DEMON
the fallen™

DARK PACK

first I would like to thank you for clicking on this link and looking this over! I have been working on this over the summer of 2020. I enjoyed working on this because I had never done anything similar to game design before this. I took my experiences from playing vampire 5th edition and tried to imagine how the game would look if it received an update to the new dice mechanics.

I am only one person and I don't expect I made a perfect conversion guide. I only have the V5 core book to go off of. I plan on making updates to this, the Hunter the Reckoning conversion and Mummy the Resurrection guides I plan to work on as more official material comes out.

If you do have constructive feedback please direct message me on twitter @magnuson_john

Any page numbers referenced in the Vampire 5th edition core book are for the august 2019 PDF. I recently found out that due to ether and changes the page numbers in the PDF and physical core book don't line up.

Experience chart:

	experience points
increase attribute	new level x5
increase skill	new level x3
new specialty	3
new House lore	7
new non house lore	10
increase lore	new level x5
backgrounds/advantages	3 per dot
increase virtue	new level x2
faith	new level x7
reduce torment	10

to increase willpower after character creation add square per dot of resolve or composure bought with experience points. Willpower still caps at 10.

health, healing and willpower pages 126-127 V5

Dice:

The dice system for this conversion work similarly to V5. On normal dice 6-10 are success 5-1 do not. even multiples of ten count as double.

Torment dice are always the number of the characters current torment. You can have up to ten torment dice. If a 1 shows up on a dice and there are no successes or threshold/difficulty is not met treat the roll as iff it were a botch. 1 on a torment dice does not cancel out a success.   A 10 on a torment dice act the same as on normal dice. *I don't feel that the messy critical reinforces the themes of Demon. Now I am interested to see if a messy critical or an equivalent is present in Werewolf 5th edition (especially in kinfolk). If a messy critical does exist in W5 I will change this.*

so you will need 10 dice of the same color to be torment dice. Normal dice can be any color (or the V5 vampire dice) just be sure you can tell them apart from the torment dice.

thresholds:

in order to translate specified difficulty numbers of Demon to the v5 dice I came up with thresholds. These are different that the v5 difficulty. Threshold you need a certain amount of successes before the evocation begins to work. For example if a power is difficulty 8 and then list 1 success gives you X, 2 success yields Y and 3 successes Z in the V5 conversion if you have one or two success the power doesn't work. to get X you need 3 successes, Y 4 success and Z 5 successes.

 also for balancing I would not put threshold on opponents contesting rolls with willpower rolls. by looking at the opponent templates in V5 the demon would always win.

innate powers:

same as pages 171-172 Fallen Core book unless noted below:

resistance to lethal damage: In apocalyptic form all damage becomes superficial damage.

Invocations:
for the three levels celestial name threshold 1. True name successes are the same as listed on page 171 Fallen core book.

for communication between demons make a faith roll 2 successes minimum for celestial name and 1 success minimum for true name

common lore:

in this section if the evocation is listed and does not have and has nothing listed then follow how it is listed in DTF. most of the evocations convert over well to V5. It starts to get tricky with

evocations dealing with distance (because V5 does not really concern itself with distance) and the appearance attribute that is not in V5 and looks are a merit in V5.

Lore of Fundament
* Manipulate gravity
**Manipulate adhesion
   system: no success threshold for steep slopes, 2 for vertical surfaces and 3 for inverted plains.
*** Manipulate inertia
    System: use damage chart from page 304 from V5 core-book.
****Manipulate acceleration
*****Manipulate Cohesion

lore of Humanity
Translate
    System: manipulation + Insight
**Insinuate
    System: manipulation + Insight
*** Fade   System: Manipulation + stealth
****Confess
*****Alter memory

lore of celestials
* lamp of faith   system: wits + Awareness
** Send Vision   system Manipulation + leadership
***Pillar of Faith
****The Fire of Heaven
***** Hand of Faith

Lore of flame
*Fuel
   Tourment: each pair of successes will increase the health level. Fire is Aggravated damage to most splats in Fifth edition (V5 core book 376-377)
**ignite
***Command the flame
****Holocaust (this should be renamed if there is a second edition. spontaneous combustion would be better)
***** ride the flames

lore of Radiance
*voice of heaven
system: 2 success threshold for group **Exalt
*** Aura of Legend
System: resisting willpower rolls must exceed the successes of the demon initiating lore.
****The Mark of the Celestials
System: Manipulation + persuasion
***** revelation
system: Intelligence + insight

inhuman allure:
instead of +1 appearance lower the difficulty of social rolls by 1.

Lore of awakening
Find the Faithful
System: The number of successes needed is left up to the storyteller depending on what info the Demon is looking for.
**CleanseSystem: The number of successes needed is left up to the storyteller depending on what type of substance being cleansed
***Heal
System: heal all of targets superficial damage or 1 level of aggravated damage per success pairs
****Animate
***** restore to life
System: The number of successes needed is left up to the storyteller depending on what is going on in the scene and how long the body has been dead.

Lore of Firmament
*Remote Viewing
System: intelligence + insight
**scry
System: intelligence + insight
Minumum 4 successes for mortal name and possession 3 successes for celestial name 2 successes for true name. The amount of detail gained depends on the number of successes rolled beyond the minimum threshold. One success beyond the threshold provides only a visual image of the immediate area around the subject. Two successes beyond the threshold expand the visual sphere out from the subject to a distance in yards equal to the Scourge's Faith score. Three successes beyond the minimum threshold adds audio; the demon can hear the subject's voice, but no one else. Four or more successes and critical success allow the Scourge to hear everything that occurs around the subject.

*** Mouth of the Damned
**** Touch from Afar
System: targets mundane and personal item 5 success minimum, celestial name 4 success minimum, true name 3 success minimum, your own thrall 2 success minimum
***** Many Places at Once

lore of winds
*summon winds
**Fist of air
*** Command the Wind
System: for fine motor control the difficulty is 4.
****Wall of Air
System: the number of successes becomes a dice pool that all attacks are rolled against. Resisting the wall is a roll of Strength + Athletics
***** CycloneSystem: threshold of 2 success.

Lore of earth
*Earth meld
**roil the Earth
tourment: to dig out of the tomb the threshold is 2 successes
***Mold Earth
System: storyteller will determine the threshold depending on what substance is being molded. Harder substances require more successes or critical.**** Earth StormSystem: number of successes makes a dice pool that all attacks are rolled against. using as a ranged attack it deals superficial damage equal to the faith score.
***** Earthquake
Visage of earth
Immune to Bashing Damage: all damage that is counted as superficial damage halfed.

lore of Paths
*find paths
systems: Wits + Survival
** Lay path
System: Storyteller will determine how many successes are needed to create the path.
*** conceal path
System: Wits + Survival
****Close path
***** Ward path

Lore of forge
*Enhance object
System: Intenigen + Crafts. Difficulty depends on how complex the objects are. A high tech computer requires criticals
** activate objects
system: Difficulty depends on how complex the actions of the objects.
*** Shape object
****Enchant object & ***** Imbue object
System: enchanting an object created by the demon requires less successes than an existing object.

Lore of pattern
*sense Congruence
System: Intelligence + Insight
** Trace pattern
System: Intelligence + Insight
*** Foresee
System: Wits + Insight
**** Causal influence
System: Wits + Insight   Success threshold for places is 2. the success threshold for events is 3.
***** Twist time
System: Stamina + insight
Success threshold for speeding up time is 2. the success threshold for slowing time is 3. the success threshold for stopping time is 4.

Visage of patterns
enhanced mental acuity: +1 dice to all mental stats

Lore of portals
*open/close portals
System: manipulation + Insight
** Create WardSystem: charisma + Insight
*** Teleport
System: Intelligence + Insight
****co-locate
System: Stamina + Insight
Success threshold for places the demon is familiar is 2. the success threshold for a place the demon has been once is 3. the success threshold for merely on the guidance of others is 4.
*****Doorway into Darkness

lore of light
*Light
** Bend light
System: number of successes increases the difficulties of rolls including Wits and Awareness.
*** Phantasm
System: threshold and difficulty is based on how many individuals are in the scene.
****Illusion
System: Intelligence + Performance threshold is based on how complex the illusion is.
***** Coherent Light
System: Intelligence + Performance
difficulty is based on how complex the object of compressed light is.
visage of light:
enhanced mental acuity: +1 resolve

Lore of longing
*Read emotion
System: wits + insight
**Empathetic response
System: Manipulation + persuasion
*** Manipulate senses
System: intelligence + insight
**** Obsession
System: Manipulation + persuasion
***** Inspire
Visage of longing
Enhanced social traits: +2 dice to all social rolls
Enhanced senses: -2 dificulty to awareness and wits rolls dealing with perceiving

Lore of storms
*summon water
** Water form
Tourment: deals 2 levels of superficial damage to the demon.
*** Manipulate weather
****Commend storm
System: the difficulty and threshold for this evocation should be determined by the storyteller.
Dryer areas like a desert will have a higher threshold than being near an ocean or lake.
***** Invoke the storm
System: the difficulty and threshold for this evocation should be determined by the storyteller. as
an example in the book making a storm inside a building would have a threshold of 4 vs being

outside it would not have a threshold. the lightning bolts deal 1 level of aggravated damage per the demons faith score divided in half rounding down.

lore of transfiguration
*Mimic
System: Manipulation + Preformance is rolled again targets Wits + Awareness
** Alter Appearance
***Alter shape
****Doppelgänger
System: Manipulation + Insight targets resists with a willpower roll. The threshold of the roll can be increased depending on how much information the demon is trying to get out of the target. If the target is a group the threshold is higher.
***** Shape change
System: if you want to alter the appearance and the subject is not willing the threshold is 2. As for dealing with the appearance score increasing I would say treat it as temporally (or permanently) giving the charter the beautiful or with many success the stunning merit.
Visage of transfiguration
enhanced empathy: All Insight rolls dealing with empathy
tourment: extra action: the demon gets 2 actions per turn regardless if you are using an initiative order.

Lore of Beasts:
*summon animals
System: resolve + animal kin
** command animals
*** posses animals
**** Animal Form
****Create chimera
visage of the beast
enhance senses: lower difficulty of wits and awareness roles

Lore of the wild
*wilderness sense
System: resolve + Survival. Threshold in urban areas is 3 successes.
**quicken growth
***Command the wild
****Possess plant
*****Manipulate plant

Lore of flesh
*body control
System: removing alcohol the threshold is 2 successes. Threshold of 4 successes for putting in the coma
** Manipulate nerves
System: the difficulty and threshold for this evocation should be determined by the storyteller depending on the complexity of the desired effect.
*** Manipulate flesh
****Restore flesh
System: each success heals one level of superficial damage
***** Shape flesh
visage of flesh
enhanced social rolls: +2 to all social rolls
tourment; extra health levels: gain 3 extra health levels.
regeneration: demon heals one health level of superficial or convert one aggravated to superficial damage.

lore of death
*read fate
System: resolve + Awareness
** Decay
System: each 2 successes deals 1 aggravated damage. the difficulty and threshold for decaying other substances should be determined by the storyteller.
***Vision of Mortality
System: demon rolls against targets willpower roll.
****Extinguish life
*****Unlife
System: the zombie has 10 health blocks but it's destroyed when all ten are full superficial or aggravated

Lore of spirit
*Speak with the Dead
**Summon the dead
System: resisted by a willpower roll
***command the dead
****Anchor the soul
system: the threshold and difficulty increases as the anchor becomes farther away from what the ghost new in life.
*****Restore the dead

Visage of the spirit: enhance social traits. +2

lore of barriers
*sense the barrier
System: Wits + Awareness
**step beyond the veil
system: crossing in a old house or well live apartment complex threshold is 2. in a mall is threshold 3.
***Ghostwalk
system: crossing in a old house or well live apartment complex threshold is 2. in a mall is threshold 3.
****Reach across the barrier
system: crossing in a old house or well live apartment complex threshold is 2. in a mall is threshold 3.
*****Pierce the barrier
system: crossing in a old house or well live apartment complex threshold is 2. in a mall is threshold 3.

finding a new host

when the health track is filled with aggravated damage the host body is killed. The demon is unaffected by anything but also cannot effect anything physically or evoke powers.

for possessing a new body the difficulty is 3. there is no difficulty if the body is one of the characters flaws. no roll required if a thrall is willing.

to become an earthbound any object is difficulty 4. difficulty is lower if the object has a closer affinity to the character or characters house

character creation

for this you will follow a hybrid of the vampire 5th edition haratrr creation and character creation in Demon the fallen. Start with step one on page 123 DTF. Nature and Demeanor are not in V5 but if you want to use them you could have them in place of ambitions to heal aggravated willpower damage. Use the attribute distribution on page 137 V5. Health is stamina +3 follow DTF character creation for willpower. Choose one of the three skill distributions. Add two free specialties (to make up for predator type). then go back to page 123 DTF for step 4.

Name table

for creating your characters true name and celestial name roll 2 d10s for numbers between 00
and 99. for your celestial name roll 4 times and for true names roll 3 times. thank you
Totro, the Fantasy Random Name Generator (https://dwheeler.com/totro.html) for help with this.

00 bal
01 sir
02 shi
03 ob
04 proc
05 ute
06 upo
07 asi
08 xir
09 lup
10 gel
11 oam
12 sa
13 aj
14 il
15 dras
16 do
17 voi
18 fy
19 du
20 ab
21 ast
22 hun
23 brin
24 iv
25 iwe
26 ipe
27 ie
28 em
29 prad
30 ap
31 vae

32 ili
33 ca
34 she
35 he
36 ze
37 og
38 luda
39 ilo
40 ush
41 jes
42 agu
43 xyh
44 gid
45 baf
46 ack
47 on
48 ul
49 sa
50 iw
51 ol
52 sac
53 a
54 e
55 i
56 o
57 u
58 dep
59 as
60 ab
61 sut
62 rao
63 cuc
64 ock
65 cog
66 cod
67 wod
68 ah
69 ha
70 brow

71 kegs
72 uw
73 im
74 trab
75 so
76 ta
77 to
78 te
79 ti
80 tu
81 ku
82 fum
83 ra
84 hesa
85 maf
86 lib
87 vob
88 oak
89 pen
90 cedar
91 am
92 ach
93 loat
94 asc
95 jup
96 mar
97 sat
98 mon
99 sun