information about the world around them, but whether something intrinsic in the act of the slaughter or simply the random patterns formed in blood and tissue grant the information, none of the Unchained can say for certain. In any case, the result is messy and difficult to hide, but yields useful results.

Extispicy works on any living creature of Size 4 or greater. Killing an animal (or a person, for that matter) to read its entrails might constitute a separate compromise if doing so would be grossly out of character for the demon's Cover. As such, some demons prefer to assume demonic form before gutting the sacrificial creature (the claws often make it easier anyway). If the character inflicts enough damage with her bare hands or a bladed weapon to kill someone in combat, she may immediately begin the process of using this Exploit (target number of successes is still the target's Health, though).

Example Prerequisites: Cause and Effect, Read Hostility

Dice Pool: Intelligence + Occult + Primum

Action: Extended (successes = creature's Health; one roll per turn)

Cost: 1 Aether

Roll Results

Dramatic Failure: The attempt at reading the future fails and the demon gains a Condition such as Accursed (the demon's magic is tainted; all Aether expenditures are doubled until the demon next regains Aether, at which point the Condition is resolved). The next time the character attempts to use Extispicy, the attempt suffers a -2 modifier.

Failure: As described under extended actions (p. XX), the character can either accept a Condition or abandon the attempt. If the character abandons the attempt, the creature is dead and can't be used for another attempt at Extispicy.

Success: The character reads the creature's entrails and divines useful information about the future. This can have one of three game effects, depending on the preferences of the Storyteller.

First, the Storyteller might have some specific hint or piece of information that she wishes to give the player. In this case, the Storyteller can simply impart this information, either encoded in a riddle or directly. This can be a useful way to help the players if they are casting about for an avenue of approach to a problem.

Second, the Storyteller might simply give the character the Informed Condition (see p. XX) about a given topic.

Finally, the player might have a number of dice equal to twice the demon's Primum to apply to rolls about the topic of inquiry.

Exceptional Success: In addition to the above, the player can apply the usual exceptional success rules to the extended action (p. XX), or can choose to take the Déjà Vu Condition. This Condition may be shed at any time to allow the character to succeed on one roll. If this roll is a contested action, the character wins. If the roll is a combat action, the character is considered to have successes on the roll equal to her Primum. Until this Condition is resolved, however, the character is distracted and suffers a -1 to all Perception rolls.

Force Relationship

The demon can change the connections between people, forging a kind of temporary Cover between them. She can make two people into lovers, enemies, friends, or family. This Exploit doesn't actually change the targets physically, meaning that if the demon turns two people into "brothers," they think of themselves as brothers but a DNA test will not show them to be related. This Exploit allows a demon to get around the drawbacks of a low Cover, at least for a short while.

This Exploit can be used to alter preexisting relationships, but this is actually more difficult than just creating a relationship out of nothing. This is because human relationships are a tangled web of past events, impressions, brain chemistry, and possibility, putting many more variables in play.

Example Prerequisites: Homogenous Memory, Shifty Eyes

Dice Pool: Presence + Empathy + Primum **vs** Resolve + Supernatural Advantage

Action: Extended (5 or 10 successes, one roll per hour)

Cost: 1 Aether

Roll Results

Dramatic Failure: The targets develop a relationship, but it is that they are united in hatred of the demon (or rather, her current Cover). The characters might never discover this mutual animosity, but if they do, they will plot against the demon. Depending on what kind of people they are, this might take the form of following the character around, trying to discredit her, or just attempting to murder her.

Failure: The character can choose to abandon the Exploit or accept a Condition (as described on p. XX).

Success: The character either forges a new relationship between two characters who have never met (which requires five successes) or alters an existing relationship (which requires 10). The relationship can be anything that the character specifies: lovers, friends, casual acquaintances, enemies, rivals, and so forth. **Either way she must have either touched or spoken to each of the effected within the last 48 hours.** The relationship is reciprocal (that is, if the demon decides the targets are friends, then they both feel the friendship), as long as both targets are not demons. **But both targets resist individually, so it becomes possible for one target to be affected by the relationship and another to remain unaware of it.** If one target is a demon, the relationship is established but the demon doesn't necessarily feel one way or another about the target. The demon can Force Relationships using herself as a target, which is a good way to shore up a Cover and throw off an investigator. Characters trying to investigate a Cover suffer a -3 penalty as long as this Exploit remains in effect. The effects of Force Relationship last for a number of days equal to the demon's Primum. If the demon forged the relationship between herself and a human target and she raises her Cover before the Exploit wears off, she can choose to make the relationship true (that is, the power doesn't wear off, though the relationship might change or degrade normally).

Exceptional Success: The player can choose one of the options on p. XX or can convert the amount of time that the Exploit stays active to a number of weeks equal to the demon's Primum rating, not days.

Four Minutes Ago

The demon can warp time in a limited way, removing himself from the scene four minutes before the moment he activates this Exploit. The time change does not remove all of the effects of his presence in the scene, however. This would be too much risk of a paradox, and the mystical subroutines of the universe that allow this Exploit to function reflexively prevent this from happening. Instead, the events of the scene come to the same results without the character's presence (at least, without his presence from four minutes before he used this Exploit).

The character "appears" four minutes' travel from his location in the scene. The player decides how they character traveled and in which direction. This Exploit is primarily useful as an escape method, but it can be used to escape not only the physical location of a problematic scene but some of the personal consequences of the demon's own actions.

Example Prerequisites: Never Here, Quick Change

Dice Pool: Intelligence + Stealth + Primum

Action: Instant
Cost: 2 Aether

Roll Results

Dramatic Failure: The character attempts to warp time and fails, but the attempt does not go unnoticed. The player immediately makes a compromise roll with a penalty equal to the demon's Primum. If this roll fails, not only does the character lose a dot of Cover, but he gains the Flagged Condition (p. XX).

Failure: The character fails to warp time but doesn't draw any special notice in the process.

Success: The character vanishes from the current scene and actually left four minutes before the time that he used this Exploit. Everything that happened in the scene after that still occurred — if there was a fight going on and the character killed someone, that character is still dead, but someone else killed him. All consequences to other characters occur as they did with the character present, but the causes of those consequences might change. *Consequences to the character personally, however, remain— any damage the character took during those four minutes is stays, any Willpower or Aether remains spent, and any Conditions he gained still affect him. This also works to the character's benefit, though. Any Beats he gained remain, and if he gained Willpower or Aether during those four minutes, also stays.* Any witnesses to the scene remember the character leaving and do not remember the demon as being present during the altered four minutes. This includes the characters' allies. The player determines where the character went and what he did with a four-minute "head start" on the rest of the scene. The character then appears wherever the Storyteller thinks is logical, based on that information.

Example: Marisol, a Messenger Saboteur, is in a tense situation with one of her demonic allies and a group of stigmatics. During the scene, Marisol changes to demonic form and melts one of the stigmatics' faces, but then is stabbed in the leg with an enchanted dagger. Not wishing to endure this damage (her Vice is Pristine), she activates Four Minutes Ago. Marisol vanishes; since she wasn't there to get stabbed, the wound is no longer in her leg. Since she was in demonic form when she activated the Exploit, the player decides that Marisol threw herself out the window and flew away, landing on a nearby rooftop. The stigmatic she killed is still dead, but his wounds change from severe facial trauma from acid to a bullet in the skull (Marisol wasn't there to kill him, so either her erstwhile companion did it or one of the other stigmatics shot him by mistake).

Exceptional Success: As above, but the character gains a greater amount of control over how time rewrites itself. The player can choose to prevent or redirect a number of points of damage that the character inflicted or suffered equal to the character's Primum. Damage that the character suffered is already prevented by the character's absence, so it can only be redirected.

Example: Continuing the example above, Marisol has Primum 2, and so she can redirect or prevent two points of damage that she suffered or inflicted. She suffered four points of damage when the stigmatic stabbed her, so she could choose to redirect two points of that damage to another target (none of the damage will actually affect her, since she left before the attack happened). She chooses to put two points

of that damage onto the character that stabbed her (again, how the stigmatic suffered that damage is a question for the Storyteller, since Marisol wasn't there to hurt him).

Frozen in Time

With a glance, the demon alters a target's relationship with time. From the victim's perspective, everything around her speeds up, passing by in a blur as she watches helplessly. To the demon (and anyone else), the victim stands stock-still, a living statue. While the victim is frozen, she cannot be harmed. Her body does not interact with the rest of the world (rather, it does, but so slowly that she suffers no ill effects), which means the demon can use this Exploit to save a person who is dying from a poison or a wound. Gravity doesn't affect the character, either, meaning a target frozen in time while falling does not travel through space.

Example Prerequisites: Ellipses, Living Recorder

Dice Pool: Intelligence + Science + Primum **vs Stamina + Supernatural Tolerance**

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The demon speeds up the target instead. To the target, everything moves in extreme slow motion. Her senses are hyper-acute. In a fight, she is able to enact a Killing Blow (p. XX) on any target she chooses. Outside of a combat situation, she moves faster than anyone eyes can follow — but she can't open doors or move obstacles (she can exert force upon them, but they move at a speed too slow, relative to her, to get out of the way). This effect lasts for a number of turns (combat) or minutes (non-combat) equal to the demon's Primum.

Failure: No effect; time does not slow.

Success: The target is frozen in time as described above. During this time, the target does not suffer damage, either from attacks, bleeding out, or extreme environments (p. XX), but can also take no actions. The effect lasts for a number of turns (in combat) or minutes (outside of combat) equal to the demon's Primum; the demon can extend the Exploit's effects for the same amount of time if the player spends a point of Aether when the Exploit ends (that is, if the demon has Primum 2, the player can spend a point of Aether every two turns/minutes to keep the effect going). No roll is required for this. **Demons and other Supernatural beings have additional recourse. In response to this effect they roll Stamina + Supernatural Tolerance, subtracting directly from the Demon's successes to determine how long they remain frozen.**

Exceptional Success: The demon can keep the target frozen for an entire scene with no further expenditure.

Halo

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

Example Prerequisites: Bystander Effect, Heart's Desire

Dice Pool: Presence + Medicine + Primum

Action: Instant

Cost: 2 Aether

Roll Results

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

Failure: The light does not appear.

Success: The character places the "Soothing Light" Condition on the area. While in the area covered by this Condition, characters heal bashing damage at one point per five minutes and lethal damage at one point per hour. All healing and Medicine rolls receive a bonus equal to the demon's [successes](#). In addition, any character at rest feels a strong urge to sleep. A Resolve + Wits roll is required to stay awake, and the player must roll more successes than the demon's player did on the Exploit roll. Once asleep, characters can be awakened normally.

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

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

Hellfire

The demon forces Aether through her firearms, converting the bullets into magically charged flame. The fire thus created can incinerate victims or destroy material objects, but it does not start fires — nothing touched by the Hellfire ignites.

In order to activate this Exploit, the demon must have at least one firearm already drawn and ready to fire. She can use Hellfire on allies' guns, but must touch the firearm in question. When the Exploit is activated, the gun's barrel warps slightly, growing wider, and a thin wisp of brimstone smoke drifts up from it.

Example Prerequisites: Check Backdrop, Merciless Gunman

Dice Pool: Presence + Firearms + Primum

Action: Reflexive

Cost: 1 Aether

Roll Results

Dramatic Failure: The gun explodes, inflicting aggravated damage to the demon (and the gun's wielder, if applicable) equal to the demon's Primum.

Failure: The Exploit does not work and the gun is unaffected.

Success: The gun inflicts aggravated damage for the remainder of the scene. Its other capabilities are unaffected — range, damage rating, ammo capacity, and so on stay the same. The barrel fires a plume of red-yellow flame with every shot, however, and a target killed by a Hellfire weapon feels his flesh burn away in seconds, leaving only a charred skeleton.

Exceptional Success: As above, but the player adds the demon's Primum to the weapon's damage rating.

Hellhounds

The demon infuses an animal with Aether, turning it into a nightmarish mesh of biomachinery and flesh. The creature is not long for this world (unless the demon wishes to supply it with the Aether it needs to live), but while it lives, it obeys the demon unquestioningly.

Example Prerequisites: Animal Messenger, Right Tools, Right Job

Dice Pool: Intelligence + Animal Ken + Primum

Action: Instant

Cost: Animal's Size in Aether

Roll Results

Dramatic Failure: The animal becomes a nightmarish hell-beast but immediately attacks the demon, attempting to eat his flesh and consume his Aether. If the character can escape, the Hellhound hunts down whatever source of Aether it can find.

Failure: The animal does not become a Hellhound.

Success: The animal twists, mutates and reshapes itself into a cryptid (p. XX). It retains its basic form, but fur often becomes metallic and shiny, eyes become glass and wires and a dog's panting gives way to mechanized gear-grinding.

The traits of such a creature vary depending on its base animal, but the dog traits on p. 203 of the World of Darkness Rulebook work nicely to simulate such creatures with little to no alteration. For other animals, use the traits of the animal (or a similar animal; the raven's traits work for most birds, for example) and add the demon's Primum + successes on the Exploit roll in dots at the player's discretion. Or, if the player has some time to think ahead, use the cryptid creation rules on p. XX to come up with a Hell-beast that the Storyteller and the player agree upon.

The creature can communicate with the demon, meaning that if the demon grants his creation the Eidetic Memory Merit, he can send it out to spy and then "download" the information his pet has recorded.

The Hellhound lives for one scene. After that, it requires Aether to keep it alive. It must consume one point of Aether per day ~~per point of Size (so Hell rats are much easier to maintain than Hellhounds, long term)~~. If the creature doesn't get his daily diet of Aether, he dies. Note, too, that Hell-beasts cannot pass for normal animals — they are obviously supernatural creatures. The demon can have as many Hellbeasts at a time as he wants to maintain.

Exceptional Success: No additional effect beyond the superior capabilities that multiple successes grant.

Incendiary

The demon summons up fire from nothing and hurls it at a target. This flame can ignite anything flammable it touches in addition to the harm it causes to a living creature. The demon can use her mastery over the fire to gain temporary immunity to it, but she must leave the area quickly or be consumed as well.

Example Prerequisites: Combustion, Raw Materials

Dice Pool: Strength + Science + Primum

Action: Reflexive

Cost: 1 Aether + 1 Aether/turn of immunity

Roll Results

Dramatic Failure: The demon summons the fire but it immediately burns out of control, engulfing her and inflicting four points of lethal damage per turn. The player cannot spend Aether to mitigate this damage. She can prevent further damage by immediately assuming demonic form, which extinguishes the fire.

Failure: The demon fails to call up the flames.

Success: The demon's hands become surrounded by blue flames. She can now throw fire at any target within range (5/10/15). This requires a roll of Dexterity + Athletics – the opponent's Defense; the fire blast has a damage rating equal to the demon's Primum. If the blast strikes something flammable, the target catches fire and continues to burn normally (though it burns blue as long as the demon is present).

If the demon is trapped in the inferno, the player can spend 1 Aether per turn to ignore the damage.

Exceptional Success: The demon is immune to the fire without further expenditure of Aether, for the remainder of the scene.

Inflict Stigmata

Stigmatics (described in Chapter Four) are human beings that can see the workings of the God-Machine. Some of them wind up working directly for the God-Machine — hunting demons, facilitating Infrastructure, or performing whatever their unknowable master asks of them. Some of them don't and wind up terrified of their newfound knowledge or form cults or religions based upon their visions. Some

stigmatics are born, but others come to their condition after witnessing the workings of the God-Machine. Demons are able to stimulate this condition as well, though once a human has been turned stigmatic the demon has no control over how he will react to this newfound enlightenment.

Example Prerequisites: Find the Leak, Muse

Dice Pool: Presence + Occult + Primum

Action: Extended (target number = target's Integrity; one roll/turn)

Cost: 1 Aether

Roll Results

Dramatic Failure: The process fails. The target is not a stigmatic, but the attempt to make him so attracts angelic attention. The character gains the Hunted Condition (p. XX).

Failure: The demon can either abandon the attempt or accept a Condition as described on p. XX.

Success: When the player reaches the target number of successes, the victim gains the ability to see the workings of the God-Machine, a brand or tell, and all of the other benefits of being stigmatic (p. XX). This Exploit does not, however, impart any particular inclination to serve the demon or the God-Machine; that inclination must come naturally. The demon can use the Social maneuvering system (p. XX) to get the new stigmatic to act as an operative for her Agenda or Agency's purposes, but this is a separate action.

Exceptional Success: The player may choose one of the options from p. XX, or, if the demon wishes to recruit the new stigmatic through Social maneuvering, start the process with one of the target's Doors already open.

Living Shadow

The demon changes her form into a self-aware shadow, able to follow a person anywhere so long as enough ambient light is around to let him cast a shadow. The demon can switch "hosts" as well, following on the heels of one person after another to gain entrance to heavily secured areas. While in shadow-form, the character can see and hear normally, but cannot speak, feel or otherwise interact with the world.

Example Prerequisites: Eavesdrop, Miles Away

Dice Pool: Intelligence + Stealth + Primum

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The character becomes a shadow and attaches to the target host, but cannot detach herself or change hosts. She is stuck as the person's shadow until that person no longer has one (which

might not happen until that person goes to bed at night). The demon can escape this predicament by entering demonic form, but that might cause its own problems.

Failure: The demon fails to become a shadow.

Success: The character becomes a living shadow as described and attached herself to a target host (human, demon, animal — it doesn't matter, so long as the target casts a shadow). The demon can switch targets reflexively as her shadow form touches either the new target or the new target's shadow. As such, switching being targets in a crowd on a sunny day is easy and allows the character to travel great distances in seconds.

The character can reform at any time ([ending the Exploit](#)) as an instant action, but is advised to do so when the target is looking away — or use an Embed like Hush (p. XX).

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

Merge

The demonic form is a terrifying weapon and one that demons recognize as a badge of their newfound freedom. But the form is just a physical change, one more state in the demon's quantum reality, and that allows a demon to merge his Form with that of another demon.

With this Exploit, members of a ring of demons can loan each other their demonic form Abilities. The recipient does not have to know this Exploit, but all contributing demons and the one with Merge must touch the recipient. The abomination thus created cannot venture more than 20 yards from any of the contributing demons, or else the Form Ability he received from a given demon is ripped away, leaving a bloodied wound.

Example Prerequisites: Borrowed Expertise, Download Knowledge

Dice Pool: Strength + Occult + Primum

Action: Instant

Cost: 1 Aether from each contributing demon

Roll Results

Dramatic Failure: All contributing demons lose access to their demonic forms for the scene. The demon using Merge might well wind up with the Blackballed Condition (p. XX), at the contributors' discretion.

Failure: The merger does not occur.

Success: All contributing demons' players must spend a point of Aether and declare which of their Form Abilities they wish to donate. One character receives all of these Abilities, turning him into a truly formidable (and probably hideous) monster. The character also receives all of the Aether that the

demons spent, but he should hold on to it — he must spend one point of Aether per demon (including himself) to return to human form.

If the demon moves more than 20 yards from any of the contributors, the Abilities he received from that contributor vanish, leaving a rent in his flesh (one point of aggravated damage per Ability). As such, even if the demon doesn't save enough Aether to return his borrowed powers, the demons can get them back.

Exceptional Success: The character using Merge can reverse the Exploit at any time, so the recipient need only spend one Aether to return to human form (provided that the character using the Exploit is still present and able to function when the time comes to switch back).

Murder by Improbability

The universe has a million ways to kill, even without involving intent from others or infirmity of the human body. Freak accidents claim thousands of lives every day; a demon with the right mystical understanding can snatch some of that lethal improbability from the universe and aim it at a victim. The unfortunate victim might be struck by a falling chunk of blue ice, trip and fall off a platform in front of a train, or stumble through a Rube Goldberg-esque configuration of accidents that leaves him lying on a sidewalk with scissors between his ribs.

Against some targets, this Exploit kills instantly and surely. Against others, it makes the world more dangerous, but does not automatically result in death. Demons are unsure what the difference is, but note that the Exploit is useless against the Unchained and beings with strange, otherworldly natures are more resistant to it.

In game terms, this Exploit counts as an attack and can be used to kill a human target under the Down and Dirty Combat rules (p. XX). If the target is touched by the supernatural in any way, however, then Murder by Improbability does not function in this manner. Instead, it makes the character extremely, possibly fatally, unlucky — but the demon still needs to nudge that character's fate in the direction of death.

Example Prerequisites: Lucky Break, Strike First

Dice Pool: Intelligence + Academics + Primum vs. Presence + Supernatural Tolerance

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The demon miscalculates and carries the miasma of ill luck with her. The Exploit doesn't affect the demon directly, but alters the probability of events around her. She gains the Jinx Condition — before every roll another character makes affecting the demon (helpful or harmful), the Storyteller rolls a single die. If it comes up odd, the character adds the demon's Primum to the roll. If it comes up even, the character subtracts the demon's Primum from the roll. The demon can shed this Condition by choosing to change a failure to a dramatic failure (she still gets the Beat for doing so; see p. XX).

Failure: The character fails to alter probability.

Success: If the demon is using this Exploit against a human being with no ties to the supernatural and no extraordinary fate (this is at the Storyteller's discretion; demons occasionally try to kill world leaders with this Exploit and usually fail), the target suffers a freak accident and dies within the next scene. For supernatural characters or character whose fates are too complicated to be snuffed out so easily, all attack against the character during the next combat scene he experiences add the demon's Primum to any weapon bonus.

This Exploit does not work against demons.

Exceptional Success: No additional effect against human characters. Against supernatural characters, the demon places the Sword of Damocles Condition on the character. The character suffers a penalty to his Defense equal to the demon's Primum. He can resolve this Condition by willingly suffering damage equal to the demon's Primum (this damage takes the form of an accident — tripping and falling on his own weapon, a stray bullet strikes the character, etc.). Since Storyteller characters don't usually track Beats or resolve Conditions, the player can decide when this damage is applied.

Play on Words

A particular collection of sounds can have many different meanings in a language. For instance, /rait/ can be "write" (to produce a graphic representation of words), "right" (correct or just) or "rite" (a ceremony or ritual). In French, the words "cent," "sans" and "sang" all sound very much alike, but mean "100," "without" and "blood," respectively. In Spanish, the sentence "Está esposado" can either mean "He's married" or "He's in handcuffs." A demon using this Exploit can shift the meaning of such a word, and change the situation in the process.

Note: This Exploit is challenging to use. It requires that the player pay attention to what other characters are saying and jump on the opportunity to activate the power. It's perfectly acceptable for a player whose character has this Exploit to have a list of multiple meaning words (do an online search for that phrase; teacher resource websites have them) to keep handy. The Storyteller should not allow players to use this power on phrases more than a sentence or two back in the conversation (though the player is allowed to ask for a "time out" in the conversation while she briefly considers whether and how to use this Exploit).

The compromise roll for using this Exploit suffers a -2 penalty.

Example Prerequisites: Common Misconception, Meaningless

Dice Pool: Presence + Expression + Primum*

Action: Reflexive

Cost: 2 Aether

*If this effect deals damage, or otherwise counts successes it is resisted by the appropriate stat (usually Stamina). If it's an all or nothing effect, like bear arms, it is contested by Appropriate Attribute + Supernatural Advantage.

Roll Results

Dramatic Failure: The demon fails to shift the meaning of the word, but does impact her own ability to communicate. For the remainder of the scene, the demon's natural ability to use language leaves her; she functionally has the Mute Condition (p. XX). She can still write or gesture, but speaking produces only gibberish.

Failure: The power fails.

Success: This power works on spoken words only. The demon might see a character having a shot of vodka, but cannot change it into a shot of penicillin unless the drinker actually uses the word "shot." When the demon hears an appropriate phrase, the player activates the Exploit and suggests to the Storyteller what happens.

The potential uses for this Exploit are quite beyond the scope of this book to list, given that words with multiple meanings vary between languages and even regions (a "crick" might be a pain in the neck or a small stream in the woods, depending on where you live). Instead, here are a few suggestions:

- **Damage:** The demon changes reality so that a target suffers damage (the aforementioned shot of vodka could be changed to "shot by a gun"). The target suffers one point of lethal damage per success on the Exploit roll.
- **Incapacity:** The demon shifts meaning to inconvenience or incapacitate a character (the Spanish-speaking victim says "estoy esposado" — "I am married" — but winds up in handcuffs). The victim is immobile until the Exploit wears off or the demon releases him.
- **General Strangeness:** The victim says that he will "write" something down, only to wind up performing a "rite." Another refers to the right to "bear" arms and looks down to discover his shirt sleeves missing ("bare" arms), or that they have grown thick fur and claws ("bear" arms). Effects like this might have any number of consequences, but for truly drastic ones, the Storyteller is justified in asking for a second compromise roll.

If Play on Words is not meant to cause direct damage, the effects last successes + Primum rating in hours.

Exceptional Success: The demon regains the Aether spent on this Exploit, absorbing it from the chaos around him.

Possession

A classic and widely publicized demonic trick is to possess an innocent person and cause havoc, rend the unfortunate person's flesh, and insult the God-fearing people around the victim. Some demons are indeed capable of possessing human beings, though they can usually find better uses for the stolen body than bouts of profanity and terrorizing the victim's family.

In order to possess a person, the demon must abandon her Cover. The demon becomes insubstantial, flowing into the victim as energy. While possessing the target, none of the demon's Covers are anywhere to be found.

Example Prerequisites: Ambush, Momentum

Dice Pool: Intelligence + Persuasion + Primum [vs. Resolve + Supernatural Advantage](#)

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The demon dematerializes but is unable to enter the target. She is stuck in energy form until she can possess someone. Her demonic form degrades while she is in this form. She loses one point of Aether per hour. When that is gone, she loses Willpower at the same rate, and then suffers lethal damage. When this is gone, she dissipates into nothing. The demon can attempt to possess another person during this time, after which she can end the power normally and reappear, but she cannot reform any other way.

Failure: The target's player rolls as many or more successes than the demon's. The demon fails to possess the target.

Success: The demon's player rolls more successes than the target's. The target is possessed and the demon has full control over his body for as long as she desires. For every 12 hours that the character remains in the stolen body, however, the player must make a compromise roll. The demon has no access to the character's memories and uses her own traits.

The victim is not utterly without control. If the demon attempts to do something she considered abhorant, murder, suicide, betrayal, she may attempt to stop the action. Both parties roll Resolve + Composure, if the demon wins he continues the action, if the victim wins the demon remains in control, but cannot follow through with his act.

Exceptional Success: As above, but the demon has some access to the target's memories. The player can spend a point of Aether to stimulate the target's brain, allowing his personality, memories or abilities to come to the fore. This lets the demon either access knowledge that the victim knows or use one of the victim's Skill ratings for a turn.

Rain of Blood

The demon raises her hands to the heavens and calls down rains of blood, hailstorms of teeth or tiny screws, lighting storms punctuated with the grinding sounds of gigantic gears or any number of bizarre and inexplicable weather phenomena. The residual effects of this weather evaporate into Aether within an hour after the storm stops, and people rarely believe that anyone actually saw a storm of blood — not without evidence, surely.

The immediate effects of the storm can be incredibly damaging, depending on how powerful the demon is. The demon can, however, opt to minimize damage to living creatures, conjuring the storm for property damage alone.

Example Prerequisites: Cuckoo's Egg, Tower of Babel

Dice Pool: Strength + Occult + Primum

Action: Instant

Cost: 3 Aether

Roll Results

Dramatic Failure: The storm appears, but only as a completely mundane and unimpressive rain shower (if the character uses this Exploit somewhere dry, then it might just be a bout of strong winds). The GodMachine notices the attempt, however, and sends agents to find the demon. The demon gains the Hunted Condition.

Failure: The storm fails to occur.

Success: The demon calls up a violent and supernaturally incredible storm. Any of the examples described above are appropriate and the player can probably dream up all kinds of unpleasant and bizarre manifestations appropriate to her character. The storm counts as an extreme environment (p. XX) of a level equal to the demon's **successes** (maximum 4) or less. The player decides the level of the storm, but cannot change it once she makes this decision. The storm damages property and the surrounding area at its full value, regardless of whether it is harmful to humans. In addition, human characters that witness the storm may, at the Storyteller's discretion, become stigmatics. The storm lasts for a number of hours equal to the demon's Primum.

Exceptional Success: As above, except that the demon can change the storm's level (from 0 to a maximum of her Primum) any time during the storm.

Raise Dead

Resurrection of the dead is one of the things that humans ask for most commonly when demons begin their blandishments. Many a grieving widow or mourning father would sell their soul for the return of their loved one. It is, in fact, within some demons' capabilities to raise the dead — and it's even easier for the demon if she herself was responsible for the death.

From a metaphysical standpoint, raising the dead is just a matter of repairing damaged tissue to the point that it can sustain the processes of life, and then finding the target's soul to put back into the body. If the target's soul isn't available, another will do.

Example Prerequisites: Alibi, Just Bruised

Dice Pool: Presence + Medicine + Primum

Action: Extended (variable successes required, see below; one roll/day)

Cost: 1 Aether/day

Roll Results

Dramatic Failure: The demon manages to attract something to the body — but it isn't human. The corpse rises as an intruder, an undead abomination animated by a spirit from a deep, unknown place that even demons fear to tread. This creature might immediately attack the demon, or it might flee, attempting to find the human that so desperately wanted to see the dead rise. In addition, the character peers into the home realm of the intruder and has a terrifying glimpse of what Hell might be (give the character the Shaken Condition, p. XX).

(See Original Text for Sample Intruder)

Failure: The character can either abandon the attempt or accept a Condition, as described on p. XX.

Success: The number of successes required for the demon to Raise Dead is (10 + number of days the person has been dead). If the body has been embalmed, add an additional five successes. If the demon killed the person herself, the base of 10 successes are not required (demons have, therefore, been known to murder people with susceptible relatives and then offer to undo their own handiwork in exchange for a soul pact). The demon must have the body to herself in a quiet, calm location — too many distractions and the soul cannot find its way back.

If the soul has been destroyed, consumed, or has moved on to the next world, no resurrection is possible. The demon can put a different soul into the body if she has one available, otherwise she only manages to repair a soulless body to working order. That body might shuffle around a bit or even be of some use as a menial servant before it starves to death. If the body is already undead for whatever reason, even if it is only animated as mindless zombie (perhaps via the Animate Exploit), this power does not work on it.

If the target's soul is available or has not yet flown on to whatever reward awaits it, it feels a pull back to its body and follows this urge. When the player accumulates the requisite number of successes, the soul enters the body and the resurrection is complete.

The player makes the compromise roll for Raise Dead when the Exploit is complete and applies a –1 penalty for every day that was spent on the effort. This is true whether the attempt succeeds or fails.

Exceptional Success: The player may choose one of the options on p. XX, or the person has been changed by his experience of death. The character gains a psychic Merit (see pp. XX–XX), or perhaps becomes stigmatic, at the Storyteller's discretion.

Raze Infrastructure

This Exploit might be the ultimate act of rebellion (next to Falling, of course). The demon stands in the midst of an Infrastructure and allows all of the Aether in the area to corrode, severing the connection between the God-Machine and the Infrastructure and reducing the false front to rubble and slag. This act is extremely cathartic, especially for Saboteurs. It is, of course, also a terrible risk, since the God-Machine can easily dispatch angels to collect or destroy the demon.

Example Prerequisites: Freeze Assets, The Map is Not the Territory

Dice Pool: Presence + Streetwise + Primum (10 successes required; one roll per turn)

Action: Extended

Cost: 1 Aether

Roll Results

Dramatic Failure: The Infrastructure is unharmed but the demon has broadcast her presence to the God-Machine. She immediately gains the Hunted Condition (p. XX).

Failure: The character can choose to abandon the attempt or accept a Condition, as described on p. XX under Extended Actions.

Success: The character brings the Infrastructure down. Buildings collapse, the ground quakes, vehicles melt or explode. The demon gains the Surveilled Condition and needs to get out of the area quickly. If the character lingers more than a number of turns equal to (10 – the character's Primum), she gains the Hunted Condition instead.

Exceptional Success: The player may choose one of the usual options for an exceptional success (p. XX), or may, if successful, choose to escape the area without the Surveilled Condition.

Reality Enforcement

For whatever reason, the world generally regards angels and other agents of the God-Machine as “unreal,” and the powers they wield “impossible.” This is clearly untrue — the angels and the mystical subroutines of the universe were woven into the very fabric of reality and possibility, but as far as most humans, even very learned humans are concerned, that's the end of it. A demon can enforce this limited perception of reality, shunting off the flow of Aether away from an area. This forces the demon to rely only on the Skills that his Cover gives him, but it also confuses and disempowers angels for a short time.

Example Prerequisites: Hesitation, Occam's Razor

Dice Pool: Presence + Academics + Primum **vs** Resolve + Supernatural Advantage

Action: Instant

Cost: 3 Aether

Roll Results

Dramatic Failure: The demon causes an influx of Aether, amplifying all angelic and demonic powers well beyond the ability of their wielders to control them. Any expenditure of Aether or Essence sparks a coruscating wave of electricity that inflicts the Primum rating or Rank of the spender in lethal damage to everyone within five yards (including the character who spent the Aether/Essence). The demon also gains the Flagged Condition.

Failure: The Exploit fails; all demonic and angelic powers work as they usually do.

Success: Everyone in the immediately area (demon's Primum x 4 in yards) that is in any way connected to the God-Machine — demons, angels and stigmatics — feels their power and awareness drain away. Angels crash the ground, materialized and solid, but unable to use their Numina. Demons are unable to spend Aether or use Embeds, but they can assume demonic form (since they can't spend Aether, though, they are unable to change back while this Reality Enforcement is in effect). Other supernatural powers are not affected.

Exceptional Success: The demon's influence over reality extends deeper than she knows. While other supernatural powers not connected to the God-Machine still function, they suffer a penalty equal to the demon's Primum.

Riot

The demon stands in the midst of a group of people and screams in defiance to the God-Machine (what words she uses are irrelevant). The people around her rise up in revolt, but it is a rebellion with no focus. They simply riot, attacking the world around them, breaking windows, tearing down statues, and looting whatever is nearby.

This Exploit can only be used in a group of 20 people or more. The demon herself is not safe if she remains in the group. While the rioters won't go out of their way to attack her, they won't spare her, either.

Example Prerequisites: Devil's Advocate, No Quarter

Dice Pool: Presence + Persuasion + Primum

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The demon immediately assumes demonic form (p. XX). The crowd runs in terror from her, but does not riot in a destructive way. The player needs to make a compromise roll, as usual, for the character taking demonic form.

Failure: No effect. The crowd does not riot.

Success: The crowd raises up its collective voice echoing the demon's defiant scream and gets down to breaking things. The area gains the Riot Tilt: Every turn, all characters present, including the demon, are bumped, struck and pushed by the maddened crowd. Roll Stamina + Athletics (reflexive action) each turn; failure on this roll means the character suffers two points of bashing damage. Any other effects — smashed storefronts, destroyed public property, beaten/murdered public figures — depend on the location of the riot and are left to the discretion of the Storyteller.

Supernatural beings and relevant NPCs are not forced to join in on the riot, but if they don't they'd better get the hell out of dodge.

Exceptional Success: As above, but the demon suffers no damage from the riot. The rioters ignore her entirely and she can walk serenely through the chaos, gazing what she has wrought.

Rip the Gates

The demon can tear open the fabric of reality, traveling to planes of existence unknown to most humans. The demon rips a literal hole in thin air, making a portal that anyone can travel through for as long as it remains open.

Demons with this Exploit can automatically open gateways to the Hedge, the Shadow, the Underworld and the Astral Realms (see sidebar). These planes of existence each pose their own particular challenges for demons, but one advantage they do have is that the God-Machine is much more limited in these places. As such, a demon with this Exploit can provide a safe place for demons to meet. Many Tempters believe that the path to Hell will be found in one of these strange realms.

Example Prerequisites: Synthesis, Voice of the Machine

Dice Pool: Strength + Occult + Primum

Action: Extended (3- 9 successes required, one turn/roll)

Cost: 1 Aether

Roll Results

Dramatic Failure: The character fails to open the gate and gains the Hunted Condition (p. XX). Normally, this Condition indicates angelic attention, but if the Storyteller so desires, the character's attempted intrusion might result in a pack of werewolves, a malevolent spirit, or a motley of changelings following her around.

Failure: The character must either abandon the attempt or accept a Condition as described on p. XX.

Success: The character opens the gateway into the realm of her choice (see the sidebar for some brief information on these realms). [The number of successes required directly correlate to how accessible that world is from the demon's location. Tearing a hole to the Astral from a Hollow requires only 3 successes, while doing it from a dead zone requires 9.](#) The character can hold the gate open for a number of turns equal to her Primum, and thereafter every turn that the gate remains open requires the expenditure of one point of Aether. Once the gate closes, the character (and anyone she brings with her) are stuck in the realm until they can get out again. This is easier for some realms than others.

Exceptional Success: The player may select from the options on p. XX, or can stipulate that the character(s) arrive in the realm unnoticed. Nothing will bother them in the realm for the next hour, giving them time to regroup and come up with a plan.

(See Original Text for Sidebar)

Sermon

Calling upon intimate, metaphysical knowledge of the workings of trust and awe in the human brain, the demon can deliver a speech worthy of the Sermon on the Mount. Any humans who hear the demon's words take them as, if not literal truth, then useful moral guideposts. If the demon delivers messages to the same group of people over time, he can use this Exploit to start his own cult.

Longtime listeners are more than fanatically loyal — their moral framework is whatever the demon wishes it to be. This Exploit affects what actions a human sees as breaking points, allowing them to act with perfect moral clarity so long as their actions reflect the demon's teachings.

Example Prerequisites: Everybody Knows, Social Dynamics

Dice Pool: Presence + Persuasion + Primum

Action: Extended (target number of successes = Integrity; one roll/day)

Cost: 1 Aether/speech

Roll Results

Dramatic Failure: All current listeners turn away from the demon, shunning him and refusing to listen to him again. The demon gains the Notoriety Condition (p. XX) for these people.

Failure: The demon can either abandon the attempt or accept a Condition.

Success: The demon can use this Exploit over multiple days and multiple speeches. If the targets are Storyteller characters, as they probably are, the Storyteller should decide on the highest Integrity rating among them. Once the player accumulates that many successes, the group has been converted to the demon's professed moral framework. The demon may then dictate that certain actions are or are not breaking points for the group, including violent acts that would normally result in serious penalties. As long as a listener undertakes such actions in service to the demon or in specific adherence to his moral laws, the listener does not suffer a breaking point.

For Storyteller characters who rarely track Integrity or breaking points, this just means that the group is devoted to the demon's teachings. That gives the demon a group of followers, even cultists. The demon should take care, though. The cult is devoted to his words, not him specifically. That means that the cult is vulnerable to usurpation. If a charismatic individual infiltrates the group and convinces the members that he is a greater authority on the dogma than the demon is, the demon might lose his flock.

Demons [and other supernatural beings](#) are unaffected by this Exploit, [though they may still be moved by the words mundanely](#).

Exceptional Success: The player can select one of the options on p. XX, or can apply the Obsessed Condition to his followers (p. XX).

Shift Consequence

This somewhat dangerous Embed allows a demon to change the results of a scene by changing who suffers the consequence. A critical injury, poison, humiliation or a Condition can change from one target to another. This Embed [must be activated within a turn or two of the original result](#). The demon specifies which consequence he wishes to shift. It must be something that occurred within the last scene and it must have a game effect — damage or a Condition are the most likely targets.

Example Prerequisites: Cause and Effect, Lucky Break

Dice Pool: Intelligence + Occult + Primum [vs \[Resistance Attribute\] + Supernatural Advantage](#)

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The demon suffers the consequence himself. Anyone else involved in the scene that wants to inflict her own consequence on the demon may do so. This won't kill the demon; the demon suffers only the most intense injury. In addition, though, the demon must check for compromise as described under Success.

Failure: No effect; the consequence stays where it is.

Success: The demon shifts the consequence to another eligible target. If the consequence is damage, the demon can change it to an inanimate object (the wall took the bullet instead of the demon's friend, for instance). [A Demon cannot shift more damage than his successes, nor can he shift effects with supernatural origins \(such as the Mesmerized Condition from a Vampire, or a Polymorphic Curse from a Mage\). Compromise Conditions and Death also cannot be shifted.](#) Conditions, however, only shift to targets that might conceivably have them. Cars don't get Embarrassed and buildings don't become Lost.

Exceptional Success: As above, except that the character does not check for compromise.

Solitary Confinement

The demon gestures at a target and opens a rift in reality — a black pit of nothing where the person remains trapped. The oubliette doesn't keep a victim incarcerated indefinitely, but it creates a place of perfect sensory deprivation. The victim cannot hear, see or feel anything, even sound or sensation that he creates. Even if the target only remains in the oubliette for a matter of minutes, the experience saps his will and can drive him mad.

The target must be within the demon's Primum rating in yards, and the demon must be able to see the victim for this Exploit to function.

Example Prerequisites: Identity Theft, Unperson

Dice Pool: Strength + Occult + Primum [vs](#) Resolve + Supernatural Tolerance

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The demon pulls herself into an oubliette, where she remains for a number of hours equal to her Primum. While she does not suffer the deleterious effects of the Exploit, any demon or angel in the immediate area can sense the oubliette with a successful Perception roll and therefore know that a disoriented demon will reappear there soon.

Failure: The oubliette does not open.

Success: The target falls into the oubliette. An observer sees the demon point or glare at the target, and then the target vanishes as though pulled backward by a powerful force. While in the void, the target experiences no sensory input — even if the target bites his own hand, he feels nothing. Even if he screams, everything around him is silent. This is, of course, extremely disconcerting; the target

experiences a breaking point (p. XX) every hour he remains confined. The Storyteller should apply a negative modifier to the roll of at least one die, possibly more if the character has a special reason to fear the dark, sensory deprivation, kidnapping, etc. The target remains trapped for a number of hours equal to the demon's Primum, though the demon can cancel the effect earlier if she wishes. If the demon uses this Exploit more than once on the same target, the target may find the experience less horrific. The first breaking point receives no negative modifier; if the target manages to meditate (as described on p. 51 of the World of Darkness Rulebook), he experiences no further breaking point rolls.

Exceptional Success: The oubliette is harder to escape. The demon can keep the target imprisoned for a number of days equal to her Primum.

Stalking Horse

What is a demon's greatest fear? Above all, the Unchained fear exposure. They fear being recognized by traitors to the Descent and by the still-loyal angels of the God-Machine. They fear that humanity — blind though it may still be to the truths of the universe — will find a way to see through their Covers and drive them back into their creator's cold workings.

This Exploit, then, exposes another being. The demon chooses (or in some cases creates) the attribute he wishes to highlight, then then touches the target. Anyone who comes into contact with that person knows that he carries the attribute that the demon underscored. This might be met with indifference, fascination, or murderous rage, depending on the specifics.

Example Prerequisites: Idle Conversation, Lost in the Crowd

Dice Pool: Presence + Expression + Primum vs. Composure + Supernatural Tolerance

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The demon is exposed instead of the target. The character immediately gains the Flagged Condition (p. XX), and must spend an additional point of Aether or change to demonic form immediately.

Failure: The demon fails to expose the target.

Success: The demon touches the target (this may require a touch attack depending on the circumstances; p. 157 of the World of Darkness Rulebook), and the player declares what facet of the character to expose. If this facet is true, then the effect lasts for a number of days equal to the demon's Primum. If it is false, the effect lasts for a number of hours equal to the demon's Primum. While the Exploit is in effect, everyone that looks at the character immediately thinks or suspects that [the facet] is true.

Facets can include personality traits (lustful, bigoted, violent, stupid, kind); background traits (felon, murderer, thief, philanthropist, drug user); or even supernatural templates (vampire, werewolf, ghost). A human who sees something and thinks "vampire" probably doesn't actually believe that this person is a

vampire, just that she looks like one. A vampire hunter (or another vampire) that sees the character and thinks “vampire,” however, might be motivated to take action.

Exceptional Success: The demon can change the target facet any time during the power’s duration with the expenditure of a point of Aether. Note that changing a true facet to a false one shortens the duration, but a false one to a true one does not lengthen it.

Stimulus/Response

The demon can manipulate the target’s brain’s ability to draw connections between actions, classically conditioning the target in seconds. The demon simply has to observe the target performing the behavior she wishes to train and then couple it to an external stimulus — one that she controls. After that, she can stimulate this response at any time.

Example Prerequisites: Don’t I Know You?, Marco Polo

Dice Pool: Intelligence + Empathy + Primum vs. Resolve + Supernatural Tolerance

Action: Reflexive

Cost: 1 Aether

Roll Results

Dramatic Failure: The target suffers a point of lethal damage as an electric shock and associates it with some random element of his surroundings at the time (possibly the demon herself). From that point on, he avoids that element as much as he possibly can.

Failure: The target’s player rolls as many or more successes than the demon’s player. The demon fails to create the desired response.

Success: The demon’s player rolls the most successes. The demon creates a connection between the behavior that the target has just performed (throwing a punch, screaming, walking forward, etc.) with the external stimulus of an imperceptible crackle of magic in the air (in game terms, the player spending a point of Aether).

From that point on, the demon can activate this response at will as long as she is within 20 feet of the target. The player simply spends a point of Aether for the demon to create the stimulus, and the target responds, helplessly.

This response decays over the course of a week if not reinforced. If the demon reinforces it every few days, though, it lasts indefinitely.

Exceptional Success: The demon does not have to spend a point of Aether to create the response. She can simply “nudge” the target, magically speaking, and activate it.

Summon

Some intrepid souls believe they can summon demons. What they probably don’t realize, though, is that demons can summon them. A demon with this Exploit can call upon any human being she has met, and

that human finds that circumstances, snap decisions and luck bring her to the demon. This doesn't happen instantly; the farther apart the demon and the target are, the longer it takes. If they are in the same city, the target might find that she chooses a new restaurant on a whim and finds the demon eating there as well. If they live in different regions, a missed flight or a rerouted train might be to blame. This Exploit doesn't make the target well-disposed to deferent to the demon; in fact, unless the demon tells her, the target probably has no reason to assume the demon was responsible at all.

Example Prerequisites: Left or Right?, Trick of the Light

Dice Pool: Presence + Streetwise + Primum [vs Resolve + Supernatural Advantage](#)

Action: Instant

Cost: 1 Aether/day (if the trip requires multiple days)

Roll Results

Dramatic Failure: The demon sends out a beacon to anyone who can perceive Aether, alerting all such beings as to her location. The demon gains the Hunted Condition.

Failure: The demon fails to summon the target.

Success: The summoning begins successfully. If the target is far enough away that it would take more than a day to reach the demon, the player must spend a point of Aether per day to maintain the Exploit. Otherwise the target winds up in the demon's presence by the end of the day.

Exceptional Success: The target arrives in the demon's presence in half the time it would normally take. The demon can specify exactly when the target arrives (and the target has no clear recollection of how she got there).

Swarm

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

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

Example Prerequisites: Animal Communication, Diversion

Dice Pool: Presence + Animal Ken + Primum

Action: Instant

Cost: 1 Aether

Roll Results

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

Failure: The swarm does not appear.

Success: The swarm appears as described above. The demon can create a swarm of any animal of size 1 or less (frogs, bats, insects, small birds, etc.). The demon can use the swarm to attack a single target (in which case the target suffers bashing damage every turn equal to the demon's successes) or spread the swarm out over the area, creating the Swarm Tilt (see sidebar). In either case, being attacked by the swarm might be cause for a breaking point, especially for characters with appropriate phobias.

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

(See Original Text for Swarm Stats)

~~Swift Resolution~~

This Exploit no longer exists. Instead Replace it with:

Done Deed

Sometimes a demon simply cannot afford to take the time to perform an action. It's not that he won't merely that he'd rather do it later. By exploiting temporal oddities a demon can make this a possibility, accomplishing something now that he intends to do later.

Example Prerequisites: In My Pocket, Like I Made It

Dice Pool: Intelligence + [Relevant Skill] + Primum

Action: Instant

Cost: 2 Aether

Roll Results:

Dramatic Failure: The demon plays with time, but his project must ultimately be a failure. No only does he gain no benefits from this Exploit, he must still later go and perform the actions necessary even knowing it **must** fail. Should his project later succeed he suffers a terrible paradox, loses a dot of Cover and gains the Hunted condition.

Failure: Time is not distorted.

Success: The demon successful reaps the benefits of an extended action without ever performing it. This could be anything from hacking a computer network to gain a passcode, to building a new gadget, to

performing an extensive study. However, he's now got a ticking clock. He has Primum weeks to go and successfully perform the extended action, or risk creating a terrible temporal paradox. Should he fail the demon immediately loses a dot of cover, gains a severe Glitch, and the Hunted Condition as the God-Machine easily focuses in on the anomaly he has become.

Exceptional Success: The demon gains insight into the project from its results. Add three extra dice when later attempting the project.

The Word

The demon issues a short, simple command that must be followed. This Exploit does not allow simple mind control, however. The target responds on a metaphysical level. If the demon commands the target to "burn," he will — he skin blisters and he drops to the ground in agony. Commanded to "sleep," a target will not awaken until the demon permits it. The command must be a single word, but in that single word is contained the simple, potent power of the God-Machine.

Example Prerequisites: Earworm, Special Message

Dice Pool: Presence + Intimidation + Primum [vs Resolve + Supernatural Advantage](#)

Action: Instant

Cost: 1 Aether

Roll Results

Dramatic Failure: The target doesn't parse the command as anything other than a word spoken aloud. The God-Machine, however, hears the command. The demon gains the Hunted Condition.

Failure: The command does not have the requisite power behind it and the target does not respond.

Success: The command sinks into the target's mind and everything about him — body, mind and soul — follows it. This can have a number of effects, depending on what command the demon uses, but here are some examples:

- **Damage:** The demon might command the target to "burn," "hurt," or "bleed." The target suffers one point of lethal damage per success on the Exploit roll.
- **Incapacity:** The demon says "freeze" or "sleep." The victim is immobile until the command wears off or the demon releases him.
- **Action:** The demon might say "dance," "run," or "drive." The victim performs this activity until he is too exhausted to do so anymore, and then he falls over in place.

If the Word is not meant to cause direct damage, the effects last successes + Primum rating in hours.

Exceptional Success: No effect beyond that conferred by the extra successes.

Gadgets

Bug Spray (Llamda Gadget)

Components: Going Native + Interference + Reality Enforcement

Appearance: A simple can of bug spray, but on closer inspection none of the text is legible, appearing only as a dream-like mishmash of symbols. When employed it looks visually like watching a game pixelate and glitch out for several seconds before everything returns to normal. Or more than normal, as the case may be.

Effect: Bug spray is a Demon's quickest, and best friend for covering up glitches on the fly. Each point of Aether spent in activation removes a minor glitch or downgrades a mere severe glitch by one level. Multiple points of Aether can even cover up Catastrophic Glitches. Glitches remain thoroughly suppressed for one day, after which they begin to return at a rate of one Glitch per day. Incidentally, despite not having any physical components, bug spray is water soluble. If the demon gets wet, even a spilled glass of water or washing his hands, the glitches will begin to return per scene instead of per day. A second application of Bug Spray will stay this rapid decay.