

The title 'DEMON the fallen' is rendered in a black, gothic-style font. The word 'DEMON' is in all caps and has a more ornate, spiky design. 'the fallen' is in lowercase and is positioned directly below 'DEMON'. The entire title is set against a background of bright orange and yellow flames that appear to be rising from behind the text. The background of the entire page is black.

DEMON the fallen

By Pokebrat_J

Intro Paragraph

You receive **1000 cp** to help you make your way through this world of darkness.

Houses:

Age and gender may be chosen freely.

Namaru: Once belonging to the House of the Dawn and serving as God's heralds to the rest of the Heavenly Host, these angels were the standard-bearers of God's will and the champions of humanity. Now these Devils use their charisma and powers of persuasion to twist mortal and immortal minds to serve their own wicked desires. Devils are the ultimate deceivers, corrupting souls with guile and honeyed words. Despite their magnetism and presence, or perhaps because of it, they are never quite able to fit in with humans or other demons, and they must struggle even harder against the anguish that threatens their sanity. Devils are drawn to humans with great vision and towering ambition, such as executives, politicians and entertainers.

Asharu: These former Angels of the Firmament were given the task of directing the winds and delivering the life-giving breath of God to those whom the Creator wished to save. Now these demons are the bearers of plague and pestilence, their passage swift and unseen but their punishments cruel and lingering. Depending on their whim, they can heal or poison with a touch. Scourges are drawn to those fearful souls who believe perils lurk just out of sight.

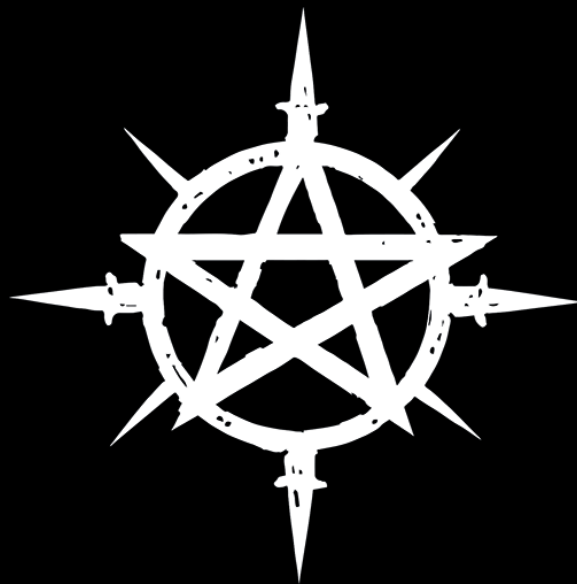
Annunaki: The Malefactors are the craftsmen among the fallen, once given charge of the earth and all that lies within it. These demons are cunning, patient and thoughtful, using their powers of fabrication to turn the most mundane items into wondrous gifts that ultimately corrupt the recipient. These are the classic demons of myth who supplied every cursed sword, every magic mirror, every glorious, poisonous treasure that brought doom on kings and kingdoms alike. Malefactors are drawn to insecure, needy souls, perhaps outwardly strong but hungry for some object that will make their dreams come true.

Neberu: The Fiends once directed the course of the sun, moon and stars, weaving the complex patterns that governed the tides, seasons and portent of Heaven. Their power lay in the night, in dreams and visions, and now they use their knowledge to trap the unwary mind in nets of madness. Where once they were oracles, dispensing wisdom and warnings, now they are masters of nightmares and far-reaching curses. Fiends are drawn to vainglorious souls who covet secrets and forbidden knowledge.

Lammasu: The Defilers are seducers, ever-changing, always alluring. They were given domain over the oceans, and they can alter their appearance like quicksilver, taking the form of their victim's greatest desire. They can manipulate not only their own bodies, but others' as well, granting glorious beauty in place of ugliness, but always for a price. These demons seek out the vain and heartbroken, tangling them in webs of glamour and stealing their faith right before their very eyes.

Rabisu: Devourers are the warriors among the fallen, given charge over the beasts of the wilderness and infused with the nature of the predator. They are naturally fierce and impulsive by nature, favoring action over long-winded discussion. By the same token, they are not inclined to slow punishments or long, convoluted corruption. They incite, ravage, annihilate and move on. Devourers are naturally drawn to violent, aggressive individuals as the source of their power, be they street thugs, cops, soldiers, activists or corporate sharks.

Halaku: After God created man and woman, He returned to Heaven. His labors complete, leaving death and decay to follow in his wake. In the beginning, the Slayers touched only plants and animals, taking those past their time and returning their essences back to the earth. They were the Angels of Death, the silent, gentle Reapers who did God's bidding and ended life when its time had come. After the rebellion, their mandate came to include humanity as well. Now the Slayers who turned their backs on Heaven are the tormentors of the dead, masters of spirit who can raise ghosts, real souls from living bodies or trap a spirit in a vessel of their choosing. Slayers are drawn to souls who believe that there is nothing left to live for, or those who cling to life at the expense of those around them.



Faction:

Which of these factions do you align with?

Cryptic: ???

These demons stand for the search for knowledge. This allows for a variety of options and no single way to classify them as long as the demon claims the search for information about the Fall and their imprisonment as their goal.

Faustian: ???

Their goal is to foster humanity's divine potential, the divine spark that burns in every human and then turn it against God; whether they intend to be the ones who encourage that potential, or the ones who enslave it, depends on each member's opinion.

Luciferean: ???

Lucifer's standing army, their goal is to find their Morningstar and ensure that they are at a strategic advantage when the time comes to pick up the reins of the war once more.

Ravener: ???

Nihilists of the highest order, these demons stand for nothing at all except for the destruction of everything that is Creation. They feel that if they've lost the war, then no one deserves to hold the prize.

Reconciler: ???

For the most part standing against the stated goals of demon society as a whole, these demons are penitents who search for redemption from God or humanity in some fashion.

General Perks:

Sebettu [Free]: In order to remain in the world without being pulled back into the Abyss, demons sought out human hosts that they could inhabit.

Immune to mind control and possession, resistance to illusion, use faith to heal

However, this does not give you free reign to commit any actions you desire, as the pull of the Abyss is still there, merely weakened. Should you commit more depraved acts, continuously falling victim to the Torment within you, the madness and depravity that subsumed your very soul during the countless eons in Hell, there will come a point where your soul will be forcibly dragged back to the Abyss, resulting in Chain failure. Once your time here has come to an end, such a fate will not be a concern for you any longer, but until then you must take care to not fall completely.

Thralls [Free]: Create thralls. Draw faith from them after you've given them a boon, such as an increased attribute, passive power, limited access to a Lore/power/perk, or healing/curing blindness/etc. Can talk to thralls telepathically

Angelic Aura [50]: 10/10 looks

Character Sheet [50]: Know the enemy and know yourself, then you shall always achieve victory. Well, in this dark and strange world, it's quite difficult to predict what you may run into, but at least you'll always know just what you yourself are capable of. When you need to, you can conjure a number of mental screens which detail all of your skills and abilities, as well as how much you have progressed in them. It also gives you a mental gauge of how much Faith you possess and Torment you have accrued.

Fast Learner [100]: pretty quickly learn the basics of a new skill, anything beyond that will take the average amount of time and dedication to master (get 1 dot in a skill in about a day)

New Age Religion [100]: find an easier time forming cults, forming loyalty over time

Ritual Master [200]: complex evocations that combine multiple bodies of lore to produce new and powerful effects. You know all of the rituals of your chosen House

True Name [200]: All Fallen possess three names. There is the mortal name, that which belongs to the host they found themselves in after escaping the Abyss. There is the Celestial Name, a title or designation as defined at the Dawn of Creation, and it is what other demons will know them by. And finally, there is the True Name, a description of their very soul, the equation of all the sounds, vibrations, numbers and syllables that

add up to their very being. Knowing a demon's True Name allows one to potentially bind them to one's control, as many Earthbound have happily learned. Yet such slavery is not to be in your future, as your True Name is protected, unable to be used as a weapon against you in any way.

New Host [400]: find a new host if you manage to die. Can only be used once every 10 years

The First Tongue [400]: Before the fall of Babel, humanity spoke the One Language, the first tongue, a language of perfect communication. When the demons finally lost the war, God wiped the knowledge of the One Language from mortal minds. When the fallen first returned from the Abyss, the Devil Telchinen attempted to teach the One Language to his mortal followers, but found it too powerful to be borne by human souls, causing them to lose the ability to speak, read or comprehend *any* other language, stuck in a world of incomprehensible babble. And yet, those who learned it were gifted with the insight of mankind before the fall, unaffected by illusions, deception or the hysteria of seeing the infernal forms of demons. Additionally, other mortals could respond to the First Tongue, the meaning of the words resonating with them subconsciously, and compelling them to obey. In a strange turn of events that many others would rightly consider miraculous, those you teach this primordial language to will not suffer from the First Tongue's might nor will it spread like a virus unless they actually desire to teach it to others.

Atavistic Form [600]: a merging of all your alt-forms, resulting in a supercharged form with all combined abilities. It is the purest expression of who you are, its general shape changing to best fit who you are as a person

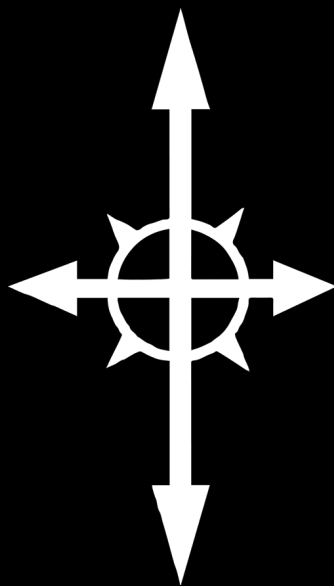
Namaru Perks:

Discounts for Namaru are 50% off, with the [100] perk being free.

Sin of Pride [100]: Their greatest asset and flaw in equal measure, their pride is what led the Devils to become the source of the “heroic ideal,” though not as mortals see it. Heroism, as they see it, isn’t about fighting for the good, it’s about fighting for a cause with courage and conviction, no matter what that cause may be. You may have been the inspiration behind one of humanity’s ancient heroes, for your conviction is truly stunning, and able to inspire others to follow in your image.

First Among Deceivers [200]: Ever since Kel Asut told a deliberate untruth to a mortal follower, the Devils learned that their ability to inspire and command could be bent to manipulate and deceive them as well. While he may now be ostracised by demon society as a whole, that does not mean there are not those who have studied his methods. Simply speaking, your words are far more easily believed by others, be they truth or deception, and you may conversely tell when others are lying to you with unerring accuracy.

Infernal Politics [400]: Trapped within the Abyss, the egalitarian system of hierarchy and leadership that the Sebettu adopted at the behest of the Morningstar was, like many things, twisted and corrupted. It became a twisted web of favors, patronage and dominance, a truly byzantine structure that, now free from Hell, some of the fallen have tried to cast aside. But that was an environment in which you thrived, the precarious political maneuvering was a tightrope that none could balance better than you. When pitted against mortal practices and institutions, there is no contest.



House of the Morning Star [600]: While the vast majority of Devils scheme and plot in an effort to accrue power, there are those like Nuriel who have simply had a power base form around them through no effort on their part. Perhaps you take after the nominal leader Reconciler, or you are just more subtle about your wants, either way it does not change the fact that positions of leadership and power seem to be naturally drawn to you like water flowing downstream, opportunities abound should you put in even a modicum of effort. It is also rather easy for you to convince others that you of course deserve such positions, making even your most hated of contrarians admit that there are few better for the job.

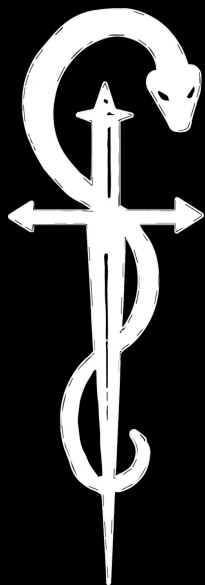
Asharu Perks:

Discounts for Asharu are 50% off, with the [100] perk being free.

Clear Horizons [100]: During the rebellion, many Asharu were trained by Mandalagor to be spies and observers, scrying out those humans who needed the Alabaster Legion's gentle, mournful attention. When applied to warfare, such talents are even more invaluable, seeing as many of the Asharu's Lores benefit from being far from the front lines. It should come as no surprise that you were one of the better scouts within the Legions, talented in avoiding detection from others until it was too late for them.

Cause of the Problem [200]: Many Asharu took up the role of battlefield medics after Caine slew his brother, a new age of murder where healers were essential on the killing field. Both fallen and mortal alike passed under their careful ministrations, their critical eyes taking in all that was wrong with their forms. Untold ages of experience has left you as one of the best when it comes to figuring out what exactly is afflicting another, even limited as your memories are in your mortal host. With a glance, you can tell if they are suffering from a specific disease, if a broken bone never properly healed, or if they are faking their ailment.

Guardian Angel [400]: It hurt the Asharu to watch as the Allfather and Allmother wandered through Paradise like children, every scrape and bruise compelling them to tend to the humans while God's orders held them back. Even eons after the rebellion, many Scourges still retain their desire to assist others, be it through genuine care or reinforcement from their role in the war. Either way, when you claim someone as under your protection, few things will be able to leave any lasting harm, be it from your tender healing or arriving at just the right time to interfere with an attempt on their life. So long as you are not negligent in your duties, they are sure to survive.



House of the Rising Winds [600]: ???

can breathe life into objects, the size and power determining how much faith/power is needed to awaken it

Annunaki Perks:

Discounts for Annunaki are 50% off, with the [100] perk being free.

Maker of Tools [100]: everything you create is simply of a higher quality, regardless of the materials or tools used in its construction

Tremor Sense [200]: can sense the slightest tremors passing through the earth around you, allowing you to sense even the stealthiest movements

Heart of the Mountain [400]: While there are rivalries and tensions within the House of Creation, relations between Annunaki are strong. Rarely do they require a third party to resolve interpersonal conflicts, for they are predisposed to working together rather than fight amongst themselves. Indeed, such a predisposition could be best observed by watching you, there being something about your presence that assists in lowering any chances of interpersonal friction in those you consider allies. When used in a creative project involving many others, it will elevate the final product far higher than what it would have been otherwise.



House of Fire and Stone [600]: In the first days of creation, many of the Third House wished to continue the perfection of Paradise, always finding new ways they could improve upon what could be before the Morningstar held them back, as they would have toiled for an eternity when what was there was good enough. Yet looking around the world as it is today, the eyes of a craftsman can see nothing but imperfections. Your sight is honed to a fine edge when it comes to seeing the imperfections of any item or structure, even those magical in nature, made all the more potent when combined with your natural senses of how best to fortify or destroy the item in question.

Neberu Perks:

Discounts for Neberu are 50% off, with the [100] perk being free.

Advisory Role [100]: ???

Often overlooked in favor of other, more important figures

Eyes of Fate [200]: you know instinctively whether a target is potentially important to your current plans or goals. As a side effect, you can detect whether or not a mortal has an especially high Faith potential

Chronicle the Past [400]: gathering and compiling information, looking at patterns of the past to best predict how the future will go. Gives great insight into the actions of others



House of the Indigo Night [600]: The angels of the Fourth House had long accepted that it was possible to maintain the cosmic equilibrium by manipulating the forces of probability. It was Asmodeus who challenged the Neberu to consider that if they had manipulated the casual threads in service of the Grand Design before the rebellion, why not use those same skills to create a future that served *their* interests? That idea took root, and grew until there were none who could surpass you in the field of altering fate, though not as one might expect. Under your careful touch, you can set up and manipulate events in such a way that no matter what the ultimate outcome, no matter what random variables may interfere, you will always manage to achieve some level of a victory.

Lammasu Perks:

Discounts for Lammasu are 50% off, with the [100] perk being free.

Lyrical Voice [100]: Before the rebellion, the angels of Fifth House became guardians of beauty and culture, because a sculpture or a song or a story is an attempt to transmit a pattern of experience through some other medium and into another soul.

talented in all forms of art and artistic expressions

Sea's Beauty [200]: physical appearance, poise and grace leave humans in stupefied awe, and far more willing to do what you want, making it seem like the most natural and desirable outcome for them

Wonder of the World [400]: Inspire passion and wonder in others, causing them to change their outlook on life to be more in line with yours

House of the Restless Deeps [600]: a source of boundless and divine inspiration, be it for artistic or combative reasons. Can push others to work harder or achieve more



Rabisu Perks:

Discounts for Rabisu are 50% off, with the [100] perk being free.

Animal Kingdom [100]: in-depth knowledge of all animals and their behaviors

Bounty of Nature [200]: in-depth knowledge on flora and how to concoct various types of poisons

Lair of the Beast [400]: the holding and increasing of territory, marking an area as yours where you always have the advantage



House of Blood and Bone [600]: The history of the Sixth House is also the history of the war, or at least the fighting of it. Even in other legions, Devourers were often used as a buffer between angelic raids and the normal business of the group. Yet war is so much more than just swinging swords at opponents. It's about logistics and maneuverability as much as firepower,

knowledge and speed as much as brute force. Of all the Devourers who studied the methodology of attack and defense in the physical realm, few were as successful as you. In addition to your great skill in combat, you have an almost instinctive sense for knowing where and when to strike at a foe to cause the most damage.

Halaku Perks:

Discounts for Halaku are 50% off, with the [100] perk being free.

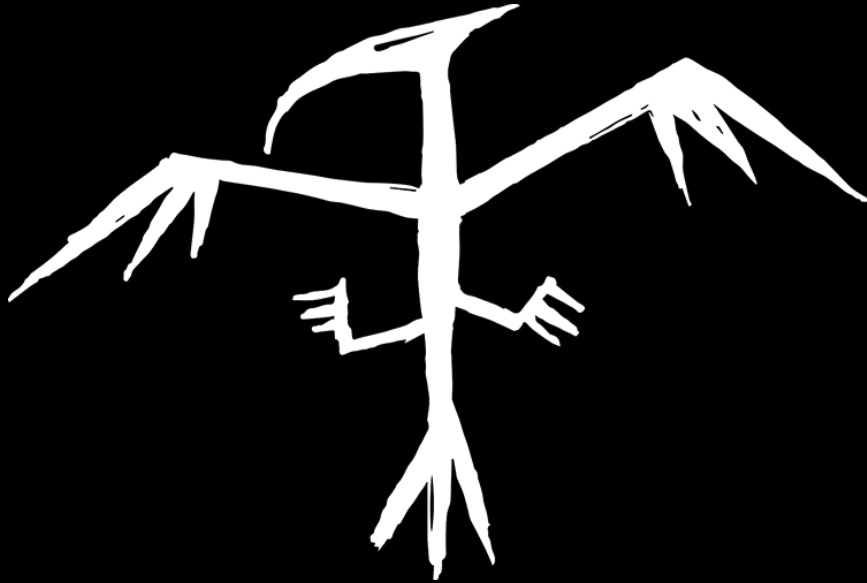
Perk [100]: consoling those who are in mourning or are dying

Aura of Dread [200]: unleash an aura of fear and dread that will leave others hesitant to act

Death-Grip [400]: when mortally wounded or killed, your spirit will hang on, and you will awaken the next day slightly healed, but still very much in critical condition

House of Falling Night [600]: The dead of the Shadowlands are not the only spirits the Slayers deal with. The Veil itself is tattered and torn in places, where the dead can return to the world of the living if the circumstances are right. Some anchor themselves in objects and torment humanity, while others find bodies and rise again in a mockery of their former lives. Some Slayers have taken it upon themselves to deal with these wayward souls, but you make sure such a thing cannot happen in the first place.

those you kill remain dead, no reincarnation or methods of resurrection are able to give their soul a body to once more inhabit.



Cryptic Perks: (113)

Discounts for Cryptic are 50% off, with the [100] perk being free.

Perk [100]: ???

Perk [200]: ???

Perk [400]: ???



Faustian Perks:

Discounts for Faustian are 50% off, with the [100] perk being free.

Perk [100]: ???

Perk [200]: ???

Perk [400]: ???



Luciferean Perks:

Discounts for Luciferean are 50% off, with the [100] perk being free.

Perk [100]: ???

Perk [200]: ???

Perk [400]: ???



Ravener Perks:

Discounts for Ravener are 50% off, with the [100] perk being free.

Perk [100]: ???

Perk [200]: ???

Perk [400]: ???



Reconciler Perks:

Discounts for Reconciler are 50% off, with the [100] perk being free.

Perk [100]: ???

Perk [200]: ???

Perk [400]: ???



Lore:

Lores are the remnants of the divine abilities that demons possessed as Elohim, and are nothing less than the collected secrets of the universe, evocations that encompass the foundations of reality and govern the forces that keep it in motion. While all Fallen have mastered the Lore of their parent House, much of it lies buried deep in the subconscious of their hosts and must be recovered laboriously.

All Lores have a normal and a high-torment effect. The higher the degree to which a demon is consumed by the madness and hate engendered by ages of suffering in the Abyss, the more monstrous they become, and as the taint grows, it changes the effects of the demon's evocations. The greater they are tormented by this trauma, the likelier the high-torment variations of evocations will occur instead of the effect they originally desired. Demons may intentionally inflict the malicious aspect of their evocations if they wish, but not without a price. Each time a demon chooses the high-torment effect of an evocation, she gains a temporary point of Torment.

*You will receive **400 Lore Points** to help you determine what your starting abilities are. CP can be converted into LP at a rate of 1:2. Each lore rank costs **[100 LP]**, though some lores are discounted to certain Houses, giving them one rank for free and the rest costing only **[50 LP]** each.*

Apocalyptic Form

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Items:

All Houses receive an additional [300] to spend in this section only. You may discount two items from each price tier, with discounted [50] and [100] items becoming free. You may freely import any related items you own at your discretion.

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Companions:

Troupe of Fallen [50/100/200]: ???

As such, you may import or create 1, 4, or 8 companions respectively, belonging to a House and Faction of their choice. Each companion receives 800 cp to spend on perks and items, as well as the same stipend for Lores as you do. This could alternatively be used to ensure that canon characters join you.

Legion of Demons [300]: ???

you may now import as many companions as you so desire, each one belonging to a House and Faction of their choice, while receiving 800 cp to spend on perks and items, as well as the same stipend for Lores as you do.

Faithful Followers [Free]: Import followers as thralls

Companion [Optionally Free]: vergil (DMC)

Companion [50, Free Namaru]: rias gremory (dxd)

Companion [50, Free Asharu]: ???

Companion [50, Free Annunaki]: reze (chainsaw man)

Companion [50, Free Neberu]: ???

Companion [50, Free Lammasu]: Jinu (kpop demon hunters)

Companion [50, Free Rabisu]: Octavia (hh)

Companion [50, Free Halaku]: yusuke urameshi (yyh)

Companion [50, Free Cryptic]: mahito (JJK)

Companion [50, Free Faustian]: mizora (bg3)

Companion [50, Free Luciferean]: tom lucitor (star vs)

Companion [50, Free Ravener]: ???

Companion [50, Free Reconciler]: jin kuzama (Tekken)

Companion [100]: ???

Companion [100]: earthbound majora

Companion [200]: ???

Companion [200]: ???

Drawbacks:

Torment [+0, Mandatory]: ???

Continuity of Darkness [+0]: Have you been to this world before? If so, then you would undoubtedly want your previous actions to hold some meaning. If so, then take this option, and make your past in the World of Darkness to carry over in some form during your time here. Some may be confused to see a familiar face, but it does happen more than you'd think.

Disaster Averted [+0]: Gehenna. Apocalypse. Winter. The Time of Judgement. So many creatures of the night have their own myths and legends about the end of the world, and many believe that those times are fast approaching. Thankfully for everyone involved, though, there is this option, ensuring that such cataclysmic events don't happen unless you actively go out of your way to cause them.

Supplement Mode [+0]: ???

Demonic Child [+100]: your host is a literal child

Drawbacks [+100]: ???

Drawbacks [+100]: ???

Tormented Slumber [+100]: constant nightmares, never getting a good night's sleep

Drawbacks [+100]: ???

Ancient Animosity [+200]: you've got beef with another Fallen, and they you

Face of Evil [+200]: mirrors reflect your Apocalyptic form

Sacred Ground [+200]: cannot enter holy/sanctified areas without experiencing pain

War Criminal [+200]: you've got a reputation amongst the demons from the war, and it is not a good one

Drawbacks [+200]: ???

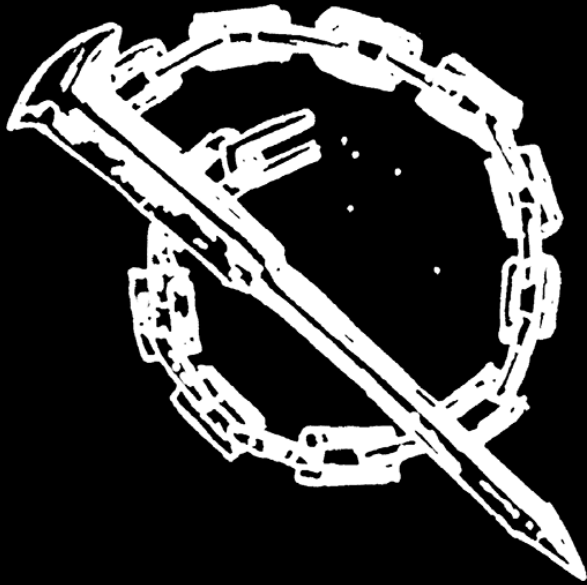
Bound by the Earth [+300]: you are forced to serve an Earthbound, who knows your true name

Cursed by God [+300]: all of your accomplishments and triumphs will eventually become spoiled or fail in some way

Twin Souls [+300]: your host is still alive and aware, so you're sharing a body with someone else

Power of Faith [+300]: all of your ooc powers are powered by faith, with evil or “corrupted” powers causing torment

Drawbacks [+300]: ???



Ending:

???

Stay: ???

Go Home: ???

Continue: ???

Notes:

-Post-Jump, you will no longer have to worry about the dangers of Torment and being dragged back down to the Abyss, and can use the high-torment versions of your Lores freely.

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-The demon trapped within the **[Infernal Grimoire]** and allows you to learn and eventually master the three lores of their House, which much be chosen upon its purchase.

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-When in doubt, fanwank.

-Have the day that you deserve~