

Decanthrope, The Body Snatcher

Demon of the First Circle

The true form of this disgusting demon is a strip of warty green flesh with serrated edges, stretching about three to four feet long. This true form is rarely apparent, however, for a decanthrope typically acts through other forms. Each decanthrope has a number of human hosts that work its dark desires. While under the demon's control, each mortal host gives every appearance of individuality, but always appear to share a connection. Performing groups are common, as are small groups of refugees. It is not uncommon, however, for individual hosts, each with his own ability and cover story, to enter a settlement separately and pretend not to know one another.

A decanthrope host is recognizable by the fact that his eyes do not reflect light. Each host is also recognizable by his cold, pale skin and long hair, which typically hangs down to the host's waist. At any given time, the decanthrope's true demonic form rests within that of one of its hosts, controlling his form directly. Individually, a decanthrope's human bodies are shells, animal in their intelligence, with a vague memory of the demon's own skills and its most recent intentions.

Decanthropes in Creation love to perform in front of mortals, but their performances are strange and unsettling, though usually for reasons the audience cannot articulate. The decanthrope's love ballads instill bitterness and jealousy. Its most cheerful tunes provoke anger and dissension. Even juggling acts invoke existential despair.

Essence: 3; **Willpower:** 6; **Join Battle:** 5 dice

Personal Motes: 80

Health Levels: -0/-1/-2x2/-4/Incap.

Actions: Read Intentions: 5 dice; Senses: 5 dice; Social Influence: 6 dice; Stealth: 6 dice; Thievery: 6 dice; Troupe Play: 7 dice

Appearance 2 (Hideous), Resolve 2, Guile 3

Combat

Attack (Bite): 5 dice (Damage 3, becomes 9 against a target of equal size)

Attack (Body Projection): 11 dice at short range (Damage 15)

Combat Movement: 5 dice

Evasion 3 (see Tiny Creature), Parry 3

Soak/Hardness: 3/0

Special Abilities

Body Projection: The decanthrope can hurl its body between its hosts like a weapon. It can only use its Body Projection attack against characters who are at close range with one or more of its host bodies while it is embodied.

Merits

Host Embodiment: The decanthrope may enter host bodies when within reach of them. While inside its host bodies, the Decanthrope may instead use that body's physical Attributes, soak and health track in place of its own, but otherwise retains its traits. Travel from one host body to another is a reflexive action that occurs nearly instantly, as the decanthrope flies from the mouth or finger of one host to another like a swift arrow. If the host body that the decanthrope is currently inhabiting dies, the decanthrope exits the body, suffering one lethal damage and becoming vulnerable. Another host body may retrieve it as a miscellaneous action if at close range with the decanthrope.

Tiny Creature: Disembodied decanthropes adds +2 Evasion against any attack made by any foe larger than a housecat. In addition, characters of that size subtract two successes from any Awareness-based roll made to notice it.

Violent Performance: The Decanthrope may use Troupe Play to issue command rolls to its host bodies.

Offensive Charms

Principle of Motion (10m, 1wp; Reflexive; Instant; Essence 2): The decanthrope moves with blinding speed, taking a flurry without the usual restrictions—it can flurry two of the same action if desired, and it ignores the usual penalties to dice pools and Defense.

Knife-Body Technique (7m; Supplemental; Instant; Decisive-only; Essence 2): Targeting a victim who is between its current host and another, the decanthrope lances through the air. This Charm supplements a **decisive** body projection attack, for every extra success on the attack roll, the decanthrope may reroll one die that turned up a failure on the damage roll.

Cutting Projection Massacre (10m, 3i, 1wp; Reflexive; Until engage ends; Essence 3): When the decanthrope's host bodies surround an enemy and use the Engage gambit, the embodied decanthrope becomes capable of using this Charm. It lances from body to body in a frenzy of jumping and activity, harming anyone caught between them. This is an environmental hazard with a difficulty of 4 resisted by Dexterity + Dodge with 3L damage dice. This effect continues until the Engage gambit ends. Once per fight, unless reset by killing the target.

Defensive Charms

Body-Shield Wall (5m, 2i; Reflexive; Until next turn; Essence 3): The Decanthrope's primary host is the greatest concern of its many bodies. By activating this charm, the Decanthrope briefly looks at one of its host bodies intuitively commanding it or the battlegroup to make a reflexive Defend Other action for the decanthrope. This occurs as long as they are within close range of one another. This reflexive Defend Other action does not take up their action for the turn, but does impose a -3 penalty on their next action, distracted as they are by their urge to protect the decanthrope.

Emboldening Master's Presence (8m, 2i, 1wp; Supplemental; Instant; Essence 3): The body snatcher projects itself among its hosts to embolden them with unnatural resolve, restoring their numbers. This Charm supplements a rally for numbers action, allowing the decanthrope to rally its bodies more readily than a mortal force. Using its Troupe Play dice pool, the decanthrope may restore a point of Magnitude for every success on its roll, rather than every two successes. Once per fight.

Social Charms

Disquieting Performance (10m, 1wp; Simple; Instant; Essence 2): The decanthrope requires all of its bodies to be present to make a performance, most often a coordinated dance or series of acrobatic stunts to wow and entertain its audience. The host bodies project the decanthrope from one body to another in a ritualized performance using its Troupe Play dice pool for an inspire action. Success reflects a performance that, while technically accomplished and skillful, nonetheless causes feelings of anger, jealousy, inadequacy or despair, often surprising victims with the unpleasant quality of their feelings. They may choose to act on these feelings, sowing chaos in the wake of a decanthrope's performance. The decanthrope is immediately aware of how its performance affected its victims, without requiring it to read intentions.

Strange Ribbon Entanglement (5m, 1wp; Simple; One scene; Essence 2): The decanthrope may pursue someone affected by Disquieting Performance with this Charm. Upon activation, the decanthrope's host appears more attractive to their target, and can treat a seduction action as if they're exploiting a Minor Intimacy. If they fail to seduce their target, the target's attention is drawn to all the disquieting aspects of the host bodies, and treats further seduction attempts as an unacceptable influence. If successfully seduced, the victim is placed in a catatonic state, and don't wake up until the next day. If hung from a tree through Ribbon Noose Initiation, they will not wake up unless cut down.

Miscellaneous Charms

Ribbon Noose Initiation (—; Permanent; Essence 3): If the decanthrope successfully seduces a mortal using Strange Ribbon Entanglement, they may take their victim's body and hangs her for three days from a high tree branch. After these three days pass, the body is

added to the decanthrope's collection of hosts. This process can not be reversed without particularly powerful techniques of exorcism, such as Soul Projection Method (Exalted, p. 358).

Hurry Home (10m, 1wp; Simple; Instant; Essence 1): The demon fades away and vanishes on its next turn, drawn instantly to its summoner's side. This Charm is unavailable when the demon is unbound.

Materialize (40m, 1wp; Simple; Instant; Essence 1): The decanthrope's bodies rise up from the shadows in a tight huddle before dispersing from the body it currently resides in, staying nearby.

Measure the Wind (5m; Simple; Instant; Essence 1): The decanthrope may discern the nature of any who it has disquieted through performance.

Decanthrope Hosts

These statistics represent those used by the Decanthrope's host bodies, including the one it is directly controlling. Typically they are animal in their intelligence, with a vague memory of the demon's own skills and its most recent intentions.

Essence: 1; **Willpower:** 3; **Join Battle:** 6 dice

Health Levels: -0/-1x2/-2x2/-4/Incap.

Actions: Senses: 5 dice; Performing Arts: 7 dice; Social Influence: 4 dice; Stealth: 4 dice

Appearance 3, Resolve 2, Guile 3

Combat

Attack (Unarmed): 7 dice at short range (Damage 9)

Attack (Knives): 7 dice (Damage 9, minimum 2)

Attack (Engage): 8 dice

Combat Movement: 5 dice

Evasion 3, Parry 3

Soak/Hardness: 4/0

Merits

Simple Mind: Decanthrope hosts are of basic intelligence but retain a strong sense of the Decanthrope's intentions and desires from the last time it inhabited their body. A decanthrope host may use the Decanthrope's intimacies to modify its Resolve against social action, and treats anything which directly threatens one of the Decanthrope's intimacies as unacceptable influence.

Perfect Coordination: Because of the connection of the Decanthrope's mind and intentions, the animalistic minds of its hosts are excellently coordinated. When acting as a battlegroup, they have Elite Drill.

Storyteller Tactics

When summoned into Creation, if a decanthrope is not given orders to attend to, it will attempt to set up performances with its host bodies to entice potential victims to add to its collection. While the decanthrope hosts listed above may be used to represent an individual host or the body that the Decanthrope is inhabiting, when the hosts act together, treat them as a battlegroup of Size 1 with 1 Might. If the demon's hosts are routed, some may still be left over, treat these leftovers as trivial opponents unless possessed by the decanthrope itself, though their presence is enough to allow the decanthrope to make use of charms such as Knife Body Projection. There are rumors of decanthropes who have amassed such large collections of hosts that they have greater Size, but such demons are rare indeed.