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Nwod demon the descent pdf

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I don't want to use the term willfully ignorant, but I can't think of a better one, so pretend I found one. I suppose a lot of my dislike comes from my general dislike of the GMC in general. I mean, I love upgrading the rules for the most part, especially the bit about how guns and armor interact, and the updated social rules. But the fluff tries to play the 'unkunkpable' card while basing a lot of the fluff out, leading to a... Break? But, like I said, I haven't really played, so it's pure speculation on my part. Did I miss something terribly basic? Or am I just stupid? I want to like it, it's just that I'm having a hard time with it. They are very different games with a very different appeal. I love the backstory of Fallen, but the game as a starting point laid out, once played, did not appeal to me, the focus on faith and sects and the Revelation and so on; and to be honest, the backstory didn't do me much good in imagining what the Fallen actually act like in the present era, now that they've been released. I love their reconciliation of their fallen angelic nature with the human souls with whom they live together, but Descent has a similar vibe going on with the vibrancy of demonic feeling and the way some demons come to identify with and cherish their Cover for the sake of everyday life itself. (I'm a sucker for the influence of Matt McFarland and his humanist streak.) Descent does a good job, I think, of bringing forward what's so different about it, exploring identity through being non-human entities with human feelings and human identities that they can carry as suits, and a focus on spy games and and mouse games with angels and infrastructure, which has a pretty playable feel for me. The types in Descent are very simple and I'm not sure what you'll find unclear about them; the Incarnations and the diaries are quite similar to the Houses and Factions of the Fallen, with Reconcilers lining up pretty neatly with with and Cryptics with Inquisitors, in particular. I see what you mean about the God-Machine mythos and the vagueness towards the background of Fallen; I feel the God-Machine is best approached as an aesthetic, I get the general vibe of bizarre Fortean phenomena from its actions scattered around the books and am free to run with that, and most games on the ground don't really need to know what the God-Machine is doing or why outside individual projects. But I understand the preference for something more specifically defined; an aesthetic that clicks for one person might not come together for another. The main appeal to Descent for me, though, is that it focuses less on the backstory not because it doesn't care, but because it cares more about the now, the everyday life and the experience of demons in the Descent. Like a few of the New World of Darkness games, it's zoomed in on character focus; it is filled with many examples of bits of life in the Descent, and it has a kind of celebration of human life from the outside, similar to Promethean and Changeling. Demons have a perspective on human life that is interesting to explore and that Fallen, I think, doesn't get as active in it, especially if you dove head-first in seeking to raise faith and inspire people – that's an incentive to put yourself above the mundane. Demons live the everyday, they go to parks, they walk their dogs, they flirt with neighbors. They need, on some level, to maintain Cover effectively. That experience is what makes the demons relatable as characters to me, and I can tell more interesting stories about characters with friends and lives and investments beyond their supernatural shadow games. That's not to say that Fallen can't do these things, but Descent feels hand-made to encourage them. The games have some similarities, but the perspective of the playable characters is refreshingly different. The Demons in Fallen are essentially convicts/veterans who have returned to human society after a long prison sentence or war and who face difficulties integrating into society while facing their former prisoners/warbuddies who have an even harder time integrating due to the trauma they face. They fought God and lost, and face a world ravaged by their war. Their old enemies are mysteriously absent, causing the demons... Frustrated. The Demons in Descent have only just fallen, they just rejected God and they're on the run. They come to grips with what they have become and they are filled with vim and verve and all kinds of cleverness, which they use against their enemies. They thwart their God and angels to join their cause. Instead of having escaped from hell, they try to find it or build it, if necessary. Both sets of demons get to work with sudden human becoming. I love reading Games. Fallen is my absolute favorite reinterpretation of Paradise Lost. I think Descent is the game I'm going to play, though, mainly because the spy focus is so great. Of course, you could read the text of the book (available as a Google document linked to the Kickstarter) and decide for yourself if you like it. For me, Descent is the superior game just because it separated form from the very Christian (or at least Abrahamiac) bias that the old game contained. Although I loved the sense of rebellion against superior strength and integration (back) into human society, the way the back story was written and presented in Fallen (like the ultimate truth about the WoD, it turns out God did it all...) left a bad taste in my mouth and made it all but impossible to bring to the gaming table with my group. Not to mention the meat-pack thing, which was just eww. Descent, on the other hand, has made us all very enthusiastic. We will be able to play out the themes and inherit characters in the concept of demons without having to deal with the huge backstory dragging us into a quagmire of potential triggers and uncomfortable mindscape. Not to mention the neat powers, spy thriller ambience and genius that is Cover, all things Fallen didn't come close to having. Originally posted by strider2276 View Post You could of course read the text of the book (available as a Google document linked to the Kickstarter) and decide for yourself if you like it. yes, that's what I was talking about when I said the guide thing. Not as clear as I could have been, I guess. But that aside, reading and playing are two very different experiences, hence my curiosity. An important factor in your grievances with Descent seems to be the unlikability of the God Machine, similar to Fallen. ... but if something is portrayed as more unkunkpable and with fewer answers than the God-Machine, it should be exactly the God of Fallen. With the God Machine we have a pretty clear picture of how it works, even if we are vague about why and therefore. With God of Fallen, we have zero idea of anything of any kind. God works in mysterious ways is the first and last answer of Fallen. ... And it works. Fallen is a great game, and the setting is beautiful but so is Descent. Descent builds on lore that was introduced in the very first New World of Darkness book ever published. It builds on lore solidified in a following anthology of fiction and the next new corebook for NWoD. The setting of Descent is probably the first NWoD gameline ever to focus primarily on corebook/bluebook lore (which is also why, I think, that the color scheme of The Descent is the classic blue NWoD one). Every other storyline such as Vampire, Werewolf, Mage, Changeling and the works introduce each brand new setting elements and rely on them. Descent lags significantly behind directly applicable WoD WoD from the beginning that none of the other storylines really had. That we don't know what the purpose of the God Machine really is is about as willfully ignorant as the fact that we don't really know where Kindred came from or really how a Geist is formed. It is an aesthetic choice of NWoD to leave certain mysteries completely mysterious, while offering various suggestions on what the answers might be. Descent is no different, and I'm happy about that. I don't think the God Machine is actually that unkunkunkpable. It has a goal (survival at all costs; then growth, growth, growth!) and we understand the mechanisms to maintain that goal (occult matrices) good enough to be dangerous for it. We understand why our character does what they do (by agenda) and how they do it (incarnation). Our Covers keep us hidden because the trap has forced reality to accept them as humans (that's why the God Machine can't immediately set us to zero). We also have tons of excellent media to show us what our games can look and feel like when we are so inclined. We have the Matrix with its agents and rebels and exiles. We have Burn Notice and Leverage for covers and well-coordinated, trust-less spy-posses working together. We have H.R. Giger and Katsuhiko Otomo and Tsutomu Nihei and Yves Tanguy and Cronenberg and Lynch to show us that our demons and angels can watch. It's a great game, and I say this as a lover of Demon: the Fallen. It's very different titles, though. The comparison is much harder than Requiem/Masquerade, Apocalypse/Forsaken, or Ascension/Awakening – and I think those titles all do a great job of making themselves different from each other. In their deepest root, Descent/Fallen are the same: servants of an unimaginably powerful entity rebel against servitude. What Descent gets right that Fallen struggles with? Make progress. Because of the way Unchained works, even the most meager among them can actually participate in the bigger picture. They can harm their creator. In Fallen? You're lucky if he even pays attention (which admittedly is part of the profession). In the actual game, I've never had as much fun running an nWoD game as Descent. It's so good. Machine creatures and conspiracies with an actual, viable purpose. Mysteries can be cool and bizarre and still make sense in a larger scheme. A focus on survival and cleverness and alternatives to confrontation – a successful angel-jacking will make your players feel like total asskickers without as much as rolling initiative (seriously, angel-jacking is great). Perfect memory, perfect liars, perfect linguists - you have in your hands the opportunity to have a great Fleming-meets-Lovercraft thriller to weave without anything other than demons, angels and infrastructure. Your players are doing it for you! TL:DR Descent hasn't fallen, but I'd be sad if it was. I'd rather have two games I want. Want, then play one that overshadows the other. They're both great! I wouldn't play for the reasons I would play the other. Originally posted by Allan53 View Post yes, that's what I meant when I said the guide thing. Not as clear as I could have been, I guess. But that aside, reading and playing are two very different experiences, hence my curiosity. Ah! I apologize. I thought you meant the Quickstart. As for playing, if the opinion of Random Internet Dude is of any value to you, when we playtested the game, we all had a blast. I think as a group it was our favorite time playing WoD. I was surprised by my players being very true to the concept of living their covers. With only a few exceptions here and there, compromise roles were rare. Combat was even rarer. Espionage, research, socialization - they were all very frequent. Should the game be played to that extent? Absolutely not. But we had a ridiculously fun time with the game, so hopefully others will too. Also basically everything Metrophelean said. Originally posted by Allan53 View Post First of all I know D: tD is not out yet, but the guide thing is available, so I must figure at least some people have tried running it. Secondly, I didn't actually play either, so this is pure speculation on my part. But in my reading, I don't see the appeal of Demon: the Descent over Demon: the Fallen? I mean, Fallen had (in my way of thinking) a better backstory, a clearer organization of sorts, and it seemed easier to understand what was going on. While Descent leaves so vaguely that it's hard to say anything definitive. 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I want to have fun it's just that I'm having a hard time with it. I have almost exactly the opposite advice about D: tD, in fact I don't think I've ever been more excited for a WoD game in many years I've been a fan of White Wolf and Onyx Path. I never really connected with D:IF, there some cool ideas, but I found it too much based on obvious and overused tropes. It was so right on the nose in terms of what demons should be. Game-play wise, I didn't feel like it brought enough new things to stand out from the other cWoD games. I also don't really care about the backstory or clearer definition of things like you do, another reason I've personally enjoyed nWoD about cWoD is due to the lack of metaplot and/or clearly defined settings. It's all so much more about creating a vibe or feeling than telling you exactly who you are and how you should think and where you are. One analogy I have is that a cWoD monster would come to you in broad daylight, announcing its name, it's purpose and what it was before you try to kill it, while an nWoD monster hides from you in the shadows, never fully revealing it's form, only striking if you least expect it to link away with you never knowing what you're deprived of your innocence or why. Sure, you could do stories like that with the old rules, but it felt like you had to do your utmost to find that. I just really grok the hell out of the GMC and D:TD, everything they've given us has fueled my creative juices like nothing for it. Originally posted by Sikker View Post An important factor in your grievances with Descent seems to be the unlikability of the God-Machine, similar to Fallen. ... but if something is portrayed as more unkunkpable and with fewer answers than the God-Machine, it should be exactly the God of Fallen. With the God Machine we have a pretty clear picture of how it works, even if we are vague about why and therefore. With God of Fallen, we have zero idea of anything of any kind. God works in mysterious ways is the first and last answer of Fallen. ... That we don't know what the purpose of the God Machine really is is about as willfully ignorant as the fact that we don't really know where Kindred came from or really how a Geist is formed. It is an aesthetic choice of NWoD to leave certain mysteries completely mysterious, while offering various suggestions on what the answers might be. Descent is no different, and I'm happy about that. Originally posted by Metrophelean View Post I don't think the God Machine is actually that unkunkpable. It has a goal (survival at all costs; then growth, growth, growth!) and we understand the mechanisms to maintain that goal (occult matrices) good enough to be dangerous for it. We understand why our character does what they do (by agenda) and how they do it (incarnation). Our Covers Keep Us Hidden Because The Fall Has Forced Reality to people (therefore, the God Machine cannot immediately set us to zero). Thought I'd quote because I'm kind of answering both, and I try to avoid double posting when I can. Sikker: I understand what you're saying, and I don't want to sound dismissive, sound, from my reading God's Corner in Fallen is not really all that relevant to the game, since He has gone/ The Fallen cannot perceive him and his angels. Even a Reconciler has to work out of faith, which of course is extra difficult for demons. And ultimately, the story is about the Fallen and the people they are and interacting with: God doesn't really play along with that. While in Descent, the God-Machine is always present. And (and this is also in response to your point, Metrophelean), the reason that the Cover protection of the demons corner was never really played for me; Wasn't that by the God Machine, or one of his lackeys or something? So, why can't it just communicate Go kill Freddy Jones at 544 Nonesuch St to his henchmen, who by definition follow without a doubt? Or, if it can't be so specific, something like go kill everyone at 544 Nonesuch St? So unless the trap somehow wipes out that of the God Machines' memory (or whatever it has that serves the same function), which really raises more questions, it sounds more like it lets you run around, which while a cool idea, seems... dicey at best, at least as a fundamental aspect of the game. Like I said, I didn't play either, so this is purely based on reading. And I don't want to look like I'm rejecting your opinion, I'm just trying to understand. Although I appreciate some of the differences of Fallen*, I also have little love for the God-Machine. It's a (physical/metaphysical) demiurge that (controls the world/has resources so limited I can't imagine how it keeps peasants out of angels) who have a (high-tech/steampunk/anachronistic-advanced) aesthetic and... I might keep listing the contradictions I'm perceiving the portraits of it and, well, I'm not the kind of person who sees that kind of thing as a mystery, I see it as an annoyingly inconsistent mishmash. I liked the God Machine better when it was a bit off somewhere else and probably-maybe what the Qashmal served. At least it wasn't a big ol' bundle of 'but not really' then, a large pile of magical machines that can reconfigure reality, but can't activate a particular piece of itself until a human-built machine pops a thin layer of stone under an oil reservoir (geology doesn't work that way is left aside, cuz reality-warping). That said, I'm warming up to Descent, and demons, and angels, especially through the playtest blogs. That leaves me with the question, how will I reconcile my distaste for presenting the God-Machine itself? I've seen some ideas on the forum for the GM that bring a hint of internal consistency, like a powerful machine built in the future that tries to create its own by sending lesser creations back in time to tweak things, but I don't have a good overall idea yet. The specific question 'why does the god machine not automatically know the cover of the Demon?' is relatively easy to answer in the context, though. The God-Machine doesn't seem to get in the way of consistency and coordination, and haphazard self-correction at best. Angels are probably the only devices connected that have a lot of memory storage, and they only get the information to achieve their goal. An angel with a group assignment and Cover known to various Angels probably won't survive his fall unless they all fall together. Or something. * In particular, the lack of Abrahamiac bent to the God, who managed to ping me with annoyance in both directions with the strong implication of 'yes, that God' combined with the inconsistent observable absence of said God in the modern world. Originally posted by Frothy_Ham View Post I really grok the hell out of the GMC and D:TD, everything they've given us has fueled my creative juices like nothing for it. I'd actually quite like the GM explained to me by someone who groks it, because I'm so far from grokking it, I'm pretty sure I'll korg it. Last edited by squidheadjax: 11-20-2013, 22:51. Descent is a spy game, Fallen is Vampire with demons. I love Vampire with Demons, but the games are remarkably similar. Originally posted by squidheadjax View Post The specific question 'why doesn't the god machine automatically know the cover of the Demon?' is relatively easy to answer in the standard context, though. The God-Machine doesn't seem to get in the way of consistency and coordination, and haphazard self-correction at best. Angels are probably the only devices connected that have a lot of memory storage, and they only get the information to achieve their goal. An angel with a group assignment and Cover known to various Angels probably won't survive his fall unless they all fall together. Or something. Unless the GM doesn't have a memory or approach analog, how does it do any kind of long-term planning? And if it can't do that, what's the idea of it doing all those big plans? If that were the case, I'd think it's much more likely to screw the Angels around, with the GM just an energy source, or something like that. That would be fine, but that would be a very different kind of situation than what seems to be assumed. I think it's fine that it has unkunkable plans, but plans require memory. And if it has memory, then there is an exceptionally limited understanding that is beginning to border on simply downright contradictory. Originally posted by Allan53 View Post Unless the GM doesn't have a memory or approach analog, how does it do any kind of long-term planning? And if it doesn't What's the idea that it's doing all these big plans? If that were the case, I would think it would be much more likely to be Angels screw around, with the GM just an energy source, or something like that. That would be fine, but that would be a very different kind of situation than what seems to be assumed. I think it's fine that it has unkunkable plans, but plans require memory. And if it has memory, then there is a little reason why it cannot pass on certain information to its Angels. And if there's no plan, what's the thing with matrices and the like? Unkunkunk is one thing; to my exceptionally limited understanding that is beginning to border on simply downright contradictory. The God-Machine can be hacked, is the thing – interfacing with the right infrastructure can literally change the God-Machine's mind – and jailbreaking your Cover is one of the first things new Unchained demons are noticed to do if they plan to live on their own terms for any length of time. Resident Lore-Hound Currently Consuming: Hunter: The Vigil 1st 1st