

DEMONIZE v1.666

By P. R. O'Leary



Illustrations by
Yuichi Hishyama

Additional Content by
Mike Abjourne
Christopher Korsgaard
Michael Poko

About

Demonize is a collaborative and competitive RPG where 3-5 players are Demons whose goal is to torment an NPC and drive him or her to madness and destruction.

The players are Demons. They are invisible but are able to influence the actions of humans and alter the physical world in small ways. They delight in tormenting people and leading them into failure.

Once in a while a few Demons compete over one poor soul to determine who can do the most damage. *Demonize* is about one of these competitions.

The game is played over 6 rounds with no GM. Players collaborative pick a victim to torment and then vie for control of that victim in order to make horrible things happen to him.

Setup

Print out a set of the Demonic Power cards. (Appendix A)

Give each Player 6d6 dice.

Print out a copy of the Victim Sheet and choose a horrible person to torment. There are many predetermined victims at the back of this book (see appendix B) or create your own.

Fill in the top section of the Victim Sheet, describing the person who your demons plan on tormenting.

Each victim will have all of the following:

Goal: An ultimate goal in life

Evil Vice: A bad habit that no person should have

Hobby: Something they do in their spare time

Worst Fear: The absolute worst thing that could happen to this person

Terrible Thing: Something terrible this person has done to get where they are today. This act was what got the demon's attention and it is why they are going to be tormenting the victim in this game.

Example Victim:

Brian Tweeter, High school student in present day Kansas

Goal: To take the head cheerleader, Sharon, to the prom.

Evil Vice: Obsessively stalking Sharon.

Hobby: Dungeons and Dragons

Worst Fear: Becoming the laughing stock of the school.

Terrible Thing: He slipped drugs into Sharon's football star boyfriend before the big game, causing him to play terrible, lose the game, and get dumped by Sharon.

Game Play

For a sample round, see appendix C. The game ends after 6 rounds. Each round has the below steps.

1) Bid for Turn Order

At this point, everyone rolls his or her available dice. These values are hidden and are to remain for the rest of the round.

Every player puts a hidden amount of dice forward (at least 1). Reveal the total. Whoever has the lowest total is now playing the Victim. The other players get to torment the Victim in order of highest to lowest total. Ties are broken by re-rolling the dice each player bid.

2) Victim Attempts a Challenge

The Victim must attempt a challenge with a potentially good outcome. They must also keep in mind everything that has happened to the Victim in previous rounds. The player now narrates what he wants to happen.

The Victim then shuffles and deal out Demonic Power cards face up on the table. The number of cards is equal to the number of players + 1.

These are the options that each Demon must choose from to attempt to torment the victim.

The Victim can now remove one of these cards of his choice.

Example Challenge:

Challenge: Brian notices that Sharon is having trouble with a math problem in study hall. Brian wants to approach her to offer his assistance.

Goal: To make a good impression on Sharon.

3) The Demons Create Obstacle

The current Demon chooses one of the available face-up Demonic Power cards. That card is removed from play. They then use that power to narrate an obstacle that the Victim has to overcome.

The level of influence that the Demon has is determined by totaling up his remaining dice that he did not already use and looking at the Demonic Influence chart on the Victim sheet. The target is how many successes the Victim needs to roll. The magnitude of that number can also help determine the size of the obstacle.

Example Obstacle:

The current Demon chooses the "Temptation" card. His remaining dice total was 12 so his Influence Level is 3. He narrates that while Brain is talking to Sharon he will have Brain stare open-mouthed at Sharon's breasts.

4) The Victim Attempts to Overcome the Obstacle

The Victim must now roll to see if he can avoid this obstacle and continue towards his challenge.

He rolls his available dice. The available dice are all the dice he has excepting his score dice and those used on Evil Boons.

Every die that shows a 5 or 6 is considered a success. If he gets the number of successes needed (the opposing demon's influence), then he is successful.

a) Evil Boons

The Demon controlling the Victim can use Evil Boons if he wants. He will get one automatic success for this roll, but will lose 1 die for this roll and all subsequent rolls to do so. That Evil Boon can also no longer be used that round. Place one of the Victim's dice on that Evil Boon to signify this.

If he succeeds he must rationalize the use of that Evil Boon through narration.

The Victim can use Evil Boons up to the number of players – 2. To put it another way, if he has a contest against all the other players this round, there will be one roll where he does not get to use an Evil Boon.

Example Attempt:

The Victim says that he will have Brian use the *Dark Whispers* evil boon. That gives him 1 automatic success plus his roll. He needs 3 total. He rolls 5d6 and gets 1 success, for a total of 2. He failed.

5) Narrate the Outcome

If the Victim fails the roll then he does not complete the challenge. The Demon gets to narrate the outcome of the scene.

If the Victim succeeds then he narrates how the Victim overcomes that obstacle. The next Demon in line then gets to start at step 3. If the Victim overcomes obstacles set by all Demons, then he gets to narrate the successful completion of the challenge.

Example Outcome:

The Demon narrates that Sharon calls him a "Pervert" and slaps him in front of the whole school.

6) Ending the Round

Note down on the Victim sheet what has happened to the Victim this round. If the Victim achieves his goal that player moves 1 of his available dice into his score pile. If a Demon stops the Victim then that player moves 1 of his available dice into his score pile.

Dice in a player's score pile are no longer available to roll at the beginning of each round. After 6 rounds the winning player is the one with the highest number of score dice. That player gets to narrate the ultimate fate of the Victim.

Important Narration Rules

The victim descriptions, demonic power cards, and Evil Boons are used as an aid to narration. They should help guide the setup and resolutions of scenes. But there are some hard rules to narration that must be followed:

- The Victim must have something to gain through the challenge and goal
- The Demonic Powers automatically succeed. The Victim has to deal with the results.
- The Demon cannot narrate past the challenge or goal when using their power.
- The Victim cannot narrate past the challenge or goal unless he successfully beats all the demons.
- All disagreements as to what are considered valid challenges or valid narration should be resolved by group vote.

Appendix A – Demonic Power Cards

<p>Mechanical Failure</p> <p>The Demon can cause machines, electronics or computers to fail or behave in unintended ways.</p>	<p>Temptation</p> <p>The Demon can create a temptation or point the Victim's thoughts towards a tantalizing idea.</p>
<p>Twisted Tongue</p> <p>The Demon can cause the Victim to inadvertently say a word or phrase he did not intend.</p>	<p>Environmental Control</p> <p>The Demon can cause changes in the weather, plants or animals.</p>
<p>Physical Difficulties</p> <p>The Demon can cause the victim physical difficulties. Disease, sense-impairment, bowel issues, motor function-impairment, etc.</p>	<p>Delusion</p> <p>The Demon can cause the victim or people in the vicinity to see a vision or an illusion that they believe is true.</p>
<p>Reputation Damage</p> <p>The Demon can cause another person's perception of the Victim to change or cause that person to misread the victim's intentions.</p>	<p>Human Interference</p> <p>The Demon can cause a nearby person to do something as long as it is not directly related to the victim.</p>
<p>Forgetfulness</p> <p>The Demon can cause the victim to forget names, words, memories, locations or anything he is trying to recall.</p>	<p>Misplaced Object</p> <p>The Demon can cause small objects to be where they are not expected or to not be where they are expected</p>

Appendix B – Horrible People to Torment

Brian Tweeter, High school student in present day Kansas

Goal: To take the head cheerleader, Sharon, to the prom.

Evil Vice: Obsessively stalking Sharon.

Hobby: Dungeons and Dragons

Worst Fear: Becoming the laughing stock of the school.

Terrible Thing: He slipped drugs into Sharon's football star boyfriend before the big game, causing him to play terrible, lose the game, and get dumped by Sharon.

Nate Gundy, Tollbooth Attendant in present day NJ

Goal: To marry fellow tollbooth attendant Emily.

Evil Vice: Gambling

Hobby: Flying and building remote control airplanes

Worst Fear: That a semi slams into their tollbooth.

Terrible Thing: He was stealing handfuls of cash from other employee's cash drawer in order to fund his gambling habit, and then blamed it on a new employee who was promptly fired and arrested.

Sterling Jackson, US Congressman in present day Washington DC

Goal: To become president.

Evil Vice: Corruption

Hobby: Sailing his yacht

Worst Fear: Being caught lying by the American People

Terrible Thing: He once had a mistress who threatened to expose their affair. He had her killed before she could talk.

Tanya Roberts, Semi-famous actress in present day Hollywood, CA

Goal: To win an Academy Award

Evil Vice: Constant plastic surgery

Hobby: Beauty Treatments

Worst Fear: Ageing

Terrible Thing: To get the lead in a play she once sabotaged the performance of a fellow actress by filling her drink with laxatives before opening night.

Jake Ashmore, elementary school student in present day Philadelphia, PA

Goal: To own a real switchblade

Evil Vice: Bullying

Hobby: Killing Bugs

Worst Fear: Being beat up by his older brother

Terrible Thing: He once threatened to kill a kindergarten girl's mother if she didn't give him her lunch-money. She complied.

Vicky Malone, mother in present day Texas

Goal: For her daughter Daisy to win Little Miss Texas

Evil Vice: Tanning

Hobby: Saving and using coupons

Worst Fear: The government will take her guns

Terrible Thing: She once beat Daisy senseless when she said she didn't want to go to a pageant.

Ignatius Hornbeck, millionaire industrialist in 1930s New York City

Goal: To become a billionaire

Evil Vice: Extreme Thriftiness

Hobby: Walking through his gold vault

Worst Fear: Losing his money

Terrible Thing: His many factories are death traps, and since workers are plentiful, his wages are shamefully low.

Leluthra, evil witch in the land of Elloria

Goal: To sacrifice a young virgin pure of heart for eternal youth

Evil Vice: Using Magic, even though every time she casts a spell she gets older and older

Hobby: Making potions

Worst Fear: Being attacked by an experienced adventuring party

Terrible Thing: She has been kidnapping young girls from nearby towns but has yet to find one pure of heart to complete her spell, but she kills them anyway.

Tony Schwarzborg, IT office Manager in present day Jackson, FL

Goal: To be promoted to Vice President

Evil Vice: Cooking the books to make his department look awesome

Hobby: Brewing Beer

Worst Fear: A bad performance review

Terrible Thing: He picks on his employees, makes them stay late and work overtime, and he takes all the credit.

Dr. Calamity, evil super-scientist in present day on his secret island

Goal: To take over the world

Evil Vice: Targeting cities with death-rays for ransom

Hobby: Using science for evil

Worst Fear: Jocks

Terrible Thing: He was once part of a league of good super-scientists, but he betrayed the group, killed Dr. Squid, and went into hiding to build up his evil arsenal.

Appendix C – Example Gameplay Round

The Victim is Vicky Malone, mother in present day Texas.

Goal: For her daughter Daisy to win Little Miss Texas

Evil Vice: Tanning

Hobby: Saving and using coupons

Worst Fear: The government will take her guns

Terrible Thing: She once beat Daisy senseless when she said she didn't want to go to a pageant.

There are 3 demons trying to see who can torment Vicky the most. Those demons are played by Diego, Charlie and Violet.

The round starts and the players roll for turn order. All players have 6 dice and the results of the roll are hidden. They all put forward, in secret, at least 1 die. The total on these dice is their turn order bid.

The players reveal the bids. Diego bids highest, so he gets to torment Vicky first. Followed by Charlie. Violet bid lowest so she controls Vicky this round. Diego and Charlie put the dice they bid aside, but Vicky gets to use all 6 of her dice this round.

Violet narrates Vicky's first challenge:

"Vicky decides that she needs to go get a tan. She is looking a little pale and feels like she needs to get some time at her local tanning salon to feel better about herself."

Violet randomly deals out 4 Demonic Power cards: Twisted Tongue, Mechanical Failure, Environmental Control, Delusion.

She then gets to remove one so that no one can use it. She removes Mechanical Failure. That one would be too easy for the opposing Demon's to work with.

Diego gets to torment Vicky first. He chooses Delusion.

"Vicky drives to the tanning salon, walks in, starts to take off her clothes and get into a tanning booth. But what she thinks is a private indoor tanning booth is actually a park bench."

Diego's remaining dice total 12. Those 12 points translate to 3 Demonic Influence (Look at the chart on the victim sheet). Vicky now has to roll 3 successes with her 6 dice.

She decides to use an Evil Boon. She puts a die on The Devil's Luck which gives her 1 automatic success and rolls the remaining 5. She rolls two more successes (5s or 6s are successes) for a total of 3. She successfully beats Diego's influence and narrates the result, using the Devil's Luck power.

"Vicky is just about to take off her clothes and lay on the bench when she feels a drop of rain on her head. Her delusion ends and she realized she is outside, not in a tanning salon. She's confused, but gets back in her car and heads to her real destination."

Charlie gets to torment Vicky next. He chooses the Twisted Tongue power.

"Vicky arrives at the tanning salon. But while talking to the attendant she means to say that she wants 20 minutes in the tanning booth, but instead asks for 20 hours."

Violet can no longer use any Evil Boons because the Victim only gets 1 per round (Number of players minus 2). So she has to do a straight roll. She has 5 dice now, because she used the Evil Boon last round, and Charlie held back enough dice for 4 Demonic Influence.

Violet rolls and fails, so Charlie gets to narrate the outcome.

"Vicky gets in the tanning booth and falls asleep. In 20 hours she wakes up with the most horribly painful tan anyone has ever seen. Brown crispy skin peeling off everywhere, hair falling out, blisters of blood ready to pop, etc. And to cap it off, the bill comes out to \$400."

Charlie wins the round, and puts 1 of his dice to the side in his score pile. He now has 5 dice for the remainder of the game.

There will be 5 more rounds. Subsequent rounds could have Vicky attempting to register her firearms, trying to get a good deal on bulk lotion for her ruined skin, and entering Daisy into a pageant. Whatever the Victim decides to do.

And at the end whoever has the highest total of score dice will win the game and narrate Vicki's ultimate fate.

DEMONIZE

Victim: _____	Setting: _____
Occupation: _____	Hobby: _____
Evil Vice: _____	Worst Fear: _____
Ultimate Goal: _____	
Terrible Act: _____	

Demonic Influence	
Total	Target
1-5	1
6-11	2
12-17	3
18-23	4
24-29	5
30+	6

Evil Boons: Victim chooses up to (Players - 2) per round. 1 Automatic success and -1 die for the round.

Possession	The victim's body behaves in a particular way.
Revelation	An idea is put in the victim's mind
Dark Whispers	The victim's voice is imbued with a commanding or loving tone.
The Devil's Luck	An external influence arises to help the victim.

Round	What has befallen our victim?
1	
2	
3	
4	
5	
6	
The Final Fate of our Victim	

Sequence of Play	
1) Bid for turn order and control of victim 2) Victim sets up a challenge and goal 3) Victim deals Dem. Power cards (players+1). Removes one. 4) Each Demon torments Victim in turn	a) Demon takes a Demonic Power card b) Demon Narrates Obstacle using power c) Victim rolls for success d) Winner narrates outcome e) Score
- The Victim must have something to gain through the challenge and goal - The Demonic Powers automatically succeed. The Victim has to deal with the results. - The Demon cannot narrate past the challenge or goal when using their power - The Victim only narrates after a successful roll. The Evil Boon, if chosen, must then be rationalized. - The Victim cannot narrate past the challenge or goal unless he successfully beats all the demons	