

MES Universal Accord Appendix: Possessed

I. GENERAL INFO AND SYSTEMS

- A. The Possessed are the result of Demons and humans merging (not spirits, ghosts, Strix, etc.). All Possessed are a synthesis: the symbiotic pairing of demon and human, even if the initial possession was forced. The player chooses whether to focus on a balance vs slightly more host control vs slightly more demonic control, but neither side is wholly in power.
 - 1. This allows for RP along the three paths: Demonic Partnership , Host Resisting the Infernal, and Demonic Ascendance.
 - 2. Without a human host, a Demon is more an alien mind obsessed with the insidiousness of its Vice. While sentient, it is like a spirit in that it cannot really be understood or have grand designs.
- B. If a Possessed Believer is killed, the Demon is taken by The Truth and lost forever. Demons are aware of this and are suitably annoyed with the situation. **For the same reason, Demon Believers are not able to prematurely leave their Possessed host for any reason, save Redemption (see below).**
- C. Possessed PCs, via their agreement to join the Accord, are immune to Abjuration, Exorcisms, and the removal of the demon by sacred sites. Successes on Abjuration and Exorcism are instead Lethal damage. **Blessed Items do Aggravated damage to both Demons and Possessed characters.**
- D. Possession by Angels (pg 158) is Reserved for the use of the NST Office. Characters are free to think of themselves as Fallen Angels or any other variation of the legends.
- E. The optional rule “Double Down” (Inferno pg 121) is **not** sanctioned. **Infernal Will is now considered a true fuel trait (see Infernal Rank, below), and cannot be spent as Willpower.**
- F. **Burnout: The optional rules for Burnout and Fiery Damnation are not sanctioned.**
- G. Only mechanics from Chapter 3 of Inferno are Sanctioned at Low Approval. All other mechanics are Reserved for the use of the NST Office. Flavor from the other chapters may be used.
- H. **Unbound Demons can be created as per Spirits with the same approval levels for Rank, but do not need to spend essence to exist in the material (as such they are often more common). Instead, they gain essence via the indulgence of Vice in the world. Demons can take Vestments as Numina as well as demonic Numina from the full listing of Numina (demonic familiars may not take Vestments, see Accord Familiar Guide). Demons must have at least one influence dot in their primary Vice, but there are demons of other aspects, especially infernal flavored things (such as fire, darkness, death, etc.).**
- I. **Infernal Rank**
 - 1. All Possessed characters have a Supernatural Advantage known as Infernal Rank. This Supernatural Advantage represents a Demon’s rank in Hell, which is transferred to a Possessed (similar to how a werewolf has honorary Spirit Rank). Unlike a character with honorary spirit rank, however, Infernal Rank comes with a true mantle of authority with the infernal.
 - 2. Possessed characters purchase Infernal Rank in the same method as any other supernatural advantage. At character creation, three merit creation points may be spent to raise Infernal Rank from 1 dot to 2 dots (and then again from 2 dots to 3 dots). Any further dots in Infernal Rank cost new dots x8.
 - 3. Infernal Rank uses the same table as the Purified Chi, found in *Immortals*, pg. 100. This is replicated below. They replace ‘Essence’ with ‘Infernal Will.’ Ignore the effect

Spirit Rank column, Possessed are the same demonic Rank as their dots in Infernal Rank.

4. As with other Supernatural Advantages, Infernal Rank is added to any Contested resistance that would call for it (replacing highest Vice as noted in the book).
5. Infernal Rank is added as a social modifier to all interactions with demons. Infernal Rank is also added to all mundane Subterfuge challenges. Additionally, Possessed receive a free non-supernatural language per dot of Infernal Rank.

J. Infernal Will: Infernal Will may be spent to up a single Attribute at 1:1 rating, similar to a Promethean's ability to enhance attribute rolls with Pyros. This lasts a single turn in which the fuel is spent.

K. Redemption: A Possessed may work towards resolving their connection to a demon over time. By acting virtuous and resisting Vice, they convince the demon to move on. This is Top Approval, and is considered an exception to the rule saying that a Greater Template cannot be removed. VSTs are encouraged to set whatever challenges and goals by the demon to achieve this. If the character became Possessed in play, they may not seek a new Greater Template (see Changing Templates in Accord Universal Addendum).

Infernal Rank	Total Infernal Will	Infernal Will/Turn	Social Bonus: Demons/Subterfuge	Total Extra Mundane Languages
1	6	1	+1	1
2	9	1	+2	2
3	12	2	+3	3
4	15	2	+4	4
5	20	3	+5	5

II. MERITS

- A.** Animal Familiar: This merit works exactly as noted, providing the Possessed with an attending animal. Other than the listed mechanics, this animal is not inherently supernatural.
- B.** Familiar, Imp: See Familiars section in Accord Universal
- C.** Familiar, Twilight: See Familiars section in Accord Universal
- D.** Dragon's Tongue: Low Approval for any PC with appropriate justification. This merit cannot be used to summon a demon without a ritual, but the 2 dot version adds a +3 to such attempts.

III. VICES AND VESTMENTS

A. Vices

1. Possessed characters do not receive three free dots of Vices. Instead they begin with their primary Vice (chosen at Creation) at 3 dots. **They receive three free Vestments (one per dot) from their Primary Vice tree (one Innate, one Lesser, and one Greater Vestment).**
2. Gift of Tongues: For every dot of Vice purchased, the Possessed receives a free non-supernatural language.

3. Each Vice is considered its own progression tree, and are purchased at levels x10.
4. Each dot of Vice purchased gives a free Vestment of the appropriate level in the Vice purchased (i.e. if purchasing Wrath 1, the character received an Innate Wrath Vestment for free).
5. The 'Vice as Resistance' rule in *Inferno* pg 128 is not used. See Infernal Rank above.

B. Vestments

1. Vestments may be purchased with experience once a Possessed character has the prerequisite dots of the Vice in question (innate Vestments require Vice 1, Lesser require Vice 2, etc.).
 - a) Primary Vice Vestments: 5 XP for Innate, 10 XP for Lesser, 15 XP for Greater
 - b) Non-Primary Vice Vestments: 10 XP for Innate, 15 XP for Lesser, 20 XP for Greater.
2. Greater and Lesser Vestments take an Instant Action to activate, unless specified otherwise in the writeup or in this addendum.
3. Vestments with an area negative effect do not affect the Possessed who activated the Vestment
4. Using a Vestment against a character who has that same Vice adds a +2 modifier to the Possessed's draw pool if a draw is required. If a Vice is the Possessed's Primary Vice, the bonus is upgraded to a +4 if a draw is required.
5. Envy
 - a) ● Epicaricacy: Instead of a dramatic failure, change this to a "penalty equal to the user's dots in the Envy Vice."
 - b) ● Liar's Tongue: Change the benefit of this to a 9 again on Subterfuge rolls.
 - c) ● Your Pain, My Pleasure: Only opponents damaged or affected by the Possessed count for this power.
 - d) ●● Anything You Can Do: The skill is instead penalized by the Possessed's dots in the Envy Vice.
 - e) ●●● Sour Grapes: This does not work on Corruptions. Instead of suppressing active powers, it penalizes the activation of new ones that require a draw by -5.
 - f) ●●● Steal Vitality: The victim's health total is not recalculated, but the user's is. The user may not steal more Stamina than the victim possesses.
6. Gluttony
 - a) Eating human flesh is a Morality sin at level 3.
 - b) ● Camel's Hump: The reference to Primary Virtue should be Primary Vice.
 - c) ● In Excess: The character must choose which type of expendable trait (Infernal Will or Willpower) he is gaining. The expendable traits are lost when the time limit expires and damage is taken. A character may not store more than five points with this Vestment.
 - d) ●● Swallow: This effect does 2 lethal per turn but cannot digest magical items or Artifacts.
 - e) ●●● Beelzebub's Pain: The maximum size of a swarm is Size 6.
 - f) ●●● Discriminating Palette: The Possessed can only benefit from Skill dots from one person at a time, and the flesh must be consumed directly from a person's body. The ratio of skills or specialties gained is equal to 1 dot or specialty per point of lethal damage dealt to a living or undead being, and per 1 size consumed of a dead one.
 - g) ●●● Feed on Pain: The damage dealt for this must at least be Lethal damage. This power follows the Damage Immunity rules from Accord Universal,

downgrading the damage type and giving the character one point of fuel per damage downgraded. Ignore the rule for holding more fuel than maximum pool, but otherwise the power works as noted in the book, ceasing to provide damage immunity as long as the character is full of Infernal Will.

- h) ●●● Regurgitate: The primary target subtracts his Protective trait from the Possessed's attack pool. Secondary targets subtract just Armor.

7. Greed

- a) ● Bribing the Soul: Defense gained from this Vestment lasts for the game session. The user sacrifices Resources dots for the game session.
- b) ●● Miser: Change the bonus to 'Unspent traits of Infernal Will, up to a Maximum of Infernal Rank.
- c) ●●● Capital Gains: Change the effect to: "For the duration of the power, the character can designate one particular act as an Advanced Action. On the second draw of the same action, if a 1, 2, or 3 is drawn, the action fails.
- d) ●●● Hired Hands: This Vestment acts as the Requiem Dominate power of Mesmerize, with the Possessed's dots in Greed Vice used in the pool in place of Dominate dots and no requirement of eye contact. Normal and trigger-based commands end which this power expires.
- e) ●●● Midas Touch: Living Flesh reverts to normal when the duration of the Vestment ends, but aggravated damage dealt by this power must be healed normally. Converting flesh requires a successful touch attack maneuver with one aggravated damage per success, and once the target has taken aggravated damage equal to their size they receive a Penalized Action on any action that requires physical movement for the duration of the power.
- f) ●●● Petty Theft: As written, but downgrade the type of damage by one step, and the weapon breaks if a melee weapon (unless magical), and ranged weapons either run out of ammo or take a full turn to reload.

8. Lust

- a) ●● Honeyed Tongue: The user adds their dots in the Lust Vice to the listed skills, and may designate one social challenge using those skills per Lust Vice dot as an Advanced Action.
- b) ●●● Flight of the Seducer: These wings only last for the duration of the Vestment.

9. Pride

- a) ● Dominate Sphere: This power does not add Willpower, it adds to Infernal Will as listed. At most the positive and negative effects each can happen once per scene.
- b) ● Supremacy: This does not work on any combat action. It works for one non-combat Skill, chosen upon purchase.
- c) ●● Armor of Contempt: The character gains Armor equal to his Pride Vice dots and does not suffer Wound Penalties.
- d) ●● Arrogance: If the attacker fails the draw, they may elect to take a different action, and try again next turn. Attackers must attempt to break the power each round they wish to attack the user.
- e) ●● Eyes of Above: The bonus added to Perception checks is equal to the user's dots in Pride Vice and once per scene the user can add their Intelligence dots to the Perception check.
- f) ●●● Denial: Replace with, "For the duration of this power, the Possessed

character adds his Pride Vice dots to his health. He does not suffer wound penalties, does not check for unconsciousness once he is full of lethal damage, and does not bleed out. He only falls, and dies, once his health boxes are full of aggravated damage.

- g) ●●● Gloating Flesh:
 - (1) The healing effect of this Vestment is changed to: The character may spend 1 Infernal Will to heal 1 lethal damage and 1 Infernal Will to heal 2 Bashing damage.
 - (2) The drawback to this power is changed to: Blessed or Holy Weapons and Exorcisms do one extra level of damage (subject to damage cap) to the character once they have used this effect.
- h) ●●● Lightbringer: Though the red light is visible, only the Possessed can see what it reveals. This power adds the user's Pride dots to Perception checks (this stacks with Eyes of Above). This power allows use of the Universal Class of Wills, utilizing the character's Pride Vice dots as the power in the dice pool (do not add the Eyes of Above benefit to this second draw type).

10. Sloth

- a) ● Something for Nothing: Replace the effect with: "The character does not take untrained Skill penalties.
- b) ●● Enervation: If a derangement is gained, it lasts for the game session.
- c) ●● Maladroit Victims: Replace with: Physical Actions suffer Penalized Actions within 5 yards of the Possessed."
- d) ●●● Idle Hands: Only one object may be controlled at a time.
- e) ●●● The Immovable Object: The character downgrades damage to bashing, but may only take only take Contested or Resisted Actions. The character does not suffer wound penalties, test for unconsciousness, or bleed out.

11. Wrath

- a) ● Slayer of Men: The pool for this power is Presence + Intimidation minus Composure.
- b) ●● Surprise You're Dead: Replace with: For the first attack against a target in a scene, the character ignores three points of the target's Protective trait and gains Advanced Action on the attack. This is done per target.
- c) ●● Tooth for Tooth: The character gains supernatural armor equal to his Wrath dots. Anyone who attacks the character at melee range suffers bashing equal to Wrath dots.
- d) ●●● Boiling Blood: Any successful melee attacker takes lethal damage equal to the character's Wrath dots. An attacking character may make a check of Dexterity + Athletics minus character's Wrath dots to avoid damage, requiring successes equal to the damage they inflicted.
- e) ●●● Burning Wrath: Attacks made with this power are still subject to damage cap rules. Clothes ignite if the character achieves damage cap.
- f) ●●● Spite: The character may only counter-attack once per turn, and only against attackers who are in melee or point blank range.

IV. PACTS

- A. The mechanics for pacts are replaced with the mechanics below.
- B. Possessed characters may offer Pacts to **any non-Possessed character** (further restrictions on

Greater Pacts below). No character may be supernaturally compelled to sign an Infernal Pact. They may only have as many Pacts active equal to their Infernal Rank dots.

C. Possessed may transfer Pacts to another Possessed or Demon who has open Pact slots. The new owner of the contract must immediately contact the one who signed the Pact or it is dissolved without penalty.

D. Lesser Pacts

1. Lesser Pacts all have a physical representation (a contract, token, etc). If lost or destroyed, the pact continues to fruition but no longer provides this benefit to the Possessed.
2. Upon signing a Lesser Pact, the signee immediately changes their Vice to the primary Vice of the Possessed character. This lasts until the Pact expires. The signee must indulge this Vice at least once per game session in a way that would normally gain willpower or the Pact is violated.
3. The first time a character who has signed a Lesser Pact indulges in their vice in a game session, it is the Possessed character who receives the Willpower (**converted to Infernal Will, up to their max**), not the character who enacted the Vice. Per the rules of fulfilling a Vice, the Pact signer cannot indulge their Vice again that scene. Any successive indulgence of Vice does not give willpower to the Possessed.
4. The signer of the Contract receives 4 dots of Merits they may distribute however they wish, as long as the merits are not **Creation only, supernatural, or restricted from their type (such as template or subgroup specific merits)**. These merits are chosen upon signing of the Pact, and cannot be changed.
5. A Lesser Pact lasts as long as the Possessed and the signer agree, up to one year. Should the signer violate the pact, they immediately lose access to the 4 dots of merits, as well as 4 other merit dots of the Possessed character's choice. This penalty lasts for the remaining duration of the Pact, or a minimum of one month.

E. Greater Pacts

1. If a character who has no inherent ability to resurrect dies and there is a Possessed character in the same scene, the Possessed may offer a Greater Pact to keep the dead character alive. If there are more than one Possessed character in the scene, the character with the highest Internal Rank may offer a Greater Pact. If they decline to do so, the next character in Rank may offer. If there are two characters tied, the one with more Vice dots takes precedence. If the characters are tied in Vice dots as well, then the characters have a contest of wills, comparing the results of a Presence + Intimidation + Infernal Rank challenge. If an offer is made and refused, no other character may offer a pact to the dead character. A character may only hold or sign one Greater Pact at a time.
2. The deal is made in a mental construct of the Possessed's creation, in the small span of time between the final moment of death and true death. For this purpose, in-character time is considered to be paused. If this scene would disrupt the flow of game, a storyteller may have the two characters step to the side to role-play the offer, or have them do it after the original scene is concluded.
3. The pact is permanent, if accepted, and the dead character is considered to be alive once more. They are returned to life with all but one of their health boxes full of aggravated damage. Until the end of the scene or the role-played offer is concluded, the character is in a state indistinguishable from death. Once signed, only one-third of the resurrected character's death aRQ is added instead of the total amount.
4. From that point forward, the Possessed character may steal a point of willpower

