

G U R P S<sup>®</sup>

# INNOMINE<sup>™</sup>

EARTH IS THE BATTLEGROUND FOR HEAVEN AND HELL



BY ELIZABETH MCCOY AND WALTER HILLIKEN

STEVE JACKSON GAMES

# ANGELS ARE REAL

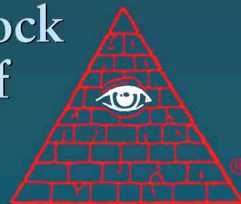
So are demons. They're among us right now. Heaven and Hell are locked in a battle, and humanity is caught in the crossfire.

This is the *GURPS* adaptation of *In Nomine*, the award-winning game of the war between Heaven and Hell. Players can take the part of angels, serving an Archangel . . . infernal lackeys of a Demon Prince . . . or human "Soldiers" supporting either side.

With great powers and miraculous "Songs," the angels and demons do the bidding of their celestial masters. Success brings recognition, the granting of yet mightier powers, and yet riskier assignments. Failure can mean punishment . . . or oblivion.

Some are fanatics, sure their cause is right. Some are just doing their jobs. And some wonder if they chose the wrong side. For angels who disobey orders or violate their angelic natures can Fall, becoming demons. Demons can be Redeemed, to join the heavenly host. Today's friend can be tomorrow's foe.

Good and evil. Life and death. Rock and roll. Welcome to the world of *In Nomine*.



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www.sjgames.com



*GURPS Basic Set, Third Edition Revised* and *Compendium I: Character Creation* are required to use this book in a *GURPS* campaign. Or this book can be used as a sourcebook for any roleplaying system.

## THE ORCHESTRA:

### Written by

Elizabeth McCoy  
and Walter Milliken

### Edited by

Steve Jackson

### Cover art by

Philip Reed

### Back cover art by

Rogério Vilela

### Illustrated by

Dan Smith

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G U R P S<sup>®</sup>

# IN NOMINE™

By Elizabeth McCoy  
and Walter Miliken

Adapted from the *IN NOMINE* world  
background and descriptive text by Derek Percy,  
based on the original French game by Croc

Edited by Steve Jackson

Cover art by Philip Reed

Back cover art by Rogério Vilela

Illustrated by Dan Smith

Title page art by John Zeleznik

*GURPS* System Design ✕ Steve Jackson

Managing Editor ✕ Alain H. Dawson

*GURPS* Line Editor ✕ Sean Punch

*In Nomine* Line Editor ✕ Elizabeth McCoy

Production ✕ Philip Reed

Production Assistance ✕ Alex Fernandez and Jeremy Zauder

Print Buying ✕ Russell Godwin

Art Direction ✕ Philip Reed

*GURPS* Errata Coordinator ✕ Michael Bowman

Master of Playtesting and Baron of Nitpicking:  
Leonardo M. Holschuh

Playtesters: Benjamin Acosta, Chris Anthony, Chris Davies,  
David Edelstein, Steve Feldon, Joanna Hart, Bob Huss,  
Hunter Johnson, John Karakash, Robert Knop, Jonathan Lang,  
Emily Smirle, Chad Underkoffler, and the various angels,  
demons, and lost souls on the *Pyramid* playtest boards.



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**STEVE JACKSON GAMES**

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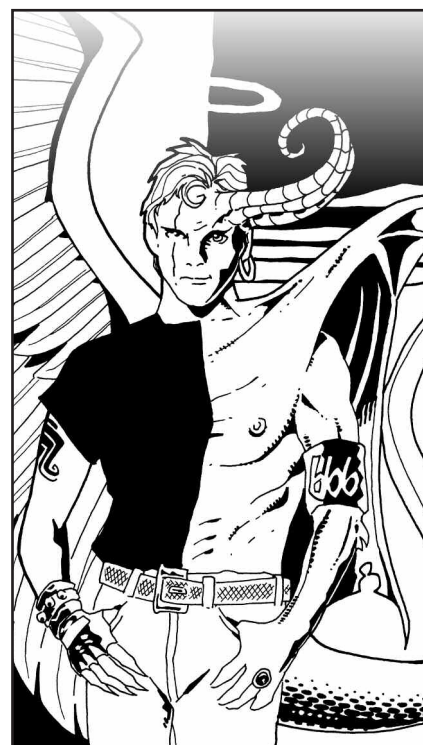
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## ABOUT GURPS

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*Pyramid* ([www.sjgames.com/pyramid](http://www.sjgames.com/pyramid)). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby's top games – *Advanced Dungeons & Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

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*GURPSnet.* Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to [majordomo@io.com](mailto:majordomo@io.com) with "subscribe GURPSnet-L" in the body, or point your Web browser to <http://gurpsnet.sjgames.com/>.

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## ABOUT *IN NOMINE*

Inspired by the French RPG *In Nomine Satanis/Magna Veritas*, our *In Nomine* RPG was originally published in 1997. The book you are holding is a “crossover” which allows the *In Nomine* background to be played with the *GURPS* rules.

*New supplements and adventures.* We don’t plan a whole series of “*GURPS In Nomine*” books . . . further support for the *In Nomine* world will be in the original *In Nomine* line. The conversions in this book should make it easy to use the new material in *GURPS*. Send a SASE for a current catalog. Or check out our Web site at [www.sjgames.com/in-nomine](http://www.sjgames.com/in-nomine).

*Mailing List.* We have an e-mail list for *In Nomine*, too. To join, send mail to [majordomo@lists.io.com](mailto:majordomo@lists.io.com) with “subscribe in\_nomine-l” in the body.

*Online Roleplaying.* We also support online roleplaying for *In Nomine*. If you’d like to start a MOO or similar Internet environment for *In Nomine*, please check out our policy information at [www.sjgames.com/in-nomine/angelmush.html](http://www.sjgames.com/in-nomine/angelmush.html).

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# INTRODUCTION

Angels, demons, Heaven and Hell . . . The stuff of belief and myth, waging a war with Uzis and corporations as much as with words and miracles. *In Nomine* provides a complete background for a secret War between forces of Selflessness and Selfishness – or maybe even Good and Evil. *GURPS In Nomine* converts this setting to *GURPS*, allowing players and GMs to add even more settings, historical periods, and characters. It can also be used as the basis for a more generic view of angels and demons, or to convert *GURPS* characters into the *In Nomine* system – allowing any *GURPS* book to provide plots, background, and ideas for players of the original *In Nomine* system.

Welcome to a world of divinity and malevolence, where things aren't *quite* what you learned in Sunday school.

## About the Authors

*Elizabeth McCoy* is currently the *In Nomine* Line Editor – also known as the Archangel of Archives or, more often, the Djinn Princess of Nitpicking. Her previous *GURPS* credits include *GURPS Illuminati University* and materials and emergency archive retrieval



## PAGE REFERENCES

Rules and statistics for this book are specifically for the *GURPS Basic Set* (Third Edition, revised) and *GURPS Compendium I*. Any page reference that begins with a B refers to a page in the *Basic Set* – e.g., B102 means p. 102 of the *Basic Set*, Third Edition, revised. A “CI” page reference means a page in *Compendium I*. This book requires only the *Basic Set*, Third Edition, revised, and *Compendium I*, but understanding some *details* for point costs requires references to other books. Page references are M for *GURPS Magic*, G for *GURPS Grimoire*, P for *GURPS Psionics*, and SU for *GURPS Supers*. See *GURPS Compendium I*, p. 181, for a full list of abbreviations for *GURPS* titles. Or visit [www.sjgames.com/gurps/abbrevs.html](http://www.sjgames.com/gurps/abbrevs.html) for an up-to-date list.

for the *GURPS Compendia*. Her *In Nomine* credits include material in the *Infernal Player's Guide*, *Fall of the Malakim* (don't believe everything you read), the *Liber Reliquarum*, the *Liber Canticorum*, the forthcoming Superior books, and both material and editing for the *Liber Castellorum* and *Liber Servitorum*. She still lives in the Frozen Wastelands of New Hampshire, with five cats, assorted fish, and her co-author.

*Walter Milliken's* previous credits include *GURPS IOU* and too many *GURPS* playtest and extra materials credits to mention, as well as material for the *Liber Castellorum* and *Liber Servitorum*. He still lives in the temperate climes of southern New Hampshire, occasionally pushing cats off his side of the bed and cleaning aquariums.

(*Elizabeth would like to thank all the people on the In Nomine mailing list for their comments, as well as the denizens of The Nutshell. In particular, Genevieve Cogman, Emily Dresner, and Jo Hart have all infected her mind with imagery and ideas which undoubtedly seeped into this book. If they tell you that some concept here came from them, believe them. Then make them sign the book.*)

# Chapter 1 THE SYMPHONY

*There are angels. There are demons. There is a Heaven. There is a Hell. And none of them is quite what you'd expect . . .*



6

THE SYMPHONY



*There are angels and there are demons. They call themselves "celestials."*

The Symphony is the universe, everything that exists and existed and might someday come into being. Some say that God created it. Some say God is part of it. Some say it *is* God. The celestials can hear it, and hear when someone is changing it – for better or for worse.

*There are Archangels and there are Demon Princes. These are the **Superiors**, who lead their followers in the War between Heaven and Hell.*

There are notes within the Symphony, concepts that take on celestial form: Truth, Devotion, Motion, Balance, Honor, and others. These concepts live, self-aware and with free will. They are the angels in their Choirs. Their dark mirrors are the Bands of demons, who have exercised their free will to turn away from God's Symphony . . . or were created in darkness by their Princes' will. The Superiors themselves embody concepts, great Words such as Fire and Stone, Destiny and Fate, the Sword and the Media.

*God exists. So does Lucifer, once the Archangel of Light. They had a disagreement a long time ago, about free will and humanity. Lucifer lost, but he hasn't given up.*

God hasn't been heard from for centuries, and the Archangels carry on as best they can in His (Her . . . Its . . .) absence. Lucifer reigns in Hell, served by his Princes, who are selfishly loyal to their own goals first of all, and squabble among themselves while competing for the favor of their infernal master. The celestials of each side feel the enemy's behavior justifies their own choices.

*There is Good and there is Evil. But that's not what the War is about.*

With free will comes responsibility and choice. Angels serve their Archangels, the Symphony, and God. They set aside some portion of their individuality to be part of something greater, connected to everything as they move within the Symphony's music. Demons serve their Princes and Lucifer, but in the end they all dance to the personal symphonies that they create inside their heads. Individualists all, they live to do as they please, isolated from the greater harmonies around them. But not all are what humans might consider Evil. Some believe they're fighting for their very souls – and those of humanity.

*And not all angels are nice. Or even what humans might consider Good.*

When there's a War on, there are innocent casualties, and angelic ethics don't always coincide with humanity's morals. The Torah, the Bible, and the Quran hold pieces of the truth, but those truths have been filtered through human perceptions and beliefs. Some angels are as kind



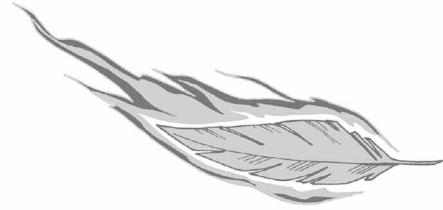
and gentle as mortals would like to think; others are un-human and alien, with motivations that border on the monomaniacal.

The demons can't understand this. Demons cannot stand the thought that their *self* might be dissipated, absorbed into a greater whole. They don't see the point of a life of servitude to some inscrutable greater plan. God wants humanity to exercise its free will, but celestials should not exercise theirs? Ineffability is no excuse for tyranny. It's time for a change, and Lucifer makes more sense.

*There are angels and there are demons. Some help humans, some hurt them, some just try to exist. It's all a matter of choice.*

Welcome to *In Nomine*.

*Chapter 2*



# CHARACTERS



8

CHARACTERS

# CHARACTER TYPES

A standard, or “canon,” *In Nomine* campaign has a number of different character types, ranging from relatively weak, mundane humans to powerful angels and demons. This section discusses how each type of character fits into the Symphony, and gives partial or full character templates for each.

Any of these types can be PCs in *In Nomine*, so the usual *GURPS* practice of starting all characters with the same point totals doesn't fit well into the canon campaign background. Instead, this book presents alternative starting-point rules that will produce characters who should work well together and fit into the campaign. Other methods, including suggested point totals for “equal-cost” characters, can be found in the *Variant Starting Point Values* sidebar on p. 16.

In general, human characters will start with 100 to 150 points. Celestials start with a “racial” template, plus one “race”-specific special power, of varying total value, plus 100 additional points. All characters may have the usual -40 points in disadvantages and -5 points in quirks. Template costs *are* included in the suggested starting point values.

In a non-canon campaign, the templates in this chapter and in Chapter 3 can be used as racial templates, with the point costs listed for each.

## CELESTIALS

Celestials – angels and demons – are the defining element of *In Nomine*. Angels (usually) work for Heaven's side, while demons (again, usually) work for Hell's. Angels are essentially selfless; they believe the whole is more than the sum of its parts, and others should be helped at least as much as one helps oneself, if not more. Demons are basically selfish; they range from merely “me first” to a fundamental inability to grasp that other people are even *real*, and not just toys to play with or obstacles to destroy.

Still, there are angels who are intensely annoying at best, even to other angels. Likewise, there are demons who are a lot of fun to be around, so long as you don't try to really thwart them. Life's not simple.

The personal nature of an angel is related to its *Choir* – its race, effectively. There are many Choirs, but the seven major ones, from most divine to closest to humanity, are Seraphim (p. 44), Cherubim (p. 46), Ofanim (p. 48), Elohim (p. 50), Malakim (p. 52), Kyriotates (p. 54), and Mercurians (p. 56). An eighth Choir, once important but now Outcast and vastly reduced in number, is the Grigori (p. 57).

## PRONOUNS IN *IN NOMINE*

The default generic pronoun in English is “he,” and we follow that usage . . . but do not let this obscure the fact that most celestials are genderless (if not sexless) beings of metaphysical energy, who may have bodies of all available sexes. Especially the Kyriotates; see p. 54. This applies to the Supreme Being as well, though as God and God's Symphony encompasses all things, He is also She and It and They and Us. An argument could be made that angels and demons should be referred to as “it,” but in English that pronoun is used for objects, not people . . . and angels and demons are most definitely people, with the possible exception of Shedim, who *are* referred to as “it,” even by each other.

Like the angels they Fell from, demons are also grouped by nature – into *Bands*; there are seven major ones. Even Hellborn demons are created to the patterns of the original Fallen Choirs. From most diabolical to most human, the Bands are Balseaphs (p. 60), Djinn (p. 62), Calabim (p. 64), Habbalah (p. 67), Lilim (p. 68), Shedim (p. 71), and Impudites (p. 73). With the exception of Lilim (Daughters of Lilith) and Malakim (who do not Fall), each Band is a dark reflection of a Choir – Balseaphs are Fallen Seraphim, Habbalah are Fallen Elohim, and so on.

Many angels (and some demons) would like to paint the War between Heaven and Hell as Black and White, Good and Evil. But while most Demon Princes are indisputably Evil, a lot of lesser demons fall into shades of gray. And on the Heavenly side, there are Archangels who may (or may not) be Good, but some of them certainly aren't very *nice*.

## Basic Celestial Template

**480 points**

Many properties are common to all angels and demons, as well as celestial and ethereal spirits (p. 23). These basic features are described here.

Celestials (and ethereals) are immaterial beings, in their native *celestial form* (p. 10). Sustained by the Symphony, these forms have no physical needs; they don't even sleep.

Most celestials can also manifest in corporeal *vessels* (p. 11) on Earth. Vessels look like normal human (or animal) bodies, but they are much, much tougher. See p. 141.



## CELESTIAL FORM

72 POINTS

A celestial's true form – his *celestial form* – in the corporeal realm is Insubstantial (Can carry up to Corporeal Power × 10 pounds linked to each vessel, +10%; Requires Will roll to use, -10%; Costs 2 Essence, -20%; Causes Disturbance, -30%) [40]. This form also includes Doesn't Breathe (Only in celestial form, -20%) [16] and Invisibility to Machines (Only in celestial form, -20%) [16]. Total cost for Celestial Form is 72 points.

Only the enhancements and limitations listed below can modify celestial form. These are mutually exclusive, at most one of the following can be taken.

*Special enhancement:* Body-hopper. Kyriotates and Shedim do not need to spend Essence or make a Will roll to take celestial form, if they abandon their host(s). This adds 24 points to the cost of Celestial Form.

*Special enhancement:* Unfledged. Celestial spirits (p. 23) may stay in celestial form indefinitely, +10%. Their smaller

size also causes less disturbance, reducing that limitation to -20% (a net +10%). This adds 16 points to Celestial Form.

*Special limitation:* Always insubstantial. If the character has the No Vessel disadvantage (p. 38), then he cannot interact with the corporeal realm at all, except with Songs or attunements. -50%. There is no Essence cost in this case, and no corporeal material may be carried. “Fledged” celestials – full angels and demons – can only stay a limited time in the corporeal realm in this form, -10%. This reduces the basic celestial form cost to 20 points, and increases Doesn't Breathe and Invisibility to Machines to 20 each, for a net change in cost of -12 points. This limitation's cost is already included in the No Vessel disadvantage, and should not be taken separately.

Rules for using Celestial Form can be found on p. 180.

All celestials can hear the Symphony (*Awareness*, p. 26) and have at least one level of Power Investiture in each realm (see p. 27); a starting PC celestial has nine levels, which may be freely distributed among the three realms. Any damage they cause to natural corporeal beings, or even objects, echoes through the Symphony (*Disturbs Symphony*, p. 37).

In a canon campaign, celestials cannot take Power Investiture (Sorcery).

All celestial characters start with the same set of basic abilities from this template:

*Attribute Modifiers:* +4 ST [45]; +4 DX [45]; +4 IQ [45]; +4 HT [45].

*Advantages:* Awareness (Symphony) (p. 26) [15]; Celestial Form (see sidebar) [72]; Doesn't Eat or Drink [10]; Doesn't Fatigue (p. 31) [15]; Doesn't Sleep [20]; Essence Control 9 (p. 31) [24]; Immunity to Disease [10]; Non-Reciprocal Damage [30]; Power Investiture (total for all three realms) +9 (p. 27) [90] Slow Regeneration [10]; Temperature Tolerance +10 [10]; Unaging (can change vessel's apparent age, +20%) [18].

*Disadvantages:* Disturbs Symphony (p. 37) [-15]; Humble or Proud\*\* [-1]; Secret (celestial being)\* (p. CI78) [-5]; Sterile (p. 29) [-3].

*Taboo Trait:* Power Investiture (Sorcery) [0].

*Skills:* one “native” human language at a default of IQ [0].

\* The Secret, if exposed, turns into unwelcome attention or Enemies who will try to capture the character.

\*\* Angels are Humble, demons are Proud.

Total cost for a standard angel or demon is 480 points. Any character based on this template must also have the

Body-Hopping advantage (p. 30), the No Vessel disadvantage (p. 38), or one or more Vessels (p. 11).

Additionally, all celestials in *In Nomine* are members of a Choir or Band. Typical celestials also work for a Superior (Archangel or Demon Prince) and have certain advantages and disadvantages dictated by his nature.

### Choirs and Bands

Choirs of angels and Bands of demons are the “races” of celestial beings – the instruments of the Symphony – each with its own unique nature (see Chapter 3). The Choir and Band templates must be added to this basic celestial template to form a complete racial template.

### Superiors

While a celestial's Band or Choir defines some very fundamental things about his character, *who* he serves is in many ways far more important. It defines not only what type of Earthly missions he'll be assigned, but his perspective and to some degree his motivations. If his Choir or Band represents what sort of instrument he is, his Superior could be thought of as the style of music he plays.

Most celestials have a Choir or Band attunement for their Superior, and this must be added to the Choir/Band racial templates for a complete basic celestial character before any customization. Serving a Superior – or *not* serving one – also brings certain advantages and disadvantages; these are part of the character customization process, after Choir or Band is decided.

Summary tables for the point costs of Choirs and Bands, Choir/Band Attunements, and Superiors can be found on p. 40, and a checklist for celestial character creation is on p. 17.

### *Servitors* + *Choir/Band attunement* + *Superior cost*

The vast majority of the celestial population are *Servitors*. They do the bidding, ultimately, of a *Superior*: an Archangel or Demon Prince. They may be small demonlings or angelic relievers (p. 25), new-fledged angels or demons, or powerful beings known as *Word-bound*, whose very selves are tied to a concept in the Symphony. But they all serve, taking orders and following them, though not always with enthusiasm.

Fortunately, most *Servitors*' orders give them some room to maneuver, and a little time to kick back and relax on their own. Of course, the strictness of the *Superior* varies. Some would rather kill a *Servitor* than have it disobey them; others don't much care what the *Servitor* does, so long as the final result is useful. While Demon Princes are the original "Bosses from Hell," a lot of the Archangels aren't much better. And even the "easy" *Superiors* can be so eccentric that their *Servitors* sometimes despair of doing the right thing.

Most celestials were originally created by their *Superior*, and have a natural affinity for that *Superior*'s style of management. Hopefully, they will keep that throughout their lives. A celestial can switch *Superiors*, but it's not common. Loyal *Servitors* (or lucky ones) can earn Distinctions – celestial Rank (p. 27) and other rewards. Disobedient or unlucky ones are punished, with scut-work or worse . . .

*Servitors* are the "default" celestial characters in a canon *In Nomine* campaign. They add the cost of their *Superior*'s Choir/Band Attunement to their "racial" Choir or Band total (see Chapter 4, *Superiors* and the summary tables on p. 40). In a canon campaign, *Servitor* characters start with this total – whatever it happens to be – as their base cost, and add 100 points for customization, with the usual limit of -40 points of disadvantages and -5 of quirks. Out of this, they then must pay their *Superior*'s point cost.

### *Disfavored* -35 points, with variations

And then there are those who do *not* serve. They may have fallen into political hot water, disobeyed their *Superior*, or violated their own nature a few too many times. But now they're *Disfavored*, and on the run from their *Superior*. Worse, they're probably sought by the

## VESSELS AND HOSTS

Most angels and demons inhabit *vessels* while in the corporeal realm. Standard vessels look human, and cannot be distinguished from human bodies with modern medical tests. In a futuristic campaign, a bioscanner might be able to pick up on differences. If the GM wishes celestials to be detectable from humans with a detailed medical examination, he should subtract 5 points (Unnatural Feature – medically non-human) from the vessel cost (see p. 34). However, part of the "flavor" of the background is the idea that vessels seem completely human; a GM will be justified in assuming that Heaven and Hell can keep up with improvements in diagnosis technology!

Vessels are sustained by the Symphony, so they don't need to eat, drink, or sleep. Some celestials choose to do all of these things, but it's strictly optional. Vessels do need oxygen, but they aren't susceptible to aging, disease, heat, or fatigue. They heal physical damage quickly (see p. 141). These things, if noticed, will be interesting or amazing to a doctor, but he won't be able to find out *why* the vessel has these miraculous abilities, because they *are* miraculous.

Vessels don't have to appear human. Jordi's angels, for instance, usually prefer animal vessels. Some *Superiors* grant their *Servitors* the ability to use special kinds of vessels; for instance, David's angels may wear bodies of stone.

Vessels are normally Sterile. There are Songs that allow reproduction with humans, but using them is against Celestial law.

### *Hosts*

A "host" is a normal human or animal who has been temporarily taken over by a celestial. Hosts gain the physical superiorities of vessels, but only while they remain inhabited by celestials. A little girl who is hosting a powerful angel might keep watch on a cold rooftop for a week, not eating or sleeping, without harm to herself. Likewise, hosts will display the Discords of their "riders," giving spooky physical evidence of their demonic, or angelic, possession.

For more on hosts, see the descriptions of the *Kyriotates* (p. 54) and *Shedim* (p. 71), the bodiless celestials who depend on hosts to manifest in the corporeal world.

secret police of Hell (the Game, p. 110) or the internal security of Heaven (Judgment, p. 86). Or all of the above.

*Disfavored* angels are called *Outcasts*, while demons become *Renegades*. The differences in how the two groups come about are discussed below, but all the *Disfavored* have several things in common.

## HEARTS

*There are places in every Archangel's Cathedral which are treated with particular reverence. Bright grottos, soft grassy lawns, stone hallways set with countless nooks – these sacred places are full of softly glowing globes, from marbles to basketballs, which seem to be made from crystal and weigh much less than you'd expect. These are the Hearts of angels. No matter how hard the road or how dark the nights, an angel's Heart will always be there, singing quietly of the Symphony's love and caring for that specific being.*

*Likewise, in every Principality of Hell, there are places which are well guarded – concrete bunkers, pits covered by locked grates, stone hallways set with countless nooks. These are the hiding places of the Hearts of demons. No matter who a demon's betrayed, no matter who's betrayed him, his Heart is always there, pulsing to his personal symphony: an external sign of the power and adoration that could be his, if the Symphony were bent to his will.*

For celestials, Hearts are a piece of their very beings – crystal soap-bubble souls. They are always there. Angels feel God's love for them radiating from their Hearts. Demons indulge in the ultimate narcissism. When their owners are in the celestial realm, their Hearts shine like stars (or glow like a furnace, depending).

Hearts cannot be moved, save by the owner or his Superior – and Princes rarely allow their servants to take them out of the Prince's "safekeeping." If an angel's Heart is touched by someone other than a close friend or his Archangel, it will shrill a warning, and when next the angel sees it, he'll know someone tried to pick it up. (However, an angel can, with his Superior's permission, *give* his Heart to a friend to hold.) Touching a demon's Heart is more painful:

they scream in outrage and burn red-hot until dropped. Should a celestial be soul-killed, his Forces entirely disbanded, his Heart will shatter immediately.

If someone has gone missing, and his Heart can be found, a few moments' contemplation will reveal within it an image of the celestial and his current situation.

Hearts are also beacons, calling to their owners. They are only given to fledged angels, or fledged demons who are assigned Earth duties. When ascending to the celestial plane (unless using a Tether, p. 188), a being will always manifest next to its Heart; this includes returning to Heaven or Hell when one's vessel is slain. Those without such beacons must use Tethers or follow others to their Hearts, if they wish to get to the celestial realm.

Only Superiors can create Hearts, and only for beings of their own nature – Princes create demonic Hearts, Archangels make divine ones. Each Heart incorporates its maker's dissonance conditions, and binds its owner to the Superior's Word.

If an angel acquires enough dissonance to become Outcast (p. 13), his Heart cracks and darkens, but he is still bound to the Word (and dissonance conditions) of the Heart's creator. A demon, on the other hand, if he can hold his Heart, can make a Will roll and *shatter* it, becoming a Renegade (p. 13) who is no longer bound by his Prince's dissonance conditions. However, this wounds his innermost self, inflicting a level of Discord (p. 151). Perhaps an angel could do the same, but any who would contemplate destroying their link to Heaven are heading for a Fall anyway.

A Disfavored celestial loses the Rites (p. 32), Divine Favor (p. 26), and Duties of a Servitor. Disfavored are normally Heartless (p. 38) and so also lose the Superior's Dissonance Condition (pp. 37, 76). They immediately fall to Celestial Rank 0 (p. 27) [0] and gain a Social Stigma as an outlaw [-15]. Any Rank from Distinctions (p. 31) is lost, but their special abilities are retained. They gain their side's "security" force, the Servitors of Judgment or of the Game, as Enemies. Either counts as a large group, worth -30 points, but they appear rarely (on a 6 or less) [-15]. Thus, Disfavored celestials start with 30 points of disadvantages, plus others specific to the particular type of Disfavored.

Many Disfavored also have Discord (p. 151), which may have been the cause of their problems!

Disfavored PCs must still decide who was their *former* Superior, since they will retain his Choir/Band Attunement (along with any other attunements and Distinctions they'd earned). Canon player characters

start with their Choir or Band cost, add the cost for the Choir/Band Attunement of their former Superior, and have an additional 100 points for customization. They do *not* pay for having a Superior, since all the advantages and disadvantages included in the Superior's point cost do not apply. If the GM allows starting celestials to purchase Distinctions, they are each 5 points cheaper, since the included celestial Rank does not apply to the Disfavored.

PCs should use the Heartless or Secret Heart types of Disfavored – someone with a Superior as an active enemy will rarely survive his first adventure! The standard -35 point cost of Disfavored is part of the "racial" cost of the character; the points are added to the standard 100 customization points, giving Disfavored celestials 135 customization points – and they'll need them! If a PC's circumstances are unusual, with a different point cost, the difference between the total Disfavored point cost and -35 points is a personal advantage or disadvantage (for example, see *Renegades with Hearts*, p. 14).

### Outcasts

#### + Choir cost - 35 points

An angel who violates his own nature, disobeys his Archangel's most basic principles (Dissonance Conditions, pp. 37, 76), or simply has a really bad attitude, may become an Outcast. By his own will, or that of his Archangel, he is cast into exile on Earth. This is punishment, and sometimes also a lesson in what it means to be truly alone, without the aid of Heaven. If he went Outcast on his own, because he was acting against his nature, the Servitors of Judgment (p. 86) will do their best to find him and bring him back for a trial and sentencing. If his Archangel cast him out as a lesson, Judgment may have been informed, and will ignore him as he makes his lonely way across Earth. Maybe.

An Outcast may eventually repent and be accepted back into Heaven. Or he may Fall (p. 148), and become a demon.

In addition to the common -30 points of Disfavored disadvantages, Outcasts are always Heartless [-5]. In rare cases, the Game Master may allow an Outcast to start without the Enemy (Judgment Servitors) disadvantage, or reduce its value to represent the fact that he is merely being watched closely.

### Renegades

#### + Band Cost - 35 points

Demons go Renegade for many more reasons than angels go Outcast. They may have been responsible for (or accused of) some heinous failure in their dark Lord's plans. They may have disobeyed his personal strictures (Dissonance Conditions, p. 37) enough times that they have become sick from it. They may have developed a Discord (p. 151) like Sense of Duty (everyone) or Total Pacifism. They may believe they can pull off something brilliant, on their own, that will let them be granted some huge favor by Lucifer. Or they may simply be tired of being bossed around and used for cannon fodder. For whatever reason, they've packed their bags and vanished into the masses of humanity.

Naturally, the Renegade's former Prince will be upset with him, and would much rather roast the disobedient demon on a spit than let him roam free across the Earth. Furthermore, the secret police of Hell, Servitors of the Game, do not like defectors. *They* would rather see Renegades roasting on spits on Hell-wide video broadcasts, as examples to other potential traitors.

Any demon may eventually decide that he'd rather be an angel, and seek redemption (p. 149); Renegades have a certain incentive to do so, but it is by no means assured. Most Disfavored demons are just lazy, cowardly, or otherwise disinclined to serve anyone but themselves – not turning towards selflessness.

## "TEMPS" AND ORPHANS

Sometimes celestials wind up serving someone who isn't their real Superior. Servitors of Creation (p. 88) and Free Lilim (p. 70) are the most likely to be in service to someone else, but any celestial might be "seconded" to serve another Superior from time to time. They always retain their original Dissonance Condition (if any), Choir/Band Attunement, and Rites – along with any other attunements they've managed to pick up. They can get Servitor Attunements and Rites from their temporary master, and may also receive Choir/Band Attunements, but *only* for their actual Choir or Band. (If they want to get others, they'd have to actually *change* Superiors – and they'd lose any Choir/Band Attunements from their *old* Superior, save their personal one!) If a "temp's" actual Superior is present (i.e., not Eli), then his Heart is usually kept in his true Master's Domain.

"Orphans" are Servitors whose Superior is *dead*, or at least removed from celestial ken – such as by being called to the Higher Heavens. Their Rites cease to work, as the conduit between them and the power of their Master's Word is broken, but if the Word is still powerful, their attunements and the supernatural abilities conferred by Distinctions will still function, and as long as they have a Heart, they will have their old Dissonance Conditions. (Servitor Attunements granted by a non-Superior Word-bound rarely persist after that being's death.) The orphan may seek service with another Superior, binding to him and becoming his Servitor; stay attuned to their dead master's Word while in service to another, much like a "temp," above; or strike out on their own, as Disfavored, with their Hearts shattered or hidden.

The latter choice is more popular with demons, but there are angels who choose that path! Most notable among these are the Tsayadim. They are those Servitors of Uriel, Archangel of Purity, who refused to abandon their master's Crusade to purify the Marches of the creatures of myth and ethereal "gods" (p. 178), even after God Himself summoned Uriel into the Higher Heavens. Some of Uriel's Servitors eventually returned to Heaven, taking service with other Archangels. But some continue faithful to their master's last purpose; they are a bitterly proud and lonely clique. Many continue to haunt the Marches and slay ethereal spirits whenever they can. (And, for whatever reason, no Tsayadite is known to have Fallen, no matter their Choir . . .)

## STARTING WEALTH FOR CELESTIALS

Most celestials do not have wealth in the normal sense – the celestial realms run on Essence, not money, and Essence can't be accumulated easily. Any artifacts (see p. 169) a character may have are bought with character points, not money. Celestials with Roles (p. 32) will have a wealth level for each Role; figure starting wealth normally for *each* Role. For modern-day Earth, this is \$15,000 for average wealth. Celestials *can* transfer money between their Roles, but having too much or too little money in evidence for a Role can degrade it – an in-game penalty for failing to Role-play!

Disfavored celestials (Outcasts or Renegades) without Roles often accumulate personal corporeal possessions and money, since they have no Patron to rely on for equipment. Treat their main vessel as having an associated wealth level in this case.

For other celestials without Roles, their Superior's organization will typically provide a small living allowance in cash, a modest apartment or other appropriate living quarters as a base of operations, and other mundane equipment as needed for their current assignment. Assume that all celestials have access to the sort of household items any average local citizen would have: a TV, VCR, telephone, assorted small tools, and the like. However, vehicles, guns, and other major or unusual items must be purchased or otherwise acquired specially.

It's easy to acquire cash and equipment using celestial powers – but celestials should remember that they aren't supposed to attract attention from the mundane authorities, unless they have a Role that can stand up to such scrutiny.

The typical *successful* Renegade has managed to shatter his Heart, leaving his Prince (and the Game) no easy way to track him down. Since Hearts also shatter when a celestial is soul-killed, a shattered Heart isn't clear evidence of a Renegade. Someone will investigate, but unless he's spotted and recognized, a Heart-shattered Renegade is relatively safe. The typical Renegade thus has the basic -30 points for Disfavored, plus Heartless [-5], for a total of -35 points.

### *Renegades with Hearts*

**+Band cost - 75 /105 points**

A Renegade who is simply AWOL, leaving his Heart under his Superior's control, will be quickly tracked down by his Prince and destroyed . . . slowly and painfully. This

threat is nearly constant (occurring on 15 or less). Such a Renegade lacks the Heartless disadvantage but increases his Enemy cost to -90, for a net Renegade cost of -105 points.

If the demon manages to hide his Heart, he will not be Heartless, but he has a Secret that will result in near-certain death if exposed. Since the value of a Prince as an Enemy, appearing nearly all the time, is -90 points, a Secret Heart is worth -45 points. The net cost of a Renegade with a Secret Heart is -75 points.

A Heartless Renegade is only constrained by his Band's Dissonance Condition (p. 37), which is included in the Band cost. If his Heart is still intact, he is also still subject to his former Superior's dissonance rules, and gains the points for that disadvantage, as listed in the Superior's description in Chapter 4.

Any points beyond the standard -35 for Renegades are considered "personal" disadvantages, and count against the character's -40 point limit. Thus, a "normal" Renegade includes the -35 points for Renegade in his "racial" base cost and does not list it as a separate disadvantage. A Renegade with a Secret Heart lists "Secret Heart" as an additional -40 point disadvantage, and a Renegade who's simply AWOL, with his Prince after him, lists "AWOL" as a personal disadvantage worth -70 points.

### *Word-Bound*

A celestial can become bound to a concept in the Symphony, such as War or Lust, or the sense of peace and nature inherent in Flowers. Ever after, they will view the universe through the lens of their Word, seeing everything in terms of the concept that they have accepted into themselves. The concept becomes part of the being, sometimes subsuming the celestial's own personality to the extent that it is more a quirky avatar of the Word than anything else. If their personal nature is somehow in opposition to the nature of the Word, they can become mentally unstable. The angel or demon's very life is linked with the concept, and he grows in power with it, or withers as it does.





On the plus side, the Word-bound gain abilities relating to their Word, and they *can* grow in power by promoting the growth of that concept on Earth. If you are the Angel of Willows, it is in your best interests to see that willow trees become a symbol of something (so that they will be in human thoughts often), and are frequently planted. If you are the Demon of Strippers, you want more strip-clubs across the world, and promote exotic dancing as a way of spicing up one's life.

All Superiors are Word-bound, to concepts which are *very* powerful within the Symphony – both because they are strong themes, and because the Superior and his Servitors *ensure* the strength of the Word by promoting it! Andrealphus, Prince of Lust, is very concerned that humanity glorify sensation over emotion, while Michael, Archangel of War, seeks to maintain the concept of the struggle for righteousness.

Angels and demons will view the same Word differently, and of course they try to promote *their* take on their Word. Gabriel and Belial share a Word: Fire. (This unwelcome sharing is commonly thought to be a major cause of Gabriel's madness.) However, Gabriel has always incorporated the metaphorical meanings of Fire – inspiration, passion, divine punishment – as well as the more literal warmth and burning. Indeed, since Belial claimed the infernal Word of Fire, many believe Gabriel has tried to *avoid* promoting the destructive aspects of the Word – reducing her own power and denying an element of her very self. (Belial, who never drew power and identity from the divine elements of the Word anyway, is less bothered.)

Still, even polar opposites with a shared Word must sometimes cooperate. No matter how much the Angel of Cities hates the slum-ridden, crime-filled dreams of the Demon of Cities, they *both* lose if humanity starts moving to small, rural villages, and leaves the skyscrapers and apartment complexes standing vacant.

No character starts out Word-bound – the powers of each Word are different, and must be defined by the GM individually. Words are not mere advantages to be bought. They are fundamental alterations to a celestial's personality, and neither the Seraphim Council in Heaven, nor Lucifer in Hell, will give a Word lightly. In both cases, quests are the rule, testing the candidate (and any others who seek the same Word!) to see if he is worthy of holding it. Having your Superior petition in your favor is very important in Heaven. In Hell, Lucifer may be amused by an upstart who asks for a Word without the permission of his Demon Prince. Or he may *not* be amused.

If an angel fails the test, he is rarely penalized for trying. If a demon fails, or succeeds but doesn't impress the Lightbringer, he could find himself the Demon of Small

## SEX AND THE SINGLE CELESTIAL

Angels and demons on Earth, like other people, can fall in love . . . or lust. While not all celestials express their affection through sex, they can when they want to. It doesn't weigh on their alien minds the way it seems to constantly creep into human thoughts, but it does come up, and it bears mentioning because humans always ask.

Many angels believe that such activity interferes with contemplation of the divine. Regardless, few of them abstain entirely, believing that God wouldn't have given them the inclination if He really minded it happening every now and then.

Since all celestials (except the Grigori, p. 57) are sterile without a forbidden Song, or the intervention of a Superior, they don't have to worry about *those* consequences of their actions. However, a non-Calabite celestial with a male *and* female vessel can act as a very short-term "sperm bank" with a little change between bodies . . . (The Calabite aura of entropy destroys the cells if they try this "succubus trick.") Also, though angels and demons are immune to social diseases, they *can* carry germs on their vessel's surface and clothing.

Things That Go Squish Underfoot – or simply slain in amusingly agonizing ways for wasting the First Balseph's time.

Every Word-bound celestial gains at least one supernatural ability and Rite related to his Word, as well as Rank appropriate to the Word's power. (The GM and player should discuss the nature of each, and the GM assigns a suitable point cost.) A Word-bound can share his ability with others, as a Servitor Attunement, at a cost in Essence equivalent to the total Power Investiture of the being so gifted. (He may also remove it later, with a touch and the same Essence expenditure.) Likewise, he may share his Rite – but any time that Rite is used, the energy is taken from *his own* Essence! If his Word becomes more powerful, so will he, gaining additional Power Investiture, increased attributes, and possibly even advantages, as the GM sees fit. Likewise, if his Word weakens (as happened with the Demon of Buggy Whips), his Power Investiture levels and attributes may decrease, and he can lose advantages or gain disadvantages, again as the GM chooses. He may even die, dissipating into the Symphony as his Word becomes nothing more than a memory. Except for those with dying Words, most Word-bound celestials are at least 750 points, and Superiors are *far* above that.

## VARIANT STARTING POINT VALUES

The default point allocation for *GURPS In Nomine* mimics the character design process from the *In Nomine* system: you get your Choir or Band and Choir/Band Attunement for free, and have a certain (small) number of points to spend on *everything* else. Discord could be taken, returning points like a disadvantage. In *GURPS In Nomine*, the default “customizing” points are set at 100, in part because vessels are very expensive.

GMs can, naturally, change all these values. Here are some suggested variants.

*Fewer customization points for celestials.* Since celestials start out with higher characteristics than mortals, they won't be crippled by this option, and it will help human characters compete in the high-stakes War between Heaven and Hell. This can also result in celestials who are more focused and “simplified” in nature, which is perfectly appropriate for beings who view themselves as facets of the Symphony (angels) or a Fallen version of such! A lower limit of 50-60 points is suggested, to allow a vessel or two to be purchased.

*More “free” stuff.* Best if combined with the above option,

this variant requires the GM to prepare a partial template, or several, which count as the “kit for celestials on Earth.” This would provide a vessel, some basic skills (Language skills, Driving, Area Knowledge, etc.), perhaps skills appropriate for the Superior served (such as Brawling for Michaelites or Baalites), and an appropriate Role. With all the basics provided for, 15-20 customization points would suffice.

*Pay for everything.* The GM should design a few characters to start with, before setting the fixed number of points the players can use to create characters. 675 points (plus 45 from disadvantages and quirks) is a good value, biased somewhat to the high end to allow a very point-frugal Kyriotate. This option is best with a mixed-genre group, such as *GURPS Supers* campaigns might spawn, or if the GM wishes to ensure that all characters have the same point value. In the latter case, he might let players choose their PCs' basic “freebies” first (Choir/Band, etc.), pick the highest-value one, and give that amount (plus customization points) to all the other PCs.

### *Remnants*                      *37 or 12 points* + *Choir/Band Attunement*

If a celestial takes enough damage to his very soul, it can weaken him permanently (p. 145). In the worst case, the damage strips away his divine (or infernal) nature, leaving him a shell of his former self. His Heart shatters (p. 12), as if he had Fallen, redeemed, or been entirely soul-killed. His memory of his previous existence fades, leaving only vague impressions and strange emotions. If he has a Role (p. 32), he will live it, bound into the vessel associated with that Role and believing himself to *be* nothing more than a mortal. If he has no Role, then he wanders the Earth, confused, with his Will and perceptions vastly reduced. If he is lucky, he may remember that he sacrificed something for what he thought was good reason. He is a Remnant.

Perception-based celestial powers (resonances, attunements, etc.), and Songs with similar effects, do not work on Remnants – it's as if they simply *aren't there*. In fact, this is mostly true: a Remnant's nature is entirely confined in flesh, much like that of the undead (p. 22). When the vessel dies, the last traces of the individual are dispersed into the Symphony. But remember, celestial vessels don't age . . . a Remnant can last for a very, very long time.

Remnants cannot be repaired – even if a Superior could replace the tattered remains of the soul, the result

wouldn't be the same entity, but a new being who had vague memories of being a Remnant.

To a celestial, Remnants are the walking dead. Their fellows may leave them to their muddled half-lives, help them find a little happiness, or give them a clean death, but they are never really *comfortable* around Remnants. And Remnants are rarely comfortable themselves, around beings who can only remind them that they lost something very, *very* precious to them – and then forgot what it was.

A Word-bound Remnant does *not* lose the Word to which he was bound. This means that the Word cannot be granted again while the Remnant survives.

Remnant characters are created as modified humans, with no attribute modifiers, but with advantages and disadvantages that reflect their celestial nature.

*Advantages:* Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Essence Control +5 [20]; Immunity to Disease [10]; Invisibility (Only to celestial perception abilities, -50%) [20]; Power Investiture (Corporeal or Ethereal) +1 [10]; Slow Regeneration (corporeal and Mind hits) [10]; and Temperature Tolerance +10 [10].

*Disadvantages:* Absent-Mindedness [-15]; Disturbs Symphony [-15]; Sterile [-3]; and Weak Will -5 [-40].

*Taboo Traits:* Awareness; Power Investiture (Celestial or Sorcery) [0].

Total cost to be a Remnant with a Role is 37 points, not including Choir/Band Attunements.

## CELESTIAL CHARACTER CREATION CHECKLIST

1. Start with the celestial template (p. 9).
2. Add the Choir (pp. 44-58) or Band (pp. 59-74) template.
  - 2a. For Calabim (p. 64), pick their Discord.
  - 2b. For Malakim (p. 52), decide on their oaths and get the GM to approve them
3. Select your Archangel (pp. 82-107) or Demon Prince (pp. 108-135).
  - 3a. If you're in service to another Superior, decide who.
4. Unless you're a Free Lilim, add the Choir/Band Attunement for your (ex-)Superior.
5. Total the point costs. The GM gives the character that many points, plus customization points (usually 100). The normal -40 points of disadvantages and -5 points of quirks may also be taken.
6. Choose whether you're a Servitor (p. 11), Disfavored (p. 11), or a Remnant (p. 16). If you're a Lilim (p. 68), decide if you're Bound (a Servitor) or Free.
  7. Servitors add their Superior cost: Dissonance Conditions, Rites, Divine Favor, and Duty.
    - 7a. Eli's Servitors add the Divine Favor (invocation and Duty) cost for the Superior they're in service to.
    - 7b. Free Lilim take Lilith's Superior cost (optional), plus 9 level-3 Geases owed to her (required).
  8. Customize the character.
    - 8a. Distribute your levels of Power Investiture among the three realms – Corporeal, Ethereal, and Celestial, with a minimum of 1 each. *Exception:* Remnants *cannot* have Power Investiture (Celestial).
    - 8b. Purchase Resources – Songs, skills, advantages, attunements, artifacts, etc. (Remember to buy anything your Superior *requires*, such as an animal vessel for Servitors of Jordi (p. 96), or the Consume attunement for demons of Haagenti (p. 118).)
    - 8c. All celestials (except Kyriotates and Shedim) *must* purchase at least one vessel to exist on Earth!
    - 8d. Free Lilim may, with the GM's approval, purchase Lilim attunements from other Princes; the GM may require a Geas to be owed to the Prince, or that the Lilim simply have a suitable back story of how she paid for the attunement.
9. Create a history for your character (brief or detailed, as you and the GM see fit).

If the Remnant had no Role to fall into, he adds Zeroed [10]; Confused [-10]; and Total Amnesia [-25], for a total of 12 points.

Remnants cannot have Celestial Power Investiture or Awareness, though they may have any level of Corporeal or Ethereal Power Investiture. They retain any Choir/Band or Superior Attunements, Rites, and Distinctions they had before, except those that required Perception or Will rolls to use. The celestial Rank for retained Distinctions is lost, so Distinctions cost Remnants 5 points less than the listed value. They may know and use Corporeal and Ethereal Songs, if they have the appropriate Power Investiture. Because Remnants are always the result of traumatic circumstances, they often have significant physical or mental disadvantages beyond the standard ones. Remnants are still considered celestials, and disturb the Symphony normally (see p. 137).

In a canon campaign, a Remnant should start with 100 points, plus the cost of his original Choir/Band Attunement from his former Superior, *if* that is still usable.



## HUMANS

Many celestials forget that the War they are fighting is, ultimately, about humans. But those frail mortals are more than just clever monkeys, and they have an important place in the Symphony – and the War.

### *Mundanes*

### *0 points*

Those who are not aware of the War – or at least of some twisted half-truth a celestial contact told them – are termed “mundanes” by those who *are* in the know. They may be good, evil, or just confused, but they're not (knowingly) fighting for one side or the other. Their destinies and fates are the whole *point* of the War. However, most demons – and unfortunately, many angels – merely count these human souls as their score.

Some mundanes get drawn into the War, becoming “aware” (see p. 18), or even Soldiers (p. 18) for one side or the other. But the vast, *vast* majority of humanity live their lives in blissful ignorance of the battles that rage behind their backs. And both Heaven and Hell want to keep it that way.

Mundanes and aware humans may be built on any point total typical for humans, ranging from 0-point children to 100-point “hero material” and beyond. Any of these could be aware of the War. Being a mundane or an aware human in a canon *In Nomine* campaign is worth no points.

## AWARE HUMANS

Those who have learned of Heaven and Hell are “aware” – though they may not have received the Awareness advantage (p. 26). They can perform no Songs (p. 156), and likely have no special abilities, even if they’re actively assisting a celestial as an Ally (or Dependent . . .).

However, there’s a chance they’ll attract enough attention that they’ll be recruited for a larger role. See *Soldiers*, below.

Being aware of the War is neither an advantage nor a disadvantage. The mortal only knows a secret that he can’t tell – without becoming a target for both sides. He may occasionally gain a little by being connected with the celestial grapevine, but he’s just as likely to draw unwelcome attention from angels or demons who don’t like mundanes Knowing Too Much.

Mundane 100-point characters make a good starting point for a “stealth” *In Nomine* campaign revolving around humans, with celestials as NPCs. The player characters slowly uncover the Truth, and will eventually be recruited as Soldiers. Character points earned in the process can be used to pay the cost of becoming a Soldier.

### Soldiers

### 46 points

A Soldier is a mortal who is aware of the War, has the Symphonic Awareness advantage [15] (p. 26), at least one level of Power Investiture (usually Corporeal; p. 27) [10], and an Essence Control (p. 31) of 6 [21]. (The level of the Essence Control may vary slightly, and is usually equal to 2/3 HT; the price of this template should be adjusted appropriately.) Soldiers can learn, and use, Corporeal Songs (p. 156). They may even gain Servitor Attunements (p. 30) and Distinctions (p. 31) – special abilities granted by the various Archangels and Demon Princes – but mortals may not normally invoke Superiors (p. 79).

Any human with a level of Power Investiture is termed a Soldier by celestials, even if that person has somehow gained his ability *without* coming into contact with angels or demons, and would otherwise be thought of as a mundane! Despite the name, Soldiers are not primarily used as front-line combat troops in the War. They commonly serve as aides, scouts, and spies. But some wield swords, Uzis, or chainsaws in the service of the Lord . . . or Lucifer.

Soldiers have two major advantages in the War. First, their actions make no disturbance (p. 137) unless they spend Essence on supernatural abilities. And, since they

are humans, attacks on them by celestials *do* cause disturbance, which gives them a little extra protection – often, angels and demons are reluctant to attack a human, for fear of alerting enemy celestials.

Mundanes with the proper potential can become Soldiers, gaining the Symphonic Awareness, Essence Control, and Power Investiture advantages. Only a few exceptional humans have the potential, and it’s hard for most celestials to tell the difference between Soldier-material and regular mundanes. Certain attunements can determine a human’s potential, notably Divine Destiny (p. 107) and Fated Future (p. 123). The Seraph of Creation Choir Attunement can also detect a proto-Soldier on a critical success. A Shedite, Kyriotate, or someone using the Song of Possession (p. 166) can tell if their host *has* Power Investiture, but not if he is capable of gaining it. For convenience, the Game Master can assume that all humans of 100 points or more have Soldier-potential.

Most commonly, the human is recruited by an angel or demon, who sponsors the candidate to his Superior. If the Archangel or Demon Prince sees the human as useful, he attunes the human to the Symphony (granting the Awareness, Essence Control, and Power Investiture advantages). This can be done personally, or by an initiation ritual.

There are other ways of awakening a recruit’s potential, usually by putting him into a series of high-pressure, life-or-death situations, or through long, rigorous training. If he survives, he’s likely to develop a Symphonic linkage from the experience. If he doesn’t, well, he probably didn’t have the potential after all. (Demons are most likely to use this “evolution in action” method for sorting the wheat from the chaff, but some angels are equally cold-blooded about testing their recruits.)

The new Soldier is usually then assigned to the sponsoring celestial. This typically counts as a rather dangerous Duty that occurs quite often (12 or less) [-10] – both sides are short-handed! Most humans don’t give up their day job to join the War; the few who do are on duty almost all the time [-15].

Many Soldiers also have a Code of Honor similar to their Superior’s dissonance condition. This may happen due to selective recruitment, or simply from long association with celestials serving that Word.

For the most part, the Soldier’s immediate boss (usually the celestial who recruited him) does *not* count as a Patron. Even angels have a tendency to treat humans as mere pawns in the War . . . Cherubim (p. 46), however, are likely to take their Soldiers under their wings, as long as the humans serve loyally.



Soldiers are built as normal 100-point humans. They must buy Awareness, Essence Control (typically with a level of 2/3 their HT), and least one level of Power Investiture, which is nearly always limited to the Corporeal type. (But see *Dream Soldiers*, below.)

A regular Soldier with Ethereal Power Investiture requires a 10-point Unusual Background in a canon campaign; Celestial Power Investiture requires a 20-point Unusual Background. While these are not uncommon in non-human characters, a Soldier with Ethereal or Celestial Songs (p. 156) has considerable “surprise value” in combat with celestials.

When creating a Soldier character, the Duty counts as a regular disadvantage. If a mundane becomes a Soldier in play, the GM may allow the value of the Duty to reduce the cost of the advantages gained.

### ***Soldiers of God***

Soldiers of God, naturally, are those Soldiers who serve Heaven. Some are members of “aware” organizations, like the Purifiers, based in the Vatican, but many operate alone, under the guidance of an angelic contact. Ultimately, all Soldiers report to two Archangels – the Superior of their angelic patron, and Laurence, Archangel of the Sword and Lord Commander of the Armies of God (p. 98). Many Soldiers are unaware of that second master – until an angel of the Sword shows up and starts giving them orders.

Being a Soldier of God is a good way to get into Heaven, but it's not a sure thing. If you embrace your fate (p. 147) while ostensibly doing the Lord's work, or behave in selfish ways, you still might end up in Hell . . . or at least dissipated back into the Symphony upon your death.

### ***Soldiers of Hell***

Tricked, bribed, or just plain mean, these humans work with demons, and ultimately take their orders from their infernal master's Prince, and Baal, Demon Prince of the War (p. 112) – when he bothers to pay attention to the little monkeys, that is. Demons often tell their human minions that serving Hell gets them a cushy spot in the after-life, or even the chance to become demons themselves. (That is, of course, a lie; mortal souls and celestial souls are different things entirely, and a human in Hell is just another Essence source unless he finds some way to be *very* useful.)

Becoming Hellsworn isn't quite signing your soul away, but it's close. Unless you get lucky, and somehow achieve your destiny (p. 147), you'll show up at Hellmouth Gate after your death, and you'll get to see if your demon buddies remember you or not.

## HUMAN SOULS

### 35 OR 15 POINTS

Dead humans appear at the gates of Heaven or Hell as *souls*. They lose all social advantages they had in life and keep all mental disadvantages. Physical disadvantages may be kept (most common in Hell) or wiped away at death (typical in Heaven). Souls always appear human in the celestial realm.

While the dead have a form in the celestial realms, it is not the Celestial Form advantage (p. 10), since normal humans cannot return to the corporeal realm at all. A soul's celestial form simply takes the place of his physical body when he was alive, and is no more of an advantage than a physical body is to a living human. Dead souls do gain Symphonic Awareness (p. 26) [15] and Essence Control +5 [20]. In Hell, most souls have Status -4 [-20]. A few especially useful ones rise as high as Status -1. In Heaven, the majority of souls are Status 0, though some angels will patronize them.

The cost to be a human soul is 35 points in Heaven, or 15 points in Hell.

### ***Pagan Soldiers***

These are Soldiers in service to the pagan gods, rather than celestials of either side. Most of them are also Dream Soldiers (see below), with Ethereal Investiture, but some are normal Soldiers serving primarily in the corporeal realm. Most Pagan Soldiers keep a low profile – the ethereal gods are very weak, and neither side of the War sees the ethereals as anything but pawns and targets.

Pagan Soldier characters are designed either as Dream Soldiers or the regular corporeal type.

### ***Dream Soldiers***

Blandine, the Archangel of Dreams, Beleth, the Demon Princess of Nightmares, and the pagan gods all prefer Soldiers with a strong affinity for the Marches – the realm of dream (p. 177). Their recruits are usually spotted in the Marches, using the Lucid Dreaming skill (p. 30).

If the human has the potential to be a Soldier, these Superiors grant them Ethereal Power Investiture instead of, or in addition to, Corporeal Investiture. Blandine and Beleth also frequently give their Dream Soldiers their Dream Walking attunement. Other celestial Superiors rarely create Dream Soldiers, though they can if there is a compelling reason.

## TRULY UNUSUAL CHARACTERS

And then there are the human – or at least mortal – characters who defy classification: the Soldier Rusty, a golden retriever given an increased IQ and a level of Corporeal Power by Eli; the often-monstrous Gorgons and Nephelim, the rare crossbreeds between humans and ethereal spirits or celestials; Blackie the Friendly Sedan, the soul of a dog somehow bound into an automobile; the Children of the Outcast Grigori . . .

Such beings are far more rare than the types described in the main text, but even to the miracle-jaded eyes of those who fight in the War, there are pockets of unexpected wonder.

Dream Soldier characters are designed exactly like regular Soldiers, but must buy the Lucid Dreaming skill as well as Awareness and one or more levels of Ethereal Power Investiture instead of Corporeal Investiture.

If the Soldier also has Corporeal Power Investiture, he must pay a 10-point Unusual Background cost. Dream Soldiers serving Blandine, Beleth, and pagan gods do not have to pay for Unusual Background to have Ethereal Investiture – this is normal for these Superiors.

### *Natural Soldiers*

Some very rare humans possess Awareness, Essence Control, and Power Investiture *without* celestial meddling. Such natural Soldiers (also known as “rogue Soldiers”) are eagerly recruited by both sides, if discovered. Until recruited, a natural Soldier owes no Duty to anyone, but he also has no normal way of acquiring Songs or attunements. This counts as a type of Mundane Background [-10]. If the Soldier is recruited by either side, the Mundane Background can be bought off by exchanging it for the typical Duty. Some celestials think natural Soldiers are all remote descendants of the Grigori (see *Children of the Grigori*, below).

### *Orphaned Soldiers*

Sometimes a Soldier loses his immediate boss, and has no other celestial contacts. These orphans may have learned Songs and possibly even gained an attunement, but they no longer have a Duty.

### *AWOL Soldiers*

Sometimes a Soldier runs away from his superior. This is more common with demonic masters than angelic ones, but from the human viewpoint, a lot of angels aren't very nice, either.

AWOL Soldiers no longer have a Duty, but they're quite likely to have an Enemy in their former master. A celestial as an Enemy is worth -30 points to a human character, but most angels and demons on Earth are busy with more important things than chasing former minions, so the frequency of appearance is usually “quite rarely” (half value, -15 points).

## *The Children of the Grigori*

**88 points**

While most celestials cannot interbreed with mortals, – except by using a forbidden Song – the exiled eighth angelic Choir, the Grigori (p. 57), could and did have offspring with humans. Contrary to popular belief in Heaven, these crossbreeds were not exclusively the monsters known as Nephelim. The majority were benevolent, even outstanding, examples of the human species: the true Children of the Grigori.

Possessing powers they themselves do not fully understand, the Children tap into the Symphony more deeply than any other humans except the most accomplished sorcerers. They have a talent for discovering and learning Songs, and often gravitate to occult groups, seeking an explanation for their differences from the mundanes. Some think they are the descendants of Atlantis, or of alien starfarers. Others simply believe they have the gift of magic. Few know about the War, or their own true origins.

Although the heritage of the Grigori has become diluted over millennia, enough Children of the Grigori surface through the workings of human genetics – and perhaps continued interbreeding by the remaining Grigori – that there are always a substantial number of the Children around. They often band together in small, secretive groups, knowing that they're *different*, and also that they're hunted by those who would use or destroy them. No one knows exactly how many Children there are today; probably there are at least hundreds, maybe many thousands, scattered all over the Earth.

Among those few angels who know the truth about the Children, some hope that they are God's hidden trump card in the War – they rarely turn to selfishness, regardless of their experiences, though many bitterly resent those half-understood forces that would use them. This makes them difficult to approach, even for angels, though there are occasional rumors that one or more Archangels are trying to collect them into some kind of cohesive force.

Even without angelic guidance, though, the Children are the kind of people whose lives tend to make a difference in others. Children of the Grigori always have a spectacular destiny (p. 147), though, like any humans,

they don't always achieve it. (And those who do have never been seen in the Earthly Heaven – they either ascend to the Higher Heavens directly, or aren't allowed in at all . . .)

*Advantages:* Alertness +3 (Only for detecting disturbance, -50%) [8]; Awareness (Symphony) [15]; Essence Control +6 (p. 31) [21]; Longevity [5]; Power Investiture +1 in all three realms (p. 27) [30]; and Musical Ability (Symphonic) +3 (p. 27) [9].

Total cost to be a Child of the Grigori: 88 points.

Children of the Grigori are always at least 100-point characters (when adult). PC Children should be designed as standard starting 100-point characters, based on the template above. They may buy additional Power Investiture, and any Songs, but should not start with any Rites, attunements, or Distinctions. In general, they will not be aware of the War, but many have mysterious enemies – sorcerers, demons, and even angels – who seek to use or kill them. Children appear to be mundanes until their late teens or early twenties, when their Awareness and Power Investiture gradually develop.

## Sorcerers

### 46 points

Sorcerers are summoners of ethereal spirits – sprites, elementals, etc. – and demons. They must have Power Investiture (Sorcery) [10] (p. 27), Essence Control 6 (p. 31) [21], and Awareness (Symphony) [15] (p. 26). By definition, sorcerers are aware of *something* beyond the mundane, but they aren't necessarily aware of the War between Heaven and Hell. Some of them don't even believe that demons are anything more than spirits of the Judeo-Christian myths! Most sorcerers are deluded pawns of the Realm Below. For more about them, see p. 174.

Design sorcerers as 100-point humans, paying the 46 points for Power Investiture (Sorcery), Essence Control, and Symphonic Awareness; adjusting the cost appropriately for an Essence Control level other than 6. Sorcerers may learn and use sorcery spells (see p. 174).

They may also buy Power Investiture for any of the three realms; in rare cases, a Superior – or powerful ethereal spirit – may grant this boon. However, the standard Unusual Background costs (10 and 20 points, respectively) apply for Ethereal and Celestial Investiture.

A sorcerer with Power Investiture for a realm may learn Songs of that realm – one of the reasons why sorcerers summon spirits. Power Investiture (Sorcery) also allows the use of Corporeal Songs, but *without* any bonuses for level. Spirits may also know and teach sorcery spells, but they cannot use them – they learn them only to trade with sorcerers.

## MORE THAN HUMAN

The character types below are still considered human, from the Symphony's viewpoint – they do not cause disturbance, except when expending Essence for Songs or attunements, and damage to them by celestials *does* cause disturbance (see p. 137).

More importantly, they're all still *psychologically* human. They have more latitude of free will – and more variable natures – than celestials. They lack the focused nature of celestials; thus they neither have resonances (p. 32) nor suffer from dissonance (p. 36). Neither can they Fall or be redeemed.

## Saints

### 95 or 130 points

If a blessed human spirit (former Soldier or otherwise) chooses to return to Earth and continue the fight, that wish is sometimes granted. The Saint may be reborn as an apparently-normal human, not knowing his nature until some critical event in his new life awakens memories of his prior life, Heaven, and his mission on Earth. The cost to be such a reborn Saint is 95 points. Or the Saint may be recorporealized in a new vessel (see p. 22).

While Saints are officially Servitors to Archangels, they are much more free agents than most celestials. Their duties are always focused on human affairs, and they are rarely given specific missions against the Other Side. Thus, they do not always have a Duty to their Superior, nor do they necessarily have the ability to invoke him. The Divine Favor advantage for their Archangel can be purchased separately (for costs, see the *Superior Cost Tables*, p. 40), and the Duty may be taken as a personal disadvantage. However, many Saints instead have a Sense of Duty to a large group of people or an aspect of the Symphony – this is what drove them to volunteer for Earth duty again.

*Attribute Modifiers:* HT +1 [10].

*Advantages:* Immunity to Disease [10]; Essence Control +7 [22]; one level of Power Investiture in each realm [30]; Slow Regeneration [10]; and Symphonic Awareness (p. 26) [15].

*Disadvantages:* Sterile [-3].

*Skills:* Lucid Dreaming at IQ [1].





Saints may learn any type of Song, and can have Rites, Servitor Attunements, and Distinctions, but not Choir Attunements. Additional levels of Power Investiture can be purchased, up to 5 in each realm. Saints have only one vessel at a time, and are not always given another at its death, but instead may be urged on to the Higher Heavens. When killed, they suffer Trauma normally. Unlike celestials, Saints still must sleep, and have dreamscapes, but they may freely travel the Marches using their innate Lucid Dreaming skill. Saints have a celestial form, but they can only use it inside a Tether (to ascend – see p. 188) or when in the celestial realm, and they can only return to Earth via a Tether, or if a Superior sends them back.

Saint characters should be built on 150 points, with -40 points of disadvantages and -5 in quirks.

### *Unawakened Saints*

Reborn Saints are mundanes (but very *good* mundanes) prior to their reawakening. An unawakened Saint has a secret advantage (p. CI16) that includes all the advantages in the template, plus any celestial abilities he will recover when awakened. Additional attribute levels may also be included – the unawakened personality often operates below full potential, like a Split Personality.

### *Recorporealized Saints* **130 points**

This type of Saint is sent back to Earth in a vessel, much like a celestial, rather than being reborn into a mortal body. His new vessel may or may not match his old mortal body.

Recorporealized Saints start with the reborn Saint template and add Doesn't Eat or Drink [10]; Temperature Tolerance +10 [10]; and Unaging [15]. Cost to be a recorporealized Saint is 130 points.

Since they have only one vessel and cannot use celestial form on Earth, they do not need to purchase their vessel with character points.

## *Undead* **varies by type**

There are ways to cheat Hell of your soul while still serving – and one of them is to become undead. The ceremony devised by Saminga, Prince of Death (p. 130), binds the soul to the body and imparts three levels of Power Investiture (one each of Corporeal, Ethereal, and Celestial; see p. 27), allowing the use of most Songs.

The catch is that when you die, you *die*. Your soul vanishes like a blown-out candle upon your physical death, never to be reincarnated or find an afterlife. All candidates are told this (the ritual doesn't work, otherwise), but not many care. And there may be other hidden costs . . . Mummies are fairly well off, but vampires have serious problems, and zombis are just plain mindless.

Undead can enter a coma-like sleep state with a Will roll, but cannot dream – they can only enter the Marches using the Corporeal Song of Dreams (p. 161) or the Dream Walking attunement (p. 115).

The Demon Prince the undead serves may grant him Rites or Servitor Attunements. The Prince of Death, Saminga (p. 130), also offers his Rites and Servitor Attunements to all undead, regardless of who they work for. Those serving him directly may also earn his Distinctions.

An undead may have a piece of a demon's soul bound into him by a Prince, allowing him to purchase a Band Attunement for the Band of the demon who donated (whether voluntarily or not), so long as it does not depend on the Band's resonance (p. 32). This is *very* rare, since most Princes would rather not deplete the energies of their infernal Servitors for a mere human. This counts as a 20-point Unusual Background, and may only be taken once.

The base undead template includes:

*Attribute Modifiers:* ST +1 [10].

*Advantages:* Awareness (Symphony) [15]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Essence Control +6 [21]; Extra Hit Points +5 [25]; Immunity to Disease [10]; Immunity to Poison [15]; Injury Tolerance (No Blood) [5]; Power Investiture (Corporeal) +1 (p. 27) [10]; Slow Regeneration [10]; Temperature Tolerance +10 [10]; and Unaging [15].

*Disadvantages:* Killjoy (Only affects physical pleasures, -34%) [-10]; No Body Heat [-5]; Secret (Dead)\* [-10]; Sterile [-3].

*Features:* Soul-dead when the body is killed [0].

\* The Secret turns into a Social Stigma (Dead) if exposed. This includes all the problems of being legally dead, as well as a -4 reaction modifier.

The basic template costs 168 points, to which is added additional costs for the particular types: mummies, vampires, and zombis.



## Mummies

208 points

If all goes well during the dark ritual to create an undead, the human becomes a mummy. Contrary to bad horror movies, mummies are not bandage-wrapped, but appear quite normal. They gain certain special abilities, and are usually more physically powerful than the average human.

A mummy adds DX +1 [10]; HT +1 [10]; Power Investiture (Ethereal) +1 (p. 27) [10]; and Power Investiture (Celestial) +1 [10] to the basic undead template, for a total cost of 208 points.

Mummy characters should be built on 275 points, and up to -40 points of disadvantages and -5 points of quirks. At least 30 points should be spent on additional supernatural abilities beyond those in the template, such as the Rites and attunements of the mummy's Superior or Saminga, or Songs.

## Vampires

117 points

A vampire is a slightly "broken" undead. Vampires are damaged by sunlight, and have some dark need they must fulfill if they are not to become drained of all their energies, easy prey for enemies. They don't *have* to suck blood or kill people (some are more like Japanese *gaki*, and feed on flowers or perfumes), but it's common.

Vampires add to the base undead template: Power Investiture (Ethereal) +1 (p. 27) [10]; Power Investiture (Celestial) +1 [10]; Essence Control 5 (instead of 6) [-1]; Dependency (weekly, causes Essence loss only) for *something* [-10]; and Weakness (Sunlight, 1d per minute) [-60]. Total racial cost for vampires is 117 points.

If the Dependency requires them to consume something (like blood or flowers), vampires lose the Doesn't Eat or Drink advantage [-10]; this counts against the -40 point personal disadvantage limit. The Dependency may also have a higher point value than -10 points, in which case the additional points also count as a personal disadvantage.

Vampires should be built as 175-point *GURPS* characters; at least 20 points should be spent on supernatural abilities – usually Songs, since few Princes will bother granting Rites or attunements to such weak creatures.

## Zombis

57 points

The least-desired result of the rituals of undeath is a will-less, soulless zombi. Zombis can also be created from dead bodies using Saminga's Zombi attunement. They retain most of their basic intelligence and the memories and skills they had in life, but have no real

volition of their own except a driving need for some particular substance that keeps them "alive."

Zombis lose Doesn't Eat or Drink, Unaging, and Slow Regeneration from the base undead template [-35]; get ST +4 and IQ -1 instead of ST +1 [25]; have Essence Control 4 instead of 6 [-2]; gain one Song of Numinous Corpus at IQ+2 [16]; and add Slave Mentality (p. CI94) [-40], Unhealing (p. CI106) [-30], and a daily Dependency (p. CI81) for something that is usually gruesome, like blood or eyeballs (treat as an *Occasional, Illegal* substance) [-45]. Total cost to be a zombi is 57 points.

Zombis should be built on no more than 75 points, with up to -40 points of personal disadvantages and -5 points in quirks. In theory, a zombi could have other Songs, Rites, or even attunements, but few people are going to waste the effort teaching short-lived cannon-fodder.

## SPIRITS

### Celestial Spirits

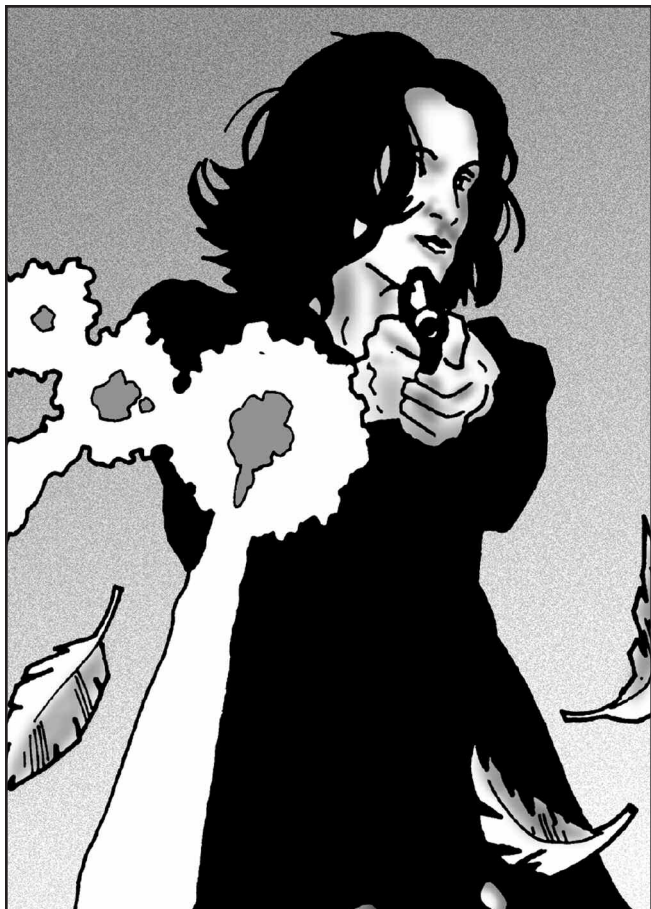
379 points

Celestial spirits are divine or infernal beings which aren't quite "big" enough to fledge into a full angel or demon. Some are created by Superiors, while others just appear when a collection of Forces (the basic component of souls, according to celestials – see the Glossary, p. 217) sticks together. Tethers of Creation and the gutters of Shal-Mari often have small celestial spirits show up with no memory of how they came to be – which doesn't mean they weren't created by a Superior in the first place.

Celestial spirits may also be the result of "celestial breeding," where elements from two or more Servitors' souls are taken and blended together by a Superior (who usually adds at least a little soul-stuff himself). While some Superiors give the celestial child enough Forces that it fledges into an angel or demon immediately, others give it just enough power to persist and let it "grow up" and gain strength with time.

Since they're smaller beings, qualitatively different from full-fledged demons and angels, these spirits can remain in celestial form indefinitely in the corporeal realm. They don't have Hearts, but they can be given vessels, and even bound into service as familiars for other beings. They're never sent to Earth without a specific purpose – either to serve a greater celestial, or with an assignment concerning a person, place, object, or duty. As Heartless beings (p. 38), to get to the celestial realm, they must either follow another celestial back to his Heart, or use a Tether to ascend. (Familiars automatically show up at their master's Heart with him, should he be vessel-killed.)





Create celestial spirits using the basic celestial template (p. 9), but reduce the cost by 96 points (removing the standard 9 levels of Power Investiture and reducing the base Essence Control level to 3) – they must buy Power Investiture and additional Essence Control separately. Many celestial spirits have the No Vessel disadvantage (p. 38); those that have vessels must also buy the “Unfledged” enhancement to Celestial Form (p. 10). All spirits have the Heartless disadvantage (p. 38) [-5]. The total cost to be a spirit is 379 points. (Either the No Vessel disadvantage, or the cost of any vessels and the “Unfledged” enhancement to Celestial Form, must be taken in addition to this.)

Spirits must buy all their Power Investiture and part of their Essence Control separately, since they are variable. *Demonlings* have from 1 to 6 levels of Power Investiture and 1 to 6 levels of Essence Control, while the divine *relievers* may have from 3 to 8 levels of Power Investiture and 3 to 8 levels of Essence Control. After that, gaining another level of Power Investiture will cause the spirit to fledge into a full demon or angel. The Choir or Band it becomes will reflect its personality – and usually which Choir/Band Attunements it received during its service.

Celestial spirits determine their base attribute levels like human children do (p. B14). Double the spirit’s total Power Investiture to get its effective “age” on the attribute table on p. B14. Thus, an average demonling with 5 levels of Power Investiture uses the attribute line for a human 10-year-old, and then adds the +4 attribute bonuses from the celestial template: ST 11, DX 13, IQ 12, HT 12.

Power Investiture is the measure of celestial growth, not age – the “age” 10 demonling above could easily be several centuries old. Therefore, the age limits on skill don’t apply to celestial spirits. Likewise, spirits grow erratically, more through experience and luck than any normal maturation process. Thus, their “birthdays” come when they add another level of Power Investiture, not by calendar dates. While the Power Investiture and Essence Control increases costs points, any attribute changes from growth are free.

Celestial spirits may learn any Song their Superior approves; some are more frequently granted than others. (The Songs of Motion are about the only way a spirit with no vessel can interact with the corporeal realm.) Though they’re never given Distinctions, they may take Choir/Band and Servitor Attunements.

Starting celestial spirit PCs should be built on 450 points, plus -40 points in disadvantages and -5 in quirks. Spirits have the Youth disadvantage, measured as reduced levels of Essence Control and Power Investiture, ranging from -1 (nearly fledged) to -8 (for tiny demonlings); Youth should be included in the personal disadvantages.

### *Familiars*

A familiar is a celestial spirit who has been given a vessel [30] and bound into the service of another (a -15 point Duty). This Duty is their Dissonance Condition (p. 37) [-5], and dissonance reduces their Will to *attempt* to disobey, as well as threatening Discord or Falling. (Since relievers have no Hearts, they would only need to fail one dissonance roll to Fall – however, no right-thinking angel would let a reliever garner more than one or two notes before escorting it back to Heaven!)

A familiar’s master may also temporarily force his own Discord upon his servant (except for Geases). Demons do this often, but angels would only do so at direst need, and only with the reliever’s agreement. This can be done once a day, for only one type of Discord per day, for 1d hours. (Many demons who worked their way up from familiars, as did Haagenti, Demon Prince of Gluttony, never forgive their former masters.)

Player character familiars are designed as normal 450-point spirits, with the required vessel, Duty, and

Dissonance Condition. An NPC familiar to a celestial is bought as an Ally with a base cost of 35 points. In the rare case of a human with a familiar – usually a sorcerer (p. 174) with a demonling – the familiar is actually a Patron with a base value of 15 points. Demonic familiars are often unwilling Allies (p. CI19) or Patrons (p. CI28).

### Demonlings

There are three kinds of demonling. The most common have 1 or 2 levels of Power Investiture (of which one level *must* be Celestial), and divide themselves up into thousands of classifications – snots, frotlings, squicks, etc. – which are only of importance to demonlings. Their appearances are highly variable, from animated bubble gum masses to multi-eyed centipedes. Upon getting a third level of Power Investiture, the lucky ones may be sent to Earth as either *gremlins* or *imps*.

*Gremlins* are spoilers, sent to Earth to break and disfigure the works of humans. They delight in putting sugar in gas tanks or spraying graffiti all over walls. They're commonly taught Songs of Entropy, Light, Motion, Thunder, and Numinous Corpus. In their celestial forms, gremlins are small, misshapen, winged creatures, only vaguely humanoid at best. When they fledge into full demons, they become Balseraphs, Calabim, or Habbalah.

*Imps* (not to be confused with Impudites) are given tasks which hinder humans with little or no actual damage – hiding car keys, draining batteries, or poking holes in diaphragms and condoms. They usually learn Songs of Dreams, Form, Motion, and Possession. In celestial form, they appear as miniature humans with horns and tails. Should they survive to fledge, they become Djinn, Shedim, or (naturally) Impudites.

When demonlings reach 7 levels of Power Investiture, they fledge into full demons (but never Lilim; only Lilith can make Lilim). See pp. 60-74 for descriptions of the Bands of demons.

### Relievers

Relievers are minor angelic spirits, helpers and healers for humanity. They leave food for the poor, perform minor miracles, and pull car keys out of couch cushions (replacing them with spare change). Relievers are commonly taught the Songs of Dreams, Harmony, Healing, Light, or Motion. Their celestial forms are small, butterfly-winged humanoids, ranging from six inches tall to the size of a baby, depending on how powerful they are. Their celestial forms sometimes have elements of the Choir to whose membership they aspire. When they fledge into full angels, they may become any Choir, save that of the exiled Grigori.

## Ethereal Spirits

Ethereal spirits are denizens of the Marches (p. 177) – the realm where human minds go when they sleep. According to the celestials, ethereals are created from the dreams and subconscious of humans. (Many ethereals don't agree with that; some say they came from *elsewhere*, and were merely shaped by mortal imaginings. Most also say that God used to be an ethereal just like them, before He discovered some trick to set Himself above them.)

Though sadly crippled by Uriel's Crusade to purify the Marches of everything that was not holy, ethereal spirits and so-called "gods" live on in their Domains, beyond the Vale between the Towers of Beleth and Blandine. Beleth, Demon Princess of Nightmares, offered sanctuary to the ethereals during the Purity Crusades, and many accepted, becoming little more than servants to the demons of Nightmares.

Each "race" of ethereals is different, from the Seelie and Unseelie Fae to the Greek gods. At the height of their power, the ethereal gods could rival Word-bound celestials. Now, they are lucky if they can match a new-fledged angel. A powerful ethereal spirit has 9 levels of Power Investiture (p. 27), much like a celestial. The more common ones have 7 or less, and the weakest have only 3. It's possible for them to have *only* Power Investiture (Ethereal), but most of those are fragments from dreams who have somehow escaped their dreamer's mind – they're not always even *sentient*, as mortals know the term.

Ethereal spirits are designed like celestial spirits, but often have a wide variety of additional advantages and disadvantages included in their racial templates. Unlike celestials outside of Limbo, many ethereals can create their own vessels, and have a special Essence pool that can be used only for this purpose. This is a special form of Extra Fatigue (Limited Use: recharges 1/day, total, -50%; usable only for vessel-creation, -15%) costing 1 point/level. See *Essence Costs for Vessels*, p. 191.



# ADVANTAGES, DISADVANTAGES, AND SKILLS

A number of standard advantages, disadvantages, and skills are treated slightly differently in an *In Nomine* campaign. There are also some that are unique to the background; these are listed starting on p. 30.

Two figured quantities are especially important in an *In Nomine* campaign, and are effectively additional attributes (see *Treating Figured Quantities as Attributes*, p. CI13).

**Will** – (IQ + Strong Will - Weak Will). This frequently controls an individual's ability to affect the Symphony, as well as resist outside influences.

**Perception** – (the usual Sense Roll value: IQ + Alertness - Reduced Alertness). This determines the character's ability to notice things both mundane and supernatural . . . assuming he can perceive the latter at all (see *Awareness*, below).

## ADVANTAGES

Physical advantages (and disadvantages) for celestial characters are normally limited to a particular vessel, and affect the vessel cost (see p. 34). Corporeal Discord (p. 36) is an exception.

Social advantages (and disadvantages) are tied to a particular Role (p. 32), or to the vessel itself if it has no Roles. For each Role (or vessel with no Role), compute the total reaction modifier due to social advantages and disadvantages, and pay for the *highest* modifier, at 5 points per +1. (For the purpose of this calculation, assume Reputation modifiers *always* apply) Also pay for the highest Wealth level among all Roles or vessels. Any other special social advantages, such as Legal Enforcement Powers and Diplomatic Immunity, are paid for once, as if they were part of the *celestial*, not his Roles, and may be applied to any appropriate Role for no additional cost.

Standard advantages needing special treatment in an *In Nomine* campaign are discussed below.

### *Alternate Identity* *see p. CI20*

Many celestials have Alternate Identity as part of their vessel cost (p. 34); they may also buy additional ones. Celestials pay only 5 points for this advantage – there are angels and demons infiltrated into most credential-issuing organizations, so new identities are much more readily available than to mundane humans.

A special +100% enhancement to Alternate Identity allows it to “fool” the Symphony as well – see *Role*, p. 32.

### *Awareness (Symphony)* *see p. CI33*

In an *In Nomine* campaign, the 15-point Awareness advantage allows the character to “hear” the Symphony. This includes the ability to detect disturbances in the Symphony (p. 137), and is a prerequisite for all resonances and attunements that are based on Sense rolls (Perception). In a canon campaign, Awareness (Symphony) is always coupled with at least one level of Power Investiture and several levels of Essence Control (p. 31); only the 15-point version of Awareness is available.

If “regular” magic is present in the campaign, Symphonic Awareness will allow detection of spell-casting and maintenance, using the regular disturbance rules (p. 137).

Note that characters with Awareness are not necessarily “aware” of the War (p. 18), and vice-versa.

### *Charisma* *see p. B19*

Charisma applies to all of a celestial's vessels and forms, unlike other reaction modifiers, which are tied to Roles or vessels.

### *Divine Favor* *see p. CI36*

Most celestials can *invoke* their Superiors for help (p. 79). This ability is the main effect of Divine Favor in an *In Nomine* campaign. The Superior also functions as a normal Patron as part of this advantage. Major Superiors (those described in Chapter 4) are worth a base 25 points; minor ones are worth 20. The Frequency of Appearance (p. B23) of most Superiors is “rarely” (6 or less), for half cost. Some appear very rarely (3 or less), at one-quarter cost. There is an base penalty of -2 for invoking Superiors, but bonuses to the roll are common (see p. 79). The base value for the roll to invoke each Superior is listed in his entry in Chapter 4. Point costs are listed in the *Superior Cost Tables* on p. 40.

Disfavored (pp. 14-15) and Free Lilim (p. 70) lack this advantage, though a Free Lilim under a long-term Geas to a Superior might be granted it for the duration. Ethereal spirits (p. 25) sometimes have Divine Favor from a powerful member of their pantheon. Humans are very rarely granted the advantage, and they must have at least one level of Celestial Power Investiture (p. 27) to use it.

Anyone with Power Investiture (Celestial) can *attempt* to invoke any Superior, but is unlikely to get a response unless he possesses Divine Favor from the Superior. *No one* has Divine Favor (God) or (Lucifer)! It is assumed that Demon Princes can call Lucifer, but they are understandably reluctant to disturb their Dark Master, and even they don't really have his Favor.

For celestial characters, the cost of Divine Favor is included in the total cost for each Superior. It should only be bought separately in the rare cases where a Servitor of one Superior is on long-term loan – “in service” – to another. The only common examples are Eli’s angels.

### ***Extra Hit Points*** *see p. CI24*

Many celestial vessels include additional hit points. Also, this advantage can be bought for hit points in the non-corporeal realms at a reduced rate. See *Mind Hits*, p. 143 and *Soul Damage*, p. 145. Extra Hit Points cost the normal 5 points/level, even though they only belong to one vessel, since each vessel’s hit points are a separate part of the character’s total.

### ***Magical Aptitude*** *see p. B21*

This advantage is not useful in a canon *In Nomine* campaign, since *In Nomine* Earth is a no-mana zone, as are the ethereal and celestial realms. Characters in a non-canon campaign may have Magical Aptitude in addition to Power Investiture. The two are separate ways to access supernatural abilities (see p. 195).

### ***Mindshare*** *see p. CI60*

Kyriotates (p. 54) have a variant of this advantage, based on the Global Consciousness link type. However, they do not have drones in the typical sense, since they use possession to take over host bodies. This new *host* drone type is worth 0 points. It is similar to the intelligent drone type, but the “drone” will not continue to carry out the possessor’s wishes when not possessed. Also, since the Kyriotate’s own attributes are used for all hosts, there is no cost for the physical characteristics of drones. However, the celestial must share his Essence among all his hosts, a -25% limitation.

The Dominations can use their Mindshare between the realms, but must split their attention between realms, being able to take action(s) in only one realm at a time. This is a limited form of the *Multi-universal* distance option, worth 65 points.

Including the cost for the typical number of hosts a Kyriotate can possess at once (2-9, -10 points), the Kyriotate Mindshare ability is worth 100 points.

### ***Musical Ability*** *see p. B22*

This advantage is common among celestials. It does not affect performance of Songs (p. 156). *Special enhancement*: adds to rolls to learn or create (but not perform) new Songs, +200%. This Symphonic version of Musical Ability also requires Awareness (Symphony).

### ***Power Investiture*** *see p. CI42*

In an *In Nomine* campaign, there are four types of Power Investiture. There is one for each of the three *realms* (corporeal, ethereal, and celestial; see p. 177), and one used only by sorcerers (p. 21). Using Songs of a particular realm requires Power Investiture for that realm, and there is a bonus to Song skill of the number of levels *in that realm only*. Use of any sorcerous ability requires Power Investiture (Sorcery); this type also allows use of Corporeal Songs, but does not give any bonus to Song performance.

Celestials and ethereals always have at least one level of all three types of Power Investiture (*realm*), with a maximum of 6 in each. Human Soldiers (p. 18) normally have one or two levels of the corporeal type only, and cannot exceed 5 in any



realm. Dream Soldiers (p. 19) have at least one level of Power Investiture (Ethereal), and sometimes lack the corporeal version. Sorcerers must have Power Investiture (Sorcery), and may have acquired other types. Mundanes (p. 17) are distinguished by their total lack of Power Investiture (and Awareness).

This advantage is always coupled with Awareness in *In Nomine*, though it might be found separately in a non-canon campaign.

Anyone with any degree of Power Investiture of any of the four types must also have Essence Control (p. 31). At least one level of Power Investiture (any type) is required to use any Will-based resonances or attunements. Attunements that require no rolls require both Symphonic Awareness and some degree of Power Investiture, in any realm.

Power Investiture (*realm*) is often shortened in this book to “*realm* Investiture” or “*realm* Power.”

### ***Rank*** *see p. CI29*

There is Rank among celestials – it only affects Aware individuals, and represents one’s position in the celestial hierarchy. An additional level of Celestial Rank is always included with each level of Distinction (p. 31), but it can sometimes be found separately. Rank applies primarily within each Superior’s hierarchy, and has a lesser effect on Servitors of other Superiors. Each level of Celestial Rank includes a free level of Celestial Status, and Celestial Status cannot be taken separately – there’s a War on . . .

## True Faith

see p. CI47

This advantage does not exist in canon *In Nomine* campaigns: faith is nice, but has no special power over demons, undead, or anything else. If the GM wishes to empower humans more, allowing *mundane humans only* to take this advantage will give them powerful defenses against celestial meddling. If celestials, Soldiers, or undead are allowed to take this advantage, they should pay an additional Unusual Background cost – it's far more useful to them than to the typical human, since they routinely encounter the Other Side.

## Wealth

see p. B16

Celestials can have several bodies (see *Vessels*, p. 34). Each body may have one or more Roles (p. 32), each with its own Wealth level. However, the character only needs to pay points for Wealth *once*, for the highest level of Wealth among all of his Roles. (This is a disadvantage, if all vessels have below-Average Wealth.) A vessel with no Roles should normally be considered Poor – most celestials will have access to a few corporeal resources provided by their Superior. See p. 14.

## DISADVANTAGES

Disadvantages interact with Roles and vessels the same way advantages do – see p. 26. Some Roles or vessels may lack benefits that others have, but this is usually not enough of a true disadvantage to be worth points. Instead, it's a situation where the celestial is really Role-playing an Alternate Identity. He *could* access the resources of his wealthy investor Role in his alternate Role as a Struggling student, but this would damage the second Role's credibility to the Symphony (see p. 32).

*In Nomine* includes the concept of *Discords*, which are disadvantages found only in celestial characters, due to warping or fracturing of their natures (see p. 151). Not all disadvantages of celestial characters are Discords, but all Discords are disadvantages. Since humans and ethereal spirits are not subject to dissonance (pp. 36, 146), they never have Discords.

A disadvantage that is a Discord will always have one or more levels of the Corporeal, Ethereal, or Celestial Discord disadvantages (p. 36) linked to it.

Any disadvantage which causes a celestial character to act contrary to his normal nature – e.g., Truthfulness in a Balseph, or Bloodlust in an angel of Flowers – should be taken as a Discord. Other disadvantages in celestials may or may not be Discords.

Sometimes a mental disadvantage is *part of the nature of a celestial*, and trying to act contrary to that disadvantage generates dissonance. (This is similar to the GM penalizing bad roleplaying, but it happens *in character*.) Such a disadvantage

is a Dissonance Condition (p. 37), which is an additional 5-point disadvantage linked to the original “natural” disadvantage or quirk.

A few standard disadvantages require special treatment in an *In Nomine* game; these are discussed below.

## Dependency

see p. CI81

A variant found in *In Nomine* is the *Need*, a Dependency that prevents Essence recovery, instead of causing HT loss. This is a daily Dependency, but costs only the normal value, rather than triple. For celestials, a Need is a Celestial Discord (see p. 36), but does not inhibit Essence recovery if it is fulfilled.

## Enemies

see p. B39

Celestial characters may *not* take “the Other Side” as an Enemy. The War is a fact of life for celestials; there's nothing special about it. However, a celestial character may take an individual or group on the other side as an Enemy, if they are specifically after *him*.

## Fat

see p. B28

Since celestial vessels don't determine weight from ST, use an average weight for the vessel type: 150 pounds for adult humans. Celestials also do not suffer the HT restrictions. As a Corporeal Discord (p. 36), celestials can have more extreme levels of this disadvantage, at -10 points per additional -1 reaction and +50% body weight.

## Ignorance

see p. CI78

This disadvantage is appropriate to celestials new to the corporeal realm. It can also be used to indicate lack of defaults for common human skills like Cooking – a celestial newly arrived from Heaven or Hell may not even know what a stove is!

In the contemporary U.S., skills appropriate for Ignorance include Cooking, Electronics Operation/TL7 (household appliances), Driving/TL7 (Car), Savoir-Faire, and Sex Appeal. After 2010, Computer Operation/TL8 may be added to the list.

## Reduced Hit Points

see p. CI83

Hit points for the non-corporeal realms can be “bought down” to fit a character concept or to fine-tune a conversion. Mind Hits (p. 143) are bought down with a -50% limitation; Soul Hits (p. 145) are bought down with a -20% limitation.

## Secret Identity

see p. CI79

Characters with multiple vessels *may* take this disadvantage, if they often use more than one body, and there is some significant chance of the vessels being linked to each other somehow.

## ***Selfless***

*see p. CI94*

This disadvantage is always a Celestial Discord (p. 36) for demons. A demon with this Discord is a good candidate for redemption (p. 149). This is never a Discord for angels – many angels have it naturally, though not all.

## ***Sterile***

*see p. CI84*

This “physical” disadvantage applies to all celestials (except the Grigori). They can neither interbreed with humans (or whatever species their vessel mimics), nor produce offspring by breeding with other celestials, corporeally or celestially. Human hosts for celestials *may* be fertile, if the host had viable gametes at the time of possession; no new ones will be produced during the possession.

The cost of this disadvantage is included in the base celestial template and should not be deducted from vessel costs like other physical disadvantages. In this respect, it resembles a Corporeal Discord (see p. 36).

## ***Unnatural Feature***

*see p. CI85*

A number of common corporeal Discords (p. 36) fall under this disadvantage: fur, discolored skin, bleeding stigmata, and non-functional, vestigial body features like limp tails, deformed extra limbs, small or fragile horns, fang-like teeth, etc. These may occur in progressively more obvious and bizarre stages, each of which counts as an additional Unnatural Feature.

## ***Youth***

*see p. B29*

Unlike Age, this disadvantage is actually a social effect, and can be taken for a vessel. Additional levels beyond 3 may be taken at an additional -2 per apparent year younger.

Celestial spirits and weak demons may take Youth, measured in reduced levels of total Power Investiture, for -2 points per *two* levels below 9 (round up). The usual -2 reaction modifier applies only to other celestials and to experienced ethereals; lesser ethereals can't tell, and mortals are overawed by all celestials.

## **SKILLS**

### ***Celestial Languages***

Heaven's inhabitants – human and angels both – speak the divine tongue, a musical language which (unlike corporeal speech) cannot express falsehoods. Each word is a pure concept, resonating with the Symphony from which it is derived. Normally, the angelic language can only be sung while in celestial form, though certain angels can use it on Earth. Since it is derived directly from the

Symphony, *anyone* who can hear it can understand it – no knowledge of the language is required.

Naturally, one can still tell fictional stories in Heaven, but every note of the tale declares that it is meant for teaching or entertainment, not as fact.

One of the initial dilemmas the First Fallen faced was what to do about their language. To be bound to truth alone was impossible to bear. So over the millennia, the demons have bent and broken a perfect language in so many ways that angels hardly recognize it – much as Americans have done with English. Unlike the divine language, Helltongue can be spoken in any form, either corporeal or celestial. And while demons may speak the divine language, (most) angels do not understand Helltongue, though they can identify it for what it is.

Any Hellborn demon knows the demonic tongue, and an Archangel will not necessarily wipe this knowledge away during redemption. Also, infernals may offer to teach Hellspeech to angels.

Naturally, there are drawbacks when a being made of truth and purity dabbles in a language of lies. For an angel to force himself to wrap his mind around the concepts Helltongue contains is to deny his nature – when he learns the language of demons, he takes a note of dissonance. Possessing the knowledge is likewise dangerous, for if the angel uses the infernal tongue to actually *lie*, he will become dissonant then and there. A Seraph would take *two* notes of dissonance.

Needless to say, Archangels rarely, if ever, allow their servants to seek such forbidden knowledge. It's not worth the risk.

Angels learn the angelic tongue as their native language, and demons likewise start with Helltongue. Speaking the angelic tongue defaults to Helltongue-4 – demons can use it with difficulty. Helltongue has drifted far enough from angelic that there is no default for angels to speak or understand the demonic language.

A celestial's Superior normally gives him the primary human language for his current area of assignment. Since this is granted by their Superior, not learned, it counts as a “native” language at IQ – the celestial will not have a detectable accent, unless the Superior desired this. (The basic celestial template on p. 9 includes one human language at IQ.) Additional languages may be learned normally, or given by a Superior.

Corporeal humans are incapable of speaking the angelic tongue, since it requires celestial form. In rare cases, living humans have learned Helltongue; it is M/H in the corporeal realm. For souls in Hell, it's M/A. Unlike souls in Heaven, the damned do not acquire the language of Hell automatically – they must learn it. Fortunately, there's plenty of incentive . . .

## *Lucid Dreaming* *see p. CI142*

This skill is important in the Marches (p. 177), where it gives humans the ability to control their dreams and counter external meddling by celestials or ethereal spirits. If the dreamer tries to affect another real person within his dreamscape, roll a Contest between Lucid Dreaming skill and the target's Will. The skill can also be used to fall asleep deliberately, or to wake up.

A successful use of the skill can also be used to change the dreamer's location in the Marches, moving between Beleth's and Blandine's sections of the Vale, or even into the Far Marches. Entering the domains of ethereal spirits in the Far Marches requires their permission, however, and the dreamer cannot enter other people's dreamscapes without using a Song or attunement.

Celestials and ethereals do not sleep, per se, but can use this skill to enter the Marches (p. 177) or attempt to shape a dream they've entered via a Song or attunement. They may also use it to make artistic changes to their ethereal image (p. 178).

## NEW ADVANTAGES

All the advantages listed here, except for Doesn't Fatigue, are specific to the *In Nomine* background, and require Symphonic Awareness, Essence Control, and at least one level of Power Investiture as prerequisites. Many are only available to beings with the Celestial Form advantage (p. 10).

If the GM wishes to use these advantages in non-canon or "cross-over" campaigns, he should consider charging a substantial Unusual Background in place of these prerequisites. This is especially important for the powerful Body-Hopping, Symphonic Influence, and Symphonic Knowledge advantages.

## *Attunement* *Variable*

*In Nomine* celestials (and sometimes other characters) have special supernatural abilities given to them by their Superiors, related to their Superior's Word. These are called *attunements*, and are described with the Superior who grants them, in Chapter 4. Some of these are based directly on existing *GURPS* advantages; others are so heavily modified or novel that they are treated as new advantages specific to *In Nomine*.

Some attunements are simply resonance or skill bonuses, and have no special game mechanics – the ability works exactly as usual, except for the bonus. Other attunements add additional capabilities to an existing power; these follow the rules for the base power, with changes as noted in the attunement's description. Use of such enhancements is optional; the celestial may use the

power in the normal way, as well. If the basic power is put out of commission (such as with a critical failure), he cannot use the enhancements, either.

However, many attunements are separate powers. These have the following properties, unless noted otherwise in the specific description. They work automatically, requiring no roll or Essence expenditure, but they do require a second of concentration to activate. Range is 50 yards, for those powers that work on others. Unlike many resonances, these powers do not work through live media or on recordings. Most attunement powers are not resisted. They cause no disturbance, except for Essence used and damage caused (see *Perceiving the Symphony*, p. 137).

Normal celestial characters should have at least one attunement – the one their Superior grants to their Choir or Band. There are specific rules governing which additional attunements are available to a particular character; see *Attunements*, p. 76.

## *Body-Hopping* *80 points*

This advantage lets an otherwise-incorporeal character inhabit the physical body of another being – the *host* – taking control of it and using it as his own. This is similar to psionic Telecontrol (p. B171), but the user actually takes up residence in the host's body for the duration. This ability is the core of the Kyriotate (p. 55) and Shedite (p. 71) resonances.



Possessing a host requires a Quick Contest of Will with the current resident. The degree of failure on the user's Will roll, or the degree of success on a successful resistance roll, is the number of hours before possession can be re-attempted on the same host. Once in, the body-hopper may stay until he chooses to leave. Range of this resonance is 50 yards. This ability is usable through live media (see *Resonances*, p. 32), but not recordings, photographs, etc.

The host's race or species must be IQ 3 or higher. Also, the host cannot have a higher attribute total (ST+DX+IQ+HT) than the possessor. *Animals* with very high ST (20 or higher), are treated as having ST 20. (This exception doesn't apply to high-strength *celestials*, or other intelligent creatures.) If the potential host doesn't meet these requirements, the possession attempt will automatically fail.



For the duration of possession, the host's mind is unconscious, in the Marches (p. 177). The possessor has no access to the host's knowledge, skills, celestial powers, or Essence. Inherent abilities (special senses, basic locomotion, etc.) are usable, however. Paranormal advantages that are not celestial in nature would be available, but none exist in the canon *In Nomine* background. The host takes on all the attributes, advantages, and disadvantages of the possessor, as well as any celestial effects (such as Songs) present at the time of possession.

*Special enhancement:* Skill and knowledge access. The possessor can use the host's skills and general knowledge normally. +30%.

*Special limitation:* Host mind remains. The original mind stays in the host, rather than going unconscious. It's not in control, and will think the possessor's actions are its own. It will later remember events from the period of possession, but will not be able to explain them. Particularly repellent actions attempted by the possessor can be resisted by a Contest of Will; if resistance is successful, the body-hopper cannot attempt the same (or similar) action again for 24 hours. Resistance does not evict the possessor, it just overrides the one action. -30%.

*Special limitation:* Limited duration. Control of the host is temporary; the body-hopper can only stay for a number of days equal to the degree of success on the possession roll (minimum 1). When that period expires, he will be forced out, and must find a new host. (Once out, though, the character may attempt to re-possess the same host.) -5%.

This advantage is only available as part of the Kyriotate and Shedite resonances in canon games, and cannot be purchased separately. In non-canon games, it requires Celestial Form, or a similar non-corporeal "body" advantage, as a prerequisite.

### **Cannot Fall** **5 points**

For whatever reason, the angel is unable to become a demon. In *In Nomine* canon, this means that he acquires Discord (like a demon) instead of Falling, and only the Malakim possess this advantage. In other campaigns, holy spirits are simply too divine (and probably unable to behave "evilly" anyway; they may have no free will!).

### **Celestial Form** **see p. 10**

### **Distinction** **Variable**

Celestials who reach positions of authority are given *Distinctions*, which combine levels of celestial Rank with additional powers, similar to attunements. These are described with each Superior, in Chapter 4. Superiors almost never grant a higher Distinction to a celestial who does not already have their lesser one(s), but they can.

Powers granted by Distinctions have the same common properties as attunements (p. 30).

Unlike attunements, Distinctions cannot normally be bought at character creation – they must be earned during play. Like attunements, Distinctions may be given to Servitors of a different Superior, but such gifts are extremely rare.

### **Doesn't Fatigue** **15 points**

This is a variant of Very Fit (p. CI31). The character doesn't lose Fatigue *at all* due to extended running, swimming, combat, or other strenuous activities. Extra Effort for physical activities still costs Fatigue, however. Unlike Very Fit, recovery rates and HT rolls aren't affected.

Fatigue is still marked off normally for Extra Effort, as well as for magic and psi use, and recovered normally, but the character never feels "tired" or suffers any penalties as long as his ST is greater than 0; he just can't perform any more extra effort/magic/psi until he recovers his ST. However, if he spends or loses his last point of fatigue, he falls unconscious just like anyone else!

"No Extra Effort" is a disadvantage worth -15 points which can be taken to balance the cost of this advantage, yielding a creature that does not tire but has no "reserve" of strength.

### **Essence Control** **15 points, plus 1 point/level**

All beings have a reservoir of Essence, but most mortals cannot control it (see p. 138). This advantage is the ability to *control* one's Essence. The base cost buys control of Essence, and each level represents one point of the being's Essence store. Essence is a special type of Extra Fatigue (p. CI24), limited to use with celestial powers (Songs, attunements, Distinctions, repeated attempts with resonances, etc.), -17%. It also includes a recharge limitation which restricts normal Essence recovery to 1 point per day, (see *Regaining Essence*, p. 138), -50%. Essence may also be regained through *Rites*, p. 32.

Essence can also be used to increase one's chances of performing any feat; for each point of Essence spent on a single roll made by the player (or by the GM for the player's character), the PC gains a +1 bonus. Unlike Luck, Essence Control can only be used on rolls that reflect some action by the user – e.g., use of skills, attributes, and active defenses. It can also be used to boost the user's resistance and the damage he does on successful attacks. It doesn't affect rolls made by or for others, including reaction rolls.

When a non-human uses Essence Control to affect his abilities, there is always a supernatural special effect of some sort, determined by the GM. This side effect often carries clues to the nature of the being – a demon boosting his skill might be accompanied by a slight odor of brimstone, an angel might be touched by a brief ray of sunlight, or a “boosted” action by the ethereal god Thor could draw a distant crack of thunder. The GM may require onlookers to make a Perception roll to notice the effect, or an IQ roll to link the effect to the non-human’s action.

If you have one level of Essence Control, you can “hold” and control a single point of Essence. With two levels, you can control 2 points, and so on. You can spend your Essence (see p. 138), give it to others, or accept Essence from them up to your limit. A character may not have more levels of Essence Control than 2/3 of HT (round down); most characters will have the maximum allowed.

Characters with Essence Control must also have Power Investiture (p. 27) and Symphonic Awareness (p. 26), and vice versa.

Essence is *not* normal Fatigue, and cannot be used to power “regular” magic, or for anything else that normally costs Fatigue points. It can only be used for the Symphonic powers in this book, and these powers can only be fueled with Essence.

### ***Immune to Trauma***      **20 points**

The celestial recovers from corporeal death almost immediately, instead of taking days. This is a 100% enhancement of Recovery (p. CI64) [10], with an even greater time effect (days become seconds), but affecting recovery from death, not unconsciousness.

### ***Resonance***      **Variable**

The Symphony is a composition of many themes, and celestial beings all have a special link to a particular one, the one that defines their Choir or Band. The specific Choir and Band resonances are described in more detail in Chapter 3, but most of them are based on a few new advantages listed in this chapter: Body-Hopping (p. 30), Symphonic Influence (p. 33), Symphonic Knowledge (p. 33), and Symphonic Link (p. 34).

Resonances share certain characteristics. They all require a second of concentration to invoke. A *resonance roll* is required to use a resonance; this is always against the celestial’s Perception (IQ + modifiers for Alertness or Reduced Alertness) or Will (IQ + Strong or Weak Will modifiers). There is no skill associated with a resonance, so it cannot be improved except by IQ increase or additional levels of Strong Will or Alertness. (For the

purpose of computing resonance bonuses in the attunements in Chapter 4, resonances are considered Mental/Hard skills.)

The amount the resonance roll succeeded or failed by – the *degree of success* or *degree of failure* – has a specific effect for resonances. In all cases, for a failed resonance roll, the degree of failure is the number of hours before the resonance can be used again on the same subject, for the same purpose. A critical failure completely burns out the resonance for 1d hours; it cannot be used at all. The effect of the degree of success is resonance-specific, and is described with each Choir and Band resonance. If a resonance roll is made exactly, and the degree of success is used numerically, treat it as a success by 1 instead of by 0.

Unless stated otherwise, resonances have a range of 50 yards, and can also work through a real-time reproduction of the subject, such a live audio or video transmission, as long as the distance from the subject to the pickup, plus the distance from the reproduction to the celestial, is no more than 50 yards. Resonances based on Symphonic Knowledge can also be used on a recorded reproduction like a photograph, audio recording, or video tape. Modifiers for range and use through media apply – see the *Resonance Modifiers Table* sidebar on p. 140.

Resonances normally do not disturb the Symphony (see *Perceiving the Symphony*, p. 137), nor do they require Essence to power them. Some resonances can be resisted, and resistance may cause some form of *resonance backlash*, often *dissonance* (see p. 146).

Resonances cannot be bought separately – they are only available as part of a Choir or Band template.

### ***Rite***      **2 points/use/Essence gained**

Rites are special rituals that allow a celestial to tap his Superior’s Essence supply (see *Rites*, p. 79). Each Superior has his own set of Rites. Typical Rites can be used only once per day, and generate 1 Essence. Each Superior has a few “standard” Rites which all his Servitors must know, and any number of other Rites which he may grant as a special boon.

### ***Role***      **+5 points/level**

A Role is an enhanced form of Alternate Identity, which convinces the *Symphony* that a celestial is a human, doing normal human things. A celestial may have up to 6 levels of this +100% enhancement, split among one or more Alternate Identities.

A single vessel may be used for multiple Roles, especially if they’re low-level and normally associated with widely-separated locations on Earth.

The level of a Role – the number of enhancement levels applied to a particular Alternate Identity – indicates how often that Role appears in the Symphony. A Role 1 would have basic identity papers, plus a few people who would be familiar with the person – a neighbor, a co-worker, a local store clerk. With a Role 6, *many* people would know the identity: “parents,” old schoolmates, co-workers, the regulars at the local bar, etc.

The main effect of a Role, besides decreasing the likelihood that a serious investigation will turn up anomalies in the Alternate Identity, is that the Symphony will sometimes accept “in-character” actions as human-originated. For example, an angel with a Role as a cop shoots a human who’s firing at him. Normally, this would cause Symphonic disturbance, especially if the human were killed (see p. 138). However, since a human cop would probably have done the same thing, there’s a chance the Symphony “won’t notice” because of the Role.

When a celestial destroys or damages something corporeal in a way consistent with his Role, the player rolls 3d. For a Role 1, the disturbance will be masked on a 6 or less. Each additional level of Role enhancement to the identity adds +2, so a PC with Role 4 would need a 12 or less to “pass.”



A Role requires maintenance proportional to its level. A celestial with a Role 1 might not spend more than a few hours a month “in Role,” while a Role 6 demands almost full-time living of the identity. A Role may be improved, or fade, this way – if the celestial spends more time than necessary “in character,” it will be accepted as more real by the Symphony, and the level will increase. (This costs the usual number of character points.) However, if a Role is neglected, it will decay as the Symphony “forgets” it, dropping in level. Also, too many actions “out of character” for the Role (such as tapping another Role’s resources) may weaken it, at the GM’s discretion. The celestial must also have any job skills appropriate to the Role in order to maintain it properly.

The body-hopping Kyriotates and Shedim rarely have Roles, but it *is* possible for them to have a Role as a recluse who only communicates by mail, or over the Internet. They must first buy Alternate Identity, since they have no vessel.

## ***Symphonic Influence***      **30 points**

A character with Symphonic Influence can reach out with his Will to modulate those Symphonic themes that define the mental states of others. Each general type of effect is a separate advantage.

Most Symphonic Influences must be initiated against one person at a time, though several victims may be suffering from the lingering effects of prior uses. The duration of the mental tampering varies with the specific ability. Range is 50 yards; the ability can also be used through live media (see *Resonance*, p. 32).

Using this advantage requires a Quick Contest of Will with the target, to overcome his resistance. Various types of backlash may occur if the user’s roll is successful, but the subject resists; see the individual descriptions for any backlash effects.

*Special enhancement:* Multiple targets. The power can be used simultaneously on a number of subjects equal to the user’s level of Power Investiture in one of the three realms. +30%.

*Special limitation:* Doesn’t work through live media. -33%.

*Special limitation:* Minor effect. The impact of the influence is unusually weak. -10 to -90%.

This advantage cannot be purchased directly in canon campaigns; it can only be bought as part of a resonance, attunement, or Distinction.

## ***Symphonic Knowledge***      **30 points**

This advantage gives a heightened perception of some theme in the Symphony. The user can obtain a specific type of information by listening to that theme. Each type of information is a separate Symphonic Knowledge advantage.

Symphonic Knowledge usually relates to a person, and extracts information about him or his relationships to other aspects of the Symphony. Using this ability requires a Perception roll, and is not resistible (though it can be blocked by certain celestial effects, like the *Ethereal Song of Shields*, p. 167). The subject must be within 50 yards, or accessible through live or recorded media (see *Resonance*, p. 32). A critical failure on a Symphonic Knowledge roll “burns out” the ability for 1d hours. The duration is normally instantaneous, though the knowledge gained is retained.

*Special enhancement:* Persistent. The user may listen hard for a short time, or longer, but with less precision. This allows one use of the celestial’s power to last for up to 15 minutes *minus* the degree of success. +20%.

*Special Limitation:* Restricted scope. Some powers based on this advantage return a very restricted type of information. This is worth up to -90%.



*Special limitation:* Does not work on recordings. -33%.

*Special limitation:* No media use. The ability doesn't work through live *or* recorded media. -66%.

This advantage cannot be purchased directly in canon campaigns; it can only be bought as part of a resonance, attunement, or Distinction.

### ***Symphonic Link*** **20 points**

This variant of the Special Rapport advantage (p. CI46) is the core of the Cherub and Djinn resonances. Those with this resonance can link themselves with the Symphonic themes of people or objects. Up to Celestial Power links can be maintained at one time.

The linking process – called *attuning* – requires physical contact with the subject and a resonance roll; once linked, the subject's location and general state may be determined from any distance (but not inter-realm – see Chapter 7, *Realms*). Checking on the subject requires a resonance roll; use the *Tracking Resonance Result Table* on p. 214 to determine how much information is obtained. Since attunement requires physical contact, this resonance cannot be used through media of any sort.

This resonance is Perception-based for Cherubim, and Will-based for Djinn. An existing attunement may be broken with a successful Will roll (for both Cherubim and Djinn). A failed attempt to de-attune always backlashes, causing a point of dissonance.

Symphonic Links cannot be resisted, either in the attuning process, or when the subject is being checked on (though, like the Symphonic Knowledge advantage, it can sometimes be blocked).

*Special Enhancement:* Automatic attunement. No resonance roll is required to attune. +20%.

*Special Limitation:* Decaying link. The link only lasts for a number of days equal to the degree of success, and then needs to be renewed by physical contact (no roll is required for renewal). -20%.

This advantage can only be taken as part of the Cherub or Djinn resonances in canon campaigns, and cannot be purchased separately.

### ***Vessel*** **base cost 30/35 points**

Vessels are the corporeal bodies that most celestials (and ethereals) require to work on Earth. (Humans have bodies, not vessels; they're born into them.) Each vessel is paid for as an Extra Life (p. CI36) [25], and has its own supply of hit points (based on the celestial's HT, plus any Extra Hit Points (p. 27) for that vessel).

Every vessel includes either Alternate Identity (p. CI20) [5] or Zeroed (p. CI32) [10]. Note that this Alternate Identity is *not* the same as a Role. Alternate Identity/Zeroed describes how the mortal authorities will view the vessel; a Role describes how the Symphony reacts to it! An Alternate Identity *or* Zeroed identity that is "lived" long and well will gradually *become* a Role, as the Symphony adapts, but that takes time.

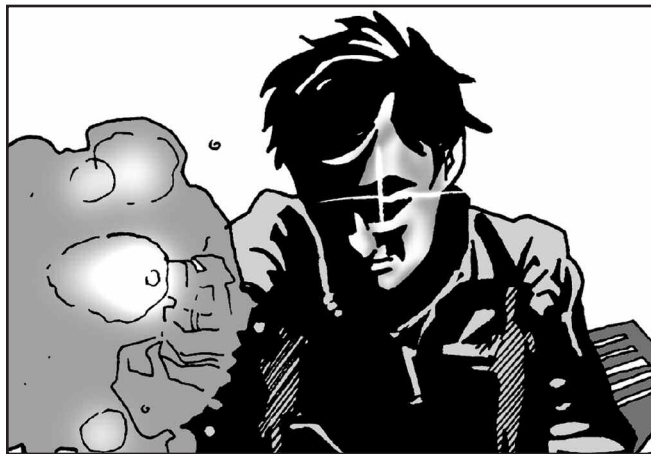
Animal vessels are typically Zeroed, but one which has ID tags and a Role as a family pet, guard dog, or show animal may have Alternate Identity instead. Under normal circumstances, only Superiors can create vessels for a celestial (but see *Limbo*, p. 189).

A vessel can be almost anything a Superior wishes it to be, but there are some restrictions which require a special attunement – plant, statue, and insect vessels can only be given by Novalis (p. 104), David (p. 84), and

Jordi (p. 96), respectively, without invoking the Bound Discord (below). All vessels use the owner's attributes, and a vessel's height and weight is simply chosen, not based on ST. A newborn baby vessel will still have the owner's ST, DX, IQ, and HT, though it may also have Inconvenient Size (p. CI102)!

By default, even animal vessels are able to speak clearly and see in color (Jordi's are usually an exception; see p. 96), but do not necessarily have enhanced senses. Large vessels, such as elephants, should have sufficient Enhanced Strength with the Natural limitation (p. CI8) to support themselves. Animal vessels often have Damage Resistance appropriate to their hides (p. CI52; 3 points/level). Unnatural additions, such as retractable claws for a human or usable hands for an animal, will attract negative attention if mortals notice the modifications; therefore, Superiors rarely grant them.

All *physical* advantages or disadvantages of a vessel are applied to its cost – whether the modifiers are “natural,” or unnatural additions. Disadvantages of a vessel do not count against the character's disadvantage limit, and can never reduce the final point cost of a vessel below 5 (it's never *bad* to have a body; consider the alternatives). Total cost for a standard human vessel is 30 points (with a corporeal identity) or 35 (if it's Zeroed).



With a turn of concentration, a celestial may change from one vessel to another (taking one second to do so, at a cost of 1 Essence) or assume his celestial form (also taking one second, at a cost of 2 Essence). Both of these actions cause Symphonic disturbance. When not in use, vessels (and any equipment they have, up to Light encumbrance!) are in “potentiality” – a state of non-existence that cannot be affected by outside forces, save perhaps a Superior. Vessels cannot be traded between owners, though they may be borrowed with the Song of Possession or by a Kyriotate.

If a celestial loses his last vessel and does not have the points to purchase a new one, the GM may allow him to pay off a new one with future earned character points. Or a Superior may give a “free” replacement (i.e., the GM waives the point cost) if that Superior is pleased with his Servitor's performance. (Malakim who die in the line of duty are often given free replacements; they're expected to risk their vessels while fighting demons.) Heartless celestials go to Limbo, where they build new vessels out of Essence – again, this may cost future points, or a Superior could send the celestial a large amount of Essence to simulate the “free” replacement.

## NEW DISADVANTAGES

Many of these disadvantages are Discords (p. 36), or available only to celestial (or ethereal) characters. Restrictions are noted in the heading; if not restricted to celestials, the special Discord disadvantages may also be taken by humans or ethereal spirits, without the linked Discord disadvantage.

### *Aura*

**-5 points/level  
(non-mortals only)**

Sometimes you *can* tell someone's not mortal just by looking at him – if he has this problem. Any observer with Awareness who makes a Perception roll, at a bonus equal to the Aura's level, will know he's looking at someone unnatural! An *angel* who notices a Lilim's Aura will know her Band.

### *Bound*

**-5 points/level  
(celestials/ethereals only)**

Someone with this disadvantage is metaphysically bound to something. If he's stuck in his vessel, he subtracts his level of Bound from his Will rolls to assume celestial form or change vessels, and can't ascend to the celestial plane at all! (Ethereals cannot use ethereal Tethers to ascend to the ethereal realm.) If he's bound to an object, he takes dissonance if it's harmed (or Mind hits, for ethereals). Should anyone else hold it, the Bound one must make a Will roll, minus his level of Bound, to resist any direct order the holder gives him. And he still can't ascend unless he can somehow bring his object along. The only advantage to being bound to an object is that you may use it as if it were a spare vessel inside a Body Bag (p. 172).

Kyriotates and Shedim with this Discord can still switch to new hosts, but must make a Will roll at a penalty equal to the Discord's level any time they attempt to leave a host.

## ***Celestial Blindness* -3 points/level**

A disadvantage based on Reduced Alertness (p. 39), which only affects the sensing of celestial forms or Symphonic disturbance, -40%. GMs may wish to treat this as Bad Sight or Blindness when the being is on the celestial plane . . .

## ***Discord* -5 points/level (celestials only)**

Discords are fractures in the nature of a celestial being (see p. 151). The flaw itself is represented by one of the three types of Discord, and the manifestation of the flaw by a linked disadvantage. Discord itself comes in three types: corporeal, ethereal, and celestial, and in levels from 1 to 6, indicating the severity of the flaw. The linked disadvantage should vary with the Discord, either in levels, a progression of related disadvantages, or frequency of submission (sidebar, p. CI10). Not all disadvantages are suitable for six distinct levels; the GM must decide how, and how far, a particular Discord evolves with level. Some examples of Discords translated from *In Nomine* are on p. 211.

Discord is a separate disadvantage from the underlying "normal" disadvantage, since it results in distinct problems for the celestial. All Discord is visible – and identifiable – on the character's celestial form. For angels, each level of Discord results in a cumulative -3 reaction penalty from other members of the Host, and will very likely draw the attention of the Inquisition (p. 86). Demons don't react badly to Discord in others, but they are likely to exploit each others' character flaws, and visible Discords make that *much* easier.

Each Choir and Band has a particular Discord whose level adds to dissonance level when making dissonance rolls:

- Seraphim and Balseaphs – Paranoia
- Cherubim and Djinn – Phobias
- Ofanim and Calabim – Weakness
- Elohim and Habbalah – Bad Temper
- Malakim – Cowardice
- Lilim – Aura (p. 35)
- Kyriotates and Shedim – Bound (p. 35)
- Mercurians and Impudites – Berserk
- Grigori – Celestial Blindness (above).



### ***Corporeal Discord***

All these Discords manifest in *any* vessel or host of the unfortunate character, as well as showing on his celestial form. Nearly any physical disadvantage except Age, Youth, Dependency, and sleep-related problems can be a Corporeal Discord. For hosts, the disadvantage will

manifest within a minute when the subject is taken over, and just as quickly disappear when the possessor leaves – this will definitely seem miraculous with disadvantages like Fat and Unnatural Feature! Loss of limbs or sense organs will appear to be nerve damage in hosts; vessels will typically have missing body parts.

### ***Ethereal Discord***

Most mental disadvantages are Ethereal Discords (the remainder are Celestial Discords). Generally, a mental disadvantage is an Ethereal Discord if it doesn't stem from particularly selfish or selfless behavior on the part of the celestial. (One exception is Cowardice, which is considered Ethereal.) Some other specialized disadvantages like Aura, Bound, and Weakness, are also based on mental effects, and are therefore classified as Ethereal.

### ***Celestial Discord***

Mental disadvantages that reflect selfishness (in angels) or selflessness (in demons) are classified as Celestial Discords. Examples include Greed, Lecherousness, Miserliness, Pacifism (Cannot Kill), and Sense of Duty. Some other disadvantages that interfere with celestial nature are also Celestial Discords – particularly Celestial Blindness (above) and Dependencies which must be filled to recover Essence (p. 138).

All Celestial Discords interfere with Essence recovery in celestials. When getting his daily Essence, anyone with a Celestial Discord (other than a Dependency) must roll one die and get a result *above* his highest level of Celestial Discord, in order to get his Essence. For example, if his highest discord is at level 2, he must get a 3 or better to get his Essence. On a roll of 1 or 2, he gets nothing for the day. (This does not affect Rites.)

Angels with *any* Discord will also have Enemy: Inquisition (p. 86).

## ***Disfavored* -30 points (celestials only)**

The character is an Outcast angel or Renegade demon. See pp. 14-15.

## ***Dissonance* -3 points/level (celestials only)**

Dissonance is a temporary disadvantage; it affects a celestial's resonance, giving a -1 penalty to his resonance rolls per note (level) of dissonance. It also adds to the chance of an angel Tripping or Falling (p. 149), and the chance of a demon gaining Discord (p. 151).

Dissonance can be removed (*Losing Dissonance*, p. 150) or traded in for Discord.

Only celestial characters can have Dissonance.

### **Dissonance Condition**      **-5 points** **(celestials only)**

This disadvantage is linked to another mental disadvantage, taboo trait, or mental quirk. Codes of Honor are the most common Dissonance Conditions in *In Nomine*. If the linked disadvantage is violated (such as someone with Truthfulness telling a lie), the celestial will acquire a note of dissonance (p. 146) – a disadvantage itself – which can cause him to become Disfavored, gain Discord, or Fall.

### **Disturbs Symphony**      **-15 points** **(celestials/ethereals only)**

This is a racial disadvantage for all celestials and ethereal spirits, reflecting the fact that their actions in the corporeal realm disrupt the natural progression of the Symphony. This disadvantage covers only the disturbance related to physical destruction (see *Perceiving the Symphony*, p. 137). Many attunements (p. 30) also cause disturbance, but those may sometimes be used by humans, so they have a similar Nuisance Effect limitation (p. CI111) built in, instead.

### **Geas**      **-1/-2/-3/-5/-10/-15** **points**

A Geas is akin to a Vow (p. B37) linked to a Dissonance Condition (above). A human or ethereal will take damage instead of dissonance. Geases may be imposed on conscious, *unresisting* beings by Superiors and Lilim, or unwilling ones via the Lilim resonance (see p. 69) or a Superior who holds the victim's Heart. Lilim may also Geas themselves of their own volition. A Geas may be "unspecified" – a favor which can be called in at any time – or "active," starting at the moment the character agrees.

Ignoring an active Geas causes a note of dissonance (or point of damage, for non-celestials) for every Geas-interval during which the Geas goes unfulfilled, *and* every time the victim attempts to do something contrary to the Geas! Though this dissonance does not require dissonance rolls (p. 146), it adds to other dissonance rolls normally and cannot be cured or converted to Discord until the Geas is fulfilled or becomes *impossible* to

fulfill! (Likewise, it simply reduces the hit points of a geased human, despite medicine or Songs of Healing.) If the Geas is finally fulfilled, this dissonance vanishes (though not any Discord it may have sparked). If the Geas becomes impossible to fulfill, it will inflict a final note of dissonance or point of damage, and vanish.

Geases come in levels, from 1 to 6, and must be fulfilled within an interval corresponding to their level (see "Duration," in the table below). Higher levels of Geas can be inflicted on a *willing* being only, and only with the GM's approval. Attempting to geas someone to a higher level task than the Geas can command will cause the Geas to vanish. Lilim instinctively know what they can ask for – the player should discuss wording with the GM – but other beings must guess or consult a Lilim. A Geas cannot be used to compel a result the geaser believes is impossible (GM's decision).

In the table below, *Level* is the level of the Geas, *Duration* is the length of the task compelled, *Task* is the mission's nature, and *Equivalent* is the usual rate of exchange among demons – e.g., a Lilim who wants a 30-point advantage from a Prince must usually geas herself into his service for a year.

Level	Equiv.	Duration	Task*
0	–	1 action	trivial
1	1 Essence	1 hour	"normal work"
2	3 Essence	1 day	hard or uncomfortable
3	3 cp**	1 week	definitely unpleasant
4	10 cp	1 month	somewhat contrary to character risks dissonance
5	15 cp	6 months	definitely contrary to character causes dissonance risks vessel loss
6	30 cp	1 year	traumatically contrary to character possibly ruinous causes Discord causes vessel loss possibly life-threatening

\* Add 1 level for "negative" tasks with a duration (see below).  
\*\* character points toward advantages, Songs, or skills.

Add the levels for duration and task and subtract 1 to get the final Geas level. If less than 1, it counts as a Geas 1. If the final level is greater than 6, the request exceeds a Geas 6, and cannot be demanded. For instance, a Geas 3 could compel a single action (Level 0) that risked dissonance (Level 4); a month (Level 4) of trivial actions (Level 0); or a week (Level 3) of "normal work" (Level 1).



A Geas can also be used in a *negative* sense; e.g., “Do not geas a customer of this establishment for one month, without permission.” The subject gains a note of dissonance (or point of damage) *every time* he violates the Geas until the duration is up, and the dissonance (or damage) suffered will persist after the Geas has expired!

The subject of a Geas must pay off its point value when it is completed, *if* it was taken as a disadvantage at character creation. Geases acquired in play are worth no points, but don’t have to be bought off when finished, either.

### **Geas-Hooks**

If a Lilim has fulfilled someone’s need, but not yet told him what she wants (and thus given him an opportunity to resist with a Will roll), there is still a connection between the Lilim and the subject, known as a *Geas-hook*. Unlike an actual Geas, it can only be seen by Superiors. A Lilim who holds a hook may use the Celestial Song of Affinity to track down her target.

Geas-hooks taken at character creation are worth -1 point/level as a disadvantage, and must be bought off if resisted or the resulting Geas is completed.

The GM may allow Lilim to purchase Geas-hooks and Geases on *other* people, as *Favors* (p. CI25). A Geas-hook would have the -10% limitation, “Target may resist with Will roll.”

### **Heartless**

**-5/-20 points  
(celestials only)**

Disfavored celestials, celestial spirits (p. 23) – and most Free Lilim – have no Heart (p. 12). This prevents them from ascending to the celestial plane at will; they must follow someone else to his Heart, or use a Tether (p. 188). On the plus side, they don’t have a Heart that can be found and used to spy on them or hunt them down.

This is a -5 point disadvantage for most celestials, but for bodiless ones who cannot have vessels (most Kyriotates and Shedim), it is worth -20 points – these celestials can’t go to Limbo and are at serious risk of soul-death if they suffer Trauma (see *Heartless and Bodiless*, p. 180).

### **No Vessel**

**-45 points  
(celestials/ethereals only)**

Characters based on the celestial template (p. 9) who have neither the Body-Hopping advantage (p. 30) nor any Vessels (p. 34) must take this disadvantage, which incorporates changes to the template and the Celestial Form advantage. It removes Non-Reciprocal Damage [-30] and the +20% enhancement to Unaging [-3] from



the celestial template. It also adds the “Always insubstantial” limitation to Celestial Form [-12].

Starting PCs should not normally take this disadvantage, since it keeps them from operating effectively in the corporeal realm. It may be acquired in play, if a celestial loses his last vessel.

### **Reduced Alertness** -5/level

Many celestials, especially demons, are not as perceptive as their IQ attributes would suggest. Thus, *In Nomine* includes the negative form of Alertness (see *Sense Roll* in the sidebar, p. CI13). Each level reduces all Sense rolls (Perception) by 1.

Reduced Alertness also penalizes Perception-based resonances (see p. 140).

## NEW ENHANCEMENTS

These are enhancements commonly used in building celestial powers from existing *GURPS* abilities.

### **No Roll Required** +66%

This enhancement is used for certain celestial abilities based on *GURPS* powers that would normally require a skill roll, and are automatically successful in the *In Nomine* universe. If the base ability would normally have a distance penalty (such as a magic spell), the enhanced ability can only be used if the target can be seen or touched. If the power normally requires a Contest, the automatic success counts as a success by 0 unless the modified power description says otherwise.

Normally, only attunements and Distinctions will have this enhancement, as they work automatically.



## NEW LIMITATIONS

A number of special limitations are commonly used in defining celestial powers.

### **Causes Disturbance** -10% or more

This is a Nuisance Effect (p. CI111) specific to the *In Nomine* setting. An ability with this limitation warps the natural order of the Symphony, causing disturbance that others can detect (see p. 137). A disturbance of 1-5 is worth -10%, 6-10 is worth -20%, and 11 or more is worth -30%.

### **Costs Essence** -10%/level

This is the same as the Costs Fatigue limitation (p. CI110), but for those abilities that require Essence instead of Fatigue. Every point of Essence cost is a -10% limitation, since Essence is harder to recover than Fatigue.

### **Only in Celestial Form** -20%

This limitation replaces the -10% limitation “Only While Insubstantial.” Taking celestial form is more troublesome than the usual case for becoming insubstantial, due to the Essence cost and the disturbance caused.

### **Resonance Backlash** -20%

This limitation applies primarily to demonic resonances, though it also afflicts the Ofanim. When a demon tries to use his resonance to warp the Symphony to match his own personal symphony, and the Symphony resists the change (normally because an intelligent target won the contest of resonance vs. Will), the failure backlashes on the demon. The precise form of the backlash varies somewhat, but usually includes the possibility of dissonance. (Ofanim suffer when they critically fail to match the perfection of movement in the Symphony that their resonance has shown them.)

## NEW SKILLS

### **Animal Vocalization** (Mental/Very Hard) defaults to IQ-7

This is the skill of speaking a human language comprehensibly using a natural animal host. It may be applied to any human language; use the lower of Animal Vocalization and the language skill as the effective skill level. Some animals, such as a few bird species, have more flexible vocal capabilities, and give a +2 bonus to Animal Vocalization. Use the language rules on p. B54 to determine comprehensibility of animal speech. Nearly all animal hosts will have a thick accent, at best.

This is a Language skill.

### **Songs**

Celestials and others can change the Symphony – bend or break natural laws – on a small scale by performing *Songs*. These work much like magic spells, but they are *not* magic. However, the regular rules for *GURPS* magic (Chapter 19 in the *Basic Set*) are used for *Songs*, so each Song is a skill. *Songs* are covered in detail in Chapter 6.

## CELESTIAL CHARACTER CREATION SUMMARY

### Choir/Band Cost Table

This table summarizes the Choir and Band template costs from Chapter 3, and the total cost including the basic celestial template, for the common angelic Choirs and demonic Bands.



Choir	Template	Total	Band	Template	Total
Seraphim	26	490	Balseraphs	26	490
Cherubim	26	490	Djinn	10	474
Ofanim	25	489	Calabim	28	492
Elohim	20	484	Habbalah	25	489
Malakim	35	499	Lilim	34	498
Kyriotates	175	639	Shedim	66	530
Mercurians	10	474	Impudites	34	498
Grigori	24	488			

### Superior Cost Tables

These tables summarize the point costs from Chapter 4, for each Superior's Dissonance Condition, Rites, and Divine Favor (Invocation and Patron). The Servitor Total column lists the total cost of being a Servitor, which includes the other three point costs, plus the standard -15 point Duty owed by Servitors to their bosses.



Archangel	Word	Dissonance Cost	Rites Cost	Favor Cost	Servitor Total	Page
Blandine	Dreams	-15	6	13	-11	82
David	Stone	-20	4	13	-18	84
Dominic	Judgment	-10	10	0	-10*	86
Eli	Creation	0	6	25	29**	88
Gabriel	Fire	-20	10	13	-12	90
Janus	the Wind	-10	8	7	-10	92
Jean	Lightning	-10	6	25	6	94
Jordi	Animals	-20	6	13	-16	96
Laurence	the Sword	-5	6	25	1***	98
Marc	Trade	-10	6	13	-6	100
Michael	War	-10	4	13	-8	102
Novalis	Flowers	-30	4	25	-16	104
Yves	Destiny	-11	6	13	-7	106

\* Servitors of Dominic have 5 points of Legal Enforcement Powers among angels included here.

\*\* The Servitor Total for Eli assumes the common case of a Servitor in service to another Archangel; the temporary Superior's Favor and Duty costs should be added. Eli's Duty is worth only -5 points for his remaining direct Servitors, and -2 for those in service elsewhere.

\*\*\* Servitors of the Sword include in this total a -10 point Sense of Duty to other angels, as well as the normal -15 point Duty to their Superior.

Demon Prince	Word	Dissonance Cost	Rites Cost	Favor Cost	Servitor Total	Page
Andrealphus	Lust	-14	4	13	-12	108
Asmodeus	the Game	-5	8	13	21*	110
Baal	the War	-10	6	13	-6	112
Beleth	Nightmares	-10	2	13	-10	114
Belial	Fire	-6	6	13	-3**	116
Haagenti	Gluttony	-6	4	13	-4	118
Kobal	Dark Humor	-6	6	13	-2	120
Kronos	Fate	-6	6	13	-2	122
Lilith	Freedom	-10	12	13	15/0***	124
Malphas	Factions	-10	4	13	-8	126
Nybbas	the Media	-10	4	25	4	128
Saminga	Death	-6	6	13	-2	130
Valefor	Theft	-15	4	13	-13	132
Vapula	Technology	-10	4	13	-8	134



\* Includes an additional 20 points for Roles (see p. 111).

\*\* Includes -1 point for the smoking Quirk.

\*\*\* Free Lilim (p. 70) pay the first cost, since they don't have an active Duty to Lilith (but they will have Geases to her); those Lilim and other demons in active long-term service to her under Geas add the standard -15 point Duty.

## Superior Attunement Cost Tables



These two tables summarize the Choir and Band Attunement point costs from Chapter 4.

Archangel	Seraph	Cherub	Ofanite	Elohite	Malakite	Kyriotate	Mercurian
Blandine	9	3	9	19	3	5	8
David	20	50	50	10	50	0	30
Dominic	4	3	15	20	15	3	15
Eli**	20	26/15*	50	26	25	25	26
Gabriel	15	15	90	15	35	15	15
Janus	3	15	15	5	9	38/63***	40
Jean	70	15	50	15	45	80	15
Jordi**	45	46	47	62/12*	47	75/12*	46
Laurence	20	5	50	10	4	45	4
Marc	21/18*	15	5	15	30	53	30
Michael**	55	43	85	57	65	40	60
Novalis**	65	25	45	14	25	33	15
Yves	25	3	27	14	8	24	24

\* Partially Choir-restricted attunement: the first number is for a member of the Choir, the second is for non-Choir members. (Any “all-Choir” advantages are *not* included in the non-member cost.)

\*\* Choir Attunements include advantages common to all Choirs. If multiple Choir Attunements are taken, subtract the common points from the second and subsequent Choir Attunements. Eli: -5 points, Jordi: -35 points, Michael: -40 points, Novalis: -5 points.

\*\*\* The first value applies to Kyriotates; the second is for others.



Demon Prince	Balseraph	Djinn	Calabite	Habbalite	Lilim	Shedite	Impudite
Andrealphus**	43	36	7	16	20	31	9
Asmodeus	10	10	10	10	10	13/10*	10
Baal	9	20	4	20	15	3	10
Beleth	15	3	30	9	15	10	5
Belial	20	4	15	9	3	20	3
Haagenti	20	25/15*	2	3	34/17*	6	3
Kobal	4	4	4	4	4	8	19/4*
Kronos	***	20	5	10	24/20*	11	24
Lilith	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Malphas	20	20	19	17	15	24	21/10*
Nybbas**	30	20	15	45	45	15	15
Saminga	3	10/10*	20	20	20	12	30
Valefor	4	15	15	5	3	63	40
Vapula	32/30*	8	N/A	35/20*	12/9*	17	35/8*

\* Partially Band-restricted attunement: the first number is for a member of the Band, the second is for non-Band members.

\*\* Band Attunements include advantages common to all Bands. If multiple Band Attunements are taken, subtract the common points from the second and subsequent Band Attunements. Andrealphus: -6 points, Nybbas: -15 points.

\*\*\* The cost is the cost for the Choir resonance copied. Malakim and Kyriotates are special; see p. 122.

*Chapter 3* CHOIRS  
& BANDS



## INSTRUMENTS OF HEAVEN

Angels see themselves as instruments in the grand orchestra of the Symphony, with affinities for certain “similar” Earthly instruments. (At the GM’s option, the Choirs may have an appropriate Musical Instrument skill defaulting to IQ level, because of their close kinship with it.)

**Seraphim** think of themselves as stringed instruments, from harps to banjos, with a piercing sweetness and clarity that lingers when the note itself seems to be gone. You haven’t lived until you’ve heard a Seraph play the violin.

**Cherubim** prefer one-handed horns for the daylight hours; at night, they take out their saxophones.

**Ofanim** are creatures of percussion. In modern times, this translates as everything from frequent, random cymbal crashes to techno-across-Europe at 140 beats per minute.

**Elohim** have a certain affection for (and identify strangely with) bells, chimes and xylophones – though they see the worth in all other forms of music as well.

**Malakim** live to the music of martial trumpets and clashing swords . . . and, always, the regimental drums, keeping the Symphony’s rhythm without faltering.

**Kyriotates** have abandoned standard musical notation, and prefer improvisational woodwinds, whether it be the starkness of a clarinet or the piercing drive of a flute. They are also partial to organs – the more keyboards and controls, the better.

**Mercurians** prefer the instrument most frequently at hand – themselves – whether by singing, clapping, whistling, stomping feet or all of them at once.

The Choirs of angels and the Bands of demons are the celestial “races” of the *In Nomine* background. The racial templates given here are partial – the basic celestial template on p. 9 must be added to get the full template for each Choir and Band.

The description for each Choir and Band includes a discussion of their special ability (their “resonance”), what makes them dissonant, how they look and act in both corporeal and celestial forms, other features commonly found in the group, and detailed *GURPS* mechanics for the template.

In some cases, Superior Attunements (from Chapter 4) can modify the Choir and Band templates, usually by augmenting the resonance or loosening dissonance conditions. Any time Superior-related game mechanics conflict with Choir or Band mechanics, the Superior mechanics rule, unless the Choir or Band description specifically states otherwise. Also, Superiors (that is, the GM) may violate nearly any rule in individual cases – see the *Superior Abilities* sidebar on p. 78.

## ANGELS AND THEIR COLAS: AN ABSTRACT EXERCISE

The various Choirs have their own ways of dealing with life, and Earth in particular . . . Even such trivial actions as getting a soda can illustrate their natures, in the abstract.

Confronted with a soda machine, a **Seraph** would disdainfully ask another angel to handle the matter for him.

Confronted with a soda machine, a **Cherub** would wait to watch someone else use it, then find some way to get money, buy a cola, and give it to someone he thought needed a drink.

Confronted with a soda machine, an **Ofanite** would rip the door off its hinges, grab as many drinks as possible, and spiral out into the night before drawing any more attention. (And that’s *before* the caffeine high.)

Confronted with a soda machine, an **EloHITE** would understand that it was merely an extension of a giant marketing machine, designed to manipulate its customers into purchasing colas whether they were desired

or not. If it seemed unimportant to the Symphony that the machine remain there, he would take it home to disassemble, that he might fully analyze its simplicity of design and complexity of purpose.

**Malakim** find no redeeming qualities in carbonated beverages.

Confronted with a soda machine, a **Kyriotate** would pull out his two quarters and . . . hey, this guy’s got some neat stuff in his pockets!

Confronted with a soda machine, a **Mercurian** would put two quarters in the slot and punch the button for the drink he wanted. (Mercurians always have a bit of change in their pockets.)

A **Grigori** would sneak up to see what was causing all the disturbance, then wait for all the other angels to leave before getting a cola for himself. (Then he’d go investigate all those auto accidents on p. 64.)

## SERAPH CHOIR SUMMARY

*Resonance:* Symphonic Knowledge: Truth (Persistent, +20%). 36 points.

*Dissonance:* Dissonance Condition [-5] of Truthfulness [-5]. Total: -10 points.

*Choir cost:* 26 points.

## CHOIRS OF ANGELS

There are many different ways the Symphony expresses itself – and some parts are more self-aware than others. Each Choir of angel represents a facet of the Whole, resonating with a particular theme in the Symphony. A Choir's resonance is both an ability it has, to listen to that theme, and a lens through which it views the world. (Angelic resonances require a Perception roll, except for Kyriotates, who use Will.)

There are more Choirs than the ones listed here – Blandine's Menunim and the Heavenly Choirs who never go to Earth, for instance – but these are the major ones, both in numbers and in importance. Listed in order of most divine (and most un-human) to most worldly, they are:

**Seraphim:** Also known as the *Most Holy* and *Trisagonists*, these serpentine beings know truth from lies, and must never speak falsehoods.

**Cherubim:** Called *Guardians* and *Hayyoth*, these are literally guardian angels, who cannot let their attuned charges come to harm.

**Ofanim:** Burning *Wheels* of fire, the *Thrones* are creatures of motion; they know where they need to go, and how to get there most quickly. To stop moving is unthinkable.

**Elohim:** Known as *Powers* and *Dynamis*, these shining, androgynous angels are agents of balance. They put aside their own subjective whims, and perceive the emotions of others.

**Malakim:** Proud as *Kings*, the *Virtues* see the honor of others, and are bound by oaths of their own. These black-feathered angels were created to defend Heaven's honor during the Fall, and cannot Fall themselves.

**Kyriotates:** Also called *Hives* and *Dominations*, these angels possess living mortals to interact with the corporeal realm. But though their appearance is horrific, they must protect their hosts above anything else.

**Mercurians:** Appearing as winged humans with golden halos, the *Intercessionists* are known as the *Friends of Man*, and for good reason. They understand the web of human relationships, and love humanity so much that they cannot

lift their hands against any mortal, no matter how far from the light.

**Grigori:** The *Watchers* are an Outcast Choir, also called the *Giants*. They loved humanity too much, bearing and siring children among the mortals, and were exiled from Heaven. None speak their name.

## SERAPHIM – 26 POINTS THE MOST HOLY

*"I think you're hiding something from us," my partner said, finally speaking with enough directness that the mortal noticed.*

*"Hub?" said the man. "I don't know nothing!"*

*And the Symphony twisted around me, like acid on my wings and eyes, the rising scream of tortured metal in my*



ears, protesting the flat, foul notes of his words. I felt myself jerk, as if I'd touched a hot stove. My voice shrill even in my corporeal ears, I cried, "Liar! You disgrace yourself by bringing falsehood to a perfect Symphony."

The mortal laughed – laughed! at me! – and turned back to the flickering mass of lies humans called television. "What're you talking about, man? And here I thought you boys were serious."

"I'm only telling you the truth. Believe me," my partner said, indicating me with his thumb, "he knows from truth."

I wrapped my arms around myself and muttered at the floor, "Idiom. But true."

Seraphim are called the Most Holy, the Choir furthest from humanity, and they are certainly the least tolerant of humanity's capability for deceit and delusion. The Seraphic resonance is for Truth, for what *Is* in the Symphony. When someone claims what *Is Not*, it introduces flat, out-of-tune notes that blare over the True themes. A perceptive Seraph can hear those all-but-drowned-out harmonies, and tell not only that someone has lied, but some degree of the truth the lie was covering.

### *Manner and Appearance*

Celestially, Seraphim are graceful, feather-winged serpents, gazing upon the world from six large eyes. On Earth, Seraphim prefer long, thin vessels – which they consider squat and awkward – and keep themselves clean and tidy.

They are most at home in Heaven, where falsehoods cannot be spoken, and consider Earth a disorganized place, full of horrible perversions such as advertising, rumor, and business lunches. A novice Seraph in a supermarket is at once a pitiful and funny sight.

There are advantages to their unworldly perspective, especially when other Choirs have become mired in mortal morals and problems. In theory (and often practice as well) Seraphim are the leaders, their decisions final and only to be overridden by those of higher rank. They are not

### SERAPH DISSONANCE

The Seraph dissonance condition is Truthfulness. They *may* learn the Fast-Talk skill, but only to evade uncomfortable questions, not to speak an outright lie. If they have the Fast-Talk skill at any level, they may first roll to think of an evasion; only if that fails do they need to make a Will roll to remain silent. Actually telling a lie will cause immediate dissonance.

The Most Holy can learn to stand by and allow others to lie *for* them, but find it distasteful.

### THE SERAPH RESONANCE

With a successful Perception roll, a Seraph can determine the truth of someone's speech, from up to 50 yards away. (This includes visual communications, such as writing, sign language, or gesture, at a -3 penalty.) The degree of success determines how much information is obtained; on a critical success, the Seraph has tapped into the wider Symphony through the subject, and knows the real Truth, even if the subject does not! (See the *Seraph Resonance Results* table on p. 214.) However, the subject must have *some* connection with the truth – if he has none, then even on a critical success, "I don't know" may be the only Truth the Seraph gets.

The Most Holy can distinguish truth, as the speaker understands it, from Truth, what is actually true in the Symphony. However, they have trouble dealing with opinions, such as "Communism is evil." At best, they will know whether the speaker is saying what he believes, and that it is his opinion. Unless the opinion is subject to concrete proof, Seraphim cannot tap into the Symphony for the Truth – even the Most Holy cannot read the deep mysteries in God's mind.

The very most perceptive Seraphim can look beyond words or even direct communication (such as shaking one's head "yes" when meaning "no"). If someone dresses as a policewoman, but is not, the Seraph may be able to tell that she is claiming "I am a policewoman" and that this is a lie. Likewise, they may detect false money or a forged painting. This requires a resonance roll at the usual -3 penalty for "visual reproduction only."

perfect, but they always comport themselves as the celestial nobility they are. Even the least dignified of them behave with honesty, so as to be worthy of the respect they are given.

Seraphim are known for purity of emotions: they don't try to pretend they feel things they do not, or suppress what they do. Such self-delusion would be dissonant for them. Otherworldly and socially handicapped, the Most Holy are polar opposites to the Mercurians, who not only understand humanity, but revel in it.

### *Other Characteristics*

Seraphim often have one or more of the advantages Charisma (p. B19), Musical Ability (p. B22), Voice (p. B23), and Celestial Rank (p. 27). Common disadvantages among the Most Holy include Clueless (p. CI87), Easy to Read (p. CI89), Honesty (p. B33), Intolerance (toward liars) (p. B34), Low Empathy (for humans) (p. CI91), No Sense of Humor (p. CI92), Nosy (p. CI92), Oblivious (p. CI92), and Phobia (Squeamishness) (p. B36).

## CHERUB CHOIR SUMMARY

*Resonance:* Symphonic Link (Automatic attunement, +20%; destruction of the attuned causes dissonance, -40%; can form additional attunements, +0%) [16]; Danger Sense (Applies to attuned subjects, not the Cherub himself, +0%) [15]. The increased number of attunements is counterbalanced by the hazards of too many charges to protect, so this is a feature worth no points. Automatic sensing of immediate danger to his charges links No Roll Required (+66%) to the limitation "Only to detect immediate mortal danger" (-33%), adding 5 points to Danger Sense. Total cost: 36 points.

*Dissonance:* partly included in resonance; also Dissonance Condition [-5] of Sense of Duty: friends, superiors, and attuned charges [-10]. Total: -15 points.

*Other:* Higher Purpose (p. CI26) of "Protect my charges": 5 points.

*Total Choir cost:* 26 points.

## CHERUBIM – 26 POINTS THE GUARDIANS

*It was just another normal night, and I made my rounds as usual, swinging the flashlight into every bush and shrub. Then it hit me, the blast of urgency, the shrill scream of knowing. I was moving before I stopped to think, checking my resonance between one heartbeat and the next. Around back, in the opened window, through the door, into the bedroom. The guy in the ski mask took one look at me and that was all the chance I gave him.*

*When I was done, the intruder was sprawled on the ground, and my charge – my **attuned** – was safe. Lights came on in the rest of the wing, and my employers dashed in. But I was already at the cradle, rocking her back to sleep.*

Cherubim are guardian angels, pure and simple. They protect and care, beings of distilled dedication. They aren't always the most imaginative of angels, and they don't necessarily understand their charges – only the Seraphim are further from humanity – but once Cherubim attune to something or someone, they'll defend their charge even unto final death. If Seraphim are nobility, Cherubim are knights in shining armor, staunch supporters of those they give their loyalty to.

### *Manner and Appearance*

In Heaven, Cherubim manifest as feather-winged animals – bears, apes, wolves, lions, orcas . . . This reflects a



certain simplicity of soul. They protect and defend, and that's all there is to it.

Earthly vessels of the Guardians tend to be solid and sometimes a bit short, with thick bones and a sturdy build. They move deliberately, even slowly when there's no need for haste, but their ever-vigilant eyes miss little.

Their nature is loyalty. Once they've granted allegiance, they will not revoke it of their own choice unless it becomes absolutely clear that the one they're loyal to



## THE CHERUB RESONANCE

The Guardians have the ability to distinguish within the Symphony the theme of a person, place, or thing that they physically touch, attuning themselves to it. Once attuned, they can continue to pick out that theme, and those melodies that interweave with it, including the foreshadowing of future changes.

With a resonance roll, a Cherub can check on the condition and location of his charges, anywhere on Earth, and sometimes see future threats to them. See the *Tracking Resonance Results Table*, p. 214. He will always know when one of his charges is in *immediate* mortal danger – this is automatic. Their ability to see the future is very limited – they may see those close or distant future threats to their charges that are evolving *now*, but that future is subject to change by celestial forces, including the Will of humans and the Cherub's own actions.

The Cherub's total levels of Power Investiture (in all realms) limit the number of simultaneous links he can have to people, places, or things. Each attunement requires physically touching the object (no roll is required to do this, only intent). Once attuned, the angel may check on his charge

anywhere on Earth. If his charge is out of range, or in another realm, he will know this on a successful resonance roll, but will be unable to find out anything else about the location.

It is difficult for a Cherub to break an attunement – revoking allegiance is foreign to his nature. He must make a Will roll to sever an attunement, and a failure causes a note of dissonance. Destruction of his charge will also cause dissonance, though the angel may cure this dissonance if he can repair the damage (difficult, if the attuned was alive!). If his charge was an object, and was broken into many pieces, he can find the pieces only on a critical success with his resonance.

If his charge is killed or destroyed beyond repair, the Cherub may make a Perception roll to attempt to transfer his link to the destroyer. This “Nemesis” attunement lasts until his foe is punished appropriately (which will also cure the note of dissonance the Cherub took for failing his charge). Naturally, the Guardian isn't compelled to protect *this* subject of his attunement. Cherub Choir Attunements do not apply to the subject of a Nemesis attunement!

doesn't deserve such devotion. A Cherub with divided loyalties is a miserable creature. This single-mindedness and clarity of purpose sometimes puts them at odds with the literally scatter-minded Kyriotates; though they both understand protection of others, a Cherub thinks it should be a constant thing, not a job to be picked up and dropped again.

Cherubim are good angels to have at one's back, metaphorically or literally. Though they say that protec-

tion is *their* job, other angels watch out for them in return, inspired by their example.

It's not clear why Western artists started depicting Cherubim as chubby, winged babies; the Guardians suspect Diabolical influence. They're equally unamused that one Hebrew translation of their Choir name is “cabbage” – a fact that demons will never let them forget.

### Other Characteristics

All Cherubim have the Higher Purpose (p. CI26) of “Protect my charges,” giving them a +1 to any action directly related to guarding or defending one of their attuned.

The Guardians often have combat-related advantages like Combat Reflexes (p. B20), Extra Hit Points (p. CI24) – both for vessels and for Soul hits, Fearlessness (p. CI25), High Pain Threshold (p. B20), and Toughness (p. B23). Other common advantages include Composed (p. CI22), Cool (p. CI23), and Single-Minded (p. CI30).

Typical Cherub disadvantages reflect their focus on their charges: Attentive (p. CI86), Dull (p. CI89), Guilt Complex (p. CI90), Hidebound (p. CI91), Honesty (p. B33), Incurious (p. CI91), No Sense of Humor (p. CI92), Obdurate (p. CI92), Oblivious (p. CI92), Obsession (p. CI93), Selfless (p. CI94), Staid (p. CI94), and Workaholic (p. CI95).

### CHERUB DISSONANCE

The core of the Cherub nature is loyalty; breaking faith with themselves, their Superior, or their friends and charges causes dissonance. The Choir has a Sense of Duty (p. B39) to friends, superiors, and most especially their charges.

It's rare for a Cherub not to be attuned to something – they have a strong *need* to protect. Most Guardians try to avoid attunements to widely dispersed charges unless they have near-instant form of travel, such as the Celestial Song of Motion (p. 164); wise Superiors are careful what they order their Guardians to guard.



## OFANIM – THE WHEELS

25 POINTS

*I sped through a red light while the human tried to staunch the child's bleeding. There was a hospital around here . . . yeah, this was proper; this was good. The emergency room was a siren song in the Symphony, pulling me to it like a fish on a string. I was vibrating to its tune, lodestone to metal. Beautiful. I grinned and hummed along with it, sparing a hand to flip on the radio.*

*"Left-left-left!" the woman shouted, flailing one arm to get my attention. She didn't understand.*

*"This way's quicker!" I told her, wrenching the steering wheel right. "I can feel it!"*

Ofanim are creatures of motion, never willingly still. If it has to do with getting from point A to point B as quickly as possible, call upon the Wheels. But remember: let the Ofanite drive, and always fasten your seat belt.

### *Manner and Appearance*

Celestially, Ofanim appear as wheels of fire – anything from hoops to pinwheels to interlocking gyroscopes, depending on the power and whim of the Ofanite in question. In Heaven, they are never still. Even if they're hovering in one place, their flames are constantly spinning. They're the very meaning of the word "restless."

On Earth, they are equally frantic, confining their fires in thin, wild-eyed vessels. Often feverish-hot, with heart rates far above human norm, the Wheels avoid mortal doctors who might tell them to slow down. They're

### OFANITE CHOIR SUMMARY

*Resonance: Location:* Symphonic Knowledge: Area Knowledge (Does not work on recordings, -33%; Limited Scope, -34%) [10]. *Speed:* Super Running ×3 (Requires resonance roll, -60%; Resonance Backlash, -20%) [15]. *Physical boost:* this is a variant of Visualization (p. CI47) that includes the Instantaneous enhancement and the Resonance Backlash limitation, worth 20 points. Total cost: 45 points.

*Dissonance:* Dissonance Condition [-5] of Impulsiveness [-10], and Odious Personal Habit: always in motion [-5]. Total: -20 points.

*Total Choir cost:* 25 points.

## THE OFANITE RESONANCE

There are three different abilities granted by the Ofanite resonance for motion:

**Location:** Ofanim have a type of Symphonic Knowledge that gives them Area Knowledge at IQ, *anywhere*. However, this ability only applies to general locations present in the public consciousness. It cannot be used to determine the typical locations of specific inhabitants, as could be done with a normal use of the skill, or to discover secret hideouts. But when you need to find a gas station open at 3 a.m., ask an Ofanite.

**Speed:** The Wheels can run at well over 100 mph! This ability also applies in celestial form, where it is effectively Super Flight. However, due to the strain of such speed on their vessels, they take Fatigue normally when running corporeally at super-speed; use the *Exhaustion from Running* rules on p. B88. Running at normal human speeds will not tire them, of course. This ability requires a

successful resonance roll; success multiplies their Move by 8. If the resonance roll is failed for a corporeal use, the Wheel will take hits equal to the amount the roll failed by.

**Physical boost:** Any skill roll that involves the Ofanite moving any distance can be boosted by his resonance, giving a bonus to the roll equal to the degree of success on the resonance roll. However, if the resonance roll succeeds, and the skill roll is a critical failure, the Ofanite takes a point of dissonance from getting out of sync with the Symphony!

This ability affects vehicle operation skills and most Athletic skills (except those that don't involve multi-hex movement, like Breath Control, Scuba, Throwing, or weapon skills). It also affects Dodge rolls and Slam attacks, but doesn't apply to any other combat skill rolls or for any action where the Wheel isn't moving *himself*, such as using Stealth to hide motionlessly, rather than to move quietly.

always the ones driving, because they'll be climbing over the driver's shoulder if they're not.

Well-socialized Ofanim can learn how to sit (relatively) still, to fit into society, but they're always fidgeting with *something* – shifting all over their chairs, knitting, or playing video games. They'd rather be orbiting the room with a remote control in one hand (while they channel-surf as fast as the TV can go), discussing Things To Do at top speed. Ofanim are masters of the run-on sentence.

Ofanim get along least well with Malakim; the Wheels tend toward shallow, scattered frivolity – they think *quickly*, not in depth – and the Malakim prefer to focus on one goal at a time. Nevertheless, the Malakim recognize that the Wheels can be formidable warriors.



## Other Characteristics

Ofanim often have the advantages Acceleration Tolerance (p. CI19), Ambidexterity (p. B19), Combat Reflexes (p. B20), Daredevil (p. CI23), Double-Jointed (p. B20), Fearlessness (p. CI25), Luck (p. B21), or Perfect Balance (p. CI63). Common disadvantages among the Wheels include Absent-Mindedness (p. B30), Curious (p. CI89), Distractible (p. CI89), Easy to Read (p. CI89), Imaginative (p. CI91), On the Edge (p. CI93), Overconfidence (p. B34), Short Attention Span (p. CI94), Skinny (for vessels) (p. B29), Trickster (p. CI94), and Workaholic (p. CI95) (though missing sleep doesn't matter to them!).

## OFANITE DISSONANCE

Ofanim suffer dissonance from inaction, or from overreaching themselves (see *Physical Boost*, above). They suffer from Impulsiveness and the Odious Personal Habit of always being in motion. (An Ofanite

who is confined will not gain dissonance so long as he is continually *trying* to move. It's when he gives in that his fires will be dimmed.)

## THE ELOHITE RESONANCE

With a successful resonance roll, Elohim can sense the emotions of others, up to 50 yards away. They sometimes get a more detailed insight into the subject's motivations and can use this to predict the subject's reaction to an immediate stimulus. See the *Elohite Resonance Results* table on p. 214.

### ELOHIM – 20 POINTS THE POWERS

*She came to work with the package, hunched over it as if to protect it from anyone's gaze. She was troubled, hiding something . . . angry about it. I followed her into the back room, where she shoved the cardboard box into her locker and stuffed her jacket in on top of it.*

*"Is something wrong?" I asked, calmly, quietly.*

*She flinched, and didn't look at me. "No." She didn't want to be pushed.*

*I paused, long enough to defuse any instinctive reactions. "It's all right. You don't have to talk about it if you don't want to." There was no blame in my voice.*

*"Thanks," she mumbled. Then, when I didn't leave, she turned and hugged me, sobbing on my shoulder. I stroked her hair. When she'd finished crying, she'd tell me what was going on.*

Elohim are the divine balancers of the Symphony – where other angels can get wrapped up in the individual notes, the Powers turn their calm gazes to the grand sweep of the whole. Self-restrained above all else, the Elohim seem passionless and reserved, setting aside

their subjective viewpoints, willing to sacrifice even their loved ones for the greater good of the universe. But though some try to shape themselves to a true impartiality, the majority of them love as deeply as any other angel. They just love the whole of the Symphony more.

### *Manner and Appearance*

Luminous humanoid forms with large, jewel-deep eyes, Elohim are referred to by irreverent beings as "space aliens." Genderless and pale, they have no need of wings or any of the exotic self-images of the other Choirs.

Elohim request whatever corporeal form will best suit the needs of their mission and the Symphony. Whether or not they care about appearances, they set such petty concerns aside when they must, accepting ugliness and beauty as equal – both in themselves, and in those around them. Rich or poor, filthy or immaculate, in palaces, bars, slums, or City Hall – they do the work of Heaven as only they can see it.

The Powers embrace objectivity as much as they can, always focusing on the big picture, even when their personal wishes might urge them toward dissonant selfishness. (The inherent subjectivity of *having* a viewpoint to observe from is a topic of intense debate among them.) They are ruthless and manipulative when they need to be, but though they may allow themselves satisfaction, they never act out of personal passion. They are sometimes accused of losing sight of the trees for the forest, but when angels debate, a wise Seraph consults an Elohite before he puts in his Most Holy last word.

It's easy to see them as emotionless; it's rare indeed for an Elohite to decide that manifesting a temper tantrum is in the best interests of the Symphony. When they do get excited, it's usually in one of their interminable

## ELOHITE DISSONANCE

The core of an Elohite's nature is his objectivity. This permits him to experience the emotions of others (and his own!) without being swayed from the course that best serves the greater good of the Symphony. The Choir has a Sense of Duty to the Symphony as a whole. For most Elohim, this results in a desire to obtain the most information possible, and weigh it all carefully, before making decisions. However, they can be quite decisive when time is of the essence, carefully balancing the need for speed against their limited knowledge.

Elohim do allow themselves to be biased by the Words they serve, and by direction from their superiors. This is not dissonant for them, for they know other Elohim serve other Words, and the potential imbalance evens out over the whole Host. Orders from superiors (and especially Superiors) are followed under the assumption that those higher up have greater knowledge. However, the Powers are more likely than most angels to question orders they think are not in the best interests of the Symphony as a whole.

## ELOHITE CHOIR SUMMARY

*Resonance:* Symphonic Knowledge: Emotions.  
30 points.

*Dissonance:* Dissonance Condition [-5] of Sense  
of Duty: the Symphony [-20]. Total: -25 points.

*Other:* Unfazeable (p. CI31) [15].

*Total Choir cost:* 20 points.

debates over obscure theological and philosophical points. It would be a mistake to believe them to be cold and heartless, though. The Powers feel emotions . . . they merely have great practice in ignoring them to do what is right. The most experienced of them have amassed any number of minor quirks that they have carefully considered, and decided are beneficial or harmless. Only a few of them strive to feel *nothing* but logic and necessity.

Elohim have no particular Choir with which they conflict. They are the balancers, and they see the worth in every other angel. Likewise, though they're not always truly understood, the others can usually grasp their motivations. They and the Kyriotates are often friends – the multitude of subjective viewpoints the Dominations experience are fascinating to the Powers.

Between their common devotion to the greater picture and their celestial similarity – hairless, slender, and sexlessly androgynous – demons call Elohim interchangeable and mutter about bar-coding them.

### *Other Characteristics*

Due to their need to avoid subjectivity (see *Dissonance*, p. 50), all Elohim have the Unfazeable advantage (p. CI31) [15]. However, they often feign subjective behavior appropriate to their current situation or Role – most Elohim have a high level of Acting skill.

There are no typical Elohite advantages. They tend to acquire whatever tools and abilities best suit their current tasks, so their advantages reflect their job history more than anything else. Most disadvantages reflect unacceptable – and potentially dissonant – bias, so the Powers rarely have any additional disadvantages except externally-imposed ones like negative Reputations and Enemies. Vessel-related advantages and disadvantages are possible – an Elohite considers these merely aspects of the part he is currently playing.



## MALAKITE DISSONANCE

All Malakim have a strict personal Code of Honor. Violating any aspect of this code causes them dissonance. Every Virtue has his own code, which will consist of no less than four specific oaths. Two of these oaths are shared by all Malakim: "Never suffer an evil to live, when it's my choice," and "Never surrender in a fight, nor allow myself to be captured by the armies of Hell."

The other two oaths are the Malakite's own personal choice; they often relate to his Superior's Word in some way, or they may arise out of the Virtue's personal history.

The Game Master should ensure that the oaths form a Code of Honor worth -15 points – the Virtues are Heaven's paladins, and are at least as constrained as knights following the Chivalric Code of Honor on p. B31.

Note that Malakim oaths differ from Vows, since they do not have a limited duration. Virtues can never "buy off" their oaths! (They will always have the standard two, plus at least two personal ones.) However, Vows are quite appropriate as personal disadvantages. A Malakite can also add oaths to his Code of Honor at any time, but like the

original four, these cannot be of limited duration, nor may they be bought off.

The GM *may* allow a totally unplayable oath to be changed (or, if it was added in play, removed) by a displeased Archangel – but it would be entirely out of character for the Malakite to *wish* his oath to be changed or removed! Oaths define the Malakim; they would rather dismember themselves than be stripped of their honor.

As a note: Malakim *can* delay slaying an evil, especially if they need to plan how best to slay it, without becoming dissonant. (A Malakite who attacks when he clearly cannot succeed may become dissonant – because he made a choice that allowed evil to survive!) They can also choose to slay a greater evil, even if that lets a lesser one escape. If that lesser evil shows up again, they'll take care of it then. And the Virtues should remember that there is one case where a demon is almost automatically *not* "evil" – when the demon is genuinely seeking redemption (p. 149). It's better to destroy the evil by reversing it, via redemption, than help Hell's cause by vessel-killing the would-be angel.

## MALAKIM – 35 POINTS THE VIRTUES

*I leaned over the demon, knife dangling from one hand. In the most reasonable tone of voice I could manage, I said, "Look, you've got two choices. Either you can tell us where the Snake is, or I can keep breaking your bones, one by one." I tapped the hilt of my blade on his shattered kneecap to illustrate. To one side, my Soldier winced. She didn't understand about honorless demons.*



*The demon choked back a sob. "And y-you promise you'll let me go if I talk?"*

*I nodded encouragingly, and didn't grind my teeth. I was very proud of that. "Of course. We don't have a time limit on our oaths. Besides, I'll be busy with the Balsraph." I circled him, trailing the point of my dagger along his neck, leaving beads of blood behind. He broke then. I sensed it in the Symphony, that he'd just added another betrayal to the long list of people he'd back-stabbed.*

*"All right," he cried. "All right. He's at the warehouse. He's waiting for me. The password is . . ." He grunted something in Helltongue.*

## THE MALAKITE RESONANCE

Malakim perceive honor – or lack thereof – in others. They can pick up those deeds that most demonstrate the subject's honor and dishonor, from the *subject's* point of view. Thus, a psychotic killer who thinks he's helping people by killing them will register as *honorable* to a Virtue, despite the angel's personal views on that activity.

The greater the degree of success, the more information obtained – on a critical success, the Virtue taps into

the subject's innermost self, and can see there the full range of potential for both divinity and malevolence, as well as the direction of the subject's inclinations. (See the *Malakite Resonance Results* table on p. 214.)

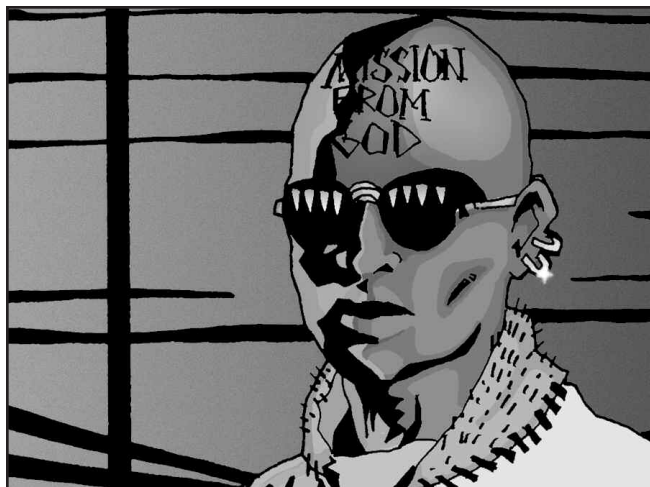
Much as they would like to, Malakim cannot reliably distinguish demons from humans. Humans can be as selfish as most infernals . . . except for Balsraphs, the most selfish of demons. On a critical success, a Virtue can recognize a Liar for what he is.

*I stood behind him and repeated the word, thoughtfully. Yeab, that had the right sound. Now I didn't need the little scum any more. I yanked his head back and slit his throat to the spine.*

*My Soldier's jaw hung open. "But, but you said – you promised . . ."*

*I wiped my blade off on the back of the demon's shirt, getting the blood off. "I never swore an oath to act like a Seraph. Come on, let's go get that Liar."*

Malakim came into being during the Fall, when some angels, full of outrage at Lucifer's rebellion, raised their fists in the air and became something . . . different. (No angel has changed Choir since then, though Archangels found themselves able to create Malakim as easily as any other type of angel.)



Malakim are obsessed with honor, taking personal oaths which are more important to them than their own lives – and many of them have physically died for those oaths over and over. However, to demonic scorn, they will fight dirty, lie, cheat, or steal (so long as they haven't sworn an oath not to) if that's what it takes to kill more demons. Malakim simply don't believe it's worth wasting honor on the dishonorable.

One other thing: Malakim don't Fall. Demons mutter things like "You can't fall off the floor" or assume that the Virtues purge their dissonant members ruthlessly – which they do. Malakim, and other angels, see this trait as proof of their special status; they are God's warriors, and His most loyal troops.

### ***Manner and Appearance***

Celestially, Malakim appear as shadowy, black-winged humans, their feathers glinting with dark colors. Their oaths manifest as smooth links of metal – bracelets,

## **MALAKITE CHOIR SUMMARY**

*Resonance:* Symphonic Knowledge: Honor. 30 points.

*Dissonance:* Dissonance Condition [-5] of Code of Honor: various [-15]. Total: -20 points.

*Other:* Cannot Fall (p. 31) [5], Immune to Trauma (p. 32) [20]. Total: 25 points.

*Total Choir cost:* 35 points.

necklaces, baldrics, and belts, delicate or bulky as the angel thinks of them. In the corporeal world, they're not vain about their vessels, but do like to wear utilitarian clothing with a bit of leather or fur somewhere, preferably something they hunted and killed themselves. (Some also favor earrings, symbolizing their eternal service to Heaven, based on Exodus 21:2-6.)

Each and every Malakite has been shaped by his Choir's violent genesis. They may have grim scowls or a laid-back attitude, but they are all deadly serious about making a difference in the world. They don't have the time to straighten out every human wretch they encounter – though they'd certainly like to! Their Archangels don't let them onto Earth without instructing them carefully which evils they *must* permit to live (thus making sure that it's not the *Malakite's* choice, and letting them avoid dissonance). But they do insist on honorable behavior from those they associate with – or at least honorable as the Virtue sees it. There's a War going on, and anyone not helping Heaven's side, knowingly or not, is aiding Hell.

Ofanim and Malakim don't get along well. The Malakim see the Wheels as easily distracted and with no sense of long-term planning. The Ofanim wonder how much starch the Virtues use in their underwear.

### ***Other Characteristics***

All Malakim have the Cannot Fall and Immune to Trauma advantages.

Virtues often have one or more of the advantages Combat Reflexes (p. B20), Extra Hit Points (for vessels) (p. CI24), Extra Hit Points (Soul hits) (p. 27), High Pain Threshold (p. B20), Higher Purpose (p. CI26), additional vessels (p. 34), and Summonable artifact weapons (p. 169).

Common Malakite disadvantages include Bad Temper (p. B31), Bloodlust (p. B31), Compulsive Vowing (p. CI88), Fanaticism (p. B33), Intolerance (p. B34), No Sense of Humor (p. CI92), On the Edge (p. CI93), and Vows (p. B37).

## KYRIOTATE CHOIR SUMMARY

*Resonance:* Body-hopping (Limited duration, -5%) [76]; Kyriotate Mindshare (p. 27) [100]. Total cost: 176 points.

*Dissonance:* Dissonance Condition [-5] of Sense of Duty: to hosts [-10]. Total: -15 points.

*Other:* Appearance: Horrific (p. CI80; Only in celestial form, -50% (not the usual -20% – this disadvantage rarely applies); only affects mortal humans, -25%) [-7]; no Unaging age-shifting enhancement for hosts [-3]; Body-hopper enhancement to Celestial Form [24]; Total: 14 points.

*Total Choir cost:* 175 points.

## KYRIOTATES – 175 POINTS THE DOMINATIONS

*“Hey, Erica!” I waved at my friend, sitting on her park bench. She looked around, confused, so I flew down from the tree behind her to sit on her shoulder and scurried over from a bush to climb onto her knee.*

*“Uh, Abdeel?” She blinked at me. “That you?”*

*In the body of the elderly grandmother, I plopped down on the bench beside Erica. In the squirrel, I scurried off again, and as the bird, I took to the air to see what else I could spot. “Yup! Hey, we could use some help. We think we’ve spotted a demon at the university.”*

*She gave me a look. “Is that the we-singular or the we-plural, Abby?”*

*I shrugged. “Singular, plural, what’s the difference?”*

Kyriotates are creatures of multiplicity. Having no vessels of their own, they possess the bodies of humans and animals to interact with the corporeal plane. Able to

concentrate on many things at once, they usually have more than one host at a time. Enthusiastic and curious, they walk many miles in the shoes (and bodies) of their hosts, coming closer to understanding what it is to be mortal than any but the gregarious Mercurians. And they love to dig through their hosts’ pockets.

## *Manner and Appearance*

Corporeally, Kyriotates are anything and everything that has a brain. Young and old, male and female, animal and human – they’ve been it all in the past, and they’ll be it again in the future. They can learn how to use an animal’s vocal chords to produce something relatively intelligible as speech (most of the time; hummingbirds are usually too tough for even the Dominations), and are at home in just about anyone.

Their celestial forms are writhing masses of limbs, wings, eyes, mouths, and other body-parts, constantly shifting in accordance with the Domination’s whim. On Earth, these angels must take care when showing themselves – any mortal human who manages to perceive a Kyriotate’s celestial form must make a Fright Check!

Kyriotates are, as a rule, exuberant and a little nosy. They say they have to find out about the host “in order to protect its life better,” but they take great pleasure in going through pockets, purses, and other people’s cabinets, just to see who they are today. They are also prone to personal quirks (e.g., “Always goes barefoot”). This both identifies them to their friends and maintains their own personalities despite their constant changes in “self-image.” Their minds are the only things they can truly call their own.

Cherubim and Kyriotates don’t see eye to eyes. Cherubim pick a few things and guard them well; the Dominations flit about, protecting first this host and then that one and then this other one over here. The

## KYRIOTATE DISSONANCE

Kyriotates have a Sense of Duty toward all their hosts. They must leave a host no worse off than when they possessed it, or they will take a note of dissonance. This includes physical, mental, and social aspects – one who possesses a human and ruins his social relationships is definitely risking dissonance. (Of course, angels don’t necessarily see “harm” the same way a human would.)

*Example:* A Kyriotate of Fire might possess an abused wife to turn the tables on her abuser. Even if this destroyed the relationship against the host’s wishes, the angel would consider this an improvement, whatever the

ex-host thought of the situation. However, if the abuser later killed the woman in revenge, the Domination would become dissonant – it’s the final outcome of its actions that really matters.

Because of the likelihood of harm to human hosts, most Kyriotates use them only for very short periods, or have one or more willing “regulars” with whom they have arrangements. (The latter should be taken as Allies.) Animals are safer hosts – they are much less likely to suffer mental or social harm from being possessed for a few days.



## THE KYRIOTATE RESONANCE

Kyriotes normally cannot have vessels. Instead, they have *hosts* – borrowed corporeal bodies. The angel can take possession of a host with a contest of its resonance vs. the host's Will. On a success, the Domination can control the host for a number of days equal to the degree of success (minimum 1). It will automatically fail if it tries to possess anyone more powerful than it is (compare total attribute levels).

While in control, the angel has no access to the host's skills or memories, but can use any natural abilities (like enhanced senses) and perform basic movement (walking, flight, etc.) without trouble, but unusual movement requires the Domination to possess the appropriate skill (e.g., Flight to pull an Immelmann turn in a pigeon host).

A Domination can leave any host at will; if this was its last corporeal host, it will immediately manifest adjacent to that host in celestial form, if it does not already have one elsewhere. If its only manifestation in the corporeal realm is a celestial form, a Kyriotate must find a new host within 30 minutes, or be pulled back to its Heart in Heaven, to face an angry Superior.

Outcast Kyriotes lack Hearts to pull them back, and must make a Will roll every 5 minutes, starting at the end of the 30-minute limit. On a successful roll, they only take a note of dissonance. On a failed roll, they take a note of dissonance *and* Soul hits equal to the amount they failed by, *plus* additional Soul hits equal to their Celestial Power. This continues until the Domination finds a new host, Falls, or dies celestially.

In general, a body hosting a Kyriotate works exactly like a vessel (see p. 11) while possessed, except that each host's hit points are computed as the larger of the host's normal hits, and the Kyriotate's own HT. All lost hit points stay with the host body if the Kyriotate leaves it – this can leave small

hosts unconscious or dead.

While possessed, the host's consciousness is in the Marches. On return, it will remember nothing of what happened while it was possessed. Corporeal beings will simply dream for the duration. For those with vessels, it's as if they had entered the Marches via "sleeping" (p. 179), but they can't make a Will roll to awaken. If they can get to a Tether and go back to Earth, they will be in celestial form and may use any *other* vessels they have. If they do this, or go to the celestial plane, the host-vessel will vanish back into its old owner's "potentiality" when the Kyriotate abandons it, just as if the proper occupant had gone celestial.

Dominations can possess multiple hosts simultaneously without penalty, and may have celestial forms manifesting as well. The angel can split itself up to 9 ways at once, but the total power of all its hosts is limited – the average Domination could possess 9 mice, but only about 4-5 cats, or 1 average human and a few small animals. For each host, add the *lower* of its normal ST or IQ. The total among all hosts must not exceed the angel's own Will. Each separate celestial form counts as ST 4; normally, a Kyriotate can only have one such form in each realm.

Attributes for various common animal hosts can be found on pp. B141-144, and in *GURPS Bestiary*. Hosts must be higher animals (IQ 3 or more).

When operating in multiple realms, a Domination suffers from one level of Decreased Time Rate (p. CI101) per additional realm – it can only act every second or third turn in each realm. If it has multiple hosts (or forms) in a realm, all of them can act simultaneously on the turn for that realm. The Kyriotate's "active realm" rotates sequentially through all the realms it is present in, before it gets another action in the same realm.

Guardians think them scatter-witted, and the Dominations can't understand the Cherubic concept of *single-minded* devotion.

Surprisingly, Kyriotes get along quite well with Elohim, who believe it is vital to understand the whole Symphony. The Powers love hearing about the kaleidoscope of viewpoints the Dominations have experienced, and the body-hoppers enjoy telling the stories to someone who appreciates the *scope* of being a Kyriotate, even if they can't entirely *understand*.

### Other Characteristics

Kyriotes cannot use the Unaging age-changing enhancement on their hosts, which is an effective disadvantage worth -3 points.

Most Dominations learn the Animal Vocalization skill (p. 39).

Typical Kyriotate advantages include Ally (p. B23) or Ally Group (p. CI19) – willing hosts, Combat Reflexes (p. B20), Common Sense (p. B20), Cultural Adaptability (p. CI23), Language Talent (p. B20), Luck (p. B21), and Strong Will (p. B23).

Common disadvantages among the Dominations are Absent-Mindedness (p. B30), Broad-Minded (p. CI86), Careful (p. CI86), Compulsive Behavior (frequent host switching) [-5] (p. B32), Cowardice (p. B32), Curious (p. CI89), Distractible (p. CI89), Imaginative (p. CI91), Impulsiveness (p. B33), Nosy (p. CI92), Responsive (p. CI93), Short Attention Span (p. CI94), Trickster (p. CI94), and Xenophilia (p. CI95).

## MERCURIAN DISSONANCE

Mercurians gain dissonance by abandoning the diplomacy of politics for physical violence. Thus, they have a weakened form of Pacifism (total non-violence). It doesn't apply to demons – Mercurians are more than happy to attack infernals, especially their Fallen brethren, the Impudites. They are also willing to condone violence, when appropriate, and sometimes even advocate it. They just can't carry it out themselves.

## MERCURIANS – 10 POINTS THE FRIENDS OF MAN

*The thug closed in on me, grinning. The rest of his gang stood behind him, blocking the exit. I backed away, stumbling as I bumped into the wall behind me. Dead end. Time to do some talking. I spent some Essence . . . this had to be good . . . reached out . . . and knew him, knew him even better than I'd hoped.*



*“Reginald William Johnson the third! You should be ashamed of yourself!” I said, pointing at him. “You were on the chess club in school! What would your grandmother think?”*

*Reginald, a.k.a. “Mack,” paused – a moment too long.*

*“Reginald?” one of his followers said, taking the opportunity to raise himself in the eyes of his friends. “Chess club? Man, does this chick know you or something?”*

*You bet, I thought, edging toward the exit while the group's dynamics shifted. At least, I do now.*

Divine diplomats who see the patterns of society and relationships in the Symphony, Mercurians try to help everyone get along a little better. The lowest of the high, closer to humanity than any other angels save the exiled Grigori, Mercurians are consulted whenever mortals must be dealt with.

## Manner and Appearance

The celestial forms of Mercurians are what most humans think of as angels: a perfect human form with soft, white wings and a shining halo. They don't wear robes any more, though – they'd much rather be in the latest Heavenly outfits.

Mercurians love humanity, in all its shifting patterns and relationships. Their resonance is for the individual politics around them, and they navigate those ever-changing seas with confidence and style. Of all the souls in Heaven, no one loves humanity as much as the Mercurians – not even the humans. (Still, if it's necessary, they'll call in the Malakim and let *them* take care of the street gangs.)

When in the flesh, they prefer to look as much like their true selves as they can: friendly, smiling, and in the very latest fashions. They know that mortals judge others by how they look, and therefore Mercurians want to look their best. They tend to adopt mortal viewpoints when they deal with others, even other angels. The rest of the Choirs, especially the aloof Seraphim, find the Intercessionist preoccupation with appearances to be perplexing at best, and annoying the rest of the time. Fortunately, the Friends of Man are affable and gregarious . . . even with the fashion-impaired.

## Other Characteristics

Mercurians favor social advantages, many of which will be specific to a Role or vessel: Attractive Appearance (p. B15), Charisma (p. B19), Contacts (p. CI22), Cultural Adaptability (p. CI24), Fashion Sense (p. CI24), Reputation (p. B17), Sanctity (p. CI29), Status (p. B18), Voice (p. B23), and Wealth (p. B16). Common disadvantages tend to be social excesses like Chummy (p. CI87), Compulsive Carousing (p. CI87), Compulsive Spending (p. CI88), Congenial (p. CI89), and Gregarious (p. CI90).

## MERCURIAN CHOIR SUMMARY

*Resonance:* Symphonic Knowledge: Social relations (Persistent, +20%). 36 points.

*Dissonance:* Dissonance Condition [-5] of Pacifism (total non-violence; doesn't apply to demons, -10%; can advocate violence, -20%) [-21]. Dissonance total: -26 points.

*Total Choir cost:* 10 points.

## THE MERCURIAN RESONANCE

The Mercurian resonance picks up information about the subject's social position and relationships to others. The better the success, the more information obtained – on a critical success, the angel gets *complete* information on the subject's social background and relationships, including how committed he is to each one. (See the *Mercurian Resonance Results* table on p. 214.) Since this information comes from the Symphony at large, as well as the mind of the subject, it can cover both sides of a relationship.

Except for the target's own "common use name," the Mercurian resonance rarely picks up anything more than general descriptive data. For example, the angel may

discover that someone's boss is very nasty and doesn't like the subject much, but won't discover that the boss is actually Beleth except on a critical success. Similarly, the Intercessionist can discover that the target enjoys sailing, and has friends he regularly crews with, but not whether he owns a boat, or the names of his friends.

Mercurians can sometimes identify demons by their "cultural background," though there are places on Earth sufficiently similar to any Principality that this is only suggestive. The subject's "use name" may sometimes be a tip-off, if the demon has more relationships back in Hell than on Earth.

## THE GRIGORI – 24 POINTS THE WATCHERS

*The old man pushed his descendant on the swing, smiling. Then his smile faded and he tilted his head as if listening for something. He turned to the child's mother, where she was reading on a park bench, nursing a baby. "Esther," he said, softly, apologetically.*

*She nodded. "I know." She stood up, cradling the babe with one arm while she hoisted the diaper bag to her shoulder with the other. She called to the child on the swing, "Morgan, come on now. Your grandfather has to tend to something, and we need to run home."*

*The child sighed and dragged feet in the sand, then jumped off and ran over to the woman. The old man watched as they walked away, as so many of his descendants had had to walk away when his nature compelled him to action. For a moment, a stray sunbeam made a halo of his white hair.*

### GRIGORI CHOIR SUMMARY

**Resonance:** Alertness +12 (Only to sense disturbance, -50%) [30]; enhancement to Awareness: allows sensing of Symphonic disturbance due to mental tampering with corporeal beings, +50% [8]; +3 to Roles (applies to all Roles, +50%) [23]. Resonance total: 61 points.

**Dissonance:** Dissonance Condition [-5], Code of Honor: investigate disturbances and take appropriate action [-5]. Dissonance total: -10 points.

**Other:** Disfavored (p. 11): [-30]; *not* Sterile [3].

**Total Choir cost:** 24 points.

The mysterious eighth major Choir of angels, the Grigori were created after the Fall, even as the Malakim were created during it. Their duty was to guide humanity, protect it and teach ways of selflessness – because Hell couldn't hold the demons away from Earth forever. They were vastly knowledgeable about the finer points of civilization, but were bound to lend a helping hand only when needed, rather than interfere in the course of human development. They watched, and were thus called the Watchers.

They were exiled from Heaven for the sin of forgetting their duties and turning instead to the joys of Earthly life, including human mates – and children. Even closer to humanity than the gregarious Mercurians, the Grigori's enormous zest for life became their downfall.

Legends say that the children of the Grigori were hideous, misshapen monsters, now known as the Nephalim, and that angels were quickly dispatched to destroy the half-breeds, while the Grigori were rounded up for trial. This is mostly true; angels of Stone killed many of the Nephalite children, and the Grigori were tried and found guilty, one and all. From the Archangel of Song to the least Grigori Servitor, they were cast out of Heaven, sentenced to spend the remainder of their days roaming the Earth and trying to teach humans which sticks to rub together and when to do it. The Seraphim Council believes that even speaking the Choir's name disturbs the Symphony, and refer to them only as the Watchers.

It's impossible to speculate on the number of Grigori still alive on Earth. Current estimates, from those with business to be estimating such things, range from 50 to none, with most guesses at the low end. However, their extinction is wishful thinking . . .

## THE EIGHTH CHOIR AND FREE WILL

The plight of the Grigori adds substantial fuel to the debate about free will, particularly as it applies to supernatural beings.

Consider: could it be possible that God knew the Grigori would be so wonderfully corruptible, end up playing a major role in human affairs, and eventually become a powerful supporting force for Heaven in its weakest hour?

It's possible – after all, we're talking about God here. Understandably, the thought that God would *plan* for the corruption and persecution of one-eighth of His divine army, just to gain an advantage millennia down the line, is very disturbing to some angels. It implies that God may

have plans for all of them, and has removed any choice they might have had in the matter.

Players may wish to explore their character's motivations by deciding whether or not the celestial believes that, as an angel *or demon*, he truly has free will. Angels who do not believe they have free will often see themselves as the *literal* "Hands of God." Existing merely as an extension of the Will of a greater Being is certainly a different perspective . . . Likewise, a demon who thinks his damnation was planned by God from the start is going to have some interesting ideas about the War.

### THE GRIGORI RESONANCE

The Watchers were created to watch. If Malakim are the firemen to douse the flames of evil, Grigori were the angelic smoke detectors. Their resonance is for *perception*, and they get a bonus of +12 to sense any disturbance listed on pp. 137-138. Further, they are able to detect *mental* damage – if a demon makes a child cry near a Watcher, the angel can tell.

For every hit of Mind damage, a Grigori hears 4 notes of disturbance. Any time a resonance use *forces* a change in a corporeal being's mental state – including a Lilim invoking a Geas or a Kyriotate possessing someone – the disturbance is 2. Successful resistance by a human to a Will-based resonance, or lesser mental or spiritual changes in a corporeal being, such as mundanely provoking a strong human emotion, cause a disturbance of 1 each. (The GM decides how powerful a reaction must be before it counts as disturbance.) The Watchers can't tell angelic effects from demonic ones *directly*, but can often tell when a human has resisted, or succumbed to, a Will-based resonance. (If the GM uses Symphonic "echoes" of disturbances (p. 139), Grigori can detect it upon the celestial who caused it.) The Watchers' +12 detection bonus does *not* apply to these mental disturbances.

They are also the closest Choir to humanity, and able to move with the subtle currents in the Symphony without disturbing the overall melody – every Grigori gains +3 levels to any Roles he has. (This can take the effective Role level as high as 9.)

Note that the Grigori are excommunicate and Outcast – but not demons. Few have Fallen, and those few seem to vanish even as their natures become selfish. Most of the outcast Grigori try to do the duties they had neglected, hoping to prove themselves worthy of Heaven again. Some lose themselves in debauchery as much as they can. Still others just try to survive and keep their heads down. Dominic's Servitors, if they stumble upon a Grigori with dissonance or behaving in a selfish manner, will kill the Outcast out of hand. However, it would be unjust to destroy one without cause – the judgment against them was *exile*.

### Manner and Appearance

Corporeally, the Grigori were always tall and well-proportioned, able to see above the heads of the mortals around them and earning their other name of "Giants." Many surviving Watchers have lived long enough that they're only slightly taller than modern humans, and Grigori who return from Limbo will – usually – craft a vessel that doesn't stand out too much. They are also giants in their appreciation of the Symphony. The Grigori *live* life, and can find transcendent rapture in the scent of a single rose discarded by the road.

Their celestial forms are human-like, but with a faint aura and a sense of *solidity* that makes them obviously not human spirits.

They were created as shepherds for humanity, and though they're perfectly capable of culling an evil member from their herd, the Watchers have an innate gentleness toward mortals which even Mercurians can't quite equal. A Grigori who becomes callous is one who is close to Falling, though despair makes many of the survivors see-saw from time to time.

## GRIGORI DISSONANCE

It is dissonant for Grigori *not* to react to a demonic incursion they've sensed, either personally or by alerting some other force. They can't ignore a disturbance of unknown origins, either. When they were part of Heaven's Host, they usually called in other angels; modern Grigori may call in Earthly authorities, instead. This is a -5 point Code of Honor.

Disturbing the Symphony themselves, either physically or not, isn't dissonant for them, but it is very, very repugnant. Their ears are sensitive, and Symphonic jangling is unpleasant.

### Other Characteristics

As official Outcasts, all Grigori are Disfavored (p. 11), unless they are Servitors of hidden Grigori Archangels. They also have the angels of Stone as Enemies, rather than those of Judgment. Watchers serving non-Grigori Archangels were stripped of their Rites and attunements when they were Outcast.

Grigori lack the Sterile disadvantage of other celestials, allowing them to interbreed with humans – this is what got them into trouble! They still cannot produce offspring with other celestials, even other Grigori.

Like Mercurians, the Watchers tend to have social advantages like Charisma (p. B19), Contacts (p. CI22), Cultural Adaptability (p. CI24), and Voice (p. B23), but rarely have those which would make them stand out among humans, such as Status or Wealth. Common disadvantages are usually social excesses like those of the Mercurians, but the

## FALLEN GRIGORI

A Fallen Watcher becomes a Skulker, hiding out from *everyone*. He retains the Grigori sensitivity to Symphonic noise, but loses the ability to discern mental damage. Instead of being able to avoid disturbing the Symphony, his resonance twists into the ability to *hide* disturbances. A successful Will roll, at a penalty equal to half the disturbance amount (round up), dissipates the disturbance into the general Symphonic background. A critical failure on this roll results in dissonance. This resonance is worth 50 points (including 30 for the Grigori Alertness bonus for disturbances).

There are very few Skulkers; there weren't a *lot* of Grigori to start with, and many were killed – especially the ones most likely to Fall. The surviving Fallen want nothing to do with any celestials; even the Demon Princes can't offer them enough to expose themselves.

Grigori are more likely to overdo them, ranging into true Discords like Addiction (p. B30), Alcoholism (p. B30), Compulsive Gambling (p. CI 88), Gluttony (p. B33), and Lecherousness (p. B34). They are also prone to Gigantism (p. B28), Guilt Complex (p. CI90), Manic-Depressive (p. CI92), and On the Edge (p. CI93).

## BANDS OF DEMONS

As with Choirs, there are many Bands of Demons, from the snots, squicks, and frotlings – demonlings who hope to fledge as demons someday – to Beleth's Band of Pachadim, demons of fear. However, in an environment that pushes evolution to the limits, seven Bands are most successful. (Note that while the members of a given Band may *understand* each other, they usually don't *like* each other at all.) Each demon has his own personal, unique symphony; it's nothing so grand as the Symphony the angels share, but it's much more focused . . .

Demonic resonances require a Will roll to use, except for Lilim, who use Perception. These resonances are normally resisted by Will, and the subject will know *something* happened if he resisted successfully.

In order of most selfish (and inhuman) to most Earthly, the Bands are:

**Balsraphs:** The *Liars* are leather-winged *Serpents*, who live in their own worlds, where every truth is what they say it is; when they want, they can force their internal truths on you, and make you believe them.

**Djinn:** Nightmarish beasts, *Binders* and *Stalkers*, these demons can trail their attuned victim for days. They cannot physically harm a target . . . unless that poor fool *asks* them to do something to him.

**Calabim:** The *Freaks* are, indeed, *Destroyers*. Fallen Ofanim, these bat-winged, horned demons focus motion outside of themselves, manifesting as destructive entropy.

**Habbalah:** These *Horrors*, the *Punishers* claim, one and all, that they are still angels who serve God. They inflict intense emotions on others, from love to apathy, "discovering" the weaklings who are unworthy of Heaven and punishing them for their sins.

**Lilim:** The *Tempters* are the *Daughters* of Lilith, the human woman who walked out of Eden. They can see into people's hearts and know their deepest desires – and will fulfill them, for a price.

**Shedim:** *Fleshless* clouds of malice, the *Corruptors* possess humans, whispering vile thoughts into their minds, convincing them to damn themselves.

**Impudites:** The *Charmers* love humanity, using their resonance to *make* friends of the mortals they meet, but it's not for nothing that they're known as *Takers* – they'll steal human energies, and human luck.

## INSTRUMENTS OF HELL

Demons see themselves as *musicians*, rather than instruments, but they still identify with certain kinds of music as they go about their diabolical business. (And the GM may still wish to give them an appropriate Musical Instrument skill at IQ, as part of their Band nature.)

**Balseraphs**, like their divine analogs, favor stringed instruments, from guitars to violins. The delicacy, precision, and grace required to play such instruments serve to reinforce their smug vanity.

**Djinn** profess not to care, but occasionally can be found with one of the brassy instruments, howling eerie, lonely notes into the dark.

**Calabim**, like Ofanim, have affinities for percussion – banging rocks (or heads) on the pavement, shattering glass, or denting metal.

**Habbalah** are synthesizers of emotion, with punishing feedback loops. If they can't play upon weaklings, they'll take a mundane electronic keyboard and push it to its limits.

**Lilim** use song or dance to play *other* people like instruments, conductors of the musicians around them.

**Shedim** throb like dripping alien hearts, pulsing in an insane rhythm that only they understand. When forced to use something comprehensible, they can work wonders with power tools.

**Impudites** see themselves as singers, front-men in diabolical bands, surrounded by adoring groupies.

## BALSERAPHS – 26 POINTS THE LIARS

*You know, I thought, this would be a lot simpler if I were undercover police. More than simpler. It would be interesting, proper, even kind of fun. I wanted, needed to be an undercover cop. Hell, how could I be anything else? This needed a cop; I was here. I'd always been a cop, always would be. When the uniformed officer started to fingerprint me, I leaned forward to murmur, "You don't need to do this – I'm an undercover police detective. Drug sting, you know."*

*He nodded and put away the kit, then took out the keys for my cuffs. "Of course, ma'am. Sorry about the delay."*

In the minds of Balseraphs, they're still Seraphim, but ones who have learned that Truth can be what they want Truth to be. (Why should they sense some other truths? They *make* Truth!) They live in a universe that is constantly changing to accommodate them – a universe where the Balseraph is the only real being.

Many consider the Serpents to be the most malevolent Band of demons. After all, everything and everyone around a Balseraph exists only for his personal convenience. No

one else is real, no one else matters. Even someone a Balseraph professed to care for five minutes ago is nothing more than the toy of the moment, and if it becomes troublesome to care . . . the Balseraph will tell himself that he never *did* care, and the other never really cared for him. The first victim of any Liar is the Liar himself.

## Manner and Appearance

Like Seraphim, Balseraphs are celestial six-eyed snakes, but with leather bat-wings rather than shimmering feathers. Also like their divine counterparts, the Serpents prefer tall, elegant vessels, which they maintain in style and perfection. (Other demons often joke that Balseraphs always have perfect hair.) They cultivate an air of mystery, implying their plots – and resources – are deeper than lesser beings could possibly imagine.

Psychologically, each Balseraph feels that he is the *only* real being in existence – and, paradoxically, has a paranoid streak, afraid it's not true. Most Liars are convinced that there are plots against them, everywhere, at all times. They never tell all the objective truth, so why should they trust anyone else to do so? What else could possibly keep their *obviously* superior truths from being accepted by the rest of the Symphony, save the malevolent press of some other being's Will, bent to the specific purpose of thwarting them? (They suspect other Balseraphs, most often – they understand each other, but they don't always get along.) Of course, they're too smooth to mention these conspiracies to anyone, or rant about it. That would only warn the Others that the Balseraph sees their machinations.

All the Serpents consider themselves to be Hell's royalty. Even the newest-fledged street-sweeper in Shal-Mari will grant himself a grandiose title, and claim to have near-infinite power until fear of contradiction-dissonance (or the actual dissonance itself) stops him. In more objective truth, Balseraphs are disproportionately represented in Hell's "middle management," not its higher ranks. Part of this is because Princes have to check up on the Liars' every

## BALSERAPH BAND SUMMARY

*Resonance:* Symphonic Influence: Belief (Multiple targets, +30%; Resonance Backlash, -20%; requires speech, including sign language or gesture, -10%; believes own lies, -10%). 27 points.

*Dissonance:* included in resonance.

*Other:* Paranoia at Quirk level. -1 point.

*Total Band cost:* 26 points.

60

CHOIRS & BANDS

## THE BALSERAPH RESONANCE

The Balsraph resonance is for convincing others of their twisted internal “truths.” The Serpent must first convince *himself* of the “truth” he’s about to speak, and then use his resonance to accompany his speech, to convince the target(s) that his words are true. This takes three seconds of concentration (which can be concurrent with the speech) and requires a contest between the Balsraph’s Will and the target’s. The effects last for a number of minutes equal to the degree of success (minimum 1). For resonance purposes, “speech” includes any real-time communication, including gesture or sign language, but not writing. Multiple subjects can be affected, up to the Balsraph’s Celestial Power; each resists separately.

Short of obvious factual contradiction, a subject who falls under the sway of a Liar’s words can be convinced of nearly *anything*, no matter how implausible or inconsistent with his own memory. Of course, if the lie is something the target

wants to believe, he is more susceptible – a penalty to the resistance roll is appropriate.

The Liars are especially effective with statements of opinion – even when “quoting” other people’s opinions. In such cases, the Balsraph’s Will prevails, even if the Liar is contradicted by the originator: “He doesn’t love you.” “Yes I do!” “No you don’t – you’re just saying that!”

Serpents can extend the duration of their resonance by building a chain of related lies. While the first one is still in effect, each related lie and successful resonance use *doubles* the duration of the original. This is risky – any failure will bring the entire house of cards crashing down.

Due to their sense for Truth, Seraphim get a bonus equal to their Celestial Power when resisting the Balsraph resonance, but the mundane Detect Lies skill is useless on Balsraphs – they have already convinced themselves they *are* telling the truth!

report, to make sure it’s not spun from sunbeams and fairy-dust. The more powerful the Balsraph, the more powerful his secret checks and balances have to be.

Other demons know that Balsraphs have flexible views of reality, but they never bother to question the Serpents

## BALSERAPH DISSONANCE

The Liars gain dissonance from seeing their lies unravel before their eyes, realizing that they have, indeed, spoken other than truth. There are several ways this can happen:

✘ The Balsraph’s “truth” clearly contradicts reality. E.g., “The moon is purple tonight,” when it is visibly silver.

✘ The Liar contradicts his own words while the subject is still under the resonance effect. *Example*: “I’m not going to hurt you,” followed immediately by striking the subject with a sword.

✘ The target of the lie *completely* disbelieves it – i.e., gets a critical success on his Will roll. A normal successful resistance does not cause dissonance.

A Balsraph may cure his dissonance by successfully forcing a new lie on the same subject at a later time. The Serpent cannot gain more dissonance in this attempt – each note of dissonance comes from failing to impose his Will on a particular subject, and the Liar can thus have, at most, one note per subject.

Because their dissonance is part of their resonance, reducing its point value, the Liars do not have a separate Dissonance Condition as a Band disadvantage.

about it. The Liar has already convinced himself that his little fiction is *True*, so all it does is make the questioner look stupidly gullible – as if a Balsraph would speak truth when asked, and admit he had lied before!

Malakim find Balsraphs to be the most dishonorable of demons, and they’re right; the Liars’ sense of honor is a fluid thing of convenience. (Or, as the Virtues put it, Balsraphs lie like rugs.) Also, as the Fallen mirror of the Most Holy, their potential for depths of evil has a particular flavor to it. Malakim were created to battle the lies of the first Balsraph.

Naturally, the Serpents have a special place in their hearts for the Virtues – one involving large distances, heavy chains, and celestial cruise missiles.

## Other Characteristics

Balsraphs all have Paranoia at quirk level (-1 point) – it doesn’t affect their outward behavior much, and the other Bands are used to it.

Commonly, the Serpents favor advantages such as Celestial Rank (p. 27), good Appearance (p. B15), Voice (p. B23), corporeal Status, and Wealth (p. 28). They are frequently afflicted with disadvantages like Delusions (p. B32), Enemies (p. B39), Jealousy (p. B34), Low Empathy (p. CI91), Megalomania (p. B34) or Overconfidence (p. B34) or Glory Hound (p. CI90), Paranoia (p. B35), and Selfish or Self-Centered (p. CI94).

Balsraphs should *not* take Compulsive Lying – the Liars don’t *think* they lie! (And one that uses his resonance to impose truly wild versions of reality will be vulnerable to a great deal of dissonance.)

## DJINN DISSONANCE

The Stalkers can develop dissonance as a result of a failed attempt to break an attunement and from the resulting Cherub-like obsession, as described on p. 63. They also have a faint remnant of the Cherub nature – while they don't have to protect their attuned like a Cherub, they can't bring themselves to harm their target of their own will. They can, however, let the target be harmed by others, and often are used as "hounds" to lead other demons to the prey. They are also unconcerned about emotional trauma – if some stupid person wants to care about the Djinn following him around all the time, it's not the *Stalker's* fault!

The one case where a Djinn may harm his attuned is when the subject *asks* the Stalker to do something. The request absolves the demon from any feelings of responsibility for what he does, so long as he obeys the wording of the request – after all, they *asked* for it. This may be the origin of some of the cautionary tales about wishes . . .

## DJINN – 10 POINTS THE STALKERS

*I'd just trudged up five flights of parking garage stairs – in the 90-degree heat, mind you, and don't even talk about the humidity – to get to the truck. I'd already been walking all morning, getting to where it'd been left.*

*Then I saw it, and saw the brats who'd just smashed out the window and were working on hotwiring it. Hotwiring **my** truck! **MINE!** I curled my lip and pulled out my gun. "Hey!" I shouted. "Get out of my truck!"*

*They looked up, and I aimed my gun in their direction – but not at my truck. Couldn't burt it. Mine. "Scram!" I bellowed. They paused. I fired the gun into the windshield of the car next to them. They ran. I stuck the gun back into my belt, under the jacket, and went to look at the damage.*

*"Hub," I grunted, surveying their attempt at hotwiring. It was a crappy job. So I did it right. Another five minutes, and I was backing out. Good thing the owner'd left his ticket stub on the dashboard.*

Big, burly, and prone to grunting, these demons Just Don't Care. Ask any of them. Where Cherubim are devotion incarnate, Djinn are passive-aggressive stalkers who slouch along, tracking their attuned. If their attuned gets hurt, that's its problem. The Stalker won't care. After all, if you care for something, it'll only hurt you. Reject you. Get broken. Leave you alone again. So just don't do it. (And don't even think about touching this book. It's *mine*, got it?)

## Manner and Appearance

In their celestial form, Djinn look like twisted semi-animal creatures out of a bad LSD trip. Giant, scaled praying mantises with newt gills. Rabid wolves with the tails of scorpions. Unholy crosses between spiders and bears. Most have tatty bat-wings tacked onto them somewhere. Only the Shedim are more vile. (For a Band that professes not to care about *anything*, Djinn sneer at the Fleshless demons a lot.)

In the flesh, the Stalkers are thuggish – wide of body, thick of bone, and short of neck. Their noses are often crooked. Their eyebrows are bushy. They slouch. They brood. They amble. They never get worked up about anything. After all, they couldn't care less.

Truth be known, at the core of every Djinn is a hollow, *lonely* place. They've pushed away caring, but it leaves them empty – they'll never admit it, but they want very much to be cared *about*, without all the messy emotional entanglements of returning any such emotions. Though they don't admit it to anyone, not even themselves, they enjoy stalking their attuned. It's a chance to get the attention they crave. A Djinn with an APB out on him is a smug Djinn.

For demons who revel in apathy, many Stalkers have a startling tendency to obsess over objects (or people) even when their resonance hasn't backlashed on them. They won't go out of their way to protect the subject of the obsession, but anyone who tries stealing the target away is going to have a grumpy Djinn trailing after



## DJINN BAND SUMMARY

*Resonance:* Symphonic Link (Decaying link, -20%). 16 points.

*Dissonance:* partly included in resonance; also Dissonance Condition [-5] of the Quirk "Cannot harm attuned without consent" [-1]. -6 points.

*Total Band cost:* 10 points.



them, muttering “Mine” under his breath, until the attunement wears off. On the other hand, it’s not a good idea to antagonize a Djinn who’s attuned to you, just because he can’t hit you until his attunement wears off – he’s likely to take out his frustrations on your car, your friends, your pets . . . and his attunement to *you* won’t last forever.

Most Stalkers are sloppy, perfectly willing to curl up in a trash heap and never move again. Some are pathologically neat and organized – obsessively making sure that there’s a place for everything, and that everything is in its place. Even the outwardly grungy ones harbor a certain desire to keep track of things, which puts them at odds with the body-hopping Shedim. A Djinn can never quite be sure if he’s attuned to the Shedite, or to the Shedite’s host, and they resent their inability to stalk the Fleshless reliably. (They *really* detest Kyriotates, but they don’t have to live in the same neighborhood.)

Though they glower and grunt if it’s pointed out to them, the Stalkers get along well with each other. It’s too much effort to squabble, and no other Band really understands how *rough* it is to be a Djinn.

### Other Characteristics

Djinn are likely to have higher ST than average – they like throwing their weight around and intimidating people. Common advantages among the Stalkers are Alcohol Tolerance (p. CI19), Combat Reflexes (p. B20), Composed (p. CI22), Extra Hit Points (corporeal and celestial) (p. 27), Fearlessness (p. CI23), Hard to Kill (p. CI23), High Pain Threshold (p. B20), Night Vision (p. B22), Peripheral Vision (p. B22), Single-Minded (p. CI30), Toughness (p. B23), and extra vessels (p. 34).

Many Stalkers are fond of jobs where they can goof off, ignore people, or bully them. Thus they often seek low levels of Rank (p. CI29) in both celestial and corporeal hierarchies of all types. Some are fond of police Roles, with Legal Enforcement Powers (p. B21) at the 5-point level.

Djinn are prone to a wide variety of common disadvantages, which mostly reflect either their general bad attitude or their uncaring nature. A few also reflect the less common tendency for obsessive behaviors. Especially appropriate disadvantages for Stalkers include Bad

## THE DJINN RESONANCE

The Djinn resonance is very similar to that of their un-Fallen brethren, the Cherubim. However, rather than perceiving the parts of the Symphony that relate to the attuned, the Djinn *force* a connection from themselves to their target. The Stalkers may have up to Celestial Power attunements at once.

Unlike Cherubim, the Djinn must make a resonance roll to attune themselves to someone or something; the degree of success is the number of days the attunement will last before fading (minimum 1). If the Djinn can touch the subject again anytime before the attunement fades, the duration is reset to the original value. *Example:* Mibzar attunes himself to a car he wants to steal, getting a success by 4. Each time he touches the car again while the attunement is still in effect, the attunement will last 4 days from that point.

On a critical success with his resonance, a Djinn becomes *permanently* attuned to the target.

While attuned, a Djinn may check on the target’s location and status from anywhere on Earth with a resonance roll, exactly like a Cherub, except that he won’t pick up on future threats – use the *Tracking Resonance Results Table* on p. 214.

At any time, the Stalker may attempt a Will roll to remove a current attunement, rather than let it lapse naturally. This is the only way to get rid of a permanent attunement from a critical success. There is a penalty to the Will roll equal to the number of days left before the attunement expires (maximum of -7, which is also used for a permanent attunement). Extra effort may be used in attempting to break an attunement – for every Essence the Djinn spends, he gains +1 to Will.

Failure to break an attunement results in a note of dissonance for the Djinn, and the Stalker becomes obsessed with the safety of the attuned. For a number of days equal to the amount the Will roll failed by, the Djinn will behave like a Cherub toward the attuned subject – including taking dissonance for betraying, denying, or destroying the subject! After this period of devotion ends, the dissonance from the failed de-attunement will fade away, but any dissonance from the *Cherub* dissonance conditions will remain. However, if the initial dissonance resulted in Discord, the Discord is permanent.

Temper (p. B31), Bully (p. B31), Callous (p. CI86), Chronic Depression (p. CI87), Dull (p. CI89), Hidebound (p. CI91), Incurious (p. CI91), Laziness (p. B34), Low Empathy (p. CI91), Low Self-Image (p. CI92), Miserliness (p. B34), Obdurate (p. CI92), Obsession (p. CI93), various Odious Personal Habits (p. B26) including “constant griping,” “excessively meticulous,” and “slovenly appearance,” Sadism (p. B36), Staid (p. CI94), Stubbornness (p. B37), and Uncongenial (p. CI94). Roles with low Status (p. B18) are also common – “vagrant” is an undemanding job well suited to Djinn.

Most Djinn also have the quirk of being surly and uncommunicative.

## DEMONS AND THEIR DRIVING

**Balseraphs** have chauffeurs – or at least convince someone else to drive.

**Djinn** randomly pick another car and tailgate it for hours. They don't care what their own cars are like.

**Calabim** drive like they're in a demolition derby – in a stolen car.

**Habbalah** tailgate, cut in front, honk frequently, and try to goad other drivers into racing with them. Then they run the other guy off the road and laugh.

**Lilim** are very polite drivers, always letting other people cut in front or take the best parking spots. But they take down the license plate numbers of everyone they've ever done a favor for . . .

**Shedim** start by tempting their hosts to park in handicapped spaces while they dash into the convenience store, and progress to "Look, crossing the street, one of THEM! Run him down!"

**Impudites** drive flashy sports cars, with 12 attractive passengers crammed into the back seat.

*"Exactly! And it's the same celestially! Why, you're not more than a few Forces, right?" It nodded and I continued, "And when you think about it, you're not really held together by much, are you?"*

*It stared at me with wide eyes. I grinned, staring back, seeing how fragile it really was, thinking about how tenuous the bonds were between its Forces. It started to whimper, and I told it, "Now you think about it."*

*A Balseraph waitress showed up right afterward and yelled at me for exploding a gremlin all over the table. So I smashed a chair into her face and left.*

Violent and destructive, Calabim live for the sheer joy of taking things apart – doors, cars, windows, people . . . You name it, and the Destroyers will find out how it's put together and what they have to do to it to make sure it never gets put back together again. They're prized as warriors in Hell, and even Malakim dislike getting within their range. Unfortunately, Calabim don't always have control over their damaging resonance, and other demons don't like to be around when *that* happens.

### *Manner and Appearance*

Calabim are, celestially, reddish-skinned, horned, and bat-winged, constantly sneering (or leering) at the world from beneath shaggy mops of hair. They're nasty and grubby, and it doesn't bother them in the least. They're not much different corporeally, either – their vessels are sturdy and scarred, battered by the physical scrapes they get into and by their own resonance. Their clothes are perpetually dirty and wrinkled, fraying in the constant aura of entropy that whirls around them.

Even the least vicious Calabim are rough and tumble beings, perfectly happy to break someone's arm to get the last beer. It's nothing personal (they might even say "oops" afterward); they just like to smash things up. Raw mayhem

## CALABIM – 28 POINTS THE DESTROYERS

*"The thing about my resonance," I explained to the little gremlin sitting on my table in Shal-Mari, "is that the whole corporeal universe is really made up of little tiny bits. So you look at the safe door, and you're thinking about how there's a whole lot of emptiness in between those bits. The trick is making the door think about it."*

*The demonling thought about it a moment. "Boom?" it said.*

## CALABITE DISSONANCE

A Calabite takes dissonance when he fails to damage his target with a successful resonance use. If the target resists his Will, then the Destroyer must find a new target for his destructive energy in the next turn, or acquire a note of dissonance. The new target may be another person, an inanimate object, or even himself! It must be in his field of view, and normal range penalties apply. Each target may only be attempted once for a particular attack, and the attack ends when a target is finally damaged. Failed resonance rolls on subsequent

attempts don't dissipate the pending damage – *something* has to break, and the Calabite can do nothing else except defend himself until he successfully lands the attack somewhere.

If the Calabite runs out of possible targets, or doesn't dare to attack anything that's left, he takes a note of dissonance as he re-absorbs his own destructive energies. Alternatively, he can take the damage himself and avoid the dissonance. Either way, his mood won't improve . . .

## THE CALABITE RESONANCE

While their corresponding Choir, the Ofanim, are always in motion, the Calabim turn that motion outward, as destructive entropic force. This power even extends to the celestial, if the Destroyer and his target are both in celestial form.

The exact manifestation of a Destroyer's power will vary with the Word the Calabite serves; a Fire Calabite would heat up a target, while a Fate Calabite would cause premature aging. A Gluttony Calabite might cause the target to grow, bloat, and explode, while a Destroyer working for Lust might cause the atoms to squeeze together, shrinking and cracking it. Game Masters should be creative in describing effects, but the resonance always does hits of damage equal to the degree of success, plus the Calabite's

Corporeal Power (or Celestial Power, if the attack is Celestial). The subject must be in line of sight, and no farther away than the Destroyer's Will in *feet*. Note that damaging normal corporeal objects – and people – causes disturbance (see p. 137).

The attack bypasses DR and cannot be defended against normally, but living targets may resist with an HT roll (or Will roll for celestial attacks); inanimate objects cannot resist. A Calabite may attempt to damage his target *subtly*, at a -4 penalty. The degree of success determines how imperceptible the damage is, as well as the amount.

Calabim have a natural talent for destroying or dismantling things – they get a +3 to any skill roll to take things apart. (This does *not* include combat!)

isn't always possible, though – it causes lots of Symphonic disturbance – so they'll content themselves with taking things apart more quietly. Wise demons never leave Calabim alone with equipment, because they'll come back to find it disassembled and scattered around the room, with a sheepish-looking Calabite in the middle of the mess.

When they're not busy destroying something, Calabim are eerily still, willing to sit in one place quietly and contemplate all the myriad of ways that they can kick in doors, take things apart, kill people, or use their resonance. Still, don't let that quiet state fool you. The Destroyers are touchy, easy to get riled up, and slow to cool down. A Calabite will cheerfully slap someone around just because he doesn't like the guy's looks (or attitude, or T-shirt, or choice of beer), unless his boss has specifically told him not to.

Calabim are all Discordant – it's the destructive warp in themselves by which they warp and break things *outside* themselves – and they're proud of it. Where Discord is a sign of bad luck in another demon, it's proof of a Destroyer's ability to wreak havoc, and mocking them for it is a good way to incite mayhem.

### Other Characteristics

Entropy incarnate, all Calabim suffer from the Compulsive Behavior of dismantling, disorganizing, and disassembling anything left unprotected in their vicinity. (Their companions usually consider this an Odious Personal Habit . . .) They also must start with one Discord (p. 36) of any point value, which is not included



as part of the Band cost, but does not count against the -40 point personal disadvantage limit.

Like the Djinn, Calabim are Hell's front-line troops, and are often combat-oriented. Also like the Stalkers, they tend to have bad attitudes. This leads to typical advantages like Combat Reflexes (p. B20), Extra Hit Points (corporeal and celestial) (p. 27), High Pain Threshold (p. B20), Hyper-Strength (p. CI58), Toughness (p. B23), and extra vessels (p. 34).

Common disadvantages among Calabim are usually related to their entropic nature and their joy in destruction of all sorts: Bad Temper (p. B31), Berserk (p. B31), Bloodlust (p. B31), Bully (p. 31), Distractible (p. CI89), Impulsiveness (p. B33), various Odious Personal Habits (p. B26), Pyromania (p. B36), Sadism (p. B36), Short Attention Span (p. CI94), and unattractive appearance (p. B15).

## CALABITE BAND SUMMARY

*Resonance:* Variant of the Dehydrate super power (p. SU59) including the Resonance Backlash limitation [20]; +3 group skill bonus to skills used to dismantle or destroy things [18]. 38 points.

*Dissonance:* included in resonance.

*Other:* Compulsive Behavior: dismantle things (p. B32) [-10]. Also, one Discord of player's choice, not counted in Band cost or against -40 point disadvantage limit. -10 points.

*Total Band cost:* 28 points.

## THE HABBALITE RESONANCE

The Habbalah, like their angelic opposites, the Elohim, have a connection to the strains of emotion in the Symphony. But where the Elohim are content to merely observe emotions, the Punishers prefer to *cause* them.

The Habbalite resonance comes in two parts. The first is a Symphonic Influence (p. 33) that inflicts emotions on a target. The second is a slightly modified version of the EloHITE resonance (p. 50), for detecting emotions.

With a successful resonance roll, a Punisher can generate emotions and hurl them at a target, who can resist with Will. Elohim, with their sensitivity to emotional themes in the Symphony (and inexperience with *uncontrollable* urges), have a penalty to their Will equal to the Punisher's Celestial Power, when resisting this resonance. If the resistance is successful, the emotion backlashes on the Habbalite, and he must either suffer the effects of feeling and take a note of dissonance.

Some suggested emotions include:

**Fury:** the subject becomes infuriated by whatever he is looking at when the attack hits, or the current topic of conversation, Habbalite's choice. This may cause him to lash out in verbal or physical attacks, or some other appropriate violent action. *Base duration:* 1 minute.

**Sadness:** the effects are identical to the Chronic Depression disadvantage (p. CI87), except that they wear off in a few hours. *Base duration:* 1 hour.

**Disgust:** the subject acquires a temporary mild Phobia (p. B35) about the current subject of discussion. *Base duration:* 1 day.

**Love:** the target will become totally infatuated with the current subject of conversation, or the next thing he sees, Punisher's choice. Treat this as a temporary Obsession (p. CI93) with the subject of the infatuation. *Base duration:* 1 day.

**Emptiness:** the target is drained of emotion and distanced from happenings outside his own thoughts. He will be at -3 DX, and suffers the effects of Decreased Time Rate (p. CI101). This emotional state is dangerous for a Habbalite – it will *automatically* cause him dissonance if his target resists, whether he chooses to manifest its effects or not, since the lack of emotion is so foreign to his nature. Further, if he gets a Divine Intervention on his dissonance roll, he is cured of his delusion that he is an angel serving God (see below), which may lead him to seek redemption (see p. 149). *Base duration:* 1 hour.

The duration of the emotion inflicted depends on the strength of the emotional effect. Very strong emotions, such as Fury, last only minutes, while less debilitating ones like Love or Disgust last for days. Intermediate effects like Sadness and Emptiness will linger for hours. The base duration is multiplied by the degree of success on the resonance roll, minimum 1. Whatever the other effects, the victim will be at -3 to all IQ rolls and IQ-based skills until the emotion wears off.

GMs and players are free to develop other effects. Many of them can be based on existing mental disadvantages. Generally, disadvantages worth 5 to 10 points should last for days, 15-point disadvantages should last for hours, and greater ones for only minutes (or seconds!), but this should be modified by the probability of the disadvantage coming into play while the resonance effect lasts.

Habbalah also possess the EloHITE ability to sense emotions in others, and to use this to understand the subject's psychology. However, this is hard for them – they must make a Perception roll at a penalty equal to the degree of success they're trying to achieve on the *EloHITE Resonance Results Table* (p. 214). If they get a greater success, the table result is limited to the penalty taken on the roll. Being demons, they can only use this ability through *live* media.

*Example:* Drashketh wants to know the emotional motivations of the man sitting next to her at the bar. She must make an IQ roll (she has no Alertness) with a -5 penalty *and* make the roll by at least 5 to get this information. If she makes her roll by 3, she'll still know what he's feeling, but not why. If all she wanted was his basic emotional state, she'd only need to roll her IQ exactly.



## HABBALAH – 25 POINTS THE PUNISHERS

*My demon servant forced the sobbing human to its knees. “Please don’t hurt me any more,” it begged. “I’ll tell you demons anything you want.”*

*I kept my face a mask, hiding my disappointment. It had been so defiant when we’d started, I’d had a hope that it would prove worthy to be a Soldier of God – but no, the weaklings of Heaven had chosen fragile clay again. “I’m not a demon,” I said coldly, slapping the lash against my hand. “I’m an angel. One who understands.”*

Elohim serve the Symphony. So do Habbalah; just ask them. They have finally realized the truth: that their *every* *whim* is divinely inspired, and that what’s needed isn’t reserve and restraint – it’s the punishing of the unworthy, the weak, the ones who drag down everyone around them. It’s a pity that so many humans are weak, but better to winnow them out now than to let them contaminate Heaven. For that matter, better to do the same with angels, since those who are weak should also be punished in Hell. In the Habbalite mind – and defective Habbalah who don’t *believe* are purged by their fellows – why should Malakim be the only unFalling Choir? According to the Punishers, Elohim don’t Fall either. They transmute into Habbalah, just as many angels became Virtues during Lucifer’s rebellion.

Demons mock them, and angels think they’re deluded sadists. But Habbalah are firmly convinced that they know the score. There’s no justice in the universe – just the scarred, strong hands of their Choir, to do what needs to be done . . . and revel in it.

### *Manner and Appearance*

Habbalah are creatures of passion. On Earth, they choose strikingly attractive vessels – well-endowed, perfectly fit, and oozing sexuality out their pores. They want to experience sensations and produce emotional effects in others. Tight and skimpy clothing shows off their flawless bodies to best advantage. Silks and leathers are pleasant on the skin. They are also fond of elegant tattoos and body-paints.

Celestially, they are also tattooed. And scarred. And pierced. And flayed. Other celestials see them as parodies of the beautiful vessels they so adore, broken and ugly. The Habbalah know well that their appearance reflects what they can endure, showing that they are strong, showing that they are unique individuals, in control of themselves. They wear their mutilations proudly, for they are all self-inflicted.

## HABBALITE DISSONANCE

Habbalah take dissonance when their target resists their Will, and they reject the reflected emotion. They also take dissonance from the Emptiness emotion, if they experience it – having *no* emotions is foreign to the Habbalite nature. Normally, they will only experience this from a backlash – Punishers know better than to use Emptiness on each other, but it sometimes happens out of ignorance of a target’s true identity.

Since their Band dissonance is already accounted for in the cost of their emotion-inflicting resonance, the Punishers have no separate Dissonance Condition disadvantage.

Where Elohim have no other Choir that rubs them wrong, the Punishers don’t get along well with anybody *except* each other, and even then it’s a prickly thing. Not all of them have the exact same delusion (see p. 68) about *why* they are angels, and *what* they’re supposed to be doing, though most believe that the Princes they serve are unwitting conduits for God’s will (it’s suicidal to believe otherwise, in Hell). Still, with Habbalah, theological arguments quickly turn serious and painful, since each Punisher *knows* that anyone who disagrees with him is wrong and needs to be corrected. If necessary, the re-education can be done by lash and poker.

Habbalah are particularly fond of explaining their truths to Elohim, regarding the pale Powers as a “chrysalis stage” of their own so-called Choir.

Balersaphs are highly entertained by Habbalah, who insist so fervently that they *are* angels – yes, *angels*, dammit! – and get so uptight and resentful when anyone calls them demons.

## HABBALITE BAND SUMMARY

*Resonance:* Symphonic Influence: Emotions (Resonance Backlash, -20%) [24]; Symphonic Knowledge: Emotions (Does not work on recordings, -33%; rolls are at penalty equal to maximum degree of success desired, -30%) [12]. 36 points.

*Dissonance:* included in resonance.

*Other:* Bully [-10]; Delusion: “I’m doing God’s work” [-1]. -11 points.

*Total Band cost:* 25 points.

## Other Characteristics

All Habbalah have the -1 point Delusion “I’m an angel, doing God’s work.” Their justifications for this are varied – some think they are tasked with keeping the unworthy out of Heaven, or testing the worth of humans. (The Punishers are very fond of the story of Job, though they all believe they’d have done a better job of testing him . . .) Others believe they are serving God by punishing those who disobey him (souls in Hell, demons, bad humans, lax angels, whatever). Their standards are impossibly high; only they themselves – and *maybe* their Habbalah “Choir-mates” – are *truly* worthy. (Obviously, they have the Bully disadvantage . . .)

The Punishers reject EloHITE balance and sexlessness, and strongly favor any advantage that makes them look good, especially Very Handsome (or Beautiful) Appearance (p. B15), and high Wealth levels (to buy sexy clothes and fancy cars). They are also fond of Voice (p. B23). Charisma is rarer, though – it’s too subtle.

Typical disadvantages for Habbalah are usually related to their disdain for others, and their pursuit of sensation: Addiction (p. B30), Alcoholism (p. B30), Bad Temper (p. B31), Chauvinistic (p. CI87), Compulsive Carousing (p. CI87), Compulsive Spending (p. CI88), Extravagance (p. CI90), Fanaticism (p. B32), Glory Hound (p. CI90) or Megalomania (p. B34) or Overconfidence (p. B34), Gluttony (p. B32), Greed (p. B32), Impulsiveness (p. B32), Intolerance (weakness) (p. B33), Jealousy (p. B34), Lecherousness (p. B34), Sadism (p. B36), Selfish (p. CI94), Stubbornness (p. B37), and Trickster (p. CI94).

### LILIM DISSONANCE

If a Lilim’s target resists giving her a return favor, she takes a note of dissonance, as she fails to get a return for her effort. She may make one more try at getting a return favor from her target, and erase her dissonance, after waiting a number of days equal to the amount his Will roll was made by and asking for that same favor again. To evade repayment, the victim need only make a successful Will roll this time, rather than succeed in a contest with the Lilim’s resonance.

A Tempter may also remove a note of dissonance associated with a particular subject by binding him to a *new* favor, having found another Need. This is dangerous, though, since the Lilim could instead build up more dissonance from a tough target.

## LILIM – 34 POINTS THE TEMPTERS

*The mugger held me up against the alley wall, his knife hovering near my face, but I didn’t look at it. Instead, I gazed into his eyes, and saw what he wanted to do with me. I smiled and inhaled, breathing out, “Please, don’t hurt me. I’ll cooperate.” Okay, maybe I’d get hurt a little, but I’d survive – and then he’d owe me.*

*I could think of a lot of uses for a thug like him . . .*

Lilim are, one and all, Daughters of Lilith, the Demon Princess of Freedom (p. 124). They are not creations of God; they are not Fallen angels. Technically, they’re not even created by a demon, as Lilith is still a human, despite her title. But the Tempters are true celestials, and though the scarcest of the major Bands, they are prized for their abilities to discover the desires of others, fulfill them, and compel payment in return.

That nearly all of them are gorgeous females with a taste for sexy clothing and partying doesn’t hurt their popularity, either.

### Manner and Appearance

In the celestial realm, Lilim are very human-seeming indeed, appearing as their favorite vessel – though green-skinned, with tiny horns upon their brows. Though some of them appear as males, the vast majority, whether they own a male vessel or not, prefer to manifest as attractive women. Whenever referring to a Lilim, “she” is the appropriate default pronoun. (Literally. No matter which gender they choose later, newly-created Lilim are always Daughters.)

For the physical side of things, the Tempters like, well, *tempting* vessels. Attractive, curvaceous, flexible . . . Ultimate party demons, Lilim are warm, sympathetic, sensuous, and fun. They’re nothing if not fun.

Psychologically, they’re more complex than many other celestials. As creations of the Princess of *Freedom*, partaking of their Mother’s nature, they yearn to be free more than any other Band – bound to no Prince, following no one’s orders, doing exactly as they please and only as they please. However, most of them are bound to a Prince’s service, working for their Mother, or simply trapped in the web of favors that is the sisterhood of the Lilim.

Lilim work very, *very* well with their own kind, for demons. In part, this is because they can enforce trustworthy behavior in each other, self-geasing or allowing themselves to be geased. Also, they tend to repay “unofficial” debts: kindness (usually) nets kindness in return, and should one sister slight another . . . Sisterly rivalries can turn violent, or even fatal.

## THE LILIM RESONANCE

The Lilim resonance is for trading favors – they can see Needs in the eyes of others (using Symphonic Knowledge, p. 33), and bind the subjects to return favors by filling those Needs (using Symphonic Influence, p. 33). Unlike most demonic resonances, the Tempters' is based on Perception rolls, to see Needs, but the victim may still resist performing the return favor.

There are two stages to the Lilim resonance. First, the Tempter must see the Need in the subject's eyes, with a successful resonance roll. The degree of success is the level of the Need, and of the eventual Geas she can get in return (minimum 1, maximum of 6). A critical success gives the Lilim a choice of Needs to fulfill, but she can only get a single return favor per use of her resonance. Her resonance also locates a weakness in the subject's soul, linked to the Need, where she can set a "Geas-hook."

The Daughter must then fulfill the Need to "set" the hook. Once she has done this (and there is no particular time limit, save that the subject must still have the Need), she may ask the victim for a return favor at any later time. (This does not require eye contact, or even direct conversation – a letter will do.) To resist, the victim must succeed in a contest of his Will versus her original resonance roll. If he fails, he is now geased (see p. 37), at the level of the original Need, to perform the return service for the Tempter.

The return favor must be roughly comparable to the Daughter's original favor to her victim, *from the victim's viewpoint* – she can't give him \$20 and then come back and ask him to rob Fort Knox a week later. But curing a human's child of a deadly disease is worth a *big* return favor, even though it wouldn't be much effort for a Lilim using the Corporeal Song of Healing (p. 163).

The subject does not *have* to resist returning the Lilim's favor – if he acknowledges his debt when she asks, he binds

himself to repayment. Anyone with Power Investiture can also knowingly promise a favor to a Lilim, and be bound to it by her. Both cases result in a full Geas, usually for an unspecified future favor. The voluntary Geas ability is also used in Hell to bind demons to contracts.

The Daughters can look for specific Needs, or classes of Needs, at a penalty to resonance. An obvious, specific Need, like a hitchhiker needing a ride, can be picked up at -2. Classes of Needs range from -1 down, depending on how specific the class is. "Any physical Need" would be at -1, "financial Needs" might be at -3, and "something related to her husband's drinking problem" would merit a -6. A *very* specific Need (a red Chevy convertible) might be a -7 or worse.

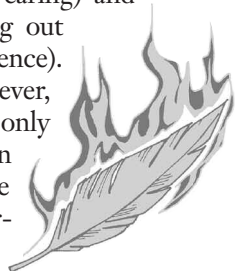
The Tempter is free to ignore Needs she detects – if she doesn't fill the Need, the Geas-hook is never "set." But if she does fill the Need, the hook *will* be set; she can't choose to fill the Need and not hook the subject. She may, however, discard the "hook" she holds after it's set. (This doesn't happen often, except as part of an "unofficial" deal.)

Lilim may accumulate multiple "hooks" on a subject before asking for a return favor. These can be combined to ask for a larger single favor in return. Four Geas-hooks of one level are equivalent to one of the next higher level. Thus, a Tempter could combine four Geas/1 hooks (equivalent to a single Geas/2 hook) and three Geas/2 hooks to ask for a single Geas/3.

See the Geas Discord, p. 37, for more on the effects of Geases, and the value of various levels.

While Lilith can give a Geas to another, allowing them to invoke it upon a Lilim (or anyone else she holds a Geas on!), the Lilim themselves cannot do that. To trade favors among themselves, they must self-geas to invoke a hook or Geas they hold on another "only when and as my sister wishes." Lilim are very good at networking.

As for the other Bands, Lilim are oft-times annoyed by Calabim and Habbalah (the one for dumping out their purses, the other for trying to upstage the Tempters in the corporeal realm), while showing a preference for Djinn (who need to be cared for, without caring) and Impudites (who are also fun to hang out with, and sometimes can be sold Essence). These are only minor tendencies, however, subject to individual variations. The only Band that the Daughters agree on unanimously are Shedim – the Corruptors are disgusting, vile, abhorrent, despicable, and give demons a



bad name. And they *drip*. Furthermore, unexpectedly discovering the Needs of a Shedite ranks high in the Tempter's list of Bad Things To Have Happen.

### Other Characteristics

Unlike any other demons, Lilim can *always* seek out their Mother – Lilith, the Princess of Freedom (p. 124). Even the Bound Lilim can try to get her to intervene on their behalf, though any who are aided by the Princess *will* owe her, if she chooses to help at all.

Lilim just want to have fun, live the good life and make a few deals; their typical advantages and disadvantages reflect this.

## REDEMPTION FOR LILIM

Though Lilim are Hellborn one and all, created by one who was never an angel, it is possible for a Tempter to seek redemption. It is even possible for them to survive it, becoming soft-aura'ed beings with translucent wings of light and shadow. These Bright Lilim are, however, still *Lilim*, retaining their resonance and Band Dissonance Conditions, though they lose all infernal attunements or Distinctions. Furthermore, changing sides does not remove Geases; a Lilim is still obligated to repay her sworn debts, no matter who she owes them to. This can present problems.

The Bright Daughters are valuable Servitors of the Archangels who rescue them. But they are few in number; not many Lilim are redeemed. A Geas is as equitable as the Lilim who invokes it, and surely no more inherently "evil" than the Malakite talent for smashing skulls. Still, the Tempters are made in their Mother's image, and while Lilith is not a demon, she is a Princess. It is hard for her children to burn that inherited selfishness from their souls, and devote themselves to others.

With their angelic connection to the Symphony, Bright Lilim can detect needs through recordings, if they can see the subject's eyes. This removes the special limitation on their Symphonic Knowledge advantage, costing an additional 9 points. They retain their mother as a Patron, though calling on her is risky.

Common advantages for the Tempters include Ally (Unwilling) – under Geas to serve (p. CI19), Attractive (or better) Appearance (p. B15), Charisma (p. B19), Contacts (p. CI22), Cultural Adaptability (p. CI23), Double-Jointed (p. B20), Fashion Sense (p. CI24), Favors (p. CI25), high corporeal Status (for their Roles), Voice (p. B23), and above-average Wealth (p. B16). Free Lilim often have one

## LILIM BAND SUMMARY

*Resonance:* Symphonic Knowledge: Needs (Does not work on recordings, -33%, Eye Contact Only, -20%; Linked to geas ability, +10%) [18]; Symphonic Influence: Geas (Preparation Required – normally many hours to perform the favor, -60%; Linked to Need-reading, +10%; Resonance Backlash, -20%) [9]. 27 points.

*Dissonance:* included in resonance.

*Other:* Lilith as a 25-point Patron, appearing rarely (on a 6 or less, -50%), charges steeply for her assistance (-25%). 7 points.

*Total Band cost:* 34 points.

or more extra vessels (p. 34), to help avoid getting dumped into Limbo (see p. 189).

Disadvantages often found in the Daughters include Addiction (p. B30), Alcoholism (p. B30), Careful (p. CI86), Chummy (p. CI87), the -5 point Code of Honor "Deals fairly, gives fair value, always repays debts," Compulsive Carousing (p. CI87), Compulsive Spending (p. CI88), Cowardice (p. 32), Curious (p. CI89), Geases (p. 37), Glory Hound (p. CI90), Gluttony (p. B33), Greed (p. B33), Jealousy (p. B34), Laziness (p. B34), Lecherousness (p. B34), Overconfidence (p. B34), and Stubbornness (p. B37).

Most Daughters avoid Roles where they would have low Wealth or corporeal Status, and vessels with less than Attractive Appearance – it's not much fun to be poor, ugly, or on the bottom of the social heap!

## Free Lilim

All of Lilith's Daughters are created as functional, adult demons, and must immediately choose between binding themselves to a Prince, being destroyed and recycled – or being one of the Free Lilim. Those who pick that uncertain path will then owe their glittering Mother for their creation: nine Geases at level 3. Lilith can and will trade these favors to others: demons, Demon Princes, other Lilim, or even Lucifer himself. Or she might just as easily bargain with a human, an ethereal spirit of the Marches, or an Archangel! Lilith knows a lot of people.

A Free Lilim is created with no Heart, no dissonance conditions, no attunements and no Rites. Lilith will immediately offer her own dissonance conditions and Rites (as a package deal which the Tempter need not take; see pp. 124-125), and the Daughter may later earn, or trade for, attunements or other resources.

Many Tempters never see the end of their indenture, being "Free" in name only. For these demons, everything costs – they can purchase attunements, vessels and other corporeal or metaphysical items from others (including Princes), but they must bargain for *everything*. And with every bargain, they parcel out pieces of their lives, promising to give over their will into the hands of another when the debt comes due.

There are a few Frees who can resist the mindset of "buy now, pay sometime later; I'm going to live forever anyway, barring Malakim." But even they find that losing the last tiny Geas their Mother holds upon them is hard indeed.



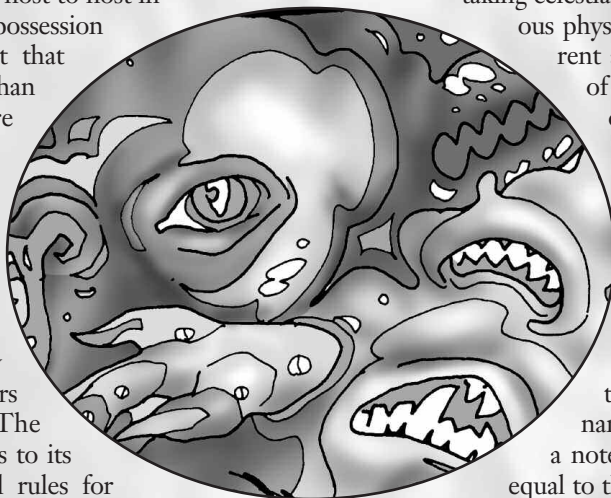


## THE SHEDITE RESONANCE

Like their angelic counterparts, the Kyriotates (p. 54), Shedim lack vessels, and must take over a corporeal host to act in the corporeal realm. However, their selfish nature causes them to lose the multiplicity of Kyriotates – they are single entities, and must move from host to host in celestial form. They have the same possession ability as the Dominations, except that they *share* the host's mind, rather than displacing it to the Marches. They are also limited to possessing humans (including Saints and intelligent undead, but not zombis).

While possessed, the host mind is in a dreamlike, trance state, letting the possessor “drive” most of the time; the host still thinks he's in control. However, the host may resist performing acts he considers “evil”; see *Dissonance*, p. 72. The Corruptor may make *minor* changes to its host's memories – use the normal rules for Mindwipe skill (p. B171), substituting a resonance roll for Mindwipe skill.

A Shedite may leave its host at will, taking celestial form (with the attendant disturbance; see p. 137). It then has 30



minutes to find and take over a new host. If it fails to possess any host in that time, for whatever reason, it will be drawn back to its demonic Heart, to face questions from its Superior. Shedim can also “ooze” between hosts without taking celestial form. This requires continu-

ous physical contact between the current and new hosts for the period of transfer, and takes a number of seconds equal to the Corruptor's total levels of Power Investiture.

Renegade Shedim lack Hearts to pull them back, and must make a Will roll every 5 minutes, starting at the end of the 30-minute limit. On a successful roll, they only take a note of dissonance. On a failed roll, they take a note of dissonance *and* Soul hits equal to the amount they failed by, *plus* additional Soul hits equal to Celestial Power.

This continues until the Corruptor finds a host or dies celestially.

### SHEDITE BAND SUMMARY

**Resonance:** Body-hopping (Skill and knowledge access, +30%; Host mind remains, -30%; Causes Disturbance when switching hosts, -20%; Can only possess humans, including Saints and intelligent undead, -5%). 60 points.

**Dissonance:** Dissonance Condition [-5]; -5 point Dependency on corrupting the host (fairly easy), daily (triples value), with 1 note of dissonance per day rather than 1 HT lost per hour as the result of failure (one-quarter value). -8 points.

**Other:** Appearance: Horrific (p. CI80; Only in celestial form, -50% (not the usual -20% – this disadvantage rarely applies); only affects mortal humans, -25%) [-7]; no Unaging age-shifting enhancement for hosts [-3]; Body-hopper enhancement to Celestial Form [24]. 14 points.

*Total Band cost:* 66 points.

## SHEDIM – 76 POINTS THE CORRUPTORS

*Do it. You know you want to. Go on. He deserves it. The knife's right there. Pick it up. That's right. Now, do it. Now. It'll be easy. You'll enjoy it. He deserves it. You know you've always hated him. Really. Go on. Do it. You know you want to.*

Shedim are the most *nasty* of the Bands, despised by Lilim and Djinn (for slightly different reasons) and eyed dubiously by all others. Other Bands may harbor psychopaths and sadists, but most other Diabolicals can be reasoned with, most of the time. Shedim, even by demonic standards, are *sick*.

The Fallen Kyriotates have one purpose in existence: to corrupt the human fleshbags they share brainspace with. All that matters, to a Shedite, is wearing down its host's mind and ethics, making sure that the “ride” is worse off than when the Corruptor showed up. What many angels consider most horrifying is that the Fleshless don't just force their hosts to perform evil actions – they convince the human that he did it *himself*.

## SHEDITE DISSONANCE

Every day the Corruptor is in the corporeal realm, it must cause a host to do something evil. This must be an act that harms someone, whether that victim knows it or not. Each day in the same host, the act must be at least a little worse than the one before. The Shedite must win a Contest of Wills with the host mind to do this. (If the host isn't resisting the action, it's something the host would already be comfortable doing, and hence isn't corrupting him further!)

The first time each day the demon tries to force an evil action, the host gets an IQ roll to realize he's being influenced, with a cumulative +1 bonus for each full day he's been possessed. If he succeeds, he gets a bonus to his Will roll equal to the number of full days of possession, for all Will contests with his possessor for *that day*. If the Corruptor permits the host to sleep for eight hours, the host's mind clouds again, and this bonus is lost. While the host mind is in the Marches, the Shedite will accompany it there automatically, where it can amuse itself by warping the host's dreams.

Failing to corrupt a host at least once during a day generates a note of dissonance for the Shedite. A Corruptor also takes a note of dissonance if its host dies while it is still possessing him, forcing the demon to share the death. It will avoid Trauma (p. 145) if it can find a new host within 30 minutes; otherwise it is drawn back to its Heart and enters Trauma. A Renegade Shedite is in much more serious trouble if it can't find a host – with no Heart to draw it back, it will enter Trauma while its celestial form drifts about the corporeal realm, taking Soul hits every 5 minutes, as described above. After a short time, it will be torn to shreds and die.

Most Shedim start looking for a likely new host as soon as they have any trouble forcing their current one to new depths of evil. Since they merely have to corrupt *some* host once a day, this makes things fairly simple – except that they normally have to take celestial form to body-hop, making a lot of disturbance which may alert nosy angels.

### *Manner and Appearance*

Like Kyriotates, Shedim have Appearance: Horrific (p. CI80) when in celestial form, stunning the humans who are unfortunate enough to perceive them. Other celestials aren't frozen in denial of their senses, but do consider Corruptors *excessively* disgusting. The Fleshless demons are exactly that: skinless, throbbing blobs that constantly expose and absorb barely-recognizable organs, trailing slimy tendrils of self across anything that takes their interest. They also drip.

Humans who are possessed by the Corruptors may be carefully neat and clean, as the Shedite hides its rot within. They may be urged to get tattoos or piercings, especially if it will horrify the host's friends and family, or the Fleshless may utterly ignore its ride's appearance, forgoing baths or changes of clothing. From the Shedite's point of view, it's in a stolen vehicle, and it doesn't pay the repair bills. So long as it can slip into a new host before its old ride gets killed or commits suicide, the Fleshless is happy.

Shedim are no longer willing to be everything, as Kyriotates are. Instead, everything must be *them*. They consider the world their toy, to break as they please, and think all other beings should share their warped viewpoint. Some call this "enlightenment." Some call it "fun." Corruptors wallow in their own filth, and want everyone else to join them. Of all demons, Shedim are the truest "Satanists," embracing the darkness . . . softly forcing their hosts to embrace it with them. Even when the Corruptor has moved on, its ride may believe what he did was from his *own* will, his *own* dark urges; some humans become consumed with shame and disgust, while others "go with the flow" and accept the Shedite's world-view as their own.

The Fleshless enjoy being disturbing, even (or especially) around other demons. They are particularly fond of playing elaborate, body-hopping jokes on the Djinn – Shedim resent anyone who might track them. Being traceable could force them to take responsibility for their little games, and no Shedite wants that.

### *Other Characteristics*

Shedim cannot use the Unaging age-changing enhancement on their hosts.

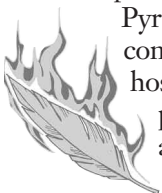
Few advantages are especially appropriate for Shedim – physical and social advantages are generally associated with vessels, which they lack. They may have social advantages in the celestial realm, such as Allies (p. B23), Contacts (p. CI22), Favors (p. CI25), or celestial Rank



(p. 27) or Distinctions (p. 31). However, few other demons like Shedim, so these are uncommon. Mental advantages are possible, but few are particularly suited to the Corruptors' personalities or assignments.

Shedim tend to have disadvantages which are linked to their favorite directions for corruption. Many have favorite Odious Personal Habits (p. B26), which they start new hosts out with. Addiction (p. B30), Alcoholism (p. B30), Bloodlust (p. B31), Bully (p. B31), Compulsive Carousing (p. CI87), Compulsive Gambling (p. CI88), Compulsive Spending (p. CI88), Greed (p. B33),

Kleptomania (p. B34), Lecherousness (p. B34), Pyromania (p. B36), and Sadism (p. B36) are common directions for Shedim to take their hosts in. Some have On the Edge (p. CI93), playing fast and loose with their hosts' lives, and assuming they can always "jump clear" just as the host is about to die.



## IMPUDITES – 34 POINTS THE TAKERS

*The thug closed in on me, hands reaching out. The rest of his gang stood behind him, blocking the exit. I backed away, stumbling as I bumped into the wall behind me. Dead end. Time to do some talking.*

*"Hey, honey," I said to the leader, giving him that little mental push. "You don't wanna hurt me."*

*He paused and shook his head for a moment while I gazed at him, wide-eyed. Then he grinned and walked up, giving me a hug.*

*"Hub?" one of his followers said, goggling. "Hey, man, this chick a friend of yours or something?"*

*You bet, I thought, smiling at all the wonderful humans, all so full of wonderful Essence. At least, he is now.*



Impudites *love* humanity . . . the way cats love mice, a gourmet loves a good meal, or a megalomaniac loves his minions. Toys, food, and sources of attention. After all, it's not a long step between Mercurian and Impudite – they're both snappy dressers – and the Takers are still friendly and outgoing, adoring the masses of humanity even while they charm them with their resonance and steal their Essence. A Mercurian uses his resonance to find out how to make friends; an Impudite just *makes* friends.

### *Manner and Appearance*

Just as Mercurians are "traditional" angels, so are Impudites typical demons – in celestial form, they appear as their usual vessel, with the addition of little horns, tasteful bat-wings, and a dark halo. Corporeally, they prefer attractive bodies, the better to gain the adulation they crave. Like their divine cousins, Impudites are fashion-conscious, able to obsess over just the right vest or color of nail polish.

### IMPUDITE BAND SUMMARY

*Resonance: Charm: Symphonic Influence: Friendship [30]. Steal Essence: variant of Steal Energy (p. P17; Resonance Backlash, -20%; Must Charm victim first, -20%) [24]. 54 points.*

*Dissonance: Dissonance Condition [-5] of Pacifism: Cannot Kill (Includes letting humans die in any personally-preventable way, +10%; Only applies to humans, -10%) [-15]. -20 points.*

*Total Band cost: 34 points.*

## THE IMPUDITE RESONANCE

The Impudite resonance has two stages of use. The first stage charms the subject, making him consider the Taker a good friend. The second stage allows the demon to steal Essence from his charmed victim. Both abilities are restricted to use on intelligent beings (racial IQ 8 or higher).

**Charm** is a Symphonic Influence power (p. 33). A successful use results in the target having a "Very Good" reaction to the Impudite. A failure has no effect (the GM makes a normal reaction roll, if needed). The effect wears off after a number of minutes equal to the amount the Taker's roll succeeded by (minimum 1). After that, reaction should be determined normally – with appropriate modi-

fiers for what the demon has been getting away with in the meantime . . .

**Steal Essence** allows the Impudite to steal Essence from his subject (or lose it to the target, if he's unlucky). To Steal Essence, the Taker must first Charm the victim, then make another resonance roll, which the target may resist with Will. If the Impudite fails his resonance roll, nothing happens, and he can't try that target again for as many hours as he failed the contest by. Otherwise, the winner of the resonance vs. Will contest takes as many points of Essence from the loser as he won the contest by (minimum 1). Of course, if the loser had no Essence, the winner gets nothing.

And like Mercurians, the Takers are gregarious and outgoing. These demons adore being on Earth, where they can be around living humans. (The damned souls in Hell just aren't the same.) Unlike their angelic analogs, though, Impudites need to be the center of attention. They don't want to be *part* of a rock band, they want to be the lead singer, drooled over by all the fans. They don't want to watch others succeed and be recognized for that success – far better that the *Impudite* gain the spotlight.



Of course, this only makes humans that much more important to them. They know full well that other demons won't give them the human contact they crave . . . much less the Essence. If an Impudite wants his ego boosted, he needs a human to do it. And, thanks to his resonance, he'll always have a willing human to flatter him, no matter how little (or how abusively) he repays the attention.

### Other Characteristics

Impudites often have advantages that enhance their ability to interact with humans, or that arise from those "friends" they've acquired: Allies (p. B23), Attractive Appearance (p. B15), Charisma (p. B19), Contacts (p. CI22), Cultural Adaptability (p. CI23), Fashion Sense (p. CI24), Favors (p. CI25), Language Talent (p. B20), Sanctity (p. CI29), corporeal Status for their Roles (p. B18), extra vessels (p. 34), Voice (p. B23), and above-average Wealth (p. B16).

Common disadvantages among the Takers include Chummy (p. CI87), Combat Paralysis (p. B32), Compulsive Carousing (p. CI87), Compulsive Spending (p. CI88), Congenial (p. CI89), Extravagance (p. CI90), Nosy (p. CI92), Overconfidence (p. B34), and Post-Combat Shakes (p. CI93).

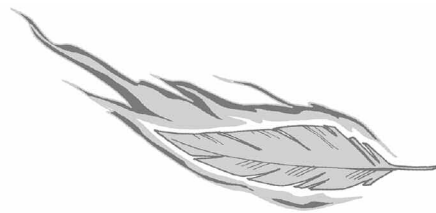
### IMPUDITE DISSONANCE

All Impudites have Pacifism: Cannot Kill toward *humans* as their Band dissonance. This extends to *letting* humans die in any fashion, if they could have prevented it. After all, they hate to see a good Essence source wasted . . .

### ANGELS AND IMPUDITES

Using the Steal Essence ability on other celestials is rarely useful – the Impudite is as likely to lose Essence as to gain it. There is an additional danger in using it on certain members of the Host, though – if the demon attempts to use his resonance on a Cherub, EloHITE, Kyriotate, or Mercurian, the Game Master should make a Perception roll for the angel. If this succeeds, the angel can automatically resist the Taker's resonance, and may use his next action to attempt his resonance on the demon, as though they were in physical contact!

# Chapter 4



# SUPERIORS



## ARCHANGELS AND DEMON PRINCES

*“Sometimes . . . you just have to do what you’re told.”*  
– The angel Simon, on obeying orders, in *The Prophecy*

Archangels and Demon Princes – Superiors – are entities of immense power, who have passed beyond the usual boundaries of being and attained a higher perspective on the Symphony. Each has a Word, and sends his Servitors out on missions to promote that Word, or thwart the plans of enemies and rivals. Being both Word-bound and of Superior status, they are alien creatures, often monomaniacal by human standards. Their motivations can be hideously simple, vastly ineffable, or, sometimes, perfectly understandable. They are proud, powerful, and not human, but they can still feel doubt, fear, amusement, and every other human emotion. They just put a different twist on them.

The Superiors are not given point values or character sheets. The GM interprets their personalities and abilities, as appropriate to the campaign. Superiors are able to do incredible things, including breaking many of the “laws of nature” that lesser beings must accept as absolutes. They are restricted from other things (see sidebar, p. 79), but only the GM decides where the boundaries are.

There are more Superiors than those described here, but these are the most powerful of the ones who currently involve themselves in the Earthly phase of the War.

Most Servitors were created by their Superiors: angels molded from the pure notes of the Symphony, demons ripped from the cacophony of Hell. Those chosen to further their lords’ Words on Earth are favored Servitors, trusted (to some degree) to be able to act on their own. For their victories, they may be rewarded by their masters. Failure is not tolerated. Suicide missions are not unknown – for either side.

## GOD

God was a lot more accessible when the universe was just a compressed ball of energy. He didn't have much to distract Him.

In the modern age, He no longer involves Himself much in the lives of humans or angels – especially since the Fall. It's assumed that Archangel Yves has His ear, but God has a lot of other things on His mind. By definition, He has *everything* on his mind.

Players of angels should accept that the Divine Plan won't call for them to deal personally with God. His influence may manifest from time to time, generally in the form of a Divine Intervention (p. 152), but the GM should resist any urge to involve the Supreme Being directly in game-play. Let the Archangels do their jobs, as best they understand them, and let the players serve as best they can.

## DESCRIBING THE SUPERIORS

Every Archangel and Prince has a Word. Each one also has a philosophy, which is strongly colored by the interaction of his Word and his Choir/Band nature. They view the universe through the lens of their Word, and strive to improve their Word's strength in the Symphony. Their Servitors are, of course, expected to do the same.

## LUCIFER

The Lightbringer, Morning Star, Lord of Lies, first Balseph . . . Lucifer remains an enigma. Each Prince fights his own personal battles against the Heavenly Host, but in the end it's the Shining One who manages the War. And he seems to be doing damned well.

Lucifer cannot be summoned; he comes and goes as he chooses. But when he appears, it is always significant. He has no time for small talk, no patience for buffoonery, and no appreciation of the ridiculous. Lucifer does have a sense of humor, but his laughter is a thing to fear.

The GM should use Lucifer sparingly in the campaign, but never forget him. The greatest of the Fallen is always quick to help the maneuverings of a Prince when it would please him – or spoil a plan that would not!

## Dissonance

Just as angels cannot act against their natures, and demons cannot allow their personal symphonies to be disrupted, Servitors must not disturb the harmonies of the Word they serve. Each Superior has certain behaviors which are required or taboo, often expressed as a Code of Honor or Vow. These Dissonance Conditions (p. 37) are linked, in most cases, to the being's Heart (p. 12); Renegades who have shattered their Hearts are no longer subject to these conditions.

The point total given for each Superior's dissonance entry includes the -5 point Dissonance Condition disadvantage.

## Attunements

Attunements are links between a being and the Word of a powerful Word-bound celestial, usually a Superior. The subject's Forces are brought into partial harmony with the Word, granting one or more special abilities related to that Word.

These celestial powers ignore mana level, magic or psi resistance, psionic and magical shields, ultra-tech force fields, and the like. Similarly, they can normally be detected only by other Symphonic abilities. Some attunements can be resisted, usually with a Will roll, but most simply *work*.

A character point cost is listed for each attunement. However, purchase of attunements after character generation requires the Superior to be in a mood to reward the character. The GM may allow players to save some awarded character points as "brownie points" with their Superior, to be spent asking for the boon of an attunement.

*Choir (or Band) Attunements* are the most common type, where aspects of a celestial's Choir or Band link to related aspects of the Word. With few exceptions, every Servitor automatically has his Superior's Choir or Band Attunement. Only Superiors can grant Choir/Band Attunements.

*Servitor Attunements* are more general abilities, which a Word-bound celestial may grant to others. A powerful Word-bound like a Superior may have *many* Servitor Attunements; only the most commonly-awarded are listed here. All Word-bound have one or more Servitor Attunements which they can use personally, but only the more powerful Word-bound can grant them to others. Servitor Attunements for the PC's Superior can be bought at character creation, or earned later.

A few Superiors, such as Eli, Jordi, and Asmodeus, have abilities shared by all their Servitors. These are considered part of their Choir or Band Attunements, but are listed before the specific ones for each Choir or Band. These advantages may also be granted separately, as additional Servitor Attunements. These need only be paid for once, if a celestial has multiple attunements from that Superior.

## THE DEVIL'S FAVOR

To keep the Hordes of Hell on their toes, Lucifer has been known to deal out rewards to those whose paths he happens to cross. The very first time he meets a demon – assuming said demon hasn't earned his wrath, or he's not otherwise busy – he usually offers a boon.

Beginning demon characters should be assumed to have this potential meeting still in their future. They can dream of this ultimate lottery, and plan what they might ask for. And the GM can consider what they might actually receive.

In general, something small, such as a bit of information or an improvement worth 10 or fewer character points, will just be granted, without the Darkest Prince even putting his own spin on the boon. Larger requests, such as a change of assignment or more valuable additions to the character sheet, are riskier. Make a reaction roll, modified for a respectful, plausible explanation of why the boon would aid Lucifer's cause; on a bad reaction, he'll hand out Discord instead. Something unreasonable results in Discord at best.

A request that is off-the-wall – “Please make me a Calabite” or “Please afflict the Commissioner of

Baseball with boils” – intrigues Lucifer. He might not grant that request, but unless his reaction roll is quite bad, he'll do something good for the supplicant. Requests to help *other demons* fall into this category.

The greatest boon is, of course, a Word. Ask the Lightbringer for one, and you'll get an instant hearing. You'd best be able to justify your request, right there and then, or you'll get a distressing Word (e.g., “Demon of Small Things That Squish Underfoot”) or simply be sentenced to an eternity of torment.

And yes, Lucifer has been known to offer favors to *angels*. Wise angels refuse . . . politely. Big requests are met with disdain, or answered in a way the angel will regret. Small requests may be granted, but Archangels never react well to learning their servant has accepted Songs, skills, or advantages from the First Fallen. Asking for intervention in Earthly matters is, naturally, asking for trouble. But occasionally – *occasionally* – an angel asks a favor so straightforward it can't be twisted, and so trivial that Lucifer will be too proud to deny it.

Occasionally.

Besides their standard attunement, Servitors of a particular Word may take any of their master's Choir/Band Attunements that do not *depend* on the Choir/Band resonance. Resonance-related attunements are marked “(restricted)” after the Choir or Band name. Some attunements are partially-restricted – these can be taken by any Servitor, but some aspects of the attunement will be missing for those of other Choirs or Bands. The description of such attunements specify which parts are resonance-specific. Two point costs are given for these attunements; the first is the normal cost, the second is for non-members of the Choir or Band.

On rare occasions, a Superior may gift someone *else's* servant with a Servitor Attunement, or the Choir/Band Attunement *for that Servitor's Band or Choir only*. The GM should feel free to charge an Unusual Background cost for any celestial wishing to start with such a cross-Superior boon.

Humans may be given Servitor Attunements, including those gifts common to all Servitors of the Superior (such as Animal Empathy, from Jordi). Humans can gain Choir/Band Attunements only under the most extraordinary circumstances. This requires a Superior to graft a Force (p. 217) from a celestial of the appropriate Choir or Band onto the human – a risky process. Any

human with a Choir or Band Attunement should have at *least* a 20-point Unusual Background, and a corresponding story to explain how he came to deserve such a rare personal reward directly from a Superior.

Of course, Superiors can use *all* the attunements they grant to their minions, even those normally depending on the resonance of another Band or Choir.

### Distinctions

There are ranks in Heaven and Hell, and promotions can be awarded to celestials who have greatly pleased their masters. It is recommended that starting characters *not* be allowed to purchase these Distinctions. The Game Master may wish to award them without charging points for them, in lieu of character points for a spectacularly-successful mission. (The point cost of the Distinction can be used as a guideline for how pleased a Superior must be to award it; note that each Distinction includes a level of Celestial Rank.) Distinctions are awarded in order, and the Servitor retains all the powers and privileges of lower-ranking



## SUPERIOR ABILITIES

Superiors can do much, including alter what is immutable for other beings. The GM should allow whatever seems right – though some actions are more difficult than others. Here are some guidelines for what Superiors can do. (The most potent ethereal gods also share some of these abilities, though their power is much weaker than it once was.)

**Use Huge Amounts of Essence.** Superiors have vast – though finite – Essence reserves. They can create vessels and artifacts with little thought.

**Multi-task.** Superiors can be in more than one place at a time (though a Superior won't manifest two bodies together, or within sight of one another). On Earth, most use multiple vessels, while Shedim and Kyriotates use hosts. These “pieces” of Superiors are called *manifestations* or *instantiations*, and are limited in number – a dozen or two, at most.

**Grant Power Investiture to any of the three Realms, and create celestials.** No one except Superiors can grant Power Investiture to any of the three Realms. Likewise, only Superiors can create new celestials. Archangels cannot create demons. Princes cannot create angels. None but Lilith can create Lilim. Only Archangels can redeem demons. No one but God has ever been caught creating *human* souls.

**Create Hearts.** Only a Superior can create a Heart, imbuing it with his dissonance conditions. Archangels cannot create Hearts for demons, nor can Princes create Hearts for angels.

**Stabilize Tethers.** Only Superiors can invest Forces in new Tethers, causing them to stabilize.

**Inflict Discord and dissonance, or quickly remove it.** Even Geases can be removed – with *extreme* risk to the Servitor's existence (see the *Infernal Player's Guide* for details). However, Superiors cannot *inflict* Discord on those who are not either totally in their power, or for some reason willing. (Anyone whose Heart lies in a Superior's Domain is “totally in their power.”)

**Shield themselves metaphysically.** No resonance or attunement from a lesser celestial can affect Superiors without their allowing it. This innate talent is akin to the Ethereal Song of Shields, but does not have its side-effects.

**Mask their own Symphonic disturbance.** They do this rarely.

**Use the resonance of other Bands or Choirs.** This is also rare. Archangels do not use demonic resonances, and vice versa.

**Be recognized.** If a Superior wills it, any of his Servitors can take one look at his vessel (or hear his voice over the phone, or see him type on the Net) and *know* he is his Boss. Other celestials will only know that he is a Superior.

**Know other celestials.** Superiors always know their own Servitors. (And Lilith always knows her Daughters.) Frequently, they recognize other celestials, angelic or demonic – but not always. (Though those who have gotten away with it . . . may have been *allowed* to.)

Distinctions. See p. 31.

Distinctions work much like attunements, but are only given along with Rank. Like Servitor Attunements, they are sometimes awarded to celestials serving a different Word. Some Superiors have higher ranks than are listed here, or similar ranks with different powers. These can be found in the expanded Superior descriptions in the *Superiors* supplements to *In Nomine*.

### Relations

Neither Heaven nor Hell is in complete harmony. Archangels have their own rivalries, just as the Princes do. Political alliances form and fall apart – though often over decades, if not centuries or millennia. Servitors are informed of these long-term alliances and hostilities, and are expected to behave accordingly.

To servants of those Superiors listed as “Allied,”

Servitors are expected to render all assistance necessary, cooperating as much as they can without betraying their own master's Word. For those listed as “Associated,” they should cooperate, within reason (demons will expect some compensation for this). Servitors of “Neutral” powers are aided or ignored, as required by one's own missions, and some amount of repayment is expected for favors (angels are, of course, more likely to help each other). If encountering forces of a Superior one's own lord is “Hostile” to, reactions vary; angels may refuse to render vital aid, or attempt to thwart plans via sabotage or misdirection. One who saw his master's Word threatened might even attack! Demons are given carte blanche to hinder Hostiles in any way that won't turn into open warfare. Princes even have “Enemy” Princes, and any bad turn a Servitor can do to enemy operations will find favor with their boss.

Causing too much strife (especially in Heaven, where



everyone is theoretically on the same side) may earn public censure for political reasons – possibly tempered by private rewards.

Of course, not all Servitors will *say* who they really work for; Asmodeus' deep-cover demons never do, and even angels can be close-mouthed, if they think it's to their mission's advantage.

## Rites

Superiors draw Essence out of the Symphony, and they can make this Essence available to their Servitors. With the performance of Rites, a celestial is granted extra Essence. Most Rites restore 1 Essence, and can be used only once per 24 hours. Rites cost 2 character points per measure of Essence they grant per use, times the number of uses per day. A Rite that granted 1 Essence, but could be used twice a day, would be 4 points; if it granted 2 Essence per use, it would be 8 points.

Superiors may grant additional Rites, beyond those listed, as special rewards. Rites may be given to anyone with at least one level of any type of Power Investiture, including Servitors of other Superiors – even on the Other Side! (*Using* demonic Rites is dissonant for angels, however!) Humans who have Power Investiture, such as Soldiers and sorcerers, may also use Rites.

Word-bound celestials may also grant Rites – but these Rites draw upon their *Superior's* store of Essence, and their lord will not be happy if his Word-bound Servitors deplete his reserves overmuch.

Rites usually have some obvious or symbolic connection with the Word of the grantor. Many celestials believe that using them enhances the Word within the Symphony just enough that a “diffuse” form of Essence is generated, to replenish the Superior later.

## Invocation

All Servitors have a link to their Superiors by virtue of being bound to him, their natures modified by the Word of their master. Some favored few may call upon their lord for aid without (much) fear of immediate punishment for wasting his time. (This is essentially the Divine Favor advantage; see p. 26.) Despite their abilities to multi-task (p. 78), Superiors are busy, and rarely trivial to invoke.

Invoking a Superior takes 5 seconds of concentration, silently informing him why you need him. The chance of getting his immediate attention is the Invocation Base value, modified by the *highest* of the specific Invocation Modifiers listed for that Superior, and any *Universal Superior Invocation Modifiers* (see sidebar, p. 80). The listed Invocation Modifiers should be used as guidelines; trivial connections with the Superior's Word typically grant a +1, while a powerful, once-in-a-human-lifetime

## SUPERIOR LIMITATIONS

There are some things that Superiors simply *don't* do. (The GM may add to this list, of course.)

**Understand the nature of God, and other inconvenient Truths.** There are some things that either *cannot* be known, or cannot be described, even in the pure angelic language. Even the Seraph Archangels do not get the answers to some questions. (Or if they do, they have no way to communicate these answers to anyone else – save other Seraph Archangels. “You know that Truth about the nature of God?” “Yes. Talk about ineffable.”)

**Destroy the Earth single-handedly.** Either no single Superior has the power to do this, or there are enough pro-Earth Superiors to counter anyone who tries. For whatever reason, total annihilation of the battlefield doesn't seem to be an option, even for the most destructive Princes.

**Create Tethers from scratch.** While celestials can manipulate events that they hope will form a Tether, they cannot *assure* such a happening. Even Superiors are unable to force a Tether to form. It requires circumstances which are integral to the Symphony, on Earth, in ways that celestials can never be. (See the *Liber Castellorum* for more details.)

**Soul-kill corporeal enemies without effort.** A Superior in a hurry results in vessel-killed enemies, maybe with some Soul hits or a lost attribute point or two. Even one on one, it takes a bit of time for a Superior to *destroy* a typical Servitor on the corporeal plane. On the celestial plane, of course, there would be no contest.

**Turn humans into celestials, or vice versa.** Saints are the closest Heaven has come, and they still have certain limitations (and freedoms) that are uniquely human. Despite the promises demons may make to the Hellsworn, Princes can't do this either. Even Lilith herself is still, at root, human – though a unique one. And how Lucifer granted her the powers of a Prince is a subject of much speculation.

manifestation of the Word would grant a +6.

*Example:* the GM decides that calling Jean while in the middle of a thunderstorm, standing among lightning rods, is good for a +4 on the roll.

A failed invocation has no effect (though any Essence spent is still lost). The GM may use the degree of failure as a guideline to how many days before the celestial may try again, or (if in a helpful Tether), how many days before the Superior receives the message you left and

## UNIVERSAL SUPERIOR INVOCATION MODIFIERS

These modifiers are cumulative with each other (save when they are listed together), and with the more specific modifiers given for each Superior. (The specific modifiers are *not* cumulative; take the highest of those.)

- 10 The Superior being invoked is not the invoker's own master. (Unless the Superior has previously granted the invoker his notice, giving permission to call him; this is often done if a celestial is on a mission for a master besides his own.)
- 4 The invoker makes arrogant or absurd demands.
- 3/-2/-1 The invoker last invoked this Superior less than a day/week/month ago.
- +1 The invoker has not called this Superior for over a year.
- +2 The invoker's corporeal vessel is at risk of death.
- +3 The invoker is in a Tether to the Superior.
- +2/+4 The invoker is in the presence of enemy celestials from the Other Side (+2) *or* an enemy Superior! (+4)

+(Essence Spent): The invoker spends Essence while calling, gifting the Superior with it. (This creates normal disturbance, released at the end of the invocation.)

gets back to you.

When a Superior arrives, the GM may make a reaction roll to determine his mood, from grumpy to cheerful; of course, the servant's situation will have an effect. Even an angry Superior will cheer up if he hears good news, though he might not reward the messenger, and even a happy one will frown if he hears of disaster.

Archangels and Princes rarely appear in all their celestial glory in public places. Summon Novalis at a concert, and she'll be the girl who puts her hands over your eyes and says, "Guess who?" Nybbas may just take over your television, and Belial or Gabriel might speak in the crackling of nearby flames.

Busy creatures that they are, Superiors do not stay to chat. If they want to visit longer, they'll show up according to their *own* schedules. If a Servitor is in trouble, they're far more likely to transport him to a place of safety and ask questions then. Only the more militant Archangels and Princes (David, Michael, Baal, Belial . . .) are likely to jump into battle for their servants.

Less-pressing problems may be answered cryptically – a word of advice or a mundane item that does not seem to apply. It may be clear enough to the Superior, who just forgot to explain it, or it may be a subtle test – Superiors are

very busy, and help those who help themselves.

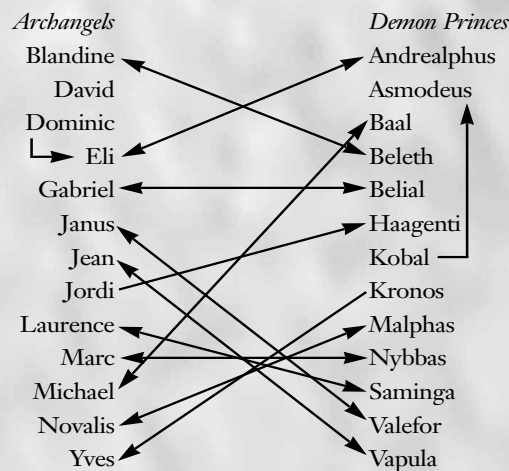
## Cost

The Cost entry for each Superior gives the total point cost of being a Servitor in good standing. This includes the costs for Divine Favor (invocation), dissonance conditions, standard Rites, and the Duty owed to the Superior (almost all the time, on a 15 or less, unless stated otherwise). Choir and Band Attunements (including any "all-Servitors"

## DIRE ENEMIES

Some Superior relationships stop just short of open warfare . . . and sometimes not even then. Most often, these special enemies are on the Other Side, but there also cases of severe hostilities within the same side. Not all these hatreds are mutual, and sometimes a Superior's "opposite number" on the other side *isn't* a dire enemy – this is most notable in the case of Dominic and Asmodeus, who occasionally cooperate in operations against groups of Outcasts and Renegades.

The diagram below shows the strongest enemy relationships, as of the early 21st century. Detestation of the Other Side isn't limited to these relationships, of course – these just reflect the general priorities of celestials on a mission. For example, if a Servitor of Jean runs across a Vapulan operation while assigned to a mission with a group of angels of the Sword, he would try to convince his allies to take on this little side operation, first. On the other hand, if a Cherub of Trade stumbled over a group of Death demons, and didn't have a more vital task, he wouldn't *just* send a memo to the nearest Sword Tether.



## THE SUPERIORS

### *The Archangels*

- Blandine, Cherub Archangel of Dreams – p. 82
- David, Malakite Archangel of Stone – p. 84
- Dominic, Seraph Archangel of Judgment – p. 86
- Eli, Mercurian Archangel of Creation – p. 88
- Gabriel, Ofanite Archangel of Fire – p. 90
- Janus, Ofanite Archangel of the Wind – p. 92
- Jean, EloHITE Archangel of Lightning – p. 94
- Jordi, Kyriotate Archangel of Animals – p. 96
- Laurence, Malakite Archangel of the Sword – p. 98
- Marc, Mercurian Archangel of Trade – p. 100
- Michael, Seraph Archangel of War – p. 102
- Novalis, Cherub Archangel of Flowers – p. 104
- Yves, Archangel of Destiny – p. 106

There are others, both minor players or long since passed away. These include Raphael, EloHITE Archangel of Knowledge, who gave her existence to destroy the mad Shedite Prince of Corruption, Legion; Oannes, Archangel of the Waters, who was slain by Belial; and Uriel, Malakite Archangel of Purity, who was summoned to the Higher Heavens and has not been seen since. (See p. 98.)

“Lesser” Archangels (who are still beings of huge power) include the maternal Zadkiel, Cherub Archangel of Protection; Christopher, once a Cherub of David and now the Archangel of Children in his own right; Litheroy, Seraph Archangel of Revelation; and Khalid, the EloHITE Archangel of Faith – like Laurence, once a Servitor of Uriel. Khalid is (or was) one of the least functional of the Archangels, who managed to compress the focus of his Word down to only Islam, and fanatic Islam at that. In the *In Nomine* adventures *Fall of the Malakim* and *The Final Trumpet*, Khalid’s recovery – or Fall – is determined.

And there are (or were) Grigori Archangels, but of them, Heaven no longer speaks.

### *The Demon Princes*

- Andrealphus, Impudite Prince of Lust – p. 108
- Asmodeus, Djinn Prince of the Game – p. 110
- Baal, Balsraph Prince of the War – p. 112
- Beleth, Djinn Princess of Nightmares – p. 114
- Belial, Calabite Prince of Fire – p. 116
- Haagenti, Calabite Prince of Gluttony – p. 118
- Kobal, Impudite Prince of Dark Humor – p. 120

- Kronos, “Balsraph” Prince of Fate – p. 122
- Lilith, Human Princess of Freedom – p. 124
- Malphas, Shedite Prince of Factions – p. 126
- Nybbas, Impudite Prince of the Media – p. 128
- Samanga, Shedite Prince of Death – p. 130
- Valefor, Calabite Prince of Theft – p. 132
- Vapula, Habbalite Prince of Technology – p. 134

There have been many minor Princes; their numbers are often added to by Lucifer, but the lesser Princes, as a rule, don’t survive long. Current ones include Alaemon, Impudite Prince of Secrets; Mammon, Balsraph Prince of Greed; and Fleurity, Habbalite Prince of Drugs. The Shedite Magog was an angel of David’s who Fell, was raised by Lucifer to be the Prince of Cruelty, and then was imprisoned within a cave by his old master for all time – in the space of two days. The newest member of the infernal nobility is Furfur, Calabite Prince of Hardcore, whose rise to Princedom is documented in *Night Music*, in the adventure, *The Demon Prince of Rock and Roll*. Unless the players manage to stop him, of course . . .

### *Lost and Missing Princes*

Of course, there have been more Princes, just as there have been more Archangels. Ranked among the dead are Mariel, Princess of Oblivion, whom Haagenti ate after he attained his Princedom; Meserach, Djinn Prince of Sloth, whom Haagenti ate shortly *before* becoming a Prince; Vephar, Prince of the Oceans, who was destroyed by his old master, Oannes; Makatiel, the Habbalite Prince of Disease, destroyed by Judgment and the Game when he went rogue. The most dramatic ending was that of Legion, the Shedite Prince of Corruption who regained the Kyriotate trick of multiple hosts, then somehow tapped into the Forces of his possessed slaves for power – and was destroyed by the combined forces of Heaven and Hell, culminating in the kamikaze strike of Raphael.

Among the *missing* Princes are Genubath, Calabite Prince of Rapine, whose Word was somehow *stolen* by Valefor, just before Valefor was raised to Princely status, and Gebbeleth, the Balsraph who was the first Prince of Secrets, whose true fate is revealed in the *In Nomine GM Screen* adventure, *Feast of Blades*.

# ARCHANGELS

## BLANDINE CHERUB ARCHANGEL OF DREAMS

*The world is a dream, nothing more.*

Some dreams are more solid than others, and Blandine's servants are charged with protecting dreamers and helping them battle their fears. The minions of Beleth, Princess of Nightmares, are her dire enemies.

Blandine is something of a loner. As such, she prefers to avoid Archangelic politics. But just because she's removed herself from the planning of the War doesn't mean she's not fighting. It's generally (if grudgingly) agreed that, of all the Archangels, Blandine has done the most measurable good for mankind. She humbly carries out her orders and follows her Word, helping the human race achieve its goals and dreams with as little celestial interference as possible.

Blandine's servants are rarely combat monsters. Like their mistress, they prefer subtle background manipulation to force, and seldom involve themselves in outright violence.

Every evening is an adventure for the servants of Blandine, who must use caution during the day, saving their Essence for the night in dreamworlds far from Earth. After a long night walking the ethereal Marches of Dream (p. 177), her angels typically spend a few lonely hours nursing their empty souls before reaching the morning light and its rush of rejuvenating Essence.

On the few occasions when she manifests physically, Blandine prefers to appear as a lovely young woman with black hair and green eyes. She is fond of gray dresses with elaborate embroidery.

### DISSONANCE -15 POINTS

Servitors of Dream have a -10 point Code of Honor (p. B31) as their Dissonance Condition (p. 37) [-5]. This code requires that:

- ✘ They may not take celestial form within the corporeal world, except within a Tether.
- ✘ They may not use Celestial Songs on Earth.
- ✘ If they are guarding a specific dreamer, and know he is in danger, they must warn him in his next dream, or suffer a note of dissonance. The dissonance will fade when the charge is adequately warned or the danger has abated.

### CHOIR ATTUNEMENTS

Most Dream Servitors also have Blandine's Dream Walking Servitor Attunement or the Corporeal Song of Dreams (p. 161). Several of the Choir Attunements are useless without either. (While they are primarily enhancements to Dream Walking, they also apply to use of the Corporeal Song of Dreams.)

#### *Seraphim* 9 points

Blandine's Seraphim see truly in the Marches. While in the ethereal realm (or any dreamscape), they gain Alertness equal to their Ethereal Power, except when using their resonance.

#### *Cherubim* 3 points (restricted)

Cherubim of Dreams automatically enter the dreamscape of a sleeper to whom they are attuned and remain until the dreamer wakes.

#### *Ofanim* 9 points

Ofanim of Blandine feel at home in the Marches, moving comfortably through ethereal reality. When Dream Walking (see below), or using the Corporeal Song of Dreams, they multiply the duration by their Ethereal Power.

#### *Elohim* 19 points (restricted)

In the Marches, the natural resonance of Blandine's Elohim for emotion works automatically; no resonance roll is needed. The degree of success is equal to twice the angel's Ethereal Power. They may make normal resonance rolls in an attempt to improve their degree of success.

#### *Malakim* 3 points

Blandine's Malakim add their Ethereal Power to their Stealth skill while in the Marches.

#### *Kyriotates* 5 points (restricted)

While asleep, a Kyriotate may be in more than one part of the Marches at a time. Its consciousness may simultaneously extend to a number of dreamscapes equal to its Ethereal Power. Once it has entered the Marches via a sleeping host, it may relinquish all its hosts.

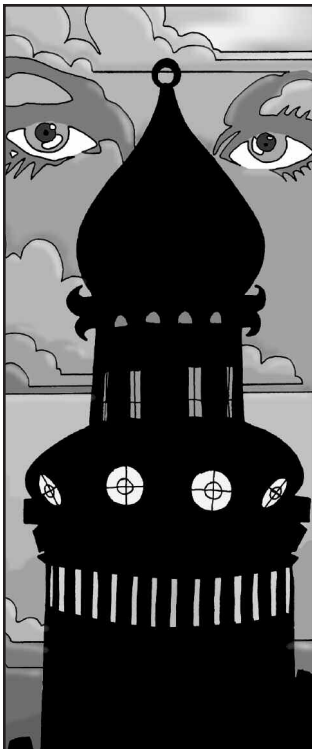
#### *Mercurians* 8 points

Blandine's Mercurians can use dreamers as conduits, moving from one person's dreamscape to another's without needing to roll – but only if the two people are closely “connected” to each other (GM's discretion) and currently on the same side of the Marches (either Blandine's or Beleth's).

## SERVITOR ATTUNEMENTS

### *Dream Walking* 15 points

A servant of Blandine may enter the Marches through the mind of a human dreamer. He must have seen the person before, but the two can be anywhere in the world. The human must be asleep, and on Blandine's side of the Marches. The angel makes his Will roll to sleep, and then makes a Perception roll, using the long-distance modifiers on p. B151. There is a +2 bonus for touching the subject. The degree of success is the number of minutes the angel may stay in the subject's dream (minimum 1) – or, if the roll failed, the number of minutes before he may try again.



### *Healing Dream* 20 points

This attunement allows its user to scan a human's memory for a specific topic, and then modify it. The user must be in contact with the subject's sleeping body or dreamscape.

Some parts of the mind are blocked from tampering: firm convictions, phobias, insanities, and other major traumas. However, an angel may attempt to *soften* the impact of such memories, making them less painful and more dreamlike; this approach is most effective for memories that originated many years ago.

Using this power costs 4 Essence and takes an hour. It requires a successful Contest of Will. If the attempt fails, the patient wakes up, and remembers a vivid dream about the subject the angel tried to modify.

Memory alterations are limited to minor, subtle edits that don't challenge the subject's sense of disbelief – attempts to make major changes may require a penalty to the angel's Will roll, at the GM's discretion.

## DISTINCTIONS

### *Vassal of Dreams* 10 points

The angel can send blissful dreams to any sleeper within 500 yards. Both the user and his target are drawn into Blandine's dream world for the rest of the night.

### *Friend of Sleepers* 15 points

The angel can detect when someone in his presence is the target of a celestially-inflicted dream or nightmare.

### *Master of the Realms of Night* 61 points

A Master has a +2 bonus to all four attributes (and thus skills) while in the Marches.

## RELATIONS

The Archangel of Dreams considers the other Archangels too political and not sufficiently dedicated to the service of humanity. Like Jordi, she strongly prefers that her servants avoid the complexities of Heavenly politics. She is listed as hostile to four other Archangels, but this is merely because they often work against her Word. "Coldly neutral" might be a better description. Her agents will not sabotage other divine servants except to protect the Word of Dreams. They might heed a genuine call for help from any angel, even a servant of violent Michael, if it did not interfere with their duties.

Blandine herself never leaves the Marches for matters of merely political concern. Traditionally, one of her angels of Hope, the Menunim, carries her sigil to the most important meetings, where her vote is cast at the discretion of Yves.

*Allied:* No one

*Associated:* Yves

*Hostile:* David, Jean, Marc, Michael

## BASIC RITES 6 POINTS

- ✦ Meditate for four hours without visiting Beleth's realm.
- ✦ Spend 8 hours successfully protecting a sleeper from active forces of danger (2 Essence)

## INVOCATION BASE: 4 13 POINTS

## INVOCATION MODIFIERS

- +1 A book of fairy tales.
- +2 A sleeping potion or sleeping pills.
- +3 A handwritten collection of lullabies.
- +4 A bed in which a demon slept while visiting the Marches.
- +5 One person, dreaming peacefully while traveling in a vehicle.
- +6 Ninety people in a room, peacefully dreaming.
- +8 At the top of Blandine's Tower (see p. 184).

## SERVITOR COST: -11 POINTS



## DAVID

### MALAKITE ARCHANGEL OF STONE

*The world is strong and hard. Be harder, be stronger.*

David was once a Cherub, but became a Malakite during the Fall. He and his angels created the first human shelters, and his disciples taught the arts of pottery, metal-working, and building construction. He also helped to find new and better ways for people to beat one another to bloody smears.

Since David and his followers helped mold early humanity, he feels a responsibility to finish the job. His angels strengthen people by forcing them to endure terrible labors. David believes this is necessary if humanity is to survive the times ahead.

His Servitors encourage people to join together in strength for mutual loyalty and protection, even to the point of forming street gangs and militias. They proudly count (some) skinheads among their followers. Some might think the servants of David are too brutal, but they themselves wonder if they're harsh *enough*. David's followers are blindly loyal, and do not tolerate anyone questioning their master's decisions.

David's human vessel has a commanding presence, with steel-gray eyes set in a strong face. He rarely wears clothes, preferring to be naked as stone. He can manifest more subtly as a mound of rock . . . which can, at need, take a roughly humanoid shape, speaking through the grinding and scraping of the stones.

## DISSONANCE

**-20 POINTS**

Angels of Stone have a Code of Honor (p. B31) as their Dissonance Condition [-5]. The code includes Pacifism: Self-Defense Only (p. B35) [-15] and the Taboo Trait (p. CH176) of never using ranged weapons [0].

## CHOIR ATTUNEMENTS

David's angels are attuned to minerals, such as stone, metals, gems, sand – even in altered forms, like glass and asphalt. Grassy dirt, organic material, and artificial substances such as plastic are barriers to their abilities.

### Seraphim

**20 points**

These Seraphim are heavenly miners, charged with teaching people how to find and use the bounty of Earth's bones. They can detect the presence and quality of all minerals within (Corporeal Power) hexes.

### Cherubim

**50 points**

David's Cherubim enjoy hard labor, like factory work or blacksmithing. They are attuned to forces of attraction. They can create a pseudo-magnetic field which can pull into their hands any object made mostly from minerals, as long as it's within (Corporeal Power) yards, and they could lift it with their ST. An object's holder can resist with a Quick Contest of ST vs. the Cherub's ST. The object moves at a speed of 5.

### Ofanim

**50 points**

The Earth parts for David's Ofanim, allowing them to move slowly through any sort of mineral matter. They can only take along what they're wearing. Movement takes 1 second per hex of earth, 2 seconds per hex of stone or brick, and 3 seconds per hex of glass or metal.

### Elohim

**10 points**

David's Elohim are attuned to the planet as a whole; they have Absolute Direction and Absolute Timing on Earth and in Heaven. These celestial hermits accept students, humans and angels alike, whom they train in the ways of stone.

### Malakim

**50 points**

David's Malakim are charged with training humans in the arts of self-defense.

Once a day, a Malakite serving David can plant his feet on solid ground and become immobile, obdurate stone (DR 66, hardened). His senses still work, but he can do nothing except answer mental communication if it is received, and – with a Will roll – revert to normal.

### Kyriotates

**0 points**

Kyriotates serving David may use vessels, but only of stone. These are bought and treated as similar human or

animal vessels, but must have one or more levels of Body of Stone (p. CI51) with the amorphous special enhancement and the non-switchable special limitation.

Stone vessels count as the equivalent of living hosts of similar type, for the purposes of possession. A statue of a human of normal size would count as an average IQ 10 human; a small gargoyle would be the equivalent of a small IQ 4 animal. When the vessel is de-manifested, the Will points that animated it can be used normally. No dissonance is suffered when a stone vessel is damaged or destroyed.

Since the cost of the Body of Stone advantage must be paid if and when a stone vessel is purchased, there is no initial cost for this Choir Attunement. However, the GM may wish to include the point cost of one or more levels of Body of Stone in the Choir cost, if using the "canon" point total method for starting characters (see p. 9). A suggested value is 4 levels, giving PD1, DR2, for 34 points.

### **Mercurians** **30 points**

David's Mercurians are charged with making places safe for humans to live. They can recognize a building's date of construction and what material was used to build it.

They have a feeling for buildings constructed from minerals, a sense which grows stronger as the angels move through them. It's like a blueprint in their heads, omitting non-mineral elements (like people) but revealing any secret doors and hidden compartments, and showing the quickest way through any maze of corridors.

## **SERVITOR ATTUNEMENTS**

### **Deep Gaze** **10 points**

For 1 Essence, the user can see through a number of yards of stone or earth equal to his Corporeal Power, for the next (10 × Celestial Power) minutes.

### **Cold Touch** **20 points**

Using 6 Essence, and a successful Will roll, the angel may touch a foe and turn him to obdurate stone (DR 66), conscious but unable to move or speak. The target retains his normal senses.

When first touched, and every 10 minutes thereafter, the victim can attempt to resist with an HT roll; celestials add their Corporeal Power. Successful resistance breaks the subject free.

## **DISTINCTIONS**

### **Vassal of Stone** **80 points**

The angel gains Invulnerability: earth and stone. This is considered a *rare* attack form (see p. CI59), worth 75 points in *In Nomine*. GMs running mixed-genre games may wish to increase the cost to the more usual 100 points, for a total of 105.

### **Friend of the Subterranean World** **20 points**

The Friend automatically detects the presence of underground cavities (rivers, springs, cellars, caves, etc.) within (Corporeal Power) × 100 yards.

### **Master of the Granite Hand** **77 points**

These angels gain the Trained By a Master advantage (p. CI31) and the skills Power Blow at IQ+3, Pressure Points at IQ+1, and Pressure Secrets at IQ-3. They also add their Corporeal Power to these skills.

## **RELATIONS**

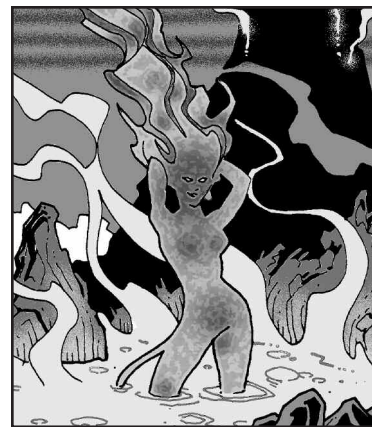
While it's no secret that David thinks he should be in charge of the War, he and his servants are ultimately loyal to Michael and the rest of the military faction. He has privately instructed his Servitors to aid Gabriel, as well, but to avoid spending their energies to aid others unless it advances David's plans as well.

*Allied:* Gabriel, Michael

*Associated:* Jean, Jordi,

Laurence

*Hostile:* Marc



### **BASIC RITES** **4 POINTS**

- ✘ Spend four hours resting in a mine or cave.
- ✘ Spend one hour praying undisturbed in a church made of stone.

### **INVOCATION BASE: 4** **13 POINTS**

## **INVOCATION MODIFIERS**

- +1 A small, smooth stone.
- +2 A stone statue of a male figure.
- +3 A marble statue of a male figure.
- +4 A gathering of 50 warriors (be they commandos or gang members) without guns.
- +5 A stone carving more than 1,500 years old.
- +6 A rock used to kill a demon.

### **SERVITOR COST: -18 POINTS**

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# DOMINIC

## SERAPH ARCHANGEL OF JUDGMENT

*The world is ruled by order. Without law, all is cacophony and madness.*

Dominic and his Servitors have been charged with maintaining order by rooting out corruption in the Symphony, even among angels. Especially among angels.

Dominic moves slowly under his heavy black robes, countless eyes peering from his celestial head. In the corporeal realm, he manifests just as frequently as a man (Dominic) as he does as a woman (Dominique).

Known as the most tyrannical of the Archangels, he heads the Divine Inquisition. His servants root out dissent within the Host and deal with troublemakers, such as severely Discordant angels and Outcasts. They've even been known to help Servitors of Asmodeus, the Demon Prince of the Game, track down infernal Renegades. Dominic won't acknowledge this, but his servants' (and his) cold silence on the subject is revealing.

The Divine Inquisition is organized in triads – groups of three angels. Typical triads include a Cherub, attuned to the subject of inquiry; a Seraph, to resolve his true culpability; and an angel of another Choir to carry out the sentence. Judgment is by a majority vote of the triad. If the guilty party is of higher rank or stature than the angels assigned to the case (or if one member dies and the vote is deadlocked) a more powerful triad must be called in to add their votes and help carry out the sentence.

Only his most-favored Servitors (such as player characters) operate autonomously. Dominic reserves these servants for missions requiring the utmost discretion – or the utmost deniability.

Dominic has little time for the laws of mankind any more – or, for that matter, its problems. An angel of Dominic will help execute a just human law, especially by aiding human police and courts, but will ignore a law that fails to serve his master's severe Justice.

### DISSONANCE -10 POINTS

While the Servitors of Judgment condemn with heavy hands and an Old Testament “eye for an eye” philosophy, they do have a Code of Honor (p. B31): it's dissonant for them to inflict a punishment greater than the crime, or to stand by while the innocent are punished unfairly.

It's also dissonant for them to overlook what *they* feel to be heresy in an angel – though they can force themselves to remain silent for a time, they will inform the angel (and

Dominic) afterward. This Code of Honor (Never overlook angelic heresy, never inflict too harsh a punishment) is worth -5 points, plus another -5 for being a Dissonance Condition.

### CHOIR ATTUNEMENTS

#### *Seraphim* 4 points (restricted)

The chief inquisitors of Heaven, these Most Holy seek out corruption both internal and external. They add their Celestial Power to Perception when making resonance rolls. Angels who will not answer their questions (the only way to hide information from them) may be detained for investigation.

#### *Cherubim* 3 points (restricted)

Sturdy guards and trackers, the Guardians of Judgment often make other Cherubim nervous, for when attuned to the subject of an investigation, they take no dissonance if that subject is harmed – even if the Cherub himself does the damage!

#### *Ofanim* 15 points

Dominic's Wheels can hear Discord like tortured bagpipes in the Symphony. Within (Celestial Power) yards, they can automatically tell if a celestial has Discord, and recognize any Discord they've “heard” before.

#### *Elobim* 20 points

When someone feels guilt – justified or not – Judgment's Powers can automatically see the guilty feelings dripping across the person's face like bloody sweat. The more guilt, the more blood-sweat. (Note that this is *not* a resonance enhancement, but a separate power; it functions even if their resonance is “burned out.”)

#### *Malakim* 15 points

These Virtues hear dissonant notes in celestials, when within (Celestial Power) yards, knowing how many notes the subject bears.

If they discover a fellow Malakite with more than one note of dissonance, they must report it to an Archangel as soon as possible, as part of the Dissonance Conditions of Judgment.

Like the EloHITE attunement, this is a separate power, not related to resonance.

#### *Kyriotates* 3 points (restricted)

If a Domination of Judgment is within a host who is truly evil (Game Master's decision; disadvantages such as Bloodlust or Sadism are potential indicators) or the borrowed vessel of a celestial with Discord, they take no dissonance for leaving the host in worse shape than they found it.

The Kyriotate does not *instinctively* know if a human host is that bad, though it can discover this by mundane means.



## *Mercurians* 15 points (restricted)

The natural resonance of Dominic's Intercessionists gives them not only the usual information (p. 216), but also what the subject's most deviant behavior is (in the eyes of Judgment) and how long ago he committed it.

Also, these Mercurians take no dissonance for harming the guilty, as long as the punishment fits the crime. (A Mercurian who punishes a human *unjustly* will take dissonance from the Dissonance Conditions of Judgment *and* his Choir!)

## SERVITOR ATTUNEMENTS

### *Incarnate Law* 15 points

The angel has an innate knowledge of which rules and regulations have been agreed upon by a place's human inhabitants – even if those rules are not written down. He automatically succeeds at all Law rolls.

### *Heavenly Judgment* 45 points

The angel may ask higher powers – whisper not the name – to make an immediate trial, for the modest sum of 7 Essence. The accused must be within the angel's eyesight, and suspected of no less a crime than murder.

If the accused is truly guilty, a luminous sword appears in the angel's hand that very second. "Let Justice be done," a voice booms from nowhere – and the sword flies to the attack, striking the victim automatically once each second for 3d damage, bypassing all obstacles and phasing through doors or walls if necessary. The target does get normal active and passive defenses. This attack lasts until the guilty party or the angel of Judgment is corporeally dead, or the invoker wills the judgment to end.

The sword will also damage someone who flees in celestial form, and strike so long as the criminal stays on the same plane.

## DISTINCTIONS

### *Vassal of Conscience* 30 points

The angel may imbue his gaze with such severe reproach that those of weak will (effective Will less than 9) automatically confess to their crimes immediately. Subjects with higher Will are unaffected.

### *Friend of Judgment* 14 points

As above, but now anyone with effective Will less than 13 will confess automatically!

### *Master of Law* 40 points

The Master automatically detects any crime committed within (Celestial Power) × 10 yards. This only tells him that the crime happened, and what it was, not who did it, or how.

## RELATIONS

Dominic wishes to be uncommitted to any divine faction, though he (along with Laurence) supports Catholicism as the best belief system for humans, and he always listens to Yves. His current distrust of Eli often places him with the more warlike Archangels by default. Other Archangels, especially Michael, think Dominic is too narrow-minded; but, overzealousness aside, he and his servants do get their jobs done.

His current priority is to try (and sentence) Eli, who Dominic feels is mad and dangerous. Few of Eli's scattered angels serve Dominic, nor does he seek their aid. Dominic also looks with a jaundiced eye on Gabriel (also insane, but protected by Yves for some reason), Janus (theft should be wrong, even for an angel), and Novalis (too airy and informal for her rank).

*Allied:* Yves

*Associated:* No one

*Hostile:* Eli



## BASIC RITES 10 POINTS

- ✘ Spend two hours defending an innocent in court.
- ✘ Help deliver a guilty mortal to corporeal justice.
- ✘ Slay the vessel of a demon or Fallen angel. (3 Essence)

## INVOCATION BASE: NONE

0 POINTS

Dominic cannot be summoned, but he appears to each of his Servitors approximately once a week to check on their progress.

## SERVITOR COST: -10 POINTS

Servitors of Judgment also have the 5-point level of Legal Enforcement Powers (p. B21) among angels, which is included in this cost. (Dominicans who are usually on active triad duty should pay an additional 5 points for the 10-point level.)

# ELI

## MERCURIAN ARCHANGEL OF CREATION

*The world is creation, the application of will against entropy, bringing life and beauty from the void.*

Of all the Archangels, Eli calls forth the most contradictory images in the hearts of angels. He is both creator and destroyer – full of life and hope, his future wide open, but (apparently) out of control and out of his mind. His servants embody the Earth's primal creative forces. Casual and disorganized they may have become, but they remain makers of beauty and servants of Heaven.

Eli is the quintessential Mercurian, a member of the most human of the Choirs. But a few decades ago, he abandoned his divine mosque, and disappeared into the mortal masses. Now Eli walks the Earth in various guises, and not even the other Archangels know for sure what he's doing. Insane bacchanalia? Hidden meditation? Consorting with Evil? Gossip is rife, and Eli – if one of his angels finds him and asks – only smiles vaguely. “Just stuff.”

At the beginning of this century, Eli granted dominion of most of his Servitors to the other Archangels. So, for instance, one might be “a Malakite of Eli in service to Gabriel.” They retain the powers listed below, and get no new abilities unless their new masters grant them Rites or attunements – which rarely happens.

A few of Eli's most favored Servitors still do his direct bidding. (“Do what thou wilt,” he told them, “but be cool.”) They go on esoteric errands at his whim, and often don't understand what they're doing, or why. They keep their own Hearts, storing them where they can.

Scattered in service to various Archangels, seemingly abandoned by their master, Eli's Servitors have every reason to be frustrated and confused. On top of that, Dominic has been investigating the supposed heresies of Eli.

### DISSONANCE **0 POINTS**

Creation includes even destruction; the servants of Eli have nothing unique which makes them dissonant to their Word. Go play, have fun.

### CHOIR ATTUNEMENTS

All Creation Servitors have the Versatile advantage (p. CI31) [5]. This is included in the Choir costs, below.

If an angel of Eli gains a Choir Attunement from another Archangel – and some do – he may *only* acquire attunements that match his Choir. (For example, a Seraph of Creation

could not get the Malakite of Lightning attunement – unless he chose to let Jean re-tune his Heart, and become a full Servitor of Lightning *instead of* Creation!)

### *Seraphim* **20 points**

Eli's Seraphim can recognize gifted individuals. Celestial talent scouts, they know how adept someone is at a skill just by concentrating on the target, thinking of the skill, and making a Perception roll. On a critical success, they know the subject's *full potential* with that skill, as well. (That is, they learn the subject's *adult* level in the base attribute, and any modifiers to the skill from advantages.)

### *Cherubim* **26 or 15 points** *(partially restricted)*

A Cherub working for Eli may touch any item, and automatically know who created it and when. The angel will learn little beyond the most basic facts about the maker (GM's discretion, but the question “human, angel, or demon?” will always be answered). This ability may be taken by other Choirs for 15 points. A Cherub may also use the object to attune to its creator.

This attunement only works if the object was made primarily by one person – an item manufactured on an assembly line will indicate either that it was made by many people, or that it was made by a particular machine.

### *Ofanim* **50 points**

Eli's Ofanim can speed up or reverse the aging process, both in their own vessels and in others'. Once a day, the angel may touch something and adjust its age by a number of years equal to his IQ/2 (round down). The effect cannot be resisted. It cannot change the state of being of the subject: a human child could be made into a newly-born baby, but not regressed further. A human dying at age 60, aged 5 years, will be a dying man of 65, not a 5-year-old corpse; neither can a 4-month-old corpse be made alive by reducing its age a year – it will merely seem to be a *fresh* corpse.

Also, the vessels of Creation's Wheels heal fast – they regenerate 1 Hit Point per hour.

### *Elohim* **26 points**

Elohim who serve Eli hold the secrets of rapidly binding Songs into physical objects to create relics and reliquaries. This is the Gadgeteer advantage, limited to relic and reliquary creation. They also have the Celestial Song of Artifacts (p. 159) at IQ. The angel must also know Transubstantiation (below). See *Angels of Creation* on p. 170 for the effects.

### *Malakim* **25 points**

Even working for the Archangel of Creation, Malakim are still powerful forces of destruction; they fight creatively. With a Perception roll, *anything* they pick up can be used as a weapon (melee or missile), doing 1d crushing damage, for

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a single combat. With a success by 5, the damage will be cutting; success by 10 makes the damage impaling. They use all impromptu weapons at a skill equal to DX, unless the GM rules one of their weapon skills applies at a higher level.

### ***Kyriotates*** **25 points**

These angels may perform the Celestial Song of Form (p. 162) on their hosts at no Essence cost! (“Free” Essence is limited to the angel’s total Power Investiture, though actual Essence can be added to this.) The Song’s effects end prematurely if the angel abandons his host. The base skill level is IQ (add the normal Celestial Power and realm modifiers – see *Performing Songs*, p. 156). This skill may be improved at a special cost of 10 points per additional skill level.

### ***Mercurians*** **26 points**

These Mercurians, counterparts to Eli’s Elohim, are the fastest makers of talismans. All have the Gadgeteer advantage, limited to talisman creation, and the Ethereal Song of Artifacts (p. 159) at IQ. The angel must know the skill being incorporated in the artifact. See *Angels of Creation* on p. 170 for the effects of this attunement.

## **SERVITOR ATTUNEMENTS**

### ***Abracadabra*** **30 points**

The angel can create base matter from nothingness. For every Essence spent, he may create a tenth of an ounce of a rare mineral, such as a precious metal; 1 cubic foot of a common metal or material, such as iron or sulfur; or 1 cubic yard of a simple, mundane and common Earthly substance, such as rock or water. The angel must have some experience with the substance being created – if he’s never seen metallic sodium or sulfuric acid, he can’t create them. The GM may allow a Chemistry skill roll to substitute for direct experience.

The material appears where the creator wishes, up to 1 hex away. The location must be in sight, and there must be sufficient room for the created matter – it cannot be created inside a person, or within a closed, but empty, cabinet.

### ***Transubstantiation*** **30 points**

The angel may imbue inorganic elements with the complex organic energies of life. For each Essence spent, he may convert 1 quart of a common liquid, such as water or ammonia, into a complex organic solution, such as wine or blood; or a cubic foot of common material, such as sand or sodium, into a common (though relatively more complex) organic pattern, such as bugs or fish. (The result will not be alive, however.) He may also convert small amounts of one organic substance into another, at the GM’s discretion; living things cannot be affected. The material to be converted must be touched by the angel.

As with *Abracadabra* above, the user must be familiar with the substance being created.

## **DISTINCTIONS**

Eli, alone among the major Archangels, does not offer Distinctions to his servants. Further, an angel of Creation in the service of another Archangel, though certainly eligible for that master’s Distinctions, seems to have to work twice as hard to be noticed. Heaven isn’t always fair.

## **RELATIONS**

Since Eli “dropped out,” his reputation has grown tarnished among his peers and his influence is waning. If he ever bothered to defend himself, Eli would say that he’s doing more than most Archangels by living among the humans and surfing where the Symphony pulls him.

Many in Heaven once considered Eli’s servants to be latter-day Grigori, corrupted by the delights of the flesh. With Dominic’s crackdowns over the last decade, this reputation has diminished markedly. Still, there are no greater debauches than those thrown by the angels of Creation.

*Allied:* *Jordi, Novalis*

*Associated:* *Blandine, Janus, Yves*

*Hostile:* *No one*

## **BASIC RITES** **6 POINTS**

- ✦ Succeed at 3 Artistic or Craft skill rolls in a row.
- ✦ Spend an hour having (consensual) sex; foreplay and afterplay count.
- ✦ Calm a group of more than three crying children.

## **INVOCATION BASE: VARIES** **25 POINTS**

Eli’s attention is sporadic. Roll 2d to get Eli’s invocation base value for the current day, for all his Servitors, anywhere.

On the other hand, Eli is less demanding of his Servitors than most Archangels. Those few still in his direct service see duty fairly often [-5], while those in service to other Archangels get requests from him occasionally [-2]. The latter also pay for their current Superior’s Favor and owe him the usual Duty.

## **INVOCATION MODIFIERS**

- +1 A paintbrush or a musical instrument.
- +2 Some form of birth control, unused.
- +3 A human family getting along with one another.
- +4 A blueprint of the building you’re standing in.
- +5 The work of a blind sculptor.
- +6 A unique plant, animal or mineral.

## **SERVITOR COST: 26 POINTS** *(29 if in service to another Archangel)*

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# GABRIEL

## OFANITE ARCHANGEL OF FIRE

*The world is energy, hot and fluid.*

This energy can fuel the hearts of men and women, bringing joy and inspiration; it can also burn the unwise and the unfortunate. Gabriel's servants are fire incarnate.

Gabriel is an ancient and inscrutable creature. She and her servants may conduct themselves in an honest and simple fashion, but their true natures are more complex.

Physically, she's perfect. Her male body is just as flawless as the female vessel which she prefers in modern times. In any form, she's a powerful, obstinate fighter.

Mentally, however, she's unstable. Gabriel was present at the conception of two major religions – literally, in the case of Christianity; for Islam, she recited the Quran to Mohammed at Yves' suggestion. Dominic (who, along with Laurence, supports Christianity in particular) declared her heretical and tried to have her exiled from Heaven. Yves and Michael defended her, but she stormed away angrily and has yet to return. That was over a millennium ago.

Besides the Word of Fire, Gabriel has other offices. Her most important duty is to punish the cruel, which she does with a vengeance. She was once Heaven's messenger, but since her tragic mission to Mohammed, she has refused the role of divine courier.

Gabriel is too unstable to manage God's armies, too disturbed to rehabilitate, and too powerful to destroy. She's a primal force which can occasionally be channeled, but never controlled, by the rational factions of Heaven. And yet those who move against Gabriel find themselves balked by Yves.

She still walks the Earth, avoiding other Archangels and performing her role as she has since ancient times. Sometimes she talks to herself; sometimes she screams; sometimes she laughs for no apparent reason. Her servants love her madly, and burn to follow in her footsteps across the hot coals of life.

### DISSONANCE -20 POINTS

Fire's Dissonance Condition is a Great Vow (p. B37) [-15] to punish the cruel, who need not die, but must know God's wrath. Gabriel doesn't insist that her angels clean the Earth of every human louse they encounter – but each time they finish with one, they must deal with the very next one they identify.



The designated target must feel Gabriel's fire (metaphoric or literal) within a number of days equal to the angel's Celestial Power, or the Servitor generates a note of dissonance. This note of dissonance vanishes once justice has been served – but it will “stick” if they abandon a target. A Servitor who works off his dissonance in a Tether and retreats to Heaven without finding a new target is not breaking his Vow, but few *wish* to cease their hunts – Gabriel is distressed by unpunished cruelty.

### CHOIR ATTUNEMENTS

Most of Gabriel's angels are attuned to specific kinds of cruelty, which they can detect at a glance. These abilities are all types of Symphonic Knowledge, with the No Roll Required enhancement (+66%), limited to line of sight use (-66%), and with Restricted scope: one type of cruel personality. Each costs 15 points.

#### *Seraphim* 15 points

Gabriel's Seraphim stalk those who profit knowingly from the suffering of others, or who lie to themselves about what monsters they really are. Sweat-shop businessmen, slumlords and politicians are their special prey.

#### *Cherubim* 15 points

It is the duty of Gabriel's Cherubim to burn those who, within the last year, have horribly betrayed someone devoted to them. Look for them, smiling, outside divorce and custody courts.

#### *Ofanim* 90 points

Ofanim in Gabriel's service see and punish those who have fled to avoid the consequences of their cruelty.

They are also immune to damage from corporeal heat, radiation, and electricity. Their vessels' energies balance automatically, with any excess being distributed across the rest of the Symphony. Whenever one of these celestial bounty hunters falls into lava, the Sun burns that much more brightly. This is Invulnerability: generic Energy, which is considered a *rare* attack form (see p. CI59) in *In Nomine*, worth 75 points. GMs running mixed-genre games may wish to increase the cost to the usual 150 points, for a total of 165.

#### *Elohim* 15 points

Gabriel's Elohim can sense those who delight in inflicting psychological or emotional pain upon others. They themselves take no pleasure in the pain they inflict.

#### *Malakim* 35 points

At will, these Malakim can encircle their hands with green celestial flames, burning everything they touch. As a weapon, this is a hand-to-hand attack which does additional points of fire damage equal to the angel's Celestial Power.

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Gabriel's Malakim are given specific assignments rather than blanket job descriptions. What class of cruelty they sense varies according to their current orders. For a time, they might seek faith healers giving false hope to the critically ill, then later be assigned to those who defraud the poor, or be tasked to find a serial rapist/killer.

### **Kyriotates** **15 points**

Kyriotates serving Gabriel are attuned to people who enjoy inflicting physical pain upon others. Pimps, prison guards, and school coaches feel their wrath. Unlike her Elohim, these angels enjoy the punishments they visit upon the wicked. After all, they're helping people.

### **Mercurians** **15 points**

Gabriel's Mercurians can recognize those who delight in being cruel to themselves. Rather than punish these people for their dark natures, these Mercurians must prevent each one they meet from hurting themselves, for a single day. These angels enjoy such roles as bartenders, therapists, prostitutes, and other secret confessors.

## **SERVITOR ATTUNEMENTS**

### **Dance of the Atoms** **20 points**

The angel may control the ambient temperature within any area in his field of vision, up or down by a maximum of (Corporeal Power) × 10 °F. The change happens within a second, and lasts as long as the angel concentrates. The temperature then reverts to normal, taking one second. This power cannot be used to reduce (or raise) a person's body temperature to the point of death immediately, but see *Heat* and *Freezing* on p. B130.

### **Smite** **30 points**

The angel may lash out with a fiery attack at anyone he can see, within (Corporeal Power × 10) yards. It hits automatically, but may be dodged or blocked. It bypasses normal physical armor and does damage equal to the user's Celestial Power times the amount of Essence used to power it, up to a maximum of 4 Essence. It may also start fires, much like fire spells (p. B158).

## **DISTINCTIONS**

### **Vassal of Fire** **35 points**

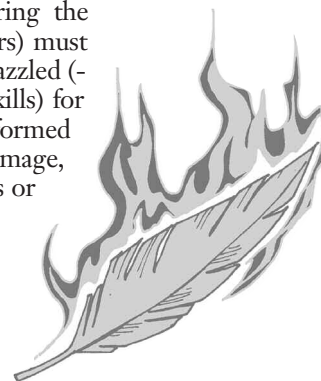
A Vassal of Fire may strengthen or contain a blaze anywhere in sight by the strength of thought alone. He can contain a fire within the area of effect, letting it burn out without spreading. Or he can cause it to burn faster and leap higher. The fire can be made to grow by 1 hex in radius every two full turns, or leap upward to a height equal to the radius of effect. More detailed control isn't possible. This power persists as long as the angel concentrates on it, and covers an area up to 5 hexes in radius.

### **Friend of the Divine Spark** **30 points**

The angel can amplify a human's burning passion (for a thing or a theory), which the victim must then obsess over for an hour each day. This lasts for a number of weeks equal to the angel's Ethereal Power. The target must be within line of sight, up to 50 yards distant.

### **Master of the Flame of Heaven** **30 points**

In combat, the angel can spend 1 Essence to create a sphere of bright flames around his body, with a radius of 5 hexes, lasting until the battle ends or the angel wills it off. Any foe entering the sphere (or present when it appears) must make an HT roll to avoid being dazzled (-3 to Vision rolls and DX-based skills) for the next minute. The flames are formed of light only, and do not cause damage, nor do they affect the angel's allies or innocent bystanders.



## **RELATIONS**

*Allied:* No one  
*Associated:* Janus, Yves  
*Hostile:* Dominic

## **BASIC RITES** **10 POINTS**

- ☒ Spend 3 hours near an intense heat source (a huge campfire, the furnace of a crematorium, etc.).
- ☒ Spend an hour in intense conflict, mental or physical.
- ☒ Kill a demon with fire. (3 Essence)

## **INVOCATION BASE: 4** **13 POINTS**

## **INVOCATION MODIFIERS**

- +1 Praying before a fight.
- +2 Cleaning a piece of metal in flames.
- +3 The life's blood from a betrayer.
- +4 The tomb or grave of one who died to protect others.
- +5 In, or surrounded by, flames.
- +6 While actually engaged in mortal battle.

## **SERVITOR COST: -12 POINTS**

# JANUS

## OFANITE ARCHANGEL OF THE WIND

*The world is a whirlwind. It sweeps across bodies and hearts, bending the soft things and destroying the rest.*

The servants of Janus are Heaven's agents of change, charged with shaking up the establishment and making the static into the dynamic. They are also divine thieves, confounding the wicked with their daring exploits.

Janus, a broad and brawny Ofanite, is one of the oldest Archangels. Although his mission is to promote change, he himself has changed very little in the past millennia. In fact, like many Archangels, he seems increasingly set in his ways as time goes by.

He's very gregarious, but just as quick to condemn a friend as to praise him. Then, after his fits of criticism pass, he is very, very apologetic. While some worry about his



stability, Janus' usefulness is sometimes the only thing Gabriel and Dominic agree on. After all, his mood swings reflect his role in the Symphony.

Janus' angels aim to disrupt normality and cause as much chaos as possible without upsetting the overall balance of the Symphony. In a typical scenario, an angel of Janus comes to town, scopes the place out, and mayhem ensues. Actually, almost any adventure of these angels ends with "and mayhem ensues."

The servants of Janus are easy to spot: reckless youth, hanging out of the side of a speeding car to regenerate Essence, zooming from one town to another, attending rallies, blowing up cars, agents of change. They're also known for their light fingers and bulging jackets.

### DISSONANCE -10 POINTS

If the wind stops, it dies. As their Dissonance Condition, Servitors of Janus have Compulsive Behavior (Wanderlust) (p. B32) [-5]; to stay in the same locale for more than three days at a time is dissonant. (Add another note of dissonance every additional three days he stays, even if it's due to imprisonment, and not his choice!) Each city is a locale, but some cities (New York, Los Angeles, etc.) sprawl over enough land that different districts could be considered different locales. But it's important for those who serve the Wind to keep moving, at all costs.

### CHOIR ATTUNEMENTS

#### *Seraphim* 3 points

The Seraphim of the Wind add their Celestial Power to their Fast-Talk skill. They still cannot lie without generating dissonance, but they can sway someone's opinion with the overall hope of greasing the wheels of the Symphony.

#### *Cherubim* 15 points (restricted)

Cherubim working for Janus can only attune themselves to one *human* at a time (celestials and objects are treated normally), but the subject of that attunement becomes enthralled with the Cherub, acting as his servant for as long as the attunement lasts. Assuming that the Cherub usually picks fairly competent humans (76-100 points), this is a 15-point Ally. This resonance modification is *not* optional; any human attunement will become an Ally, and only one such attunement is possible at a time.

#### *Ofanim* 15 points

Ofanim supporting the Word of the Wind get a bonus equal to their Ethereal Power on any roll involving breaking locks, opening doors, or otherwise freeing themselves or others from corporeal restraint. These are usually Thief/Spy skills, but the Game Master should allow the bonus on other skills when applicable – e.g., driving a garbage truck through the closed prison gate as part of an

escape. Note that the bonus does not apply when breaking *into* a place, unless the break-in is part of a break-out.

### **Elohim** **5 points**

Barring the intervention of celestial forces, Elohim serving Janus can look at the sky and accurately predict the weather – down to the minute – for a number of days into the future equal to their Ethereal Power.

### **Malakim** **9 points**

The dark riders who serve the Wind are extraordinary demolitions experts. They get a bonus equal to Ethereal Power to any roll involving making, setting, and using (including throwing) an explosive device.

### **Kyriotates** **38 points** **(63 for other Choirs)**

Kyriotates serving Janus may assume a gaseous form, manifesting in the corporeal realm without the need of a host vessel. They can't communicate verbally or interact with the world in any significant way, and move at half normal speed. In this form, they can be spotted with a successful Vision roll, with a +1 bonus for every note of dissonance the angel has. They can only use this form if they are in *no* other hosts or in celestial form anywhere else.

### **Mercurians** **40 points**

Janus' Mercurians can move through crowds like eels through coral. Waves of people seem to part for them, whether or not the angel is visible. (This applies to any sort of movement, on foot or vehicular.)

In game terms, the angel may always move at full speed through crowded areas. In combat, Mercurians of the Wind incur no obstruction penalties when moving through a crowded hex (sidebar, p. B107). They also automatically evade enemies (p. B113), though they can attack as the angel passes, if Waiting.

Note that this ability won't help with physical obstructions like a landslide, or if *no* path can open up in the direction the angel is going, such as on a totally gridlocked street.

Mercurians of Janus can also tell at a glance if an object was acquired honestly or not.

## **SERVITOR ATTUNEMENTS**

### **Passage** **15 points**

With a successful DX roll, the angel may open any lock (from simple deadbolts to retina-print locks), just by touching it! Complex locks should have penalties up to -5.

### **Swipe** **35 points**

For 2 Essence, the angel can touch a corporeal object (no heavier than ST pounds) and make it vanish for a number of minutes equal to his Celestial Power. It reappears later with

the angel, wherever he is, and it makes no disturbance in the Symphony as long as no one observes the vanishing or reappearance.

## **DISTINCTIONS**

### **Vassal of the Wind** **7 points**

Vassals of the Wind learn a secret form of Sign Language skill, known only to them, at IQ. They can use it as fast and effectively as any human tongue.

### **Friend of the Unseen** **30 points**

Angels with this Distinction always know if they're being watched, listened to, or otherwise spied upon.

### **Master of Motion** **50 points**

The angel moves silently and at great speed. He gains a level of Enhanced Move for running, swimming, flying, and moving celestially (p. 144); this doubles his speed when moving in a straight line. He also *loses* the normal -5 Stealth penalty for running (or other fast movement).

## **RELATIONS**

*Allied:* David, Gabriel, Michael

*Associated:* Yves

*Hostile:* Laurence



## **BASIC RITES** **8 POINTS**

✘ Spend 1 hour in 80+ mph winds (for example, in a windstorm or in a convertible with the top down).

✘ Spend 2 hours meditating on a moving roller coaster – it can stop to let others off and on, but the angel has to ride it through.

✘ See a vehicle flip and roll at more than 60 mph, or watch a multi-story building demolished, in person. (2 Essence)

## **INVOCATION BASE: 1**

**7 POINTS**

## **INVOCATION MODIFIERS**

*Just because a storm can't be summoned doesn't mean there aren't ways to attract its attention . . .*

- +1 Steal a newspaper.
- +2 Deface a public street sign.
- +3 Reroute a set of "Detour" signs.
- +4 Blow up a car.
- +5 Have a tornado in direct, unaided line of sight.
- +6 Fall through the air for more than 10 seconds.

## **SERVITOR COST: -10 POINTS**

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SUPERIORS



# JEAN

## ELOFITE ARCHANGEL OF LIGHTNING

*The world is lightning, the spark of life and the flash of insight.*

Servants of Jean manipulate the various energies which course through the corporeal world. Slowly, they inspire mankind to discover the secrets of the universe.

Jean manages the technology of humanity, and their knowledge and comprehension of the physical world. His Servitors develop and experiment with new high-tech devices designed to reduce the selfish desires of mankind.

He and his Servitors don't think very highly of humanity. "But in spite of their tiny cranial volumes," he admits, blandly, "they still manage the occasional flash of inspiration." Jean often chalks unusual corporeal inventions up to Lucifer and Vapula, Prince of Technology, who trade secrets of the Symphony to human scientists.

Jean commonly manifests as a middle-aged blond man, just over six feet tall, with strong (even "craggy") features. He avoids politics as much as he can, preferring to work on his own schemes – and those of God, of course.

He comes across as a proud, pedantic micro-manager. Jean prefers that his angels not take too much upon themselves – especially when it comes to human innovation. (They can't possibly comprehend all the effects their actions would have, so they should follow his instructions as closely they can.) As Archangels go, he's easy to summon, and usually grumbles, "You did the right thing to call me." Jean is a hard worker, but likes to do it himself.

### DISSONANCE -10 POINTS

Lightning's angels obey two major rules, treated as a -5 point Code of Honor (p. B31). They must not let a technological secret or celestial technological device fall into the hands of a human before Jean decides it's time – though

anything the humans truly work out for themselves must be accepted as part of the Symphony. Neither can they allow an infernally-inspired technological innovation to go unopposed.

### CHOIR ATTUNEMENTS

Where there's lightning, there's thunder. Servitors of Jean often power their attunements with Essence, and therefore cause the most collateral disturbances in the Symphony at large. Other angels see them as lacking in subtlety, but Lightning angels couldn't care less – so long as they get their jobs done, a bit of noise doesn't bother their Archangel.

#### *Seraphim* **70 points**

Jean's Seraphim have the 60-point version of Eidetic Memory. Also, for 1 Essence, they can temporarily conjure up a small holographic display and show an observer anything they themselves have ever seen or heard.

#### *Cherubim* **15 points (restricted)**

From any telephone, Cherubim of Lightning can connect to the phone nearest to their attuned. If there's no phone near the person or object they're attuned to, they can spend 1 Essence and temporarily (10 minutes) cause a cell phone to materialize within 7 feet of their charge!

#### *Ofanim* **50 points**

With a suitable conductor – a phone line, an electrical line, the metal side of a building, etc. – an Ofanite of Jean may temporarily convert his corporeal vessel into electricity, traveling up to 1/2 mile at the speed of lightning. He may corporealize at any point along his metal pathway. However he ends his trip, he does 3d hits of damage (lightning blast) to his entry and exit points.

#### *Elohim* **15 points**

Elohim of Jean have the calm precision to create microchips and circuit boards from thin air. With two seconds of concentration and 1 Essence, they can temporarily create a pocket-sized computer. It remains until the angel (or whoever he hands it to) ceases to hold it. It has a high-speed wireless link to the Internet, allowing access to anything the GM rules would be available on the Net, such as e-mail, Usenet, etc. It is immune to electromagnetic pulses, requires no power, and has unlimited storage; all stored data is retained between manifestations. Its cables can connect it to any non-encrypted computer system with a serial or network port – and it also increases the angel's computer skills by 4.

#### *Malakim* **45 points**

The Malakim of Jean are supernatural mechanics and inventors. They have the Mathematical Ability and Gadgeteer (25 point) advantages, and a +3 bonus to all



Chemistry, Electronics Operation, and Mechanic skills. Demons fear their deathtraps.

### ***Kyriotates*** **80 points (restricted)**

These angels of multiplicity can use their resonance to possess corporeal objects as their vessels, for a number of minutes equal to their Ethereal Power.

Most objects “cost” the equivalent of an IQ 2 host to possess. In a large object, such as a car or tank, each system (steering, radio, weapons, etc.) is the equivalent of an IQ 2 host. The Kyriotate can make flexible or jointed objects (such as rope or a puppet) bend and move, but a brick can only sit there. Numinous Corpus Songs that require specific body parts (such as Acid) cannot be used unless the object has the body part, or something sufficiently similar, in the GM’s opinion.

A Kyriotate must make a Fright Check if its inanimate host is damaged (at -5 if the object is *destroyed*), but does not take dissonance.

### ***Mercurians*** **15 points**

Jean’s Mercurians all know the Ethereal Song of Tongues, automatically succeeding at its performance. They must still spend the normal Essence cost. Maximum range is the angel’s Ethereal Power, in yards.

## **SERVITOR ATTUNEMENTS**

### ***Generator*** **20 points**

The angel becomes a high-powered generator for one second, pouring an incredible amount of electricity through whatever he touches (make a DX roll in combat). For 1 Essence, he does 1d electrical damage to a living target, who must make a Will roll to avoid being Stunned (p. B99). Against a machine, for every 2 points of damage, there is a cumulative 1 in 6 chance it will short-circuit. However, this ability also gives a +3 to First Aid rolls involving CPR!

### ***Remote Control*** **50 points**

Angels with this attunement may mentally control any device crafted by the hand of man from (Corporeal Power) yards away. They can make it do only those things that its regular operation would permit, and only one action per turn. Only a single device can be controlled at a time.

Like the Kyriotates of Lightning, the operator can manipulate joints or flexible parts, even if the joint is unpowered. Thus, he could cause a car door to open, or a garden hose to flex. Concentration may be required for continuing, complex actions like driving a car or targeting a demon with a fire hose. This is not full telekinesis – objects cannot be levitated or moved around, unless the target intrinsically possesses such abilities.

This attunement does not grant any special operation skill with the target device – if the angel doesn’t know how

to drive a car, he won’t be any more skilled operating it via Remote Control. The GM should require appropriate operation skill rolls for controlling complex devices.

## **DISTINCTIONS**

### ***Vassal of Lightning*** **55 points**

The angel gains the Intuitive Mathematician advantage, and the power to recognize all possible applications for any technological object.

### ***Friend of the Illuminated*** **20 points**

The Servitor can detect the cause of a malfunction in any technological object, or (using a variant of Danger Sense) predict a problem before it happens.

### ***Master of the Machine*** **20 points**

The Master can “heal,” in a single second, damage in any device he touches, healing 3 hits for every Essence he spends.

## **RELATIONS**

*Allied:* No one

*Associated:* Eli, Yves

*Hostile:* Jordi, Michael, Novalis



## **BASIC RITES** **6 POINTS**

☒ Rest for an hour touching the turbine in an electric power station.

☒ Rest for 2 hours plugged into a wall socket.

☒ Spend an hour in a thunderstorm, on a cliff.

## **INVOCATION BASE: 7** **25 POINTS**

## **INVOCATION MODIFIERS**

- +1 A scientific formula.
- +2 A demonstration of mathematics.
- +3 A microscope.
- +4 A complete laboratory.
- +5 A new, working scientific theory.
- +6 The Grand Unification Theory.

## **SERVITOR COST: 6 POINTS**

The GM may wish to permit individual Servitors of Lightning to take the Gadgeteer advantage (p. CI25) at the 25-point level, separately from the Malakite attunement.

# JORDI

## KYRIOTATE ARCHANGEL OF ANIMALS

*The world is an animal, wild and quick.*

Ignore the lie called “civilization,” the shared hallucination humans call society. Heaven has erred grievously in allowing mankind to keep its artificial trappings – humanity must regain its wild nature, or die.

With a strong aversion to most of man’s works, Jordi spends much of his time wandering through the wilds in animal forms. Lucifer did his best to manipulate Jordi via his disdain for humans, but Jordi was never tempted. He remains unwaveringly loyal to the Divine, whatever he may think of the current state of the world; God is his Alpha. Jordi accepts humans as allies, if they share his love for the animal kingdom.

Angels who don’t work for Jordi consider him quite insane. Mad or not, he’s exceptionally intelligent and wildly perceptive, willing to give some leeway to those who show consideration of his eccentricities. His servants may be wild and untamable, but they’re not cruel. They act as they must, with passion but without hatred.

Jordi prefers to grant audiences in the country, and only the greatest of emergencies will induce him to appear in a city.

### DISSONANCE -20 POINTS

Jordi’s angels have a -15 point Code of Honor (p. B31) as their Dissonance Condition [-5]. They cannot allow themselves to be swayed by the concerns of human society, its rules, or its expectations of behavior. Nor can they value human life above animal life. When they kill, it must be cleanly and without torture, as is their Archangel’s custom.

### CHOIR ATTUNEMENTS

Servitors of Jordi are well-versed in the language and culture of animals. Not only do they all have Animal Empathy, but each Choir is attuned to a particular type of animal, noted below, and can communicate basic concepts to those creatures through sound and gesture.

Jordi’s servants, except Kyriotates, must purchase at least one animal vessel (p. 34); human vessels are optional. Their beast-vessel will rarely have unnatural enhancements, except for Disturbing Voice instead of the typical Muteness of a normal animal or the full human vocal abilities granted by other Archangels. (Songs must be known at a high enough level to be performed within the limitations of the

vessel.) These “natural” animal vessels have Role +6 as an animal; this applies to *all* the beast-vessels of a Servitor of Jordi. Kyriotates gain this Role +6 when in animal hosts. The benefits of this Role are partly offset by the limited manipulatory abilities of most animal vessels. Jordi has also been known to inflict dissonance on those of his Servitors who use their animal vessels in overly “unnatural” ways.

These advantages (worth 35 points) are included in the first point cost listed for each Choir.

### Seraphim 45 points

Jordi’s Seraphim are attuned to amphibious and marine life. They prefer to work in the relative peace of the underwater realm. They have the Speak with Fish advantage.

### Cherubim 46 points

Jordi’s Guardians are attuned to cats. They are usually assigned to urban settings, to watch over the residents’ pets, but they can also take the *big* cats as vessels . . . Cherubim of Animals have Speak with Animals (Felines only).

### Ofanim 47 points

Jordi’s Ofanim are attuned to flying animals, such as birds and bats. It is their duty to exact revenge upon those who mistreat the creatures of the air, or destroy them for any reason except food. They gain Speak with Animals (Flying vertebrates only).

### Elohim 62 or 12 points (partially restricted)

Jordi’s Elohim are attuned to reptiles. They’re creatures of the desert, dusty angels of open spaces. They can Speak with Animals (Reptiles only). They also gain the ability to use their resonance with no penalties on anything in their line of sight. (This enhancement is restricted to Elohim.)

### Malakim 47 points

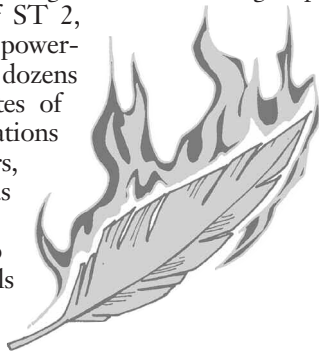
Jordi’s Malakim are attuned to dogs, wolves, and other pack creatures. In the mortal world, they are eco-terrorists supreme, protecting nature from humanity’s works. They can use Speak with Animals with any canine or other pack-predator.

### Kyriotates 75 or 12 points (partially restricted)

These are Jordi’s eyes and ears across the globe, able to enter many corporeal hosts at once. A Kyriotate of Jordi can control animal hosts whose total ST or IQ are equal to his Will *times* his Corporeal Power! (Tip: If the Domination is controlling non-animal hosts as well as animals, the easy way to keep track of the Will limit is to multiply all *non-animal* host costs by Corporeal Power, and compare the total to the multiplied limit.)

They are particularly attuned to insects and insect-like creatures; each insect swarm (see p. B143) counts as ST 2 for purposes of control (fewer bugs controlled as a group still count as a minimum of ST 2, down to individual insects). A powerful Kyriotate can manifest as dozens of swarms at once. Kyriotates of Jordi are the only Dominations able to take insects, spiders, scorpions, and other “bugs” as hosts.

This attunement also includes Speak with Animals (Insects and insect-like creatures only) – the only component that other Choirs can take.



### **Mercurians** **46 points**

Jordi’s Mercurians are especially attuned to primates. They’re charged with studying all animals in their natural habitats, and helping humans to see the similarities between themselves and the cousins they so carelessly dispossess and enslave. They can Speak with Animals (Non-human primates only).

### **SERVITOR ATTUNEMENTS**

An animal is a member of any species whose racial IQ is 7 or less, or who possesses the Presentient disadvantage (p. CI103).

#### **Call of the Wild** **20 points**

This works much like the mass variant of the Beast Summoning spell (p. B155), but costs 2 Essence to summon many animals and does not require a skill roll. The animals will arrive within 2 minutes; roll a number of dice equal to the angel’s Corporeal Power to determine the number of animals summoned.

#### **Animal Magnetism** **6 points**

This attunement works like the Beast-Soother spell (p. B155), but does not require a skill roll. The angel must be able to see or touch the animal, and spend 1 Essence; this gives a +3 on the animal’s reaction roll to the user (in addition to the Animal Empathy bonus all Animals Servitors get).

### **DISTINCTIONS**

#### **Vassal of Animals** **15 points**

Jordi’s Vassals always know the intentions (attack, flight, etc.) of any animal they see.

### **Friend of Beasts** **25 points**

Wild animals will never attack the angel, though trained or controlled ones will, if ordered by their controller.

### **Master of the Creature Within** **20 points**

The angel knows, at a glance, how much a given human likes animals and how he tends to treat them.

### **RELATIONS**

Jordi cares little for celestial politics, but doesn’t ignore them. This gives him clout as a swing vote, and various sides try to influence him, or persuade his Servitors to plead their cases. If sufficiently motivated, Jordi will appear in Council, cast his vote and leave. He rarely says anything else.

Jordi feels the other Archangels care nothing for him and his goals, and he’s not really wrong; they think he’s insane. He gets along with Novalis, who sometimes carries his proxy in a formal vote, but prefers to keep his distance from his over-humanized peers.

- Allied:* Novalis
- Associated:* Eli, Yves
- Hostile:* Jean, Marc, Michael

### **BASIC RITES** **6 POINTS**

- ✘ Spend eight hours with no trace of civilization in sight.
- ✘ Live in a city as an animal, for one full day, without spending any Essence.
- ✘ Rescue an animal endangered by man’s works, carelessness, or malice.

### **INVOCATION BASE: 4** **13 POINTS**

Add 3 to the chance of invocation, and 3 to the reaction roll, if no human buildings, roads or vehicles are in sight.

### **INVOCATION MODIFIERS**

- +1 A street mutt or alley cat.
- +2 A work of man, created out of sincere love for animals.
- +3 A healthy egg of an endangered species.
- +4 Twenty cats, living comfortably in the same building.
- +5 A mountain gorilla.
- +6 A panda.

### **SERVITOR COST: -16 POINTS**

The required animal vessel is purchased separately, out of general character points.



# LAURENCE

## MALAKITE ARCHANGEL OF THE SWORD

*The world is a blade that cuts the unwary. Respect the power that comes with your station. Keep yourself finely honed, and never cease to be vigilant when hunting the Diabolical.*

Laurence is honorable to a fault, and the supreme commander of God's army on Earth. He's responsible for training Soldiers and assigning them to angels, coordinating official missions, and keeping track of the Foe.

He hasn't always been an Archangel. His previous Superior – Uriel, Archangel of Purity – overstepped his Word by slaying all of the Earth's remaining creatures of myth (the fairies, dragons, etc.) and carrying the extermination into the Marches. Laurence, the finest of Heaven's demon-hunters, ascended to his current stature when Uriel was recalled to the Higher Heavens, vanishing from the ken of ordinary angels, in the year of our Lord 745.

Since then, Laurence has not only been orchestrating the armies of God, he's also become the patron Archangel of Christianity, actively promoting its growth. In particular, he supports the Pope and would like Catholicism to become the sole religion of humanity. (Dominic is the only major Archangel who strongly supports him on this.)

Laurence manifests most often as a small, skinny man, with long black hair. The youngest of the major Archangels, he's a real phenomenon in a fight, but as a planner he's still too idealistic. He tends to forget that even his own angels aren't perfect, and that the Other Side fights very, very dirty. When plans go wrong, he invariably calls in Michael, the old warhorse, to sway the course of the battle back to the side of Good.

As the angels' primary strategist against the demons, Laurence is in a sticky position. He must keep the peace among Archangels, not threatening anyone's power or position, while at the same time remaining steadfast, not budging an inch when threatened.

His servants never have a spare minute. While other angels only grudgingly drop whatever they're doing to help Servitors of the Sword, Laurence's angels feel that the others are too quick to beg for help – which his servants feel obliged to give – instead of solving their own problems first. Between their honorable idealism and their prowess as Heaven's greatest questers, they have a great deal of potential, if only they can survive long enough to fulfill it.

### DISSONANCE -5 POINTS

Laurence is more rigid than any Archangel except Dominic. He holds his troops in strict regimentation, demanding precision in all things. Disobeying either the word *or* the spirit of his orders generates dissonance in an offending angel. Their Dissonance Condition *is* their Duty to him!

### CHOIR ATTUNEMENTS

Laurence's angels are fighters, questers, and demon-hunters, and their attunements reflect this.

#### *Seraphim* 20 points

The Seraphim of the Sword can tell at a glance whether or not the foes they engage in battle are ultimately on the side of good or evil.

#### *Cherubim* 5 points (restricted)

Cherubim working for Laurence may utilize their natural resonance of attunement not just with a touch, but upon anything they can see, including through live media.

#### *Ofanim* 50 points

In combat or in pursuit, Laurence's Ofanim can *move*. They get +2 to Basic Speed.

## **Elohim** 10 points (restricted)

With his natural resonance, an EloHITE working for Laurence can feel the emotions not only of the people currently in his general vicinity, but also from those who were present in his location any time in the last (Celestial Power) hours.

## **Malakim** 4 points (restricted)

Laurence's Malakim are the most honorable fighters in existence (as opposed to Michael's, who win more often). When using their resonance, they get a bonus equal to their Ethereal Power.

## **Kyriotates** 45 points (restricted)

Laurence's Kyriotates are bound into the body of a warrior who died an essentially meaningless death before finding his destiny (such as a Marine caught by a land mine while on leave, a policeman shot by fellow officers in a drug raid, etc.).

The vessel will seem to survive its wounds. The angel continues the human life as a Role (see p. 32) of level equal to his Ethereal Power and Status to match the human's. The 45 points for the Choir attunement should be spent on this vessel and Role. Other hosts may be possessed at the same time, using normal Kyriotate rules.

The angel can't abandon this vessel. It ties up his Forces – subtract 10 from his Will to determine what other hosts he can possess. But he generates no dissonance if it's damaged or destroyed. If it is destroyed, the angel must buy an appropriate new vessel and Role using earned character points.

## **Mercurians** 4 points

Laurence's Mercurians, though non-violent, can read an opponent's body language so well that they rarely get hit. They get a bonus to Body Language skill (p. CI132) equal to their Corporeal Power, but only in combat.

## SERVITOR ATTUNEMENTS

### **Blade Blessing** 25 points

The angel may give a divine edge to any blade by touching it and spending 3 Essence. It does +5 damage for a number of turns equal to the angel's Celestial Power. The effects of this attunement are not cumulative.

### **Hunt** 20 points

This attunement grants to a Servitor the ability to unerringly track a being he has fought, however great the distance between them. He may keep track of a number of his opponents equal to his Ethereal Power.



## DISTINCTIONS

### **Vassal of the Sword** 30 points

Laurence's Vassals are Imperturbable (p. CI26), even under demonic provocation, and can judge the steadiness of others.

### **Friend of the Lord's Troops** 20 points

The angel can judge a person's courage (for example, knowing whether his opponent is going to crack or not).

### **Master of the Armies of God** 10 points

The angel can state a refusal in so severe a tone as to keep the other party from repeating his proposition – it is, in essence, the power to end a conversation by just saying, "NO."

## RELATIONS

*Allied:* David, Dominic, Jean, Michael

*Associated:* Everyone else, except . . .

*Hostile:* Eli, Novalis



## BASIC RITES 6 POINTS

- ⊗ Slay an evil creature.
- ⊗ Spend a whole night hunting your prey.
- ⊗ Spend four hours resting in an armory.

## INVOCATION BASE: 7 25 POINTS

## INVOCATION MODIFIERS

- +1 A practice sword.
- +2 A book of military precepts.
- +3 A high-quality sword.
- +4 Ordering a group into battle.
- +5 A fine sword engraved with the Lord's Prayer.
- +6 A sword blessed by the Pope.

## SERVITOR COST: 1 POINT

Laurence's Servitors all have a Sense of Duty to other angels [-10], in addition to their regular Duty. This is included in the cost above. In rare cases, this might be bought off, but that's an aberration – Laurence *expects* his Servitors to help any of the Host who call.



# MARC

## MERCURIAN ARCHANGEL OF TRADE

*The world is trade, the give and take of day-to-day life.*

Commerce has complicated the lives of humans since prehistoric barter, but has reduced the amount of violent conflict in the world. Wars cannot be fought without spilling blood – but in commerce, paper and numbers and the structures inside people’s minds are the only casualties.

As a Mercurian, the Archangel of Trade is well-suited to the human-level complexities of the fiscal world. He and his servants are divine diplomats, Heaven’s negotiators. They lie only by omission and always for good reason. Marc can be counted on, as long as one reads between the lines and pays attention to the fine print.

Marc bears the heavy burdens (his words) of promoting the abstract concept of currency, and of managing the divine fortune. He does it well, occasionally reimbursing himself for his time. (He invented the concept of “salary,” and doesn’t stint himself.)

Snappily dressed, fashionably polite, Marc is one of the celestial in-crowd. He has occasionally stumbled, during times of turmoil when his Word was not given proper respect, but nothing major has ever stood in his way except the hordes of Lucifer.

### DISSONANCE **-10 POINTS**

Marc’s angels know the cost of cheating on a deal. It is dissonant for them to break their word when they have given it freely. This counts as a -5 point Code of Honor (p. B31).

### CHOIR ATTUNEMENTS

Most of Marc’s Servitors are attuned to the abstract structures of commerce and ownership created in the minds of humanity and extending into the Symphony.

**Seraphim** **21 or 18 points**  
*(partially restricted)*

Seraphim are Marc’s traders and managers. They can look a person in the eye and know how much money he’d pay for something, so he might as well write the check.

Also, when they fail a resonance roll, the wait before they can retry is measured in seconds, not minutes. (This resonance enhancement may not be taken by other Choirs.)

**Cherubim** **15 points**

Devoted angels of protection, the Cherubim serving Marc can know, with a touch, an object’s true owner – if it *has* a true owner!

**Ofanim** **5 points (restricted)**

“You want it there when?” Marc’s Ofanim are the best shippers in the business. They know the fastest way to get anywhere, with anything. (Actually doing so is another matter.) The Wheel must actually travel with the cargo to use this ability.

**Elohim** **15 points**

Divine appraisers, these Elohim can tell the fair local market value of any item they touch, even if unfamiliar with the item or the locality.

**Malakim** **30 points**

Malakim, ever the darkest of the angels, are Marc’s elite espionage agents. After looking a person in the eye, they can tell what something means to him. (“That folder’s the monthly expense account he’s trying to hide from his boss.”)

“That’s not just any old pen; it’s the one the girl he had a crush on in third grade gave him when he didn’t have anything to write with.”)

The effects of this attunement work on anything within the angel’s eyesight, last for a number of minutes equal to the angel’s Ethereal Power, and can only be performed on one person at a time.

### **Kyriotates** 53 points (restricted)

Marc’s Kyriotates can automatically enter a host, for (Celestial Power) days. The subject may resist by making a Will roll with a penalty equal to the angel’s Celestial Power. The angel may also use its possession ability normally, to try for a higher degree of success in the normal Quick Contest vs. Will.

### **Mercurians** 30 points (restricted)

As an additional aspect of his natural resonance, a Mercurian working for Marc can look back over a number of months equal to his Celestial Power and tell how much money a person has received, and what he did to earn it.

## **SERVITOR ATTUNEMENTS**

### **Divine Contract** 34 points

The angel may write a contract (on paper) between two or more people. If a party who signed of his own free will voluntarily goes back on his word, the deal breaker takes 6 hits of corporeal damage for each point of Essence bound into the contract.

Since signing the contract is voluntary, this ability is assumed to not be resisted; otherwise resistance is automatic for *all* parties if any one of them is not agreeing freely. (The angel will know if this happens.)

### **Head of a PIN** 14 points

Once a day, a Servitor of Marc may extract (from an ATM or by wire transfer, but not from a human teller) \$100 in the local currency, multiplied by the Essence spent toward the attunement’s use (minimum 1).

No one loses by this transaction; the money miraculously comes from cash lost or destroyed elsewhere.

## **DISTINCTIONS**

### **Vassal of Trade** 35 points

A Vassal of Marc who succeeds at a Perception roll (1 attempt per target per day) can discuss a deal with someone and know exactly what they hope and intend to get out of it in the long run. The angel also knows, at all times, the exact location of any person who’s broken a Divine Contract with him (using *Divine Contract*, above).

### **Friend of the Shareholders** 33 points

The angel can read any agreement, in any language, and discover any hidden unfairness or “escape clauses” intended by its creator.

### **Master of Finances** 23 points

The angel gets a +6 bonus to all Social skills when the use is directly related to financial matters. The bonus *always* applies to the Merchant and Accounting skills.

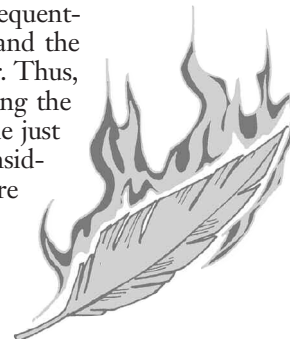
## **RELATIONS**

Trade is Marc’s Word – giving of oneself in an agreement, rather than taking by craft or violence. Working with the abstract structures of the corporeal realm has set him in a unique position of go-between and diplomat between those who deal with the beauty of celestial abstraction – such as Blandine, Dominic, and Gabriel – and those who deal with corporeal reality – such as David, Laurence, and Michael. Servants who support those camps are frequently at odds with each other’s purposes, and the agents of Trade help smooth things over. Thus, he has no “special” friends or foes among the heavenly Superiors, saving Janus, who he just gets along with personally. Strange, considering that Janus’ thieves often interfere with smooth trade, but there it is.

*Allied:* No one

*Associated:* Janus

*Hostile:* No one



### **BASIC RITES** 6 POINTS

- ✘ Make a 100% profit on an honorable transaction.
- ✘ For at least an hour, possess an object or document worth more than \$10,000,000. (1 Essence, or 2 if it is worth more than \$100,000,000.)

### **INVOCATION BASE: 4** 13 POINTS

## **INVOCATION MODIFIERS**

- +1 A dollar someone gave you for nothing.
- +2 \$100 in cash from each of 3 different countries.
- +3 Illegal goods, smuggled from another country.
- +4 A contract worth at least \$100,000.
- +5 A contract worth at least \$1,000,000.
- +6 The beads that bought Manhattan.

### **SERVITOR COST: -6 POINT**

# MICHAEL

## SERAPH ARCHANGEL OF WAR

*The world is a war; raging across reality.*

The first angel created by God, older than any celestial but the ineffable Yves, Michael is a Seraph and he tells it straight: Heaven's not run like it used to be. It's not his job to bitch about things, so he generally doesn't – but he's getting tired of pulling Laurence's fat out of the fire every century or two.

As the most powerful angel, in mind and in body, Michael bested Lucifer in single combat and personally kicked his scaly tail out Heaven's door. (The remaining rebels, damned by God, conceded the battle and found their own way out.) For this, God made Michael the Archangel of War. While Laurence rules the armies of God, Michael is the commander of those who fight alone, relying only on their own weapons.



His servants fight vigorously so that one day the War will end. They're proud, powerful, and never back down from a fight. But they're also sympathetic to the human condition, and try not to miss out on opportunities to relieve a human of his pain, if only by listening to his war stories.

Michael is a warrior. He lives only for God's struggle. The fact that he doesn't use a noble weapon (he prefers a battle axe to a sword) has earned him the disdain of some Archangels – but not Laurence, who has crossed iron with Michael and has humble memories of the occasion.

Pig-headed and individualistic, Michael doesn't mollycoddle his servants – but he does protect them from Dominic, whom he calls “the hyena of Heaven.” Many millennia ago, Michael was the target of an inquest into vainglory, chaired by Dominic. He accused Michael and his Servitors of encouraging heathenish traditions (collecting trophies, promoting warrior cults, sporting blasphemous heraldry, etc.). God intervened and acquitted Michael, not because he was innocent, but because without pride and glory – and Michael – Heaven's greatest battles would be lost.

### DISSONANCE -10 POINTS

Michael's angels have a very simple Code of Honor (p. B31): retreat from any conflict, without a direct order, is dissonant [-5]. If the plans (or a superior) don't call for a strategic withdrawal, an agent of War must be beaten into unconsciousness and dragged bodily from the field of battle.

### CHOIR ATTUNEMENTS

All of Michael's Servitors have the Trained by a Master advantage (p. C131); their Awareness of the Symphony (p. 26) substitutes for the prerequisite Philosophy/Theological skill. This advantage is included in the first attunement cost listed for each Choir below.

#### *Seraphim* 55 points

The attacks of Michael's Seraphim tend to strike home. Add their Corporeal Power to all combat skills, for attacks only.

#### *Cherubim* 43 points (restricted)

If, barring the intervention of celestial forces, a Cherub of Michael's attuned charge will die in the next 24 hours, that angel will feel it in the pit of his stomach.

#### *Ofanim* 85 points

The speedy and unpredictable Ofanim who work for the Archangel of War always get the drop on everyone else, even when mortally wounded! In combat, Michael's Ofanim always go first, and they can analyze changing situations at amazing speed. Maneuvering backward, with the intent to circle and strike again, creates no dissonance for them.



## **Elohim** **57 points**

Calmer of their whole stoic Choir, these Elohim can look into people's eyes and tell just how serious they are – how much they're willing to risk in a situation. If someone is resigned to killing, or to dying, these angels will know it.

## **Malakim** **65 points**

Malakim of War can hear the sound of danger sweeping through the Symphony, giving them automatic use of Danger Sense.

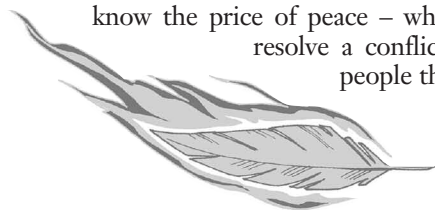
## **Kyriotates** **40 points (restricted)**

Michael's Kyriotates, unlike their brethren who serve other Archangels, *can* buy their own vessels – they need not find a host to manifest on the corporeal plane. The vessels count against their Will limit like a typical member of the vessel's species (e.g., ST 10 for humans, IQ 5 for a cat), *even when the vessel is not manifested*. All of the usual vessel rules apply, except that the Domination may use more than one vessel at a time (if he has sufficient Will), or use a vessel and possess other hosts at the same time.

They cannot abandon the vessels they purchase, and acquire a note of dissonance when such a vessel is destroyed. This is a -20% limitation on the Extra Life cost of each vessel, reducing it by 5 points.

## **Mercurians** **60 points**

Michael's Mercurians are his only diplomats. They know the price of peace – what, if anything, will resolve a conflict between any two people they have met.



## **SERVITOR ATTUNEMENTS**

### **Proficiency** **20 or 45 points**

This gives a special expertise with one type of weapon – the Weapons Master advantage (p. CI32) for a single weapon type, which is *not* limited to archaic weaponry. Michael's angels are as comfortable with guns and switchblades as they are with swords or unarmed combat. If the Proficiency is for guns, it is the Sharpshooter advantage (p. CI30).

### **Howl** **20 points**

When the servants of Michael howl their terrifying war cry, it mentally stuns all *foes* within a number of *feet* equal to the angel's Corporeal Power on the next turn. Treat this as total surprise (p. B122), with the "freeze" lasting only one turn. Note that Howl requires a second of concentration, so its use counts as an action; the effects start on the following turn.

## **DISTINCTIONS**

### **Vassal of War** **13 points**

Angels of this rank can sing a variant of the angelic tongue while in their corporeal forms. This lets them communicate five times as quickly as any Earthly language. This is a M/VH language, which Vassals have at IQ.

Any angel within hearing can understand (the variant defaults to Angelic-0 for understanding), but only other Vassals of War will be able to reply in kind. Demons will recognize the language, but will not understand unless they have studied Angelic). Mortals will hear only whistled snatches of urgent, martial song.

### **Friend of the Fighters** **16 points**

As soon as a Friend commits to a fight, he is immune to the effects of fear, natural or otherwise, until the fight ends.

### **Master of Valor** **30 points**

Angels of this rank may bestow the effect of the Friend of the Fighters Distinction to their comrades in arms, for a single combat (up to 2 × HT seconds).

## **RELATIONS**

Alone among the major Archangels, Michael is hostile to Yves. It was not always thus . . . but over the past few thousand years, as the War went from bad to worse, Michael has grown increasingly distrustful of the motives of the mysterious creature who wears the mantle of "Archangel of Destiny."

*Allied:* No one

*Associated:* David, Jordi, Laurence

*Hostile:* Blandine, Dominic, Novalis, Yves

## **BASIC RITES** **4 POINTS**

- ⊗ Spend three hours in armed practice.
- ⊗ Duel with a Diabolical.

## **INVOCATION BASE: 4** **13 POINTS**

## **INVOCATION MODIFIERS**

- +1 Howling a war cry.
- +2 A knife.
- +3 A battle axe.
- +4 An ancient battle axe.
- +5 A castle under siege.
- +6 A battleground on the day of battle.

## **SERVITOR COST: -8 POINT**

# NOVALIS

## CHERUB ARCHANGEL OF FLOWERS

*The world is a garden – peaceful until disturbed by the strident voices of the savage and the cruel.*

The servants of Novalis are charged with calming the souls of humanity. She is a powerful female principle; in the celestial language, her Word now resonates with tones of growth, nurturing, and peace. It's unsurprising that even before she became an Archangel, she was the designer of the Garden of Eden.

Novalis most often manifests as a cross between a debutante and a flower child – elegant, earthy, flamboyant, and introspective by turns. She may also appear as a young girl with a basket of flowers, or a spry, cheerful old gardener. In any form,

she is light and quick, both in body and spirit.

Her angels may be as precise as a new bonsai, or as wild and mad as a valley of kudzu, but none would have felt out of place at a Dead show.

Novalis' kindness is unequalled; she avoids direct conflict as much as possible. Her servants are just so blessed friendly that the other angels can't help but get along with them. However, she doesn't like to see her Servitors aiding overly-violent missions unless there's a good chance that their presence may prevent bloodshed.

### DISSONANCE -30

### POINTS

Angels of Novalis earn a note of dissonance for performing or allowing any violence that is not absolutely necessary. *Killing* a human will earn the offender *at least* a note of dissonance, plus whatever other discipline Novalis herself thinks fit. Demons may be destroyed if they make it necessary . . . slow to anger, the Archangel of Flowers will show her

thorns if pressed. *But even toward demons, Novalis will try kindness first.*

This is a weakened form of Total Pacifism (p. B35), worth -25 points. Flowers Servitors *can* use violence, but only after exhausting all other options.

### CHOIR ATTUNEMENTS

All of Novalis' angels, naturally, have Plant Empathy (p. CI29). This is included in the first-listed cost of the Choir Attunements below.

#### Seraphim

**65 points**

An aura of peace emanates from the Seraphim of Novalis. To take a violent action, anyone in the vicinity of the Seraphim must make a Will roll, with a bonus equal to their distance in yards, and a penalty equal to the angel's total levels of Power Investiture. This power is always on, and cannot be switched off.

#### Cherubim

**25 points**

With a touch, the Cherubim of Novalis, peaceful angels of great devotion, can transfer up to 10 hits of corporeal damage from another to themselves.

#### Ofanim

**45 points**

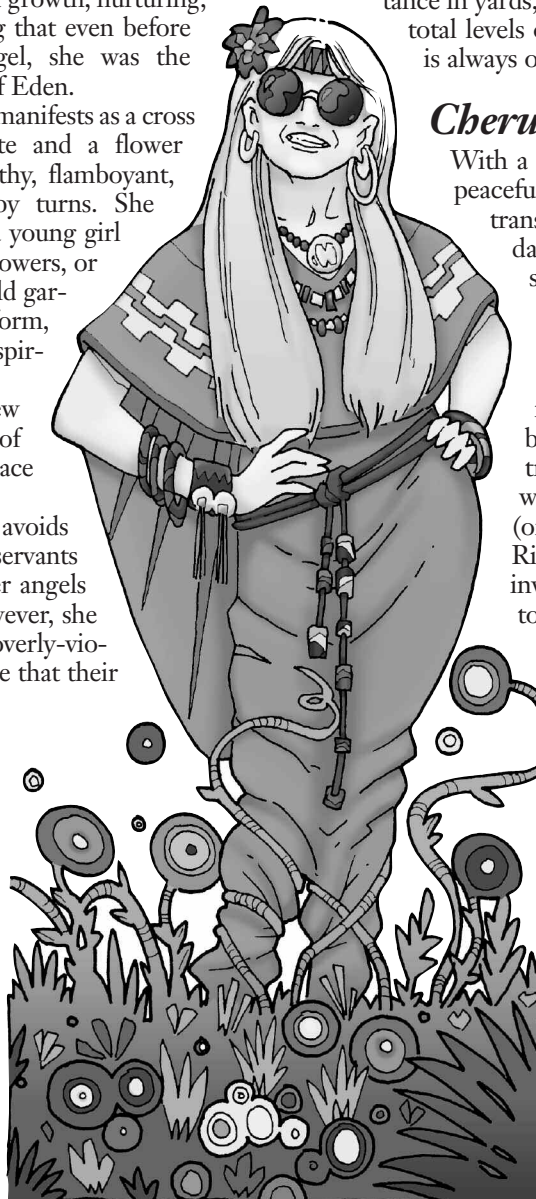
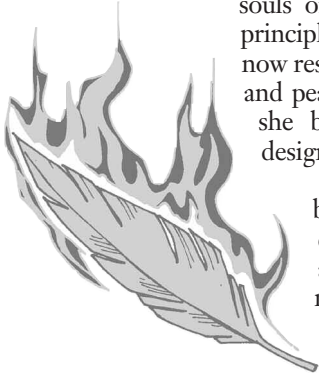
An Ofanite serving Novalis may collapse the pattern of his being into an energy capable of traversing the web of plant life which graces the Earth. Once a day (or after completing one of Novalis' Rites), he may move, instantly and invisibly, from any plant he touches to any other plant he can see, or any plant he knows within a number of miles up to his total levels of Power Investiture.

#### Elohim

**14 points**

**(restricted)**

Novalis' Elohim can use their resonance to detect the strange feelings of plants. Also, by touching one, they can automatically feel what emotions were loosed in its vicinity in the past week. A successful resonance roll gives additional information about the source of the emotions; the better the roll, the more is learned.



## *Malakim* 33 points

Foliage parts for the passage of a Malakite of Novalis, allowing him to move freely (i.e., at full Move). Plants may be commanded to entangle his enemies if the angel is within (Corporeal Power) yards, reducing the foe's movement to half-speed! (Novalis has few Malakim; they're too violent.)

## *Kyriotates* 29 points (restricted)

The Kyriotates who serve the Word of Flowers can take a plant or plants as hosts. They also may possess *many* plant hosts.

The "host cost" of a plant is an effective ST equal to the plant's hit points/10, rounded up. A potted plant, shrub, sapling, or a hex of ground cover (like grass) is the equivalent of an ST 1 host, a mature oak tree might be effectively ST 5-7, and a sequoia would be too large to possess.

A Domination possessing a plant gains the DR of the host (GM's decision on details) but keeps his own DX and can grab or strike with his branches, to the limit that they could normally bend without breaking.

## *Mercurians* 15 points

In their celestial forms, Novalis' Mercurians fill perceptive humans with great joy. If a human makes his Perception roll to see a celestially-manifest Mercurian, then the degree of success becomes a bonus to his next roll for any non-violent action!

## SERVITOR ATTUNEMENTS

### *Nothing But Flowers* 15 points

If the angel hides behind or within plants, he gains a bonus to Stealth equal to his Celestial Power.

If the angel hides among *flowers*, he is completely invisible! This is equivalent to the Invisibility advantage.

### *Crown of Joy* 15 points

The angel can weave a crown of multicolored flowers, spending a half-hour and at least 1 Essence. It looses a cloud of nearly invisible pollen when shaken, 2 hexes in diameter. The cloud requires a Vision roll to spot.

It remains in the air for a number of seconds equal to the user's Corporeal Power. Anyone breathing the cloud is filled with limitless kindness, and dances about joyously for 5 minutes (or seconds, if the victim is a demon) plus the amount of Essence used in making the crown. Targets may resist by making a successful Will roll.

## DISTINCTIONS

### *Vassal of Flowers* 15 points

The angel can detect the degree of love or hate between two people within his line of sight.

## *Friend of the Gardeners* 25 points

The angel can, a number of times per day equal to his Corporeal Power, bless a single large plant or a hex of small plants, bringing them to perfect health.

For the next week, those who rest on or against the blessed plant(s) for at least 10 minutes will have their next applicable die roll modified by 1 in the direction of peace or healing, and against conflict or harm. The GM and the players may interpret this small blessing as liberally as they can imagine.

## *Master of Peace* 25 points

The angel can calm an irrational individual or smooth over small misunderstandings, like those caused by Malphas' factioning attunements (p. 126). If a subject rolls to resist becoming angry, he gets a bonus equal to the angel's Celestial Power.

## RELATIONS

Some of the martial angels think Novalis blasphemous, both because she would rather reach out to the demons than kill them, and simply because of her corporeal dress (Hawaiian shirts and Birkenstocks, sarongs and sandals). Dominic grumbles, but has taken no overt action. Novalis smiles and compliments the appearance of her critics.

*Allied:* Eli, Jordi

*Associated:* Yves

*Hostile:* David, Michael



## BASIC RITES 4 POINTS

- ✠ Meditate alone in a garden, from sunset to sunrise.
- ✠ Dance for two hours to live music among the throngs of humanity.

## INVOCATION BASE: 7 25 POINTS

## INVOCATION MODIFIERS

- +1 A peace symbol from any culture.
- +2 A large bouquet of flowers.
- +3 Ten plants, removed from their pots and replanted in the ground.
- +4 A nuclear power plant, shut down.
- +5 A large outdoor concert.
- +6 Fifty thousand people, gathered for peace.

## SERVITOR COST: -16 POINTS

# YVES

## ARCHANGEL OF DESTINY

*The world has its own destiny. Accept it, embrace it, and help things along when possible.*

Legend has it, Yves was the first soul created by God. Armed with his knowledge of the universe from its most primal state, he and his Servitors have a miraculous ability to predict the Symphony's future.

Though he serves as an Archangel, he belongs to no Choir. The other inhabitants of the Earthly Heavens speculate that he represents a higher order of being, sent to guide the angels as the angels are sent to guide man.

It was given to Yves to name God, after God named Yves. Some divine theologians argue that Yves, by giving God a name, created not merely the distinction between Good and Evil, but that he created God Himself. Others believe that by naming a darkness for light to stand against, he facilitated the original Fall.

Yves is perpetually quiet and rational. He intervenes very rarely on Earth, spending most of his days in serene meditation. On every plane, he manifests as an elderly man, radiating calm good cheer and spiritual strength.

He and his Servitors are the givers of names, the guardians of knowledge. (Yves held the responsibility for knowledge before Raphael was created, and took back many of those duties when the Archangel of Knowledge died.) In the modern era, he concerns himself most with philosophy, having delegated the sphere of technology and the sciences to Archangel Jean. Yves' Tethers are almost all in libraries, and his own Library is connected throughout the world (see p. 185).

Yves used to promote religion as a way to brighten the hearts of humanity, but this has not always worked out as well as it might have. His last major attempt was the founding of Islam, which led to the bloody Earthly Crusades with warrior Archangels on both sides, and the unjust Heavenly persecution of loyal Gabriel.

Yves is not omniscient, but he knows the names of all things, everything that has ever been written down, and – as Archangel of Destiny – all the best and brightest possibilities for the world. He is the most respected soul in Heaven. Of the Archangels, only Michael is hostile to Yves, and Yves himself is hostile to no one.

### DISSONANCE -11 POINTS

The angels of Yves, holy messengers and divine creatures of knowledge, are charged with helping people achieve the

greatest heights of their destiny. They may not take any direct action – knowingly or not! – to move a person toward his fate. See p. 147 for a discussion of fate and destiny.

This is a modified Sense of Duty (p. B39) toward everyone, which does not require active assistance, -60%, for -6 points.

## CHOIR ATTUNEMENTS

Each angel of Yves has inherent knowledge of a different aspect of the Symphony. This information comes in flashes, but merely reflects the Symphony as it *should* be – which is to say, barring celestial intervention.

### *Seraphim* 25 points

A Seraph of Yves is linked to Yves' Book of Names. He knows the true name of everyone he contacts physically, and the name in the local language for every item that he sees clearly or handles, provided it *has* a name. Knowing truth, he penetrates illusions with a touch.

### *Cherubim* 3 points (restricted)

A Cherub of Destiny knows if (and when) a person to whom he's attuned will die within the next year from "natural" causes (disease, stepping in front of a bus, etc.).

### *Ofanim* 27 points

Ofanim of Destiny can add their Celestial Power to any knowledge-based skill roll.

### *Elohim* 14 points (restricted)

Yves' Elohim automatically succeed in their resonance rolls when physically touching their targets. The degree of success is equal to twice their Celestial Power. (They may also roll normally to try for a better success.)

### *Malakim* 8 points

Yves' Malakim, agents of honor, can tell if any Symphonic disturbance they hear was caused by an angel or a demon. (Those caused by human Soldiers, ethereals, Saints, undead, or Children of Grigori, are not distinguishable.)

### *Kyriotates* 24 points (restricted)

Kyriotates of Destiny have complete access to the memories of their hosts, including any of their skills. They do not retain any of the host's memories when they leave, though they have normal chances to remember any host knowledge directly related to their own actions while in the host.

### *Mercurians* 24 points

Yves' Mercurians, though physical contact, can intuit a person's fortune – loves, careers, etc. – into the future for as many months as the angel has total levels of Power

Investiture. (The future intuited is, of course, the one the human would have barring celestial meddling.)

## SERVITOR ATTUNEMENTS

### *Divine Destiny* 27 points

For 1 Essence, the angel can see both fate and destiny in a person's face. He knows both the greatest and worst things that person can achieve.

### *Divine Logic* 23 points

The angel can make practically anyone capable of anything, as long as he believes it himself. In two minutes, with a successful IQ roll, he will prove to his target by simple logic that  $a + b = c$ , therefore he is right and any other possibility must be absurd. The victim may resist with an IQ roll.

Obviously, don't try proving to a Demon Prince that good is better than evil. Somehow, it never works.



## DISTINCTIONS

### *Vassal of Destiny* 59 points

The angel may immediately comprehend any printed material he sees, even if it's only flashed before him, and his indelible memory will never forget it.

### *Friend of the Sages* 65 points

The angel has a general, college-level education . . . in every subject. He has the equivalent skill level of IQ in any sort of Knowledge (p. C1146), Professional (p. B58), or Scientific (p. B59) skill, except Area Knowledge. To simulate this, the player may consult the encyclopedia or general reference book of his choice.

### *Master of Divine Knowledge* variable +5 points

The angel is so much in tune with the Symphony that he gains the natural resonance of another Choir! However, he becomes bound by the dissonance rules of that Choir – for example, if a Mercurian Master of Divine Knowledge acquires the resonance of the Seraphim, he can detect the truth but generates dissonance for lying.

## RELATIONS

*Allied:* No one

*Associated:* Blandine, Gabriel, Jean

*Hostile:* No one



## BASIC RITES 6 POINTS

- ✘ Spend two hours in deep philosophical discussion.
- ✘ Spend four hours teaching willing students.
- ✘ Spend six hours studying or meditating in a library.

## INVOCATION BASE: 4 13 POINTS

## INVOCATION MODIFIERS

- +1 A detailed city map.
- +2 The *Encyclopedia Britannica*.
- +3 Solve *The New York Times*' Sunday crossword puzzle.
- +4 Successfully apply to a major college.
- +5 Read materials in 10 languages.
- +6 Recite the Bible from memory for an hour.

## SERVITOR COST: -7 POINTS

# DEMON PRINCES

## ANDREALPHUS

### IMPUDITE PRINCE OF LUST

*The world is lusting, writhing with desire.*

Andrealphus and his demonic Servitors are the most hot-headed and cold-hearted creatures ever to crawl out of Hell.

The Prince of Lust, Andre to his friends (or Andrea, depending on manifestation), is a perfect Impudite. He enjoys worldly missions of glamour and politics. When subtlety is required, Andrealphus has many eager servants.

He and his Servitors are well-liked by all the Princes with a taste for pleasure. Andre frowns upon any demon whose general appearance is even the least bit monstrous, preferring to deal with “pretty people.” His servants, and even other Princes, often have trouble contacting him – he’s always got a rendezvous to attend to.

In recent decades, Andrealphus has been working with Nybbas, the Prince of the Media, to create a new paradigm for religion, based around the kind of selfish freedom which demons best appreciate. Between Nybbas’ deliciously deceitful media and Andre’s diabolical charm, they expect to found a new religion of entertainment in the cracks of the corporate state before many more decades have passed. In the meantime, Andrealphus has committed his Servitors to teaching humans that sometimes it’s good just to lose yourself in the pleasures of the flesh – and never mind anyone else’s pleasures.

### DISSONANCE -14 POINTS

Servitors of Lust exist to teach humans to use and take from others, without regard for their feelings. Thus, they must all be Callous (p. CI86) toward humans. However, since they spend all their time in social intercourse, so to speak, the penalty Callous gives to social skills hits them particularly hard. This is a +50% enhancement to the -6 point value, for a dissonance condition total of -14.

### BAND ATTUNEMENTS

All Lust Servitors get +2 to the skills Sex Appeal (p. B64) and Erotic Art (p. CI159). This cancels the -2 penalty that

Callous gives these social skills. The 6-point cost is included in the cost of each Band.

### Balseraphs 43 points

A Balseraph who works for Andrealphus can force a victim to enjoy any single physical sensation he chooses to inflict upon them, for a number of minutes equal to his Celestial Power. A victim may resist with a Will roll, but a critical failure on that roll indicates that he is now permanently wired to feel that experience as extremely pleasurable, however harmful it may actually be.

### Djinn 36 points (partially restricted)

Andrealphus’ Djinn, who couldn’t care less anyway, are the best at faking affection. They have the uncanny ability to keep a person in that post-coital afterglow when a person is most susceptible to a demon’s powerful will. As long as the demon continues touching an awakening human, or maintains physical contact with a partner after satisfying sex, the human will remain calm no matter what is going on – and the demon may add his Ethereal Power to any skill or resonance roll made to influence his victim, and to any resonance roll thereafter if he attuned to the target then. The bonus applies to any Band while the victim is affected, but only Djinn retain the bonus for the duration of their attunement to the subject.

### Calabim 7 points (restricted)

With their resonance, the Calabim of Lust may do celestial damage to any target they can touch – even one protected by a corporeal vessel. However, this attack will *not* do the final hit of Soul damage that would cause potential attribute loss.

### Habbalah 16 points (restricted)

The Habbalah who serve Andrealphus never suffer a reversal of their resonance if their target resists; the emotional storms they generate merely spin randomly into the world and afflict someone else.

Also, these demons may add their Ethereal Power to any resonance roll against a victim with whom they have physical contact.

### Lilim 20 points (restricted)

The Lilim of Lust are Andre’s favorite minions. (He asked for a full page in which to express their virtues, but it boils down to, “If you ever get a chance with one, you

should take it.”) They automatically detect what a victim needs if they can make physical contact. (Roll 1d to get the degree of success.) They can also use their resonance normally.

**Shedim** **31 points**  
(restricted)

Andrealphus’ Shedim, by making physical contact, can move at will into any host experiencing an orgasm. Also, they get a bonus equal to their Corporeal Power on a possession roll when touching the target. They can also use their resonance normally.

**Impudites** **9 points**  
(restricted)

Impudites who serve the Word of Lust get a resonance bonus equal to their Corporeal Power when using their resonance on anyone they’ve had sex with.



**SERVITOR ATTUNEMENTS**

**Dark Desire** **47 points**

This power costs 1 Essence, and allows a demon to imprint any desire upon a person’s psyche. The victim may make a Will roll to resist his urges, but if he fails, he’ll have no goal, except to satisfy his desires, for the a number of hours equal to the demon’s total levels of Power Investiture.

**Kiss of Death** **10 points**

This power permits a demon, by succeeding in a Will roll, to attempt to kill someone with whom he is having sex. This is considered a physical attack, doing 1d damage for each Essence spent; the effect bypasses DR and Toughness, and is *not* resisted.

**DISTINCTIONS**

**Knight of Infernal Pleasures** **20 points**

The demon can detect an individual’s degree of sexual fulfillment, both at that moment and in his life as a whole. Andre always grants this rank to any of his demons who seduces an angel . . .

**Captain of Diabolical Delight** **21 points**

Andre’s Captains can bring a person instant pleasure with a touch, increasing their reaction roll to the demon by +4.

**Baron of Eternal Ecstasy** **25 points**

A Baron of Lust can make someone he’s seduced do *anything* sexual with the demon, even something the victim wouldn’t normally consider.

**RELATIONS**

- Allied:* Nybbas, Lilith
- Associated:* Valefor
- Hostile:* Baal, Haagenti
- Enemy:* Saminga



**BASIC RITES** **4 POINTS**

- ⊗ Spend half an hour participating in sexual acts.
- ⊗ Spend an hour reading an illustrated magazine in a public place and smiling very pleasantly at passers-by.

**INVOCATION BASE: 4** **13 POINTS**

**INVOCATION MODIFIERS**

- +1 A dirty picture, scrawled on a wall.
- +2 An issue of *Playboy*, well-thumbed.
- +3 A good-looking person having sex.
- +4 An extraordinarily beautiful person having sex.
- +5 A person having sex for an audience.
- +6 Ten people having sex for an audience.

**SERVITOR COST: -12 POINTS**

# ASMODEUS

## THE PRINCE OF THE GAME

*The world is a game, whose rules must be followed.*

Asmodeus and his Servitors play the Great Game – they are Lucifer’s secret police, responsible for hunting down Renegades and other traitors to the infernal armies. Angels and uninvolved mortals rarely concern them.

The Prince of the Game is probably the second-most powerful of Hell’s royalty, after Kronos. He is widely feared and roundly hated by his peers. His agents always have at least one cover identity, and only unmask themselves upon making an “arrest.”

They are charged with slaying the corporeal vessels of any Renegades they encounter. To Asmodeus and his servants, a demon is Renegade – and within their jurisdiction – if he acts against the expressed or implied wishes of his Prince, if he has “good” disadvantages (e.g., Truthfulness, Honesty, Selflessness, etc.) as Discord, or if his actions call his loyalty to evil into question.

Above all, Lucifer uses Asmodeus to weed out demons who might defect to the angels or threaten Lucifer’s own plans. Asmodeus is the counterweight to the unrest that Malphas, Prince of Factions, stirs up. While any Prince may call upon the Servitors of Asmodeus, most prefer to deal with problems in their own way rather than risk scrutiny.

Asmodeus usually appears as a tall man with burning eyes – the Inquisition made spirit.

### DISSONANCE **-5 POINTS**

Servitors of Asmodeus generate dissonance by disobeying any of his direct orders or by helping a Renegade escape punishment. Their Dissonance Condition is their Duty to their infernal master.

### BAND ATTUNEMENTS

The Servitors of Asmodeus are attuned to the members of their respective Bands, and can identify them, and their dissonance, with a Perception roll (made secretly by the GM). For example, his Balseraphs can, with a successful Perception roll, correctly identify someone as a Balseraph, and they also know how much dissonance that demon has at the moment.

Asmodeus’ Band Attunements are for his Servitors only; he does not grant them to the minions of other Princes.

### **Balseraphs** **10 points**

Asmodeus’ Balseraphs typically take cover identities as casino clerks, stockbrokers, meteorologists, and other professions which require creative lying.

### **Djinn** **10 points**

Djinn working for Asmodeus prefer Roles such as security guards, accountants, police officers, members of the military, and other positions which require them to keep careful track of people’s comings and goings.

### **Calabim** **10 points (restricted)**

Calabim of the Game enjoy physical labor, taking jobs as construction workers, loggers, oil tanker captains, and other posts which let them destroy with impunity.

### **Habbalah** **10 points**

The Habbalah who serve Asmodeus enjoy cover Roles such as therapists, school counselors, private detectives, fast-food clerks, and other occupations which allow them to be overly inquisitive without raising suspicions. They are also fond of punishing the weak Renegades they catch.

### **Lilim** **10 points**

Asmodeus’ Lilim show up most frequently as hookers, strippers, substitute English teachers, and other Roles that let them get kinky in plaid private-school uniforms.

### **Shedim** **13 or 10 points (partially restricted)**

Asmodeus’ Shedim need not wear out their welcome by perverting their hosts – they have other duties. They may stay in a borrowed vessel for a number of days equal to the degree of success of their resonance roll (minimum 1) and don’t generate dissonance if they fail to corrupt their host.

*(Other Bands may take the Band-identification ability, but not the Body-hopping enhancement.)*

### **Impudites** **10 points**

These Takers become doctors, lawyers, or other Roles which provide endless streams of people to “help.”

### SERVITOR ATTUNEMENTS

### **Dissonance Binding** **25 points**

This attunement, for 3 Essence, permits its owner to bind a demon in his line of sight with the victim’s own dissonance, creating ghostly chains which restrict the demon’s movement. The victim’s DX is reduced by his dissonance plus the binder’s Celestial Power, for a number of hours equal to the Gamester’s total levels of Power Investiture.



The bound demon may not spend or regenerate Essence. This power may also be applied to dissonant angels.

## Humanity 30 points

This attunement lets a demon pass as a human under any circumstance, to anyone – except Lucifer.

It costs 1 Essence to activate and remains in effect for 24 hours. During this time, nothing the demon does creates ripples in the Symphony. He becomes human in almost every regard: his vessel requires food and maintenance, he can't perform Songs, regenerate Essence naturally, or assume his celestial form on Earth. He may use attunements, both passive ones and those which require Essence to fuel them (such as Humanity itself), as well as his basic resonance. While the demon is "human," he may not freely give Essence to someone else.

*This is a powerful ability, requiring the GM to make many judgment calls. For the most part, any supernatural abilities that might detect the demon's true nature will be imperceptibly diverted to reveal the nearest equivalent trait that a human could possess. A Malakite might detect that the demon is selfish, but only on a Divine Intervention would he get deeds of honor or dishonor that revealed infernal actions. A Lilim would pick up human-seeming Needs.*

## DISTINCTIONS

### Knight of Judgment 28 points

The Knight has the power to inspire confidence in the humans he meets. They will respect his opinions and will not dispute his judgments. Add 5 to all reaction rolls by humans.

### Captain of Integrity 25 points

Asmodeus' Captains can compare a person's spoken words to his secret feelings – basically, this is the ability to detect a liar or hypocrite.

### Baron of Justice 20 points

The demon may identify those whose opinions are just, fair and accurate. The higher the demon's Celestial Power, the more detail he gets on the target's judgment.

## RELATIONS

Note that a demon of Asmodeus will never ignore treason out of "friendship." Asmodeus is allied with Kronos, but Kronos' demons are cut no slack. In fact, some Gamesters might let treason in a *hostile* force fester a bit longer "just to see who we can smoke out" . . . any extra damage in the enemy ranks is just the fortunes of war.



*Allied: Kronos*  
*Associated: Baal*  
*Neutral: Beleth, Malphas*  
*Hostile: All the others*  
*Enemy: Valefor*



## BASIC RITES

**8 POINTS**

✘ At sunset, Asmodeus' minions regenerate 2 points of Essence, not just 1. (They've survived another day in the Great Game.)

✘ Eliminate a Renegade demon. (3 Essence)

## INVOCATION

**BASE: 4**

**13 POINTS**

Regardless of invocations, Asmodeus *personally* checks in on each of his Servitors, roughly once a month, to assess their progress. Any dissonance they've gained will be noticed immediately, and they'd best have a good explanation.

## INVOCATION MODIFIERS

- +1 Remonstrate with a child.
- +2 Attend an important legal proceeding.
- +3 Use exhaustive evidence to bog down a trial.
- +4 Bring an innocent to trial and see him convicted.
- +5 Defend a criminal, and "prove" him innocent.
- +6 Clear the name of a Nazi war criminal.



## SERVITOR COST: 21 POINTS

All of Asmodeus' Servitors except his Shedim have at least one Role; his Servitor cost includes 20 points to be used for Roles. Shedim should use these points to purchase servants (as Allies or Unwilling Allies) for use as hosts.

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SUPERIORS

# BAAL

## BALSERAPH PRINCE OF THE WAR

*The world is a war – and the demons are out to win it.*

With Baal leading the troops, their chances are better every century. A Balsegraph and a warrior, Baal is an inveterate liar with a strange sort of honor. He's not a brute, but a cultured killer, with more class than Belial and more brains than Saminga.

Baal has made combat a way of life. Unlike Michael, Archangel of War, Baal is firmly at the helm of Hell's military, more general than fighter. But while he prefers to appear as a respectable statesman, he keeps other vessels in reserve: powerful alien forms of enormous physical prowess. At other times, he may appear as a normal human, wearing plain clothes and radiating a powerful charismatic aura.

His demons are sent to Earth to encourage the self-destruction of humanity and to help other demons defend against the angelic menace.

Baal holds his disciples in an iron grip, checking in on them frequently to be assured of perfect service. He is a prime example of the great contradiction of the Diabolicals: Baal fought like a champion at the start of the War for the right of the demons to rebel, yet he has slain many of his finest servants for threatening to rebel against him.

Like Valefor, he seldom stays long at the same place. Not just because he despises most of those he encounters – and their unworthiness as opponents – but because he is pressed for time. Somewhere, it seems, there's always an army waiting to be led to victory for Lucifer.

### DISSONANCE **-10 POINTS**

Baal's Servitors share the Code of Honor of the angels of War: retreat from any conflict without a direct order generates dissonance. Barring that order or a plan that calls for "hit and run" tactics, a Servitor of the War will not leave the field of battle unless he is beaten into unconsciousness and dragged bodily away.

### BAND ATTUNEMENTS

#### *Balsegraphs* **9 points**

In Baal's ranks, Hell's greatest liars are also the best feinters – they add their Corporeal Power to skill when using the Feint or Step and Feint maneuvers.

#### *Djinn* **20 points**

Baal's Djinn automatically detect the presence of any flesh – alive or dead (or undead) – within a number of yards equal to their Corporeal Power.

#### *Calabim* **4 points (restricted)**

The Calabim of War are attuned to how flesh is formed, and may add their Corporeal Power to any resonance roll to tear it apart.

#### *Habbalah* **20 points**

A Habbalite of the War can automatically feel any physical conflict around him, up to  $10 \times$  (Corporeal Power) yards away.

#### *Lilim* **15 points**

Few of Baal's Lilim are geared toward combat; they prefer to work behind the lines, spying and indulging in the occasional sabotage or assassination. They add their Corporeal Power to any Influence skill (but not their resonance).

#### *Shedim* **3 points (restricted)**

The War's Shedim add their Corporeal Power to any Will rolls designed to urge their hosts into physical combat.

#### *Impudites* **10 points (restricted)**

Impudites who serve Baal acquire no dissonance by killing a human in honorable combat.

### SERVITOR ATTUNEMENTS

#### *Art of Combat* **50 points**

This attunement gives a Servitor of Baal additional attacks in a single turn, up to the demon's Corporeal Power: one for each Essence spent in its invocation. These attacks can be physical as well as mental, coming from powers or weapons, but the demon may not use the same attack more than once.

For example, a demon with Corporeal Power +3 who knows the Art of Combat may spend up to 3 Essence in a single second and make 3 extra attacks in that turn. He could perform a Song as well as use both a gun and a sword in that turn – but could not fire the gun twice (or swing the sword twice).

#### *State of Ophis* **24 points**

Ophis is widely thought to be the celestial who came to Adam and Eve in the Garden of Eden, spoiling God's early experiment with humanity by suggesting that they use their free will to disobey His wishes.

This attunement allows a demon, with a Will roll, to assume celestial form without creating any untoward ripples in the Symphony.

## DISTINCTIONS

### *Knight of the Black Order* 25 points

Demons of this rank can, at a glance, determine if a person has the will to fight, if not the skill.

### *Captain of the Infernal Armies* 43 points

The demon knows, at all times, the exact location and state of health of every creature under his command.

### *Baron of Victory* 35 points

Baal's Barons can automatically predict, one turn in advance, the actions of an adversary in physical combat.

The demon's foe must decide at the beginning of a turn what he plans to do, and tell the player of the Baron. If an opponent catches on (by making an IQ roll, or by knowing who he's dealing with), he may make a Will roll at the beginning of each turn to change his action at the last moment, thwarting predictions.

## RELATIONS

*Allied:* No one

*Associated:* Asmodeus, Belial, Saminga, Vapula

*Hostile:* Andrealphus, Beleth, Kronos, Nybbas, Valefor

*Enemy:* Malphas

## BASIC RITES 6 POINTS

✘ Kill an adversary – that is, an opponent who puts up a fight. The massacre of innocents does not count, nor does a stab in the back. (2 Essence)

✘ Enter into a duel with a Servitor of Michael.

## INVOCATION BASE: 4 13 POINTS

## INVOCATION MODIFIERS

- +1 Brass knuckles.
- +2 A pistol.
- +3 A machine gun.
- +4 A 20mm cannon.
- +5 A heavy tank.
- +6 A destroyer.



## SERVITOR COST: -6 POINTS



# BELETH

## DJINN PRINCESS OF NIGHTMARES



*"It is hard to fight an enemy who has outposts in your head." – Sally Kempton*

*The world is terror, a never-ending nightmare.*

The creatures of Beleth defend themselves from life by becoming the most terrifying things in it. Even the Malakim, those dark-steel angels of battle, exchange nervous glances when discussing the Servitors of Nightmares.

Beleth, one of the first celestials created, was once a Cherub and the Angel of Fear. Full of hate for humanity, she sided with Lucifer – and against her lover, Archangel Blandine.

The Princess of Nightmares thinks the other Princes – especially those who merely kill their prey – are too soft on mortals. The other Princes knows that she spies for Lucifer, and seldom visit her dreamland when they sleep, if they sleep at all. No important Prince is her ally. None will even work with her except the austere Kronos and Asmodeus, who have no reason to fear her, and the callous Malphas, whose Word she enhances as she spreads paranoia.

Beleth and her servants have worked harder than any other Diabolicals to promote fear and general mistrust. That they do it to mask their own insecurity is a weakness they would never confess.

### DISSONANCE -10 POINTS

The agents of Beleth become dissonant if they take their celestial form on Earth outside of a Tether. This is a Minor Vow (p. B37) worth -5 points. Unlike Blandine's servants, Beleth's may use Celestial Songs.

### BAND ATTUNEMENTS

Like Blandine, some of Beleth's attunements are only useful if the demon has Dream Walking or the Corporeal Song of Dreams. Most Servitors of Nightmares have one or the other.

#### *Balseraphs* *15 points* *(restricted)*

The Balseraphs of Nightmares can create irrational Phobias (p. B35) in anyone who they subject to their resonance. The point value of the disadvantage is twice the degree of success. This disadvantage is a lie: it is temporary, lasting days equal to the demon's Ethereal Power.

#### *Djinn* *3 points (restricted)*

Beleth's Djinn are charged with physically terrorizing people, stalking them and making their lives miserable. They automatically succeed when using Dream Walking on their attuned, and may remain until the dreamer wakes.

## **Calabim** 30 points

These Calabim are the greatest sadists in Hell's armies; they automatically know what would most terrify anyone they see, something which would cause a Fright Check, with a penalty equal to the Destroyer's Ethereal Power. This is most often used in the Marches, where the Calabite can shape the victim's dreamscape, but illusions or real things can be used in the corporeal realm.

## **Habbalah** 9 points (restricted)

Beleth's Habbalah see themselves as the healers of fear, but in truth they simply move it around. If they successfully invoke their resonance while touching a mentally stunned target, he will come out of his stunned state.

However, the next person they afflict with painful emotions will also be stunned, for a number of turns equal to the Punisher's Ethereal Power.

## **Lilim** 15 points (restricted)

When a victim of these Lilim fails to obey a Geas, in addition to the normal penalties, he suffers a -5 point Phobia (p. B35) of the demon's choice. This worsens by a level each increment of time (see p. 37) until the Geas is performed, at which point the Phobia vanishes.

## **Shedim** 10 points (restricted)

Since the Shedim drive mad all those who see their true shapes, these are the only demons of Beleth who may take their celestial forms in the corporeal realm.

## **Impudites** 5 points (restricted)

These demons may add the number of minutes most recently spent Dream Walking in a target's nightmare to any resonance roll against that victim.

## **SERVITOR ATTUNEMENTS**

### **Dream Walking** 15 points

The servants of Beleth, like those of Blandine, can enter the Marches through the mind of a human dreamer. This is identical to Blandine's Dream Walking attunement, except that the subject must be in Beleth's domain.

### **Terror** 45 points

The demon can haunt the nightmare of a person he's seen before; the target must be within 500 yards of the demon, and in Beleth's realm. It costs 3 Essence. The demon's attunement summons up an incarnation of the target's fear and confronts him with it while he sleeps.

The victim may make a Fright Check roll to resist, at a penalty equal to the demon's Ethereal Power. If the target fails, he awakens immediately and takes Soul hits equal to half the demon's Celestial Power times the degree of failure,

in addition to any Fright Check result. This won't reduce a person's Soul hits below 1 (it can never do the last bit of damage required to lower attributes).

However, if the victim makes his Will roll, he has successfully confronted his fear – reduce the point value of his worst Phobia by 5 points; if the victim has no Phobias, a minor fear that might have developed into a Phobia has been conquered.

## **DISTINCTIONS**

### **Knight of Restlessness** 10 points

Beleth's Knight can afflict any sleeper within 500 yards with a delirious state of fearful dreaming. The dream has no fixed effect, but draws both the user and his target into Beleth's dream world for the rest of the night.

### **Captain of Headhaunters** 20 points

The demon always knows if any person in his presence has had a celestial visitor in his dreams, or experienced a celestially-inflicted dream or nightmare, in the past day.

### **Baron of Screams** 61 points

A Baron has a +2 bonus to all four attributes (and thus skills), while in the Marches.

## **RELATIONS**

*Allied:* No one

*Associated:* Asmodeus, Kronos, Malphas

*Hostile:* All the others

*Enemy:* No one

## **BASIC RITES** 2 POINTS

✦ Spend six hours in Beleth's realm.

## **INVOCATION BASE:** 4 13 POINTS

## **INVOCATION MODIFIERS**

- +1 A Stephen King novel.
- +2 In a theater showing a horror movie.
- +3 More than one hit of LSD.
- +4 Frightening more than 20 people.
- +5 A person confronting his phobia in a nightmare.
- +6 In an asylum for the violently insane.

## **SERVITOR COST:** -10 POINTS



# BELIAL

## CALABITE PRINCE OF FIRE

*The world is burning – like the ovens at Belsen, like the eyes of a madman, like the heart of the Prince of Fire.*

He and his minions know that if you're not fire, you're fuel. Belial would let the whole world burn before admitting defeat. The Prince of Fire is a fighter, rarely making a personal appearance unless force – or at least a threat – is required. The Adversary himself likes Belial well enough, but limits his power, some say, for fear of treachery.

Belial takes himself very seriously, even by demonic standards. He wears strong, well-built vessels, hating any implication of weakness. He likes to dress well, and affects sophistication, but is never without a weapon. It wouldn't be out of character for him to show up in a three-piece suit, toting a flamethrower on his back. His Servitors may be grubby or elegant, as suits their Bands and whims – but they all smoke, if only because it's an excuse to carry a lighter (-1 point Quirk).

He was a servant of Gabriel's before the Fall. Lucifer swore that he could have the Word of Fire after they overthrew God, and he kept his promise as best he could.

Belial represents only the literal power of fire – its destructive nature – and not its conceptual power, as Gabriel frequently does. The rivalry between the two Words of Fire is legendary, and the enmity between their respective disciples rivals the heat at the heart of a star.

### DISSONANCE **-6 POINTS**

It's dissonant for Belial's demons to be burned by a fire they created, whether literally or metaphorically. A Fire demon gains a note of dissonance any time he is hurt, physically or otherwise, by his own schemes. Since sensible demons will avoid this anyway, this dissonance condition is a -1 point Quirk.

### BAND ATTUNEMENTS

#### *Balseraphs* **20 points**

The Balseraphs of Fire can instantly heat up any metal object no heavier than 10 pounds times their total levels of Power Investiture. It doesn't get hot enough to melt, or even to start fires, but it will be too hot to hold. This power has a range equal to the demon's Corporeal Power, in yards.

#### *Djinn* **4 points (restricted)**

A Djinn of Belial can brand a victim with the dark symbol of his name. The demon is then permanently attuned to the victim, who doesn't count against the total possible targets he may attune himself to! The only way to escape is to have the branded flesh flayed away, one inch on either side of the brand and a half-inch deep. A victim who does so is permanently immune to all powers of that Djinn, and often gains unpredictable abilities of his own.

Another drawback to this powerful attunement: Anyone in the presence of the branded victim (or simply the branded flesh) can use the Celestial Song of Attraction to hunt down the Djinn! Other Djinn – or Cherubim, for that matter – don't even require the Song; their natural resonance can trace the link back.

#### *Calabim* **15 points (restricted)**

These demons double their Corporeal Power when adding to damage on a successful resonance roll . . . and the Calabim of Fire do not disturb the Symphony when they use their powerful resonance!

#### *Habbalah* **9 points (restricted)**

Besides inflicting emotional storms on their victims, Habbalah of Fire can, with a resonance roll, make someone they touch believe he's on fire for a number of seconds equal to the demon's Corporeal Power. (See sidebar, p. B198, for effects.)

#### *Lilim* **3 points (restricted)**

When geasing a victim to an act of mayhem or destruction, Belial's Lilim inflict a penalty equal to their Ethereal Power on the subject's Will roll to resist.

#### *Shedim* **20 points (restricted)**

Shedim serving Belial may also possess flames – up to one hex of flame for each level of total Power Investiture. They control the form of their energy, and may urge the flames to consume in one direction or another, or to refrain from burning something in their midst.

#### *Impudites* **3 points (restricted)**

Belial's Impudites add their Corporeal Power when using their resonance on a victim – to Charm or to steal Essence – in the presence of fire. The fire must be within a number of feet equal to the demon's total levels of Power Investiture.

### SERVITOR ATTUNEMENTS

#### *Incendiary* **25 points**

The demon may ignite anything or everything consumable by fire within a radius of (6 + Corporeal Power) feet. This power costs 2 Essence and does not cause any damage

the first turn; after that, it does normal fire damage each turn to every target affected until the fire is extinguished or burns out normally.

## Firewalker

**91 points**

Demons with this attunement have Invulnerability: Fire – in fact, they love the licking, tickling flames. Also, once a day they can heal lost corporeal hit points when touched by flames, recovering up to Corporeal Power hits. This doesn't make the demon immune to heat, nor to heated objects (red-hot poker, etc.) – only to energy manifesting as flame. Fire is considered a *rare* attack form (see p. CI59) in *In Nomine*, worth a base cost of 75 points. GMs running mixed-genre games may wish to increase the base cost to the usual 100 points, for a total of 113.



## DISTINCTIONS

### *Knight of the Infernal Furnaces*

**20 points**

The demon knows (to the nearest degree) the ambient temperature, as well as the temperature of anything else within eyesight. Demons with this ability can “see” in the dark, detecting people and some things by their heat.

### *Captain of the Eternal Fire*

**10 points**

The demon may snap his fingers and ignite a fingertip. The flame is the equivalent of a cigarette lighter – not a weapon. Also, flames never block his vision. For example, no vision penalties apply to the Captain if he is fighting through flames.

### *Baron of the Demonic Brazier*

**117 points**

Demons of this rank must have the Firewalker attunement (above). For the Baron, it includes heat as well as flames. With a touch, he may pass his immunity along to anyone else for a number of minutes equal to his Celestial Power.



## RELATIONS

*Allied:* No one

*Associated:* Baal, Vapula

*Hostile:* Andrealphus, Haagenti, Kobal, Valefor

*Enemy:* No one

## BASIC RITES

**6 POINTS**

- ⊗ Immolate six humans – not necessarily all at once.
- ⊗ Spend an hour resting in 120° F heat.
- ⊗ Spend half an hour in 250° F heat (*the celestial must be immune to fire to benefit from this, and the Rite does not confer immunity!*)

## INVOCATION BASE: 4

**13 POINTS**

## INVOCATION MODIFIERS

- +1 A match.
- +2 A charcoal briquette.
- +3 Fifteen gallons of gasoline.
- +4 A can of napalm.
- +5 A forest fire.
- +6 A skyscraper on fire.



## SERVITOR COST: -3 POINTS

This includes the cost for the smoking Quirk.

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SUPERIORS



# HAAGENTI

## CALABITE PRINCE OF GLUTTONY

*The world is starving – it must be fed.*

Just don't stand too close, or you might lose an arm. (Mmmm. Arm.)

Haagenti usually appears as a hairy, screaming demon about three feet tall, with a huge maw ringed by razor-sharp teeth. He moves by hopping and skipping, and eats everything he can get into his greedy little hands. Celestially, he's a *much bigger* hairy, screaming demon . . .

Haagenti despises almost all the other Princes, mostly because he spent 600 years toiling under them as a familiar (see p. 24). As a demon tyke, he promised himself that someday he'd devour his enemies.

Over time, he grew in stature. On a whim, Kobal, Prince of Dark Humor, sponsored the fat Calabite for the Word of Gluttony and eventually adopted him as his "brother." After *eating* Meserach, Prince of Sloth, Haagenti was made a Prince in his own right. (Prudent demons treat their familiars nicely, because – well, you never know.)

Basically, Haagenti is a bully and a buffoon, specializing mostly in torture and sight gags (which, some might argue, are a kind of torture). His minions swarm across the Earth to aid this or that Prince – or more often, to help Servitors of Kobal harass mankind.

### DISSONANCE

**-6 POINTS**

Haagenti's Servitors ooze through population centers, destroying the will of humanity as they go. It's dissonant for these demons to go more than Corporeal Power days without forcing a human to Consume (as described below). This counts as a Trivial Vow (p. B37) [-1].

### BAND

### ATTUNEMENTS

**Balseraphs 20 points**  
*(restricted)*

With a resonance roll, these infernal liars can impose the disadvantage of Gluttony upon their victims (the Discord of Gluttony, to celestial subjects!), lasting for a number of days equal to the degree of success of the demon's resonance roll (minimum 1).

### Djinn

**25 or 15 points**  
*(partially restricted)*

Haagenti's Djinn can spot gluttons from miles away. Not only do they know the distance and direction to the closest glutton, but their resonance automatically *critically* succeeds on Gluttonous subjects!

*The sensing of gluttons can be taken by other Bands, but not the resonance success aspect of this attunement.*

### Calabim

**2 points**

Haagenti's Calabim have a special Rite. They regain 1 Essence if they can provoke, or participate in, an orgy of consumption by destruction . . . such as a demolition derby, or the sort of party where all the furniture goes out the window.

### Habbalah

**3 points (restricted)**

Habbalah of Haagenti can use their resonance, adding their Corporeal Power, to make their victims feel physically hungry. With a critical success, the victim will gorge himself to bursting while still feeling starved . . . but there are more subtle uses for this nasty power, too.

### Lilim

**34 or 17 points**  
*(partially restricted)*

Haagenti's Lilim are wicked cooks; they get a bonus to Cooking equal to their Celestial Power. More supernaturally, they may spend (4 - Corporeal Power) hours (minimum 1) in a kitchen to produce a gorgeous meal which can hardly be refused; in fact, the potential diner must make





succeed in a Contest of Will vs. the Lilim's Cooking skill to avoid devouring it on sight. If the meal isn't poisoned, the target will owe the Lilim a small favor (a level 2 Geas-hook).

*Other Bands may take the Cooking bonus and infernally compelling meal abilities of this attunement, but gain no Geas-hooks upon the diners.*

### **Shedim** 3 points (restricted)

A Shedite who serves Haagenti can add his Corporeal Power to any resonance roll made against a Gluttonous target.

### **Impudites** 3 points (restricted)

Haagenti's Impudites, true gluttons themselves, need not charm their victim in order to steal Essence, if they make physical contact with him. The normal Quick Contest of resonance vs. Will is still required to actually take the Essence.

If this gluttonous draining is successful, it produces a disturbance in the Symphony equal to the Essence stolen plus the demon's Corporeal Power, and leaves the victim complaining of ravenous, biting hunger. An additional drawback is that the demon drains *all* the victim's Essence, even if the Taker can't retain it, and it all counts toward the disturbance.

## SERVITOR ATTUNEMENTS

### **Consume** 35 points

This attunement lets a demon see the hungers that lie in someone's heart . . . and amplify them to fiendish proportions. The victim must make a Will roll, minus the demon's Corporeal Power, to resist wastefully consuming the object of his desire, whether it's wolfing down a jelly donut or putting yet another VCR on an overloaded credit card.

*All Servitors of Haagenti must purchase this attunement out of their general points, at character creation.*

### **Devour** 15 points

The demon can consume (10 × Corporeal Power) pounds of *any* matter in one minute. It requires an HT roll to invoke. He must have Numinous Corpus: Fangs (see p. 165) to break up anything the GM rules is harder than normal food. For 1 Essence, this can also be used as a supernatural biting attack doing +5 damage above a normal bite (p. B140).

A demon who uses this power more than once in an hour, and fails the second or any later success roll, will vomit up what he consumed earlier. This does a number of dice of damage equal to the number of times the power was successfully used earlier that hour – the damage is inflicted on the demon himself *and* on anyone directly in front of him!

## DISTINCTIONS

### **Knight of Banquets** 15 points

The demon can detect every form of nourishment (anything edible by a normal human) within a 13-hex radius. Note: humans, living or recently dead, qualify.

### **Captain of Cannibals** 6 points

Haagenti's Captains gain the ability to give any flavor to anything they touch, for 1d minutes.

### **Baron of Satanic Dishes** 15 points

The demon can make anything he touches (up to 1 hex in size) look, smell, and feel like an equal mass of food for 1d minutes. This is just an illusion, which is not apparent until its effects pass.

## RELATIONS

*Allied:* Kobal

*Associated:* Saminga, Nybbas

*Hostile:* Belial, Malphas, Valefor

*Enemy:* Asmodeus



## BASIC RITES 4 POINTS

⊗ Cause someone to eat 15 pounds of food (the equivalent of at least a dozen large meals) at a sitting.

⊗ Absorb 200 pounds with the Devour attunement (above).

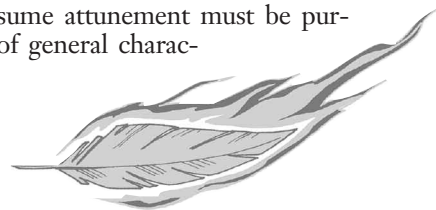
## INVOCATION BASE: 4 13 POINTS

## INVOCATION MODIFIERS

- +1 A piece of candy.
- +2 A Big Mac.
- +3 A normal meal.
- +4 A luxurious meal (paté de foie gras, champagne, etc.).
- +5 Fifty pounds of fast food.
- +6 Ten thousand whole fried chickens.

## SERVITOR COST: -4 POINTS

The Consume attunement must be purchased out of general character points.



# KOBAL

## IMPUDITE PRINCE OF DARK HUMOR

*"Tragedy is when I cut my finger. Comedy is when you fall through an open sewer and die." – Mel Brooks*

*The world is a joke, and humanity is the punchline.*

Kobal is Hell's court jester. Kobal seems to have a special place in Lucifer's heart; the Lord of Lies permits Kobal to say, with wicked wit, what no other Prince would dare even think.

On Earth, humor is one of God's greatest gifts, making friendships easier and lightening misfortune. Once Kobal was the Angel of Laughter who (although never an Archangel) walked with God and was said to have been given a special task. Now, it is his talent to skillfully pervert the art of humor into mockery, hatred, and despair. His demons serve Evil by turning thought to laughter, concern to callousness, reverence to blasphemy – and all in the name of good clean fun.

Kobal manifests in a different guise every time he appears, all the better to fool people – but his servants always recognize him. Sometimes he appears animated; these days, he is often depressed and caustic. He specializes in word-games and intelligent humor, leaving the crudity of visual gags to his "brother," Haagenti.

The Prince of Dark Humor used to spend much more time on Earth – after all, he's an Impudite. But with the dawning of the 20th century, he began to spend less and less time walking the corporeal plane. He's heard all the jokes; he's jaded, and he's beginning to get bored and angry. Now he rarely comes to Earth, except to help one of his Servitors out of a jam or to enjoy some especially brutal practical joke.

In the depths of Kobal's mind, the ultimate joke is slowly taking shape, whether or not he's consciously aware of it. When he plays it, and upon whom, may make all the difference in the world to the War.

### DISSONANCE -6 POINTS

It is dissonant for a Servitor of Kobal to go a single day without worsening someone's misfortune by laughing at him or making others laugh. (In a pinch, they can be the butt of their own joke . . .) This is a Trivial Vow (p. B37) [-1].

### BAND ATTUNEMENTS

Every Band under Kobal has a special way of regenerating Essence by demeaning humanity in specific ways. These

attunements are considered Rites, and as such may only be used once per day. Each invocation regenerates 1 Essence – or twice that if the demon can laugh in his victim's face afterwards! (All these Band Attunement-Rites except the Shedite one can be taken by other Bands; they do not depend on resonance.)

### *Balseraphs* 4 points

Kobal's Liars gain Essence when they make others think the target is stupid and gullible for believing what the Balseraph has told him.

### *Djinn* 4 points

Stalkers serving Kobal regenerate Essence by embarrassing a person to whom they're attuned, by making a scene or implying some dark secret on the part of the victim ("I didn't hear you leave this morning . . .")

### *Calabim* 4 points

Calabim of Dark Humor regain Essence when someone discovers at a particularly ironic moment that something important to him has been destroyed (by the demon, of course).

### *Habbalah* 4 points

Kobal's Punishers get Essence by making people embarrass themselves with inappropriate emotional outbursts, such as laughing uncontrollably during a funeral.

### *Lilim* 4 points

Lilim serving Dark Humor regenerate Essence for successfully daring (or geasing!) someone to do something patently foolish and dangerous.

### *Shedim* 8 points (restricted)

Humans possessed by Kobal's Shedim find no end to life's little ironies – these demons add their Ethereal Power toward making their hosts do anything darkly silly or degrading (singing "Frère Jacques" sarcastically during a meeting with French trading partners; greeting a date wearing nothing but a condom, and so on). If successful, they also regenerate 1 point of Essence – or 2, if they find a way to laugh in the host's face as well.

### *Impudites* 19 or 4 points (partially restricted)

Kobal's Impudites regain Essence by playing the kind of practical joke that makes the victim's life miserable. These Impudites don't generate dissonance if one of their jokes kills a human.

*Only the Rite may be taken by other Bands.*

## SERVITOR ATTUNEMENTS

### *Prank* 27 points

This attunement allows the user to create a mental illusion worthy of the greatest cartoon madness. It requires a Will roll and 2 Essence to invoke; the demon gets a bonus equal to his Celestial Power. Anyone within the invoker's sight can be affected; the degree of success is the maximum number of victims (minimum 1).

Pranking creates a convincing but "cartoony" illusion which breaks the basic laws of reality. The best pranks scare some people and amuse others – such as a giant chicken growing out of a car, or dead bodies of secretaries arranged on a boardroom table with apples in their mouths. Above all, the illusion must serve a humorous or ironic purpose.

Victims may resist with a Quick Contest of IQ against the prankster's roll. If they fail, they genuinely believe the illusion for a number of seconds equal to their own degree of failure *plus* the demon's degree of success. If the victim wins the contest, he still sees the illusion, but realizes it's a fake.

Since the effect is mental, untargeted people in the area won't notice anything unusual, nor will the illusion pass through video cameras, or be recorded on film or tape.

## DISTINCTIONS

### *Knight of Derision* 25 points

Kobal's Knights can make anyone see the humor in a cruel situation, laughing at the unfortunate. This must be roleplayed. If the victim cannot resist with a Will roll, he demeans both himself and the object of his scorn. Note that, by proxy, this also fulfills the Kobalite requirement to avoid dissonance!

### *Captain of Repartee* 23 points

A demon of this rank can make a person within the sound of his voice shrug off the importance of any event he's just witnessed or any news he's just received, merely by making a pithy remark about it. The subject may resist with a Will roll.

### *Baron of Hysteria* 25 points

These demons, at a glance, know which kind of humor would affect a target. They can then use their sharp wits to distract that person for the next second, causing a penalty to all his rolls equal to the demon's Celestial Power. The subject may resist with a Will roll.

## RELATIONS

*Allied:* Haagenti

*Associated:* Malphas, Saminga

*Hostile:* Baal, Kronos, Valefor

*Enemy:* Asmodeus



### BASIC RITES 6 POINTS

- ⊗ Make someone laugh just before he dies.
- ⊗ Make a psychotic joke at the expense of any other celestial – and make the GM laugh at it.
- ⊗ Disrupt a serious occasion, involving at least 30 people, with inappropriate laughter.

### INVOCATION BASE: 4 13 POINTS

### INVOCATION MODIFIERS

- +1 An original, cruel joke.
- +2 A five-minute comedy sketch that makes the audience enjoy something basically evil.
- +3 A busy stretch of road turned slick (with oil, banana peels, small animal corpses, etc.).
- +4 A malicious stand-up routine lasting an hour.
- +5 Something that would make Kobal smirk (GM's discretion).
- +6 Something that would make Kobal laugh (again, GM's discretion).

### SERVITOR COST: -2 POINTS

# KRONOS

## "BALSERAPH" PRINCE OF FATE

*The world is sliding toward the Pit – but not quickly enough.*

Though not a member of the First Fallen – quite – Kronos is the most powerful of Hell's Princes. He doesn't care about most of the people in the world . . . only those who aspire to greatness, who hear the call of their bright destiny. Those are the ones whose great potential must be crushed by the dark hand of Fate.

He and his Servitors are the only demons with a true connection to the Symphony at large, charged with perverting its workings from the inside out. Dire enemy of the angels of Destiny, Kronos operates by diverting patterns in the Symphony down paths of weakness. Without the demons of Fate to stalemate Yves, the angels might have already won the War.

Kronos presents himself as an older man of small stature, no matter which realm he is in. He rarely speaks, but when he does, it's always with calm authority. Sometimes this is . . . annoying . . . but other Princes, while jealous of his position, respect the vastness of his knowledge, and his link to God's Symphony.

*(In truth – which Kronos himself may or may not realize – Kronos is the same type of being that Yves is, only Fallen, and his designation as Balseph is . . . a lie. Yves knows, but keeps silent unless asked the right questions.)*

### DISSONANCE -6 POINTS

It's dissonant for an agent of Kronos to help a human achieve his destiny (see *Predestination*, p. 147), or prevent him from meeting his fate. This only applies to those whose destiny or fate the demon has discovered through the Fated Future attunement, or whose potential futures have been revealed to the demon by Kronos himself. If a demon *unwittingly* helps a human achieve destiny, or evade his dark fate, he won't become dissonant – but Kronos will be severely displeased. Because of this, the demons of Fate meddle in the affairs of humanity only when they feel confident in the outcome. Since this isn't a significant constraint on Fate Servitors, it is counted as a Trivial Vow (p. B37) [-1].

### BAND ATTUNEMENTS

#### 122 *Balseraphs* *Varies (restricted)*

Kronos' Balseraphs, at character creation, may choose to emulate the resonance of any one Choir of angel. However,

the resonance's prohibitions, as far as dissonance is concerned, also apply. For example, a Balseraph can have a Mercurian's resonance in addition to his own – but if he kills a human, he'll generate dissonance just as a Mercurian does. The cost for this attunement is the cost of the chosen Choir.

Note that a "Malakite" Balseraph must still have the Code of Honor, but does not necessarily have to swear the standard pair of oaths regarding evil. However, the Balseraph does not gain the Cannot Fall or No Trauma advantages! Those are part of Malakite nature, not resonance or dissonance conditions. This reduces the Choir cost by 25 points.

The cost for the Kyriotate Choir is increased by 10 points, since the Horrific Appearance and "No Unaging age changes" disadvantages do not apply – the Balseraph retains his normal celestial appearance, and still may have normal vessels. However, they may not use any normal vessels while using their Kyriotate resonance.

The Liar gains all the standard properties of any of the other Choirs. However, there are no known cases of either the Bright Lilim or Grigori being emulated via this attunement.

#### *Djinn* 20 points (restricted)

The Djinn of Fate know when an object of their attunement is slated to be destroyed in the next 24 hours, barring the intervention of celestial forces. Also, if they use their resonance to attune to something or someone, it negates any Cherubic attunement to the same subject.

#### *Calabim* 5 points (restricted)

Kronos' Calabim start the game without Discord. Also, when they use their resonance for destruction, they may choose to make it look as though the target was wracked and wrecked by the passage of time. For example, a human victim will become a rotted corpse or a dusty pile of bones.

#### *Habbalah* 10 points (restricted)

Habbalah using the attunement Fated Future (below) automatically know what emotion to inflict on a target *at that moment* to best serve the cause of evil.

#### *Lilim* 24 or 20 points (partially restricted)

Kronos' Lilim can see disadvantages in the eyes of others, including Discord (though they cannot tell which is which, so they cannot automatically spot a celestial). This includes unobvious physical disadvantages as well as social and mental ones. Also, if the Lilim has just made a successful Influence roll – or used a reaction-modifying supernatural ability – against someone, she gains a bonus on resonance use against him equal to her Celestial Power.

*Other Bands may see Discord, but gain no bonuses to their resonances.*

**Shedim** 11 points (restricted)

Once a day, a Shedite may alter his host's perception of time and mortality. He may convince his host that there is time enough for everything, and the human can afford to give in to the demon's agenda – or that there is no time to do the “right thing” and haste is required. Either way, the demon gains a bonus equal to his Celestial Power when urging a course of action on his host.

**Impudites** 24 points

The Impudites of Fate can touch a person and, with a successful Perception roll, know the story of his past from the subject's perspective. The amount of detail depends on the degree of success.

**SERVITOR ATTUNEMENTS**

**Fated Future** 21 points

Some people have the destiny to rise to greatness; others are fated to fall. Some will meet both fate and destiny (see p. 147). For 1 Essence, a demon can tell if a person has great potential either way. For 2 more Essence, he'll know his target's great destiny and dark fate.

**Temporal Projection** 50 points

This attunement works on any being within 2 yards of the demon, launching the victim through time and space. Temporal Projection only works on a creature bound to a corporeal vessel; he can resist with a Will roll.

If the target is unable to resist, he will vanish from the corporeal plane for a number of hours equal to the demon's Celestial Power times the amount of Essence spent to fuel the attunement.

He will reappear a random distance (in a random direction) from his starting point, according to the amount of Essence spent to power this ability. Roll 1d to determine the units: on a 1, he finds himself (Essence) feet away from where he was; on a 2, (Essence) yards; on a 3, tens of yards; on a 4, hundreds of yards; on a 5, miles; on a 6, tens of miles. The GM may rule exactly where this is. The victim won't appear in solid matter, in mid-air or any other immediately destructive setting – although inability to swim may present certain difficulties . . .

**DISTINCTIONS**

**Knight of the Winged Chariot** 36 points

The demon gains the Chronolocation advantage (p. CI21). He also knows the age of any inanimate object he touches. By spending 1 Essence and making a Perception roll, he can find the darkest deed in any object's past.

**Captain of the Infernal Hourglass** 20 points

The demon can spend 1 Essence to perform an hour's worth of non-combat tasks (but not movement or travel) in half the normal time, or he can spend 2 Essence to let any other being do the same thing.

**Baron of the Book of Days** 15 points

This rank grants detailed, true knowledge of world-wide human affairs (equivalent to what would have been reported in the newspaper headlines, had there been newspapers) for any one century in the last 2 millennia. To simulate this, the player may refer to any applicable history book, or the GM may feed him information as necessary. This is History skill, specialized to one century, but no knowledge outside that period; for questions on that century, the demon's History rolls succeed automatically.

On occasion, Kronos has granted this Distinction more than once to the same demon, covering different periods.



**RELATIONS**

- Allied:* No one
- Associated:* Asmodeus, Baal, Beleth, Nybbas
- Hostile:* Andrealphus, Haagenti
- Enemy:* Kobal, Valefor

**BASIC RITES** 6 POINTS

- ✘ Spend six hours observing the passage of time (listening to a clock tick, watching a second hand spin, etc.).
- ✘ Prevent someone from achieving his destiny.
- ✘ Help someone meet his fate.

**INVOCATION BASE: 4**  
**13 POINTS**

**INVOCATION MODIFIERS**

- +1 A quartz watch.
- +2 A wind-up clock.
- +3 A hand-written autobiography.
- +4 A century-old grandfather clock in working order.
- +5 An incredibly large clock (Big Ben, etc.).
- +6 An atomic clock of unprecedented accuracy.

**SERVITOR COST: -2 POINTS**



# LILITH

## HUMAN PRINCESS OF FREEDOM

*The world is what you make of it.*

Long before the Fall, Lilith walked the Earth, beautiful and immortal. Created as the first wife of Adam in God's famous experiment in the Garden of Eden, she exercised her free will and walked away.

Lucifer offered her power, dark Essence and the Word of Freedom. Lilith accepted, but has insisted that independence means far more to her than power over others. She is the Princess of Freedom, and she means it. She holds no Principality and commands no Servitors. When she wants something, she'll trade favors. If she comes out ahead . . . well, that's how it goes. Thus, her raw power is far less than that of the other major Demon Princes. Technically, she's not even a demon; she's just Lilith, unique and exquisite, whom no one can ever own. But her infernal coronet remains secure, because she provides what no other Prince can: the bewitching Lilim.

Each Lilim is an individual creation of Lilith herself. Other Princes have engendered their own ideas of the perfect infernal seductress, but no one can duplicate the Lilim. Having created her children, she leaves them free to succeed or fail on their own. If someone else gets the better of a Lilim in a fair deal or a fair fight, then Lilith doesn't care. It's when Lilim are victimized or treated as disposable that she's been known to get involved.

Lilith can lie almost as well as a Balseph – though she thinks of it as “changing her mind” about her own intentions. However, if she's accepted a service, she'll always keep her end of the bargain, unlike the other Princes. She can geas herself if she has to, but it's normally beneath her dignity to lie to a being as lowly as a mere Servitor, and she'd be very unlikely to geas herself to anyone except a Superior – and even then, only to make a point.

She gets dragged into Hell's politics only when it's completely unavoidable. She'd like to be completely free, of course . . . but how likely is that, really? Lucifer is a powerful protector, and her experience with the Host involved being a mortal's slave, “lab rat” in a celestial experiment. Many Archangels would still like to destroy her, though not all – in particular, Marc still finds common ground with her, and Jean mutters things about “psychoanalysis.”

Lilith has no permanent Servitors, deeming that too much like slavery. She accepts temporary Servitors by trading favors. She will bargain with anyone who will work with her, and she likes to keep her options open. Temporary Servitors may choose to have access to her Rites if they also

accept her dissonance conditions, and she offers the same package to all her Daughters. (Few Princes allow a Lilim bound to *their* Word and service to accept, though.)

## DISSONANCE -10 POINTS

While in Lilith's service, it is dissonant to accept restraints or orders except as part of a freely negotiated agreement. This is, effectively, a -5 point Code of Honor. Actually being imprisoned would not bring dissonance on its own; failure to attempt escape *would*. (Free Lilim are very careful to phrase *requests* to each other politely, instead of giving orders; it keeps sisterly relations smooth.)

## ATTUNEMENTS AND DISTINCTIONS

Since Lilith has no permanent Servitors, she has no Band or Servitor Attunements, nor does she commonly grant Distinctions.

## RELATIONS

Technically weaker than the major powers in Hell, Lilith is always helpful (and always gets something for it). Even those Princes who do not approve of her – notably Asmodeus and Baal – find it more trouble than it's worth to be on her bad side; the supply of Lilim who are willing to bind to them dries up. She takes pains to be more valuable as a friend to all, no matter what she privately thinks of them.

*Allied: Andrealphus, Valefor*

*Associated: All others (and all others treat her temporary Servitors as Associated, unless the "temps" are normally servants of a hostile power)*

## BASIC RITES 12 POINTS

⊗ Spend an hour encouraging people to resist the government, question authority, quit their jobs, or leave one-sided relationships.

⊗ Free a human from physical bondage. (2 Essence)

⊗ Destroy, physically or socially, a mortal enemy of freedom. (3 Essence)

## INVOCATION BASE: 4 13 POINTS

Any celestial can try to summon Lilith, though she's unlikely to answer a call from anyone but her Daughters or a great celestial power. (And most angels would be in big trouble if their Superiors found out they had spoken to a Demon Princess!)

Why would you want to summon Lilith? To ask a favor and offer a trade, of course. You might want to ask for a

service from one of her Lilim, or you might want to trade for a favor that someone else owes her.

If you promise Lilith a favor as you summon her, geasing yourself to do her will, you can earn an invocation modifier equal to the level of the Geas. You owe her nothing if she does not appear . . . but if she does appear, you are bound, even if she denies whatever it was that you called her for. (Remember, she's entirely likely to trade this favor to someone else, and it might be someone your Superior doesn't like.)

Note that a Geas to Lilith cannot be escaped; she deals in hard Geases, not Geas-hooks. If you make a deal with her, you get no Will roll to let you avoid your end of the bargain. The Lilim can sometimes be cheated . . . but Lilith, never.

## INVOCATION MODIFIERS

- 6 for anyone but a Lilim or a Superior (instead of -10).
- +Geas if you promise her a favor, geasing yourself as you call her.
- Level
- +1 A pair of broken handcuffs.
- +2 A piece of the Berlin Wall.
- +3 A caged creature set free.
- +4 A battlefield where a tyrant fell.
- +5 A human prisoner set free.
- +6 Overthrowing a government – any government.

## “SERVITOR” COST: 15 OR 0 POINTS

Most Free Lilim have this advantage, even though not technically in service to Lilith; they pay 15 points, since they owe no active Duty. Lilith's temporary, but long-term Geased, “Servitors” pay 0 points, since they have a Duty to her.



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SUPERIORS

# MALPHAS

## SHEDITE PRINCE OF FACTIONS

*The world is a chaotic pattern of factions within factions – but in the end, we have no allies at all. Each of us is a faction of one.*

Malphas presents himself as an older man of mean disposition. He could easily be mistaken for a war criminal or deposed tyrant. Despite this, the Adversary uses Malphas and his servants for diplomatic missions of the greatest importance.

He is in favor with Lucifer and liked by almost all the other Princes (as much as any Prince likes anyone; more accurately, they believe he is either useful to them, or not a threat). He does not return this opinion. Malphas practices his art among his peers as much as he does on Earth. Lucifer approves; indeed, it's one reason Malphas keeps his high state. As long as the Prince of Factions is playing his games, the Demon Princes will never unite against Lucifer . . . they'll be squabbling among themselves.

Malphas is cordial with his servants, willing to listen to the complaints of even the least of them. This is not kindness, of course; it's the factions game. Each of his Servitors is convinced that Malphas is tough but fair, and each one thinks he has a special "in" with his boss. Malphas' organization is not especially efficient – none of his demons trust one another enough to cooperate well – but it's completely reliable. His demons are always alert for excuses to denounce each other to their immediate boss or to Malphas himself.

Malphas is never violent except in the last extremity of self-defense (though punishments *he* considers "non-violent" may not seem so civilized to the victim). He insists that his minions follow his example. Inciting violence is fine, but using it directly is the mark of a failure. And Malphas secretly believes that most of his fellow Princes are clumsy dolts.

**DISSONANCE -10 POINTS**

It's dissonant for the Servitors of Malphas to go more than a day without creating division between two people. A

missed day can be made up for by starting two fights on the next day . . . but after a day, the note becomes permanent and must be worked off another way.

This is a Minor Vow (p. B37) [-5] with effects similar to a weakened form of Bully (p. B31).

## BAND ATTUNEMENTS

**Balseraphs 20 points**

Malphas' Balseraphs shine in the modern age as the ultimate talk-show hosts. These divisive liars can make one person at a time take the demon's opinions as their own for a number of hours equal to the demon's Ethereal Power. The victim gets a Will roll to resist.

**Djinn 20 points (restricted)**

Djinn working for Malphas can make a person to whom they're attuned hate any person or object the demon points out, for a number of hours equal to the demon's Ethereal Power. The subject can resist with a Will roll. The victim can only be made to hate one thing at a time.

**Calabim 19 points (restricted)**

Malphas' Calabim can destroy *relationships* by making their resonance roll, with a bonus equal to Celestial Power. The target must be no further away in feet than the Destroyer's Will.

Their victims won't care about a relationship of the demon's choosing for a number of hours equal to the demon's Ethereal Power plus the degree of success of the roll. The target may resist with a Quick Contest of Will vs. the Destroyer's resonance roll. The relationships don't have to be personal – they may be business, religious, or patriotic ones.

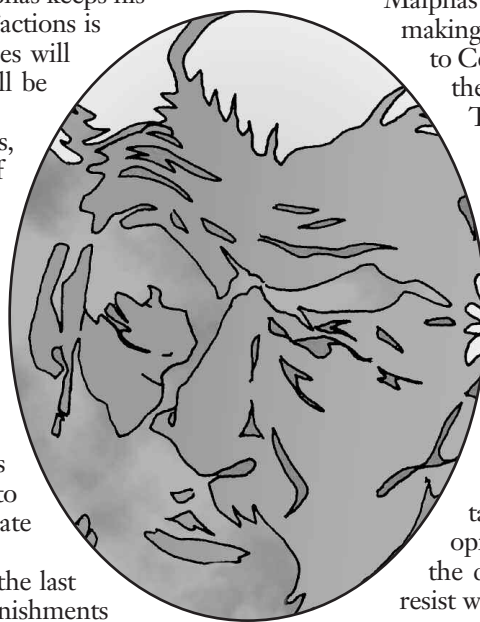
**Habbalah 17 points**

These Habbalah can make a person take an unwavering stand on any of his opinions for a number of minutes equal to the demon's Ethereal Power; the target may resist with a Will roll. If successful, the Punisher cannot attempt this attunement on him again for a number of hours equal to the degree of success (minimum 1). The demon must know of the opinion he is reinforcing.

While affected, the victim suffers from Intolerance for anyone who disagrees on the topic.

**Lilim 15 points (restricted)**

A Lilim who serves Malphas can use her resonance to distract a target's attention – seeing what words or movements will convince the target that she is *everything* he (or she!) has





ever desired – for a number of minutes equal to her Ethereal Power. The victim will have no time for anything but the demon . . . ignoring spouse and friends, which may cause all kinds of trouble.

Use of this attunement requires eye contact with the victim and a Quick Contest of resonance vs. the target's Will; successful resistance renders the target immune to this power for hours equal to the degree of success. No Geas can result directly from this use of resonance.

### **Shedim** 24 points (restricted)

Malphas' Shedim drive away their host's minds entirely, and need no Will rolls to assert control, but they retain access to the host's memory while possessing him. (They must still perform diabolical acts, but need not struggle with their hosts over it.)

### **Impudites** 21 or 10 points (partially restricted)

An Impudite of Factions can make a Perception roll to discover how to destroy a person's trust in anyone or anything. The degree of success of the successful Perception roll reflects the importance of the trust, and the amount of work it would take to break. This may require some work on the demon's part, but after doing so he may steal from his victim an amount of Essence equal to the degree of success of the original Perception roll.

Other Bands may not steal Essence, but can take the trust-sensing aspect.

## SERVITOR ATTUNEMENTS

### **Imbroglia** 52 points

While this power is active, everyone in range will take everything said to them in the worst possible way – every compliment is misunderstood as sarcasm, every comment as disagreement. Victims must make IQ rolls to avoid miscommunication.

The range of this attunement is (Ethereal Power) yards, and it lasts for one minute per Essence spent to activate it.

### **Polarize** 30 points

With a Will roll, the demon may ignite conflict between any two people – they find, guess, or imagine something to fight about. (For example, a father suddenly “realizes” that his daughter is pregnant, or a child decides that one of his friends stole his crayons.) Only one of the victims need be within the demon's sight. The targets may resist using a Quick Contest of Will; the conflict will fail if either resists.

Essence may be spent on this power to increase its effect; add the Essence spent to the amount the roll succeeded by. This determines the seriousness and duration of the argument, but the demon may choose a lesser effect than indicated:

Degree of Success	Type of Polarization	Duration
0-2	Cold separation	1 day
3-4	Argument	3 hours
5-6	Screaming argument	1 hour
7-8	Punch, slap, scratch	6 minutes
9+	Any weapon that's handy	6 seconds

## DISTINCTIONS

### **Knight of Deception** 25 points

This rank grants the ability to detect the degree of hatred between any two people within the demon's field of vision, and to accurately intuit its probable origin.

### **Captain of the Broken Promise** 20 points

The demon knows, with a touch, who his target has most recently betrayed, and how the betrayal was accomplished.

### **Baron of Inner Torment** 35 points

With a touch, the demon knows any painful secrets the victim keeps – such as a son hiding his homosexuality from his family, or a wife who cheats on her husband – including mental disadvantages or Ethereal Discord.

## RELATIONS

*Allied:* Beleth, Nybbas

*Associated:* Andrealphus, Kobal

*Hostile:* Baal, Haagenti

*Enemy:* Saminga



### **BASIC RITES** 4 POINTS

✦ Initiate conflict between two people; this Rite may be used twice in one day. (1 Essence per use)

### **INVOCATION BASE: 4** 13 POINTS

## INVOCATION MODIFIERS

- +1 Giving bad directions to a stranger on the street.
- +2 Leading a blind man astray.
- +3 Convincing someone to betray his (or her) spouse.
- +4 An employee cheating his boss for over \$20,000.
- +5 Selling illegal arms worth at least \$2 million.
- +6 Involving at least 100,000 people in a conflict.

### **SERVITOR COST: -8 POINTS**

# NYBBAS

## IMPUDITE PRINCE OF THE MEDIA

*The world is what you think I say it is, half off this one time sale! Call today!*

Nybbas is the newest major Prince in Hell. In 1884, with several human allies, he invented the television . . . one of the few achievements that humanity didn't come across *entirely* on their own. His immediate crowning by Lucifer was unexpected – he was a low-ranked Servitor of Vapula at the time, not even Word-bound – and caused great controversy on both sides of the celestial front. Television has forever changed the way mankind thinks and dreams. Nybbas' plots to mold the psyches of humanity are working all too well.

The Hollywood style of storytelling best embodies Nybbas' unrealistic attitudes: to the Prince of the Media, the world is a beautiful place inhabited by beautiful people, and everything will turn out fine by the closing credits. His manner and appearance is worse than that of the most horrifying game-show hosts, his grinning countenance terrifying to even the most cheerful Girl Scout troop. No mere Servitor will admit to having ever seen his eyes.

He is full of disdain for everyone he manipulates – and he feels, not without reason, that anyone who helps him is his puppet. Although he works very closely with Andrealphus and Vapula, the other Princes guess (accurately) that he barely tolerates them. They fear he is gearing up for revenge against those who slighted him when he was an underling. The parallels to Haagenti are too great to ignore.

### DISSONANCE -10 POINTS

The Servitors of Nybbas acquire dissonance if they do not spend at least an hour a day contributing to the growth of the world's media. This encompasses everything from writing a newspaper article to creating a Web page. If they miss a day or more, the dissonance vanishes when they catch up. This is a -5 point Compulsive Behavior (p. B32), to create media content.

### BAND ATTUNEMENTS

Nybbas gives each Servitor a human servant, a media junkie or other pawn of the media. The servant is a 15-point Ally: 76-100 character points, appearing almost all the time (15 or less). This cost is included in the Band point costs, below. The demon can improve his servant's point value, at the usual cost for Allies.

### Balseraphs 30 points (restricted)

By using his resonance to impose his dark Will upon any medium – typically a television or a magazine, though computers are also vulnerable – a Balseraph working for Nybbas can make it say anything he desires while his victim is reading or watching. The target may not resist – it's the medium that's being changed.

Nybbas' Balseraphs command entertainment lawyers, script writers, producers and other well-paid liars.

### Djinn 20 points (restricted)

Bouncers and bodyguards, Nybbas' Djinn are found on studio sets, location shoots, and homes of the famous – perfect positions for action, any time. They tend to make friends with humans working at similar jobs, and have at least one vicious servant who'll come when called. They are always attuned to their servants, who don't count against their total possible attunements.

### Calabim 15 points

Nybbas' Calabim create group events which bring people together for insane public displays of violence and mayhem. Put simply, they have sports heroes serving them.

### Habbalah 45 points

Habbalah of the Media are associated with New-Age metaphysical freaks, who hungrily take credit for the demon's celestial actions. These demons create no disturbance in the Symphony when their doings appear to have been performed by their "psychic friends" – they get an automatic Role +6 as a "spirit guide."

### Lilim 45 points

Lilim aren't assigned to stars; they *are* stars. Each Lilim starts with a Role +3, with 15 additional points in Status or Reputation. Her servant is a faithful fan.

### Shedim 15 points (restricted)

These demons may inhabit the servants whom Nybbas assigns to them for as long as they like, without making Will rolls as they come and go from their servant hosts. (They must still corrupt their hosts, and must purchase this attunement more than once for multiple servants, but when a mortal becomes too corrupt to use, their Band Attunement allows them to be assigned a new one at no cost.)

### Impudites 15 points

Impudites are the ultimate groupies. They cling relentlessly to their idols, who are actually their servants, sucking the Essence from them as their stars shine more brightly. These demons are generally assigned to humans who excel as entertainers.

## SERVITOR ATTUNEMENTS

### *Soundtrack* 10 points

It's a loose tie to the Symphony, but better than nothing. For 1 Essence, the demon hears a soundtrack inside his head which reflects the mood of the moment, lasting (10 × Celestial Power) minutes. For example, if the demon is in trouble, he hears a foreboding theme; if he's in the clear, he hears triumphant crescendos. It's hard to surprise such a demon; if his luck suddenly changes, he knows it a second in advance.

### *Subliminal* 35 points

The demon can bind a Song or an attunement into a medium (such as film, art, videotape, or audio recording). This takes twice the power's normal Essence cost, or 1 point for a power that normally requires no Essence.

Use the Quick Gadgeteering rules (p. CI123) to determine the time required; there are no materials or cost when using this attunement. The only skill required is the Song or resonance being bound, if any. The GM should set the complexity level according to the effect. No roll is required; Subliminal always produces a successful object.

The embedded power affects the first person to view or hear the message. The GM decides which abilities can be embedded in this fashion.

The person embedding the message must specify any variable effects. For instance, when embedding the Celestial Song of Form in a newspaper, the demon must decide what effect it will have on the user's form.

The user can, if he desires, affect multiple people by spending more Essence. (For example, a piece of music carrying the Ethereal Song of Projection can affect 1 person for 4 Essence, 2 for 8, or 3 for 12.)

## DISTINCTIONS

### *Knight of Influence* 21 points

Demons of this rank have an hour of radio or TV air time per week at their disposal (as newscasters, invited guests, musicians, and so on.) in which to inundate the public with strange new media concepts. Each time they successfully put on their show, they regain 3 Essence. This exposure raises their corporeal Status by +2.

### *Captain of Swank* 15 points

Demons of this rank raise their reaction rolls by 4 for people who follow any sort of media (TV, sports, etc.).

### *Baron of the Fourth Estate* 40 points

Demons of this rank can use the Subliminal attunement on 10 people for the same cost as on 1. For example, the Corporeal Song of Charm can affect 10 people for 4 Essence, 20 for 8, 30 for 12, etc. The demon must also have the Subliminal attunement.



## RELATIONS

*Allied:* Andrealphus

*Associated:* Kobal, Kronos, Vapula

*Hostile:* Baal, Saminga

*Enemy:* No one

## BASIC RITES 4 POINTS

- ✘ Spend three hours watching television.
- ✘ Spend six hours listening to the radio.

## INVOCATION BASE: 7

25 POINTS

## INVOCATION MODIFIERS

- +1 A color television.
- +2 A department store window.
- +3 At the editor's desk of a major newspaper.
- +4 On the set of a live television broadcast.
- +5 The physical location of a web site in the top 1/2 percent of hits per month.
- +6 On the set of a live television broadcast being viewed by more than 10,000,000 people.

## SERVITOR COST: 4 POINTS

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SUPERIORS



# SAMINGA

## SHEDITE PRINCE OF DEATH

*The world is dead; it just doesn't know it yet.*

The lord of Death wears a rotting corpse when he appears on Earth; his celestial manifestation is as a mass of decaying bodies.

Only three millennia ago, Saminga was an ordinary demon. He learned the secret of mummification (p. 23) from the ancient Egyptians and used it to create an army of undead sorcerers. Soon his occult power exceeded that of many Princes.

Lucifer considered slapping him down, but Saminga's not trying to take over Hell. He has everything he wants, and lets the other Princes manage those things that bore him. Arrogant and patronizing, he thinks death is the ultimate evil, and since he is Death, *he* must be the ultimate evil.

That's fine with Lucifer, who finds the Prince of Death pathetically easy to manipulate.

The destruction of property or animals doesn't amuse Saminga; only the death of an intelligent being, preferably in fear and agony, fuels his dark Symphonic theme. *That's* amusing.

The Prince of Death always prefers dead puppets to living mortal servants. As this might indicate, Saminga isn't particularly bright (though he is tenacious, with a certain low cunning). He makes up for his lack of intelligence with paranoid savagery, especially when he thinks a Servitor is being even the least bit insolent.

## DISSONANCE -6 POINTS

It's dissonant for Saminga's demons to encourage life. (For example, never give wholesome food or drink to a mortal – it just encourages them to go on living.) This is a Trivial Vow worth -1 point.

## BAND ATTUNEMENTS

### *Balseraphs* 3 points

Balseraphs serving Saminga may kill a human with their own bare hands without disturbing the Symphony.

### *Djinn* 10 points (partially restricted)

These Djinn don't generate dissonance for *killing* an object of their attunement (but they mustn't stop short of that!). In addition, they can detect the presence of the undead within (10 × Corporeal Power) yards.

*The latter ability may be taken by other Bands.*

### *Calabim* 20 points

Death's Calabim always know how much damage a creature can take before dying – that is, they know just what it would take to (corporeally) kill anything they can lay eyes on. (The GM should tell the player how many more hits would take the subject to -HT.)

### *Habbalah* 20 points

The Habbalah who serve Saminga can remote-control a corpse with a Will roll, up to 50 yards away. This is like a temporary zombi, which lasts as long as they concentrate on it. They must do nothing else while manipulating their puppet, or any actions of the corpse will be at -4 to skill.

### *Lilim* 20 points

A Lilim starts with one or more undead servants (p. 22) worth 20 character points as an Ally or Ally Group (p. CI19). Few Lilim serve Saminga; Death is no fun.

## **Shedim** 12 points (restricted)

Saminga's Shedim may possess a corpse for a number of days equal to their Corporeal Power. No corpse may be possessed more than once by the same Shedite. Only cadavers can be possessed; fleshless skeletons cannot be animated this easily.

While inhabiting a corpse, the demon gains the Injury Tolerances (p. CI58): No Blood, No Cutting/Impaling Bonus, and No Vitals, and the disadvantages Bad Smell (p. CI80), Unnatural Feature: pallor (p. CI85), The Draining (p. CI97; only once per week on Sunday noon), and Unliving (p. CI100).

## **Impudites** 30 points (restricted)

Death's Impudites are the ultimate vampires. They can pull Essence from *corpses*, as long as they have been dead for no more than (Corporeal Power) hours; determine Essence normally (1d-4) for human corpses. This requires a resonance roll, but the corpse need not be Charmed first . . . Further, these Takers earn no dissonance for killing humans!

## SERVITOR ATTUNEMENTS

### **Zombi** 20 points

The demon can turn any fresh corpse into a zombi (see p. 23). He must make a Will roll, adding his Celestial Power, and subtracting half the target's original hit points. For example, an average human corpse would have a -5 penalty. If this roll fails, he cannot zombify that corpse.

If the roll is successful, then an amount of Essence equal to half the corpse's original hit points (round up) must be spent. In a number of hours equal to 10 minus the roll's degree of success (minimum 1), the subject will reanimate as his zombi servant. It starts with the same attributes that it had in life, with +1 ST, -2 IQ, +5 HT, and Corporeal Power equal to its original HT/3 (round down). It has a -10 point Need (see *Dependency*, p. 28) and one Song of Numinous Corpus (p. 164) at IQ+(Corporeal Power).

It will have the memory and instincts that it did when alive (at least until it starts to rot) – but the original soul is completely gone. It's just an animated corpse.

### **Vampiric Kiss** 40 points

With physical contact and a successful Will roll, the demon may “suck” the life force out of a willing (or charmed) victim. This power cannot be used on an unwilling victim.

The degree of success is the number of corporeal hit points lost by the victim (but limited to the number it takes to kill him, if that occurs). The demon gains Essence equal to the hits lost, up to the demon's maximum – the rest is lost into the Symphony. The amount of Essence gained must be spent before this power can be used again.

The damage done, and any Essence lost to the Symphony, causes disturbance normally (p. 137).

## DISTINCTIONS

### **Knight of the Dead** 15 points

The demon knows the cause of death for any corpse he touches, and can see the last thing the corpse saw.

### **Captain of the Infernal Legion** 25 points

The demon can seem dead in every way – temperature, skin color, respiration, etc. – for as long as he pleases.

### **Baron of the Undead Kingdom** 45 points

The demon knows, at all times, the exact position and location of all corpses within a number of yards equal to his Celestial Power. He also knows the location of any undead who serve him, much like Baal's Captains.

## RELATIONS

*Allied:* Baal, Kobal

*Associated:* Belial, Haagenti

*Hostile:* Everyone else, except . . .

*Enemy:* Andrealphus



### **BASIC RITES** 6 POINTS

- ⊗ Kill 10 humans – not necessarily all at once.
- ⊗ Kill the body of a being with at least 6 levels of Essence Control.
- ⊗ Meditate in a cemetery for 6 hours.

### **INVOCATION BASE: 4** **13 POINTS**

## INVOCATION MODIFIERS

- +1 A human bone.
- +2 A human skull.
- +3 A human cadaver.
- +4 Ten human cadavers.
- +5 One hundred human cadavers.
- +6 Five hundred human cadavers.

### **SERVITOR COST: -2 POINTS**



# VALEFOR

## CALABITE PRINCE OF THEFT

*The world is there for the taking, so take whatever you can.*

Ever since humanity learned to tell one cave from another, it has struggled with the concept of ownership. Valefor delights in the conflicts between those who have and those who want.

Valefor is thin and suave, with an unusual sense of style for his Band. He appeared on the scene centuries back, having liberated the true prophecies of Michel de Nostradame, better known as Nostradamus, from Yves' Library. He rapidly made a name for himself; since then, he has personally stolen everything from the sealant for the Spanish Armada's gunpowder barrels to Nikola Tesla's electrotherapy cure for cancer.

More important than Valefor's flashy personal thefts – though they do raise a lot of Hell in the mortal world without disrupting the Symphony – is the constant strain that the demons of Theft put on mortal society. A little theft is

often the door to far greater sins, especially since Nybbas started cooperating by promoting stylish thieves as cool media heroes, from Robin Hood to Dillinger. In addition, theft tends to promote greed and anger in its victims – better and better!

When Valefor apparently *stole* the Word of Rapine, Lucifer made the daring thief a Prince. (The swaggering Calabite Genubath, once Prince of Rapine, has not been seen since Valefor's promotion.) But most of Hell's more austere royalty – Asmodeus, Baal, even Kronos – think there's something terribly wrong and dangerous about Valefor. For example, the rivalry between his Thieves and Janus' angels seems "too pat." Surely, the suspicious Princes argue, there must be some reason Wind and Theft, and their Servitors, bear such an uncanny resemblance – if not physically, then conceptually.

But Lucifer finds Valefor a useful tool. And in fact, when any Prince of Hell needs something stolen, on Earth or anywhere else, he's likely to call directly or indirectly on Valefor.

### DISSONANCE -15 POINTS

It's dissonant for servants of Valefor to stay in the same locale for more than three days. Their Prince claims this keeps them from being recognized. A locale, in the modern world, can be interpreted as a city, but the largest urban sprawls contain different locales. It's also dissonant for these demons to recognize society's "rules" of ownership and personal space. These two requirements make up a -10 point Code of Honor (p. B31).

### BAND ATTUNEMENTS

Hesitation can be fatal for a thief; Valefor's demons are attuned for motion. Almost all of them favor speed, dexterity, and cleverness over raw power of any kind.

#### *Balseraphs* **4 points (restricted)**

Balseraphs of Theft add their Celestial Power to their Will when making resonance rolls.

#### *Djinn* **15 points (restricted)**

Djinn working for Valefor can only attune themselves to one *human* at a time (celestials and objects are treated normally), but the subject of that attunement becomes enthralled with the Stalker, acting as his servant for as long as the attunement lasts. Assuming that the Djinn usually picks fairly competent humans (76-100 points), this is a 15-point Ally. This resonance modification is *not* optional; any human attunement will become an Ally, and only one such attunement is possible at a time.

#### *Calabim* **15 points**

Calabite thieves, aided by their auras of entropy, may add their Ethereal Power to any roll involving breaking locks,

opening doors or otherwise freeing themselves or others from corporeal restraint. These are usually Thief/Spy skills, but the Game Master should allow the bonus on other skills when applicable – e.g., driving a garbage truck through the closed prison gate as part of an escape. Note that the bonus does not apply when breaking *into* a place, unless the break-in is part of a break-out.

### **Habbalah** 5 points

Barring the intervention of celestial forces, Habbalah serving Valefor can look at the sky and accurately predict the weather – down to the minute – for (Ethereal Power) days into the future. They're excellent at devising precisely-orchestrated burglaries.

### **Lilim** 3 points (restricted)

When attempting to geas a victim into any form of theft, Valefor's seducers add their Ethereal Power to their degree of success, for the purposes of the Will contest only.

### **Shedim** 63 points

Shedim serving Valefor may assume a gaseous form, manifesting in the corporeal realm without the need of a host vessel. They can't communicate verbally or interact with the world in any significant way, and move at one-half normal speed. In this form, they can be spotted with a successful Vision roll, made easier by every note of dissonance the demon has.

### **Impudites** 40 points

Valefor's Impudites can move through crowds like eels through coral. Waves of people part for them, whether or not the demon is visible. (This applies to any sort of movement, on foot or vehicular.)

In game terms, the demon may always move at full speed through crowded areas. In combat, Impudites of Theft incur no obstruction penalties when moving through a crowded hex (sidebar, p. B107). They also automatically evade enemies (p. B113), though they can attack as the demon passes, if Waiting.

Note that this ability won't help with physical obstructions like a landslide, or if *no* path can open up in the direction the demon is going, such as on a totally gridlocked street.

The Takers of Theft can also tell at a glance if an object was acquired honestly or not.

## SERVITOR ATTUNEMENTS

### **Passage** 15 points

With a successful DX roll, the demon may open any lock (from simple deadbolts to retina-print locks), just by touching it! Complex locks should have penalties up to -5.

### **Swipe** 35 points

For 2 Essence, the demon can touch a corporeal object (no heavier than ST pounds) and make it vanish for a number of minutes equal to his Celestial Power. It reappears later with the demon, wherever he is, and it makes no disturbance in the Symphony as long as no one observes the vanishing or reappearance.

## DISTINCTIONS

### **Knight of Kleptos** 7 points

Valefor's Knights learn a secret form of Sign Language skill, known only to them, at IQ. They can use it as fast and effectively as any human tongue.

### **Captain of Corsairs** 30 points

Demons with this Distinction always know if they're being watched, listened to, or otherwise spied on – which is great for finding out if any witnesses are going to pop up later to ruin their day.

### **Baron of Buccaneers** 50 points

The demon moves silently and at great speed. He gains a level of Enhanced Move for running, swimming, flying, and moving celestially (p. 144); this doubles his speed when moving in a straight line. He also *loses* the normal -5 Stealth penalty for running (or other fast movement).

## RELATIONS

*Allied:* *Andrealphus, Lilith*

*Associated:* *Kobal, Malphas, Nybbas, Vapula*

*Hostile:* *Baal, Haagenti*

*Enemy:* *Asmodeus, Kronos*

## BASIC RITES 4 POINTS

⊗ Spend 1 hour in 80+ mph winds.

⊗ Steal more than \$200 worth of material goods.

## INVOCATION BASE: 4

13 POINTS

## INVOCATION MODIFIERS

- +1 Steal a newspaper.
- +2 Ten \$20 bills, fanned out.
- +3 A valuable painting.
- +4 A Ming vase.
- +5 An ancient relic.
- +6 My God! *The lost Monet!*

## SERVITOR COST: -13 POINTS

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SUPERIORS

# VAPULA

## HABBALIFE PRINCE OF TECHNOLOGY

*The world is an experiment gone awry – just waiting to be taken apart and examined, piece by piece, to see what broke.*

Vapula usually manifests as a bright-eyed elderly man with unkempt hair and clothes. He often wears a lab coat. Think “mad scientist.” He’s usually quiet, and seems to be working on something in the back of his mind – until he bursts forth with a torrent of excited ideas. Even when angry, he’s soft-spoken. A clumsy Servitor may be invited to donate his vessel for experimentation . . . but Vapula will smile encouragingly as the victim is strapped to the rack.

Vapula was born in Hell and, like all Habbalah, believed he was an angel – then he became a Prince. Now that he has transcended his former nature, he understands that angels are no closer to Divinity than demons – and only *he* is on the path to becoming the being closest to God . . . It doesn’t matter that neither his fellow Princes nor the so-called Archangels in Heaven seem to understand. One day, they’ll all see. Meanwhile, Vapula is cheerfully content with his place in Hell, where Lucifer allows him as much room for experimentation and unbridled invention as he desires.

Lucifer and the other Princes want to see devices which humanity will use for destruction and selfishness, such as chemical weapons, automobiles, cement, fast food, and explosives. Actually, humans invented all those things, but Vapula takes credit for helping them along – it earns points with the rest of the Descending Hierarchy.

Vapula’s forges in Hell are the source of most infernal artifacts. Few of the demons who know these secrets are permitted to reach Earth, though! None of the Princes want diabolical artifacts to be too easy to get.

Most recently, he has been recruited by Nybbas to help create a combination computer/television that will draw Essence from those nearby, or accept Essence “broadcast” from some central location, to power the dark invocations of the cathode ray tube. With such a device – tentatively dubbed the NC, or “Nybbas Computer” – the Diabolicals’ control of humanity might be complete.

### DISSONANCE -10 POINTS

Most Servitors of Vapula have been granted at least one artifact of infernal origin. It’s dissonant for a demon to allow such a boon to fall into human or angelic hands, although this dissonance vanishes if he recovers it. This is considered a Minor Vow (p. B37) [-5].

### BAND ATTUNEMENTS

The artifacts given to most of the Bands are created using secret Songs, known only to a few of Vapula’s enchanters. These devices *will* work for others.

#### *Balseraphs* 32 or 30 points (partially restricted)

Vapula’s Balseraphs can look at a device devised by the minds of humans and precisely comprehend all its possible applications. They can do the same thing if presented only with a spec sheet – they can identify the lies of specifications and intuit a device’s real-world performance.

They are granted no high-tech boons; instead, these liars are Hell’s greatest snake-oil salesmen. They may add their Celestial Power to any attempt to convince someone that a mundane item has fantastic properties.

*The Celestial Power bonus may not be purchased by other Bands.*

#### *Djinn* 8 points

Djinn working for Vapula are granted feather-light palm-top computers which they can attune to a number of objects equal to their owners’ Celestial Power. The palmtop has a thin cable, 6” long, which must touch the object of attunement before being able to track it.

#### *Calabim* N/A

Vapula does not allow Calabim within his ranks! Their unpredictably destructive fields of entropy wreak havoc with his experiments.

#### *Habbalah* 35 or 20 points (partially restricted)

Vapula grants his Habbalah mood rings which change color to reflect the emotional state of the nearest person. They can apply their resonance to people experiencing strong feelings, closing the circuit on their target’s emotions and creating a feedback loop, mentally stunning the victim if he fails to resist. Failed attempts have no backlash.

*The resonance enhancement cannot be taken by other Bands.*

#### *Lilim* 12 or 9 points (partially restricted)

Vapula’s Lilim are the ultimate hackers and social engineers. They add their Celestial Power to any Computer skill rolls . . . and to any use of their resonance against someone of a scientific or technical bent.

*The resonance bonus may not be purchased by other Bands.*





## Shedim

17 points

Vapula gives each of his Shedim a laptop computer (which requires no power and has a high-speed cellular Net connection) to use as a vessel, entering freely when a host is not readily available. The Shedite may add its Celestial Power to any attempt to possess someone who uses the laptop while the demon is inside. Any celestial with possession ability (with resonance or Song) may use the artifact as a host and gain the bonus.

## Impudites

35 or 8 points  
(partially restricted)

Vapula's Impudites are giant Essence batteries. They can store twice as much Essence as a normal Taker! An Impudite serving Technology has a pair of glasses which let him see the Essence around him. He can measure the Essence in anyone within a number of yards equal to his Celestial Power. (Celestials and humans can't be distinguished directly, though anyone with more than 3 Essence available is probably not a normal human.)

*The ability to store extra Essence may not be purchased by other Bands.*



## SERVITOR ATTUNEMENTS

### Invention

25 points

This ability temporarily creates a relic imbued with one or two abilities. These must be fueled by the user's Essence; if he does not have enough, the cursed relic can instead inflict 5 hits of celestial damage for each Essence needed. If this would take the user's last Soul hit, costing him a Force, it will not function.

The object with which the demon is experimenting must already exist in the real world. With a successful IQ roll, the demon can add one or two Songs (or attunements which require Essence) he already knows. The degree of success indicates how many hours the device keeps its powers (minimum 1).

Use the Quick Gadgeteering rules (p. CI123) to determine the time required. There are no materials or cost (beyond the object itself) when using this attunement. The only skill required is the Song or attunement being bound. The GM should set the complexity level according to the effect – a common Song might be Average complexity, while a powerful attunement should be Complex or Amazing complexity.

The powers embedded in the object should reflect its mundane uses. For example, a potato-masher could give its user the Numinous Corpus of Claws and Acid; a pillow could produce the Corporeal and Ethereal Song of Dreams; a jar of cold cream could be given the youthful aspect of the Corporeal Song of Entropy; and so on.

## DISTINCTIONS

### Knight of Combustion

17 points

A demon of this rank can immediately determine the best way to operate any mechanical device he encounters, giving him a +2 to whatever skill he uses to operate it, including defaults. The bonus applies only to operation, and does not affect repair rolls. This Distinction does not convey any knowledge beyond that needed to operate the device.

### Inspector

20 points

Demons of this rank (and it's not Inspector of anything, just "Inspector") can detect any fault in any technological equipment.

### Baron of Gremlins

30 points

Vapula's Barons can create a tiny defect in any technological object they touch. It will fail disastrously after another 10 - (demon's Celestial Power) uses. Only the most thorough examination (GM's discretion) has a chance of spotting it before then.

## RELATIONS

*Allied: No one*

*Associated: Baal, Nybbas, Kronos*

*Hostile: Saminga*

*Enemies: No one*



## BASIC RITES

4 POINTS

☒ Work for three hours, or spend six hours asleep, in a lab or factory.

☒ Convince someone to try a new creation that will increase their reliance on technology.

## CHANCE OF INVOCATION: 4

13 POINTS

## INVOCATION MODIFIERS

- +1 A used battery.
- +2 A cheap toy imported from another country.
- +3 A stick of dynamite.
- +4 A machine responsible for maiming a factory worker on an assembly line.
- +5 A well-used crematorium furnace
- +6 A nuclear bomb.

## SERVITOR COST: -8 POINTS

The GM may wish to permit individual Servitors of Technology to take the Gadgeteer advantage (p. CI25) at the 25-point level.

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SUPERIORS

# Chapter 5

# ON BEING CELESTIAL

*The celestial characters, universal Symphony and multiple realms of IN NOMINE can create a number of special situations. These are handled using the genre-specific rules in this chapter.*



# PERCEIVING THE SYMPHONY

Those with the Symphonic Awareness advantage (p. 26) are, well, *aware* of the Symphony. They hear it as a constant subliminal soundtrack, the music of the spheres, or simply “white noise.” Even demons, who shut away the True Symphony so their own personal symphony will be predominant, can feel the vibration of the universe’s music counterpointing their own. Perceptive beings can tell when that music *changes*.

Everything a celestial (or ethereal) does on Earth – *everything* – creates little ripples in the Symphony, inappropriate notes for that place and time. (This is the Disturbs Symphony disadvantage, p. 37.) Most of these false notes are small, easily overlooked . . . or *impossible* to detect without special sensitivity to the Symphony. Some are so spectacular that only mundanes don’t flinch as the echoes reverberate.

Celestials call this *Symphonic disturbance* or just “disturbance.” Any time someone causes disturbance, anyone nearby with Symphonic Awareness – which includes all celestials – may detect it. See *Detecting a Disturbance*, p. 139.

The more disturbance, the easier the event is to detect. Each note of disturbance, from whatever sources in the event, adds 1 to every listener’s effective Perception (see p. 26). Listed below are the sources of major disturbance in the Symphony.

## **Spending Essence** +1 per point of Essence

Every time someone spends Essence deliberately, it causes a little ripple in the Symphony. Attunements don’t intrinsically cause disturbance, but every measure of Essence used to power them does.

## **Using Songs** +Additional Disturbance

Each Song has an “Additional Disturbance” value – how much it affects the Symphony *above and beyond* the Essence spent to power it.

## **Entering the** +total levels of **Corporeal Plane** Power Investiture

Celestials and ethereals are unnatural to the Earthly strains of the Symphony, and therefore cause a major disturbance when they first manifest there, equal to their personal power over the three realms.

## **Going Celestial** + total levels of Power Investiture

While in a vessel, a celestial’s unnatural presence can be ignored by the Symphony. Should the angel or demon take his true celestial form while on Earth, however, the Symphony will ring like a gong in his area. The disturbance is equal to the celestial’s total Power levels, plus 2 for the 2 Essence spent to take celestial form.

## **Changing Vessels** + total levels of Power Investiture

This is also something that the Symphony objects to . . . it causes the same disturbance as simply shucking off a vessel would. However, only 1 Essence is needed to power the change.

## **Appearance of a Superior** +20/+30

Superiors are beyond the scales of Power Investiture that lesser beings use. They’re a qualitative change from ordinary celestials, almost an entirely different type of being.

If a Superior manifests physically, it’s a 20-point disturbance in the Symphony. If he chooses to appear in celestial form, it’s a 30-point disturbance. (Note that Superiors may use a Song of Movement, Projection, or Possession – or more mundane means of transport, if they’re in the area – which lessens the amount of noise. Servitors should never count on this.)

## **Destroying** +1 per 4 bits of damage

Every 4 points (round up) of physical damage to *anything* corporeal, living or inanimate, causes a ripple of disturbance. Damage to vessels or non-corporeal artifacts doesn’t count, however – those things aren’t native to Earth, and the Symphony doesn’t object when they’re hurt.

Purely mental or emotional damage also causes ripples – at least in theory – but only the special resonance of the Grigori could detect it. And the Grigori, if any still live, are Outcast . . .

## **Killing an Animal** varies

Living creatures are complex, and shouldn’t be slaughtered lightly. Every time an animal is killed, above and beyond the ripples caused for the hits of damage done, there’s an additional disturbance equal to the lower of the animal’s IQ or hit points.



## *Killing a Human*

+5

Humans are the most intricate creations on Earth, and their deaths cause 5 points of disturbance – on top of the ripples caused by killing an animal, *on top of* noise generated for physical damage. So killing a typical human

causes 10 disturbance for his IQ, 5 (20 hits/4) for the physical damage to reach -HT, and 5 additional notes for killing a human, for a total disturbance of 20! Much to the annoyance of angels, destroying any of the undead (p. 22) qualifies as killing a human.

## ESSENCE

Essence is the energy of life. It's the power that fuels Songs and some attunements, aids in calling Superiors, or allows someone to perform an otherwise-impossible feat. It's precious to celestials, since they only get a single measure of it every day.

Even mundane humans have Essence (see below), but they use it only unconsciously. Anyone with Power Investiture, however, has Essence Control (p. 31), allowing them to affect the Symphony in a more profound way – such as to power a Song (p. 156) or an attunement. Such uses of Essence disturb the Symphony, and may be noticed by those with Symphonic Awareness (p. 26). Anyone with Essence Control may also freely give their own Essence to another being; this *doesn't* disturb the Symphony.

Celestial artifacts – relics and reliquaries (p. 171) – can store and sometimes generate Essence.

### *Regaining Essence*

Celestials regain Essence in one of three major ways: normal daily recovery, Rites, or Essence transfer.

*Daily recovery:* Barring unusual circumstances (such as Tether-hopping halfway around the Earth), angels receive one Essence at dawn, demons get one Essence at sunset, and ethereal spirits replenish their one Essence at midnight. In unusual circumstances, they get their daily Essence roughly every 24 hours – skipping a couple of time zones might increase or decrease that duration slightly. Certain Discords (p. 36) can interfere with normal Essence recovery for celestials.

*Rites* (p. 32): Each Rite completed will provide some Essence – usually one.

*Essence transfer:* Any being with Essence Control can transfer his own Essence to another.

Impudites have a fourth way, by virtue of their resonance. They can leech Essence away from humans (or other celestials, if they're lucky).

### *Humans and Essence*

Humans (and, for that matter, animals) regain one Essence each day at noon. A human can also get one Essence, once per day, by using his greatest gift. In game terms, this requires a success at a skill which is known at a level of 16 or better.

Ordinary human beings (those without the Essence Control advantage) have Essence just like everyone else, but they are not conscious of it and can't use it deliberately. When a mundane *really* wants to do something, he spends all his Essence, all at once, to help himself (see p. 31). This is the real reason, in the *In Nomine* world, for flashes of inspiration, little old ladies lifting cars off of children, and so on. But mundanes almost always dribble away their Essence as they get it, unknowingly, on trivial things. Thus, there is *no game effect* . . . unless the GM wants to use this, very occasionally, to explain how one of his NPCs could do something the players didn't expect.

The average human without the Essence Control advantage can have a maximum of 2/3 of HT (round down) Essence. However, because mundanes unknowingly waste their Essence on little things, the randomly encountered mortal on the street will have only 1d-4 Essence. This is normally important only to Impudites interested in stealing it.

## DETECTING A DISTURBANCE

Noticing disturbances is much like hearing physical noise. Larger disturbances can be heard from farther away, and more perceptive beings can detect even smaller ones more easily.

When a disturbance occurs, consult the *Size and Speed/Range Table*, p. B201. Take *twice* the range modifier, add the current disturbance modifiers, and apply this to a character's Perception roll to detect the Symphonic distortions.

The GM does *not* tell the players how high they have to roll, and may make the roll himself, in secret. He only tells them whether they "hear" something, and not how close the disturbance is, or how loud. The degree of success dictates how much detail the listener gets – see *What Happened?* below.

*Example:* Sapphira, a Balseraph with IQ 16 and Reduced Alertness 3, has a base of 13 for her Perception roll. Johan, a Cherub, is having a little argument with a would-be mugger 200 yards away (range modifier -12, giving a -24 for disturbance). The mugger has IQ 8 and HT 12. Knives are drawn, and Johan's first strike does 6 points of damage to the human, causing a disturbance of 2. Sapphira's modifiers to detect this are -24 + 2. With a -22 penalty to her 13 Perception, she's not going to hear it without an Infernal Intervention (p. 152). However, if the battle continues until Johan actually *kills* the mortal mugger . . . that would be at least 6 points of disturbance from the damage (to reduce the human to -12 HT), 8 from the mortal's IQ, and another 5 because of a human death. That's -22 + 19, so Sapphira's effective Perception is 13 - 3 – if she rolls a 10 or less, she'll know something happened.

If Johan uses a Corporeal Song of Healing right after the battle, to fix 7 points of damage to himself, that will be an additional disturbance, adding +8 to the modifiers for Sapphira to detect it. Her effective Perception would then be 18!



## ADDITIVE DISTURBANCE

When several Symphonic changes happen close together in space and time, they *add*. So if a violent Calabite gets into a rumble with three humans, the first punch would cause a note of disturbance, the second would cause 1 *added* to the previous one, and so on. If he then chose to slit the throats of his unconscious victims, the first death is 15 notes *plus* however much disturbance had previously occurred!

Until the ground-zero echoes of the disturbance (see below) die down, no one can continue to create disturbance in that area without it being additive. E.g., if the Calabite put his unconscious foes into his trunk, drove them several miles away, and *then* slit their throats, he only has to deal with about 15 notes of disturbance . . . for the first one's death. If he killed all three in the same place, without waiting for the echoes to fade, that would be a 45-point ripple in the Symphony, as well as whatever final damage it took to kill them.

## Echoes

Once someone notices a disturbance in the Symphony, he can sense its fading echoes for some time afterward. This duration is equal to the total disturbance plus the hearer's Perception, in minutes. (Again, the GM doesn't tell the players how long this will be . . .) When disturbance is added quickly, such as in a fight with humans or a lot of Songs, only the highest disturbance modifier is used.

In the example above, if Sapphira perceived the 19-note disturbance (rolling under a 10), she would then be able to tell which notes in the Symphony were ripples for 32 minutes afterwards! (The total disturbance is 19, and her Perception is 13.) If Johan then uses his Song of Healing, boosting the total disturbance to 27, Sapphira hears the total disturbance for 40 minutes (13 Perception + 27) after the Song's use. Even if she made additional rolls, detecting Symphonic noise at several intervals during the fight, she wouldn't add any of the "echo durations."

## What Happened?

Depending on how well the Perception roll succeeds, the listener can tell roughly what's happening, and where. Note that if someone has never sensed the Symphony before, he'll be confused about the impressions he's receiving. Still, even the most newly-anointed Soldier will get a *sense* of the goings on – direction, violence, "something strange happening," etc.

## OPPOSING RESONANCE

Will-based resonances can be resisted by the target with a Quick Contest of Wills (p. B87). If the target wins, he pushes away the demon's personal symphony. This may just negate the diabolical effects, or it may actually cause the resonance to backlash upon the demon, doing something bad to him. (This depends on the Band in question; see their descriptions.)

Perception-based resonances, used primarily by angels, cannot be resisted – instead of forcing the angel's will upon someone, divine resonances rely on the angel being able to identify a particular being's theme in the Symphony and then listening to it, passively.

Even if they exist, psionic, magical, or technological mind shields will not block a Perception-based resonance; only special attunements or Songs (such as the Celestial or Ethereal Song of Shields) will be a barrier. (Against Lilim, who must make eye contact, a pair of sunglasses suffices.)

Each higher success includes the information of the lower ones.

Success by 1-2: Direction of the disturbance.

Success by 3-4: Approximately how loud it really was, rounded up to the nearest 5.

Success by 5-6: The general nature of the event. *E.g.*, “an arrival on the corporeal plane,” “a human death,” or “a Song.”

Success by 7-8: The range band on the *Size and Speed/Range Table*, p. B201.



On a critical success, the listener gets a detailed impression of what went on – how many people died, the specific Songs used (if he knows them; otherwise general descriptions, such as a Song of madness or a Song of healing), and so on. However, this doesn't reveal the *nature* of those causing the disturbance. It could be several mortal Soldiers with Songs, or an angel-demon brawl.

## RESONANCE MECHANICS

Celestials “resonate” to certain themes in the Symphony – or their own personal symphonies have a resonance all their own. It is these resonances that characterize the Choirs and Bands. Each one confers certain abilities.

An angel's ability with his resonance is based on how closely he can listen to the nuances of the Symphony. All angelic resonances – *except* that of the Kyriotates! – require a roll vs. Perception. All demonic resonances –

### RESONANCE MODIFIERS TABLE

Celestials may wish to use their resonances in odd ways, taking penalties or bonuses to their skill. They must inform the GM if they're trying to use one of the modifiers below before making their roll.

- |    |  |
|----|--|
| +2 | physical contact with the subject                                  |
| +1 | within 1 yard of the subject                                       |
| -1 | direct line of sight, from 10 to 50 yards away                     |
| -1 | audio and video reproduction                                       |
| -2 | audio reproduction only (e.g., phone conversation, tape recording) |
| -3 | visual reproduction only (photo, video)                            |

Some resonances, like that of the Cherubim, may not use this table – the GM decides if it's reasonable.

Diabolical resonances (and the Kyriotate resonance) do not work on recorded media, though they do work through live feeds. Nor can a resonance be *preserved* in a recording without a special attunement. So, for instance, a Balseph cannot record his resonance on an answering machine.

Using a *divine*, Perception-based resonance upon recorded media, such as a photo, will give information appropriate to when the recording was made. For example, an EloHITE could sense the subject's emotional state *at the time of the photo*, but not his current emotions. (Dark Lilim are too selfish to open themselves to the Symphony enough to use recorded media; Bright Lilim can use their resonance upon a photograph if the target is looking into the camera, simulating “eye contact.”)

save that of the Lilim – use a roll vs. Will. Their power lies in forcing their personal symphony upon others. The exceptions are the Kyriotates, who use Will to gently move aside their host's consciousness, and the Lilim, who observe the needs of others with Perception.

Some demons also have Perception-based uses of their resonance, weak remnants of their former angelic nature; such abilities operate at a penalty, as the demon tries to juggle the true Symphony and his personal symphony at the same time.

Most resonances have specific results on a critical success. Critical failures merely “burn out” resonances for 1d hours, rendering them unusable. Unmodified rolls of 3 or 18 are also Interventions (p. 152).

## CELESTIAL HEALTH

Celestials use vessels (see sidebar, p. 11) on Earth. Most of these vessels seem completely human, but they're not; they're far superior to mortal bodies. Ethereal spirits (p. 25) aren't very different from celestials when they're on Earth. They can't “go celestial,” but their mortal-seeming bodies are built the same way, and are also referred to as “vessels.”

## AGING

All celestials have Unaging (p. CI69); their vessels will remain at the same age forever, unless the celestial *chooses* to have his body appear to age normally. (This is a one-way process.) However, the attributes of a vessel's owner have nothing to do with the apparent age of the body. Whether he looks nine months old, or 90 years, he will



## DAMAGE AND THE SYMPHONY

When *corporeal* things get damaged, they cause a note of disturbance for every 4 hits of damage (see p. 137). Vessels of celestials and ethereals are unnatural things, and damaging them *doesn't* cause Symphonic disturbance. Host-bodies, undead (p. 22), and Saints (p. 21) are still human, and the Symphony embraces them even if their bodies aren't quite factory-standard; damaging them causes disturbance. Corporeal artifacts (p. 170) may muffle some of the disturbance associated with damage they've caused.

have his usual attributes. (Of course, no matter how dexterous the celestial, a baby-vessel may have problems like Inconvenient Size or Short Arms!)

## ILLNESS

Superiors (who create vessels in the first place) don't like their Servitors to be out of action for such trivial things as chicken pox, pneumonia, or the Black Plague. All vessels have Immunity to Disease (p. B20) without a minimum HT.

They *can* be carriers for some infections, if the germs are hardy enough to live on the skin or clothing of the vessel that was exposed to the disease . . .



## HEALING

Vessels heal quickly, with Slow Regeneration (1 hit point every 12 hours, in addition to normal healing; p. CI64). This can cause comment in hospitals . . .

## INJURY AND DEATH

A vessel can be killed (or damaged, or stunned) just like an Earthly body (pp. B126-B127 and pp. B129-B132), but the actual *being* who inhabits it is much harder to kill. Killing a body sends ethereals back to the ethereal realm, and celestials either back to their Hearts (p. 12) or to Limbo (p. 189).

The only way to actually *destroy* a celestial is to unravel his soul in celestial combat (p. 144).

## HEAT AND COLD

Celestial vessels and hosts are much less sensitive to extremes of heat and cold than normal humans. Though they *can* suffer heat exhaustion or frostbite, there are few places on the Earth's surface where they are uncomfortable.

## AIR, FOOD, WATER, POISONS, AND DRUGS

A celestial in a vessel (or host) doesn't *need* to eat or drink, but he can. He can even get drunk or high from alcohol or drugs, and if he happens to ingest poison, he'll be affected normally by that, too. Vessels do need to breathe, and they drown as easily as a human of their HT. They are affected normally by inhalants and gases, as well as injected poisons or drugs. The high HT of most celestials protects them from the worst effects, though.

## FATIGUE AND SLEEP

Fortunately Celestials and ethereals don't get fatigued by extended effort! A vessel can run all day and all night, and never become tired. However, if they *fail* using Extra Effort on ST rolls (p. B89), they lose Fatigue normally.

On the corporeal plane, a celestial or ethereal may seem to "go to sleep" – his vessel remains, but the occupant has simply entered the Marches (see p. 179).

## COMBAT

Sometimes, disputes can't be settled with words alone, or even diplomacy backed by Songs . . . Celestials can engage in brawls on Earth, in the Marches, or in Heaven and Hell. (There are a *lot* of brawls in Hell.) Corporeal fighting is simple; ethereal and celestial battles are less so.

## CORPOREAL COMBAT

This works exactly the way it does in the *Basic Set*, in Chapters 8, 13, and 14. With some exceptions (such as their accelerated healing abilities; p. 141), celestials also follow the rules for injury in Chapter 15 of the *Basic Set*. They may have extra hit points, but they're rarely *immune* to physical damage. And even the toughest of them will worry about a human with intent to commit vehicular homicide.

## ETHEREAL/MIND COMBAT

Ethereal wars are waged with the mind as battlefield, target, and weapon. Mental combat can be used in the corporeal realm with appropriate attunements or Songs, and participants need not both be within bodies at the time! (This is one of the few ways someone in a vessel can attack someone who's just gone celestial.)

Still, ethereal combat is most often seen in the Marches. A mental attacker must have the Lucid Dreaming skill, any version of the Song of Dreams, or

the Dreamwalking attunement, or be a native of the ethereal plane. A target also requires one of these in order to defend himself, or he'll be hit automatically. Combat can take place inside a dreamscape, where the Ethereal and Celestial Song of Dreams are both invaluable, or in the Marches proper, where conscious visualization can cause knives to materialize and fly at your opponent, or a shield of sand to appear in front of you.

Ethereal combat in the Marches requires some knowledge of how the ethereal realm works – thus the prerequisites, above – but once that's learned, attacks and defenses are based on imagination, cleverness, and well-learned reflexes. Under stress, most beings will resort to simple imagery, such as using swords and shields to attack and parry. Any normal combat skill (or its default) can be used in ethereal combat, but it *replaces* DX with IQ! (A default "punch" is rolled vs. IQ.) Likewise, Dodge becomes IQ/2; Increased Speed or similar advantages add normally. Your ability to visualize your success is more important than your reflexes, but advantages help.

*Example:* a Servitor of the Sword has IQ 13, DX 16, 4 points in the Broadsword skill (Physical/Average), and 2

### OPTIONAL RULE: ADVANTAGES IN ETHEREAL COMBAT

A GM may rule that advantages (or skills!) which enhance a character's ability to focus may give a bonus (no more than +1) to Move or Dodge, while in the ethereal realm. Skills like Meditation (p. CI142) might act much like an Acrobatic Dodge (p. B108).

Useful advantages might include Combat Reflexes (which represents a mental state as well as trained reflexes; p. B20), Collected (p. CI22), Composed (p. CI22), Cool (p. CI23), Imperturbable (p. CI26), Increased Speed (which aids reaction time; p. CI26), and Versatile (p. CI31).

Some disadvantages could also affect ethereal combat, including Absent-Mindedness (p. B30), Combat Paralysis (a quasi-mental stun; p. B32), Impulsiveness (p. B33), and Distractable (p. CI89).

Visualization (p. CI47) is also a useful advantage, but only outside of combat. The *disadvantage* of Attentive (p. CI86) might also be occasionally beneficial outside of combat.



points in the Shield skill (Physical/Easy). On Earth, his Broadsword and Shield skills are both 17 (DX+1). In the Marches, they become IQ+1, or 14 each. On the other hand, a Servitor of Destiny has IQ 18, DX 12, and 1/2 point in the Brawling skill (Physical/Easy), normally getting it at 11 (DX-1). In the Marches, his Brawling skill becomes 17 . . .

Anyone may use Illusion Art (p. CI148) or its default to craft a particularly clever image in combat. The player should describe the desired illusion, and the GM may give appropriate results for a successful skill roll, or simply give a +1 bonus to whatever attack or defense was involved.

Humans may use Lucid Dreaming skill in place of IQ anywhere it affects ethereal combat (except for computing Mind hits). It is rumored that humans with Lucid Dreaming at very high levels can simply visualize their opponents being ripped apart by unseen forces, dissolved into sand, or otherwise vanquished . . . and it happens. So far, no ethereal or non-Superior celestial has ever shown that ability.

## Weapons

Mundane items and corporeal artifacts (p. 170) have no reality in the ethereal realm. While someone's self-image may include their favorite sword just as it includes their clothing or jewelry, it's only a handy image. They can attack with it, but they're using their visualization of the weapon to make the attack, not actually bringing the item with them.

Any talisman (p. 170) which has the form of a weapon may be used as one within the ethereal realm. If its owner has paid the character points to purchase it, it will accompany him in mind even if he is walking the Marches while his unconscious corporeal body (and its possessions) stays behind. (It does *not* have to be touching his sleeping body!) Since the weapon has its own ethereal reality, independent of how much attention its user is focusing on it, it does +1 damage.

Celestial relics are more creations of spirit than mind, but there are some simple enchantment Songs which allow them to have an ethereal reality as well – in effect, 0-point talismans – specifically so that they will be of use in the Marches.

## Mind Hits

In ethereal combat, damage is done to the mind, not the body. Mind hits are equal to IQ, and additional ones can be bought as Extra Hit Points with the -50% limitation, "only for mental attacks."

Lost Mind hits affect the victim much like lost Hit Points – they may result in shock (p. B126) or stunning

## CELESTIAL COMBAT IN THE MARCHES

Anyone with Symphonic Awareness can engage in celestial combat in the Marches. Even ethereals and lucidly dreaming humans may strike at the soul, unprotected by its body. (Those without Symphonic Awareness cannot *initiate* celestial combat, but can defend themselves and strike back once they're attacked that way.) An angel or demon in celestial combat immediately takes on his celestial appearance.

The ethereal combat rules do not apply – save perhaps in matters of distance and range – and the celestial combat rules *do*. However, the participants cannot ascend to their Hearts, nor can they descend to the corporeal plane unless they left a vessel there.

(p. B127). At 3 or fewer Mind hits, the subject's ethereal Dodge score is halved, and he acquires the Confused disadvantage (p. CI88) until his Mind hits rise above 3 again.

Once someone has gone to 0 Mind hits, he will take no further Mind damage, and he must start making IQ rolls to stay conscious – just as a corporeal combatant would have to make HT rolls. As soon as he fails one, he is banished from the site of combat, and acquires a mental disadvantage! For celestials, this will be an ethereal Discord (p. 36). Choose the new flaw to reflect the nature of the attack, the attacker, or the victim, as the GM and player see fit.

A banished ethereal will appear, unconscious, in his native Domain, or near where he was first created if he has no native Domain, and will awaken in an hour (see p. B129). A human or celestial will awaken inside his body, or next to his Heart if he had left no vessel on Earth.

## Ethereal Movement

In the Marches, movement is uncertain. Even in the relatively stable Vale of Dreams, distance and speed are more functions of how fast you *think* you're going, or how far away you *think* something is. Gravity is usually optional. Most of the time, combat works normally (if only to keep the GM sane), as everyone in the altercation slides into the consensual reality of the battle. But some Domains and dreamscapes may have different rules, and visitors are well advised to be cautious before initiating hostilities – in this battle, they could find that their swords cure damage, while poetry cuts like a knife.

## OPTIONAL RULE: ADVANTAGES IN CELESTIAL COMBAT

Most celestial combat takes place unfettered by gravity. (Some Princes decree that non-winged forms are restricted to walking, in their Principalities; this keeps the damned souls “earth-bound,” but even in Hell, it’s more an exception than a rule.) This gives combatants the ability to come at opponents from odd angles – or to be attacked from those odd angles. Celestials in battle may be able to use Flight skill (p. CI131) to perform unexpected maneuvers, and the advantage of 3D Spatial Sense (p. CI31) is valuable.

Use IQ/2 to determine Basic Speed for advanced combat, and if a chase begins, use a Contest of IQ to resolve who is “fastest.”

### *Ethereal Healing*

Mind hits heal at the same rate as regular corporeal hit points, substituting IQ rolls for HT rolls. Psychology skill can help, with a psychologist acting as a skilled Physician (p. B128). Celestial characters’ Slow Regeneration *does* apply to Mind hits.

## CELESTIAL COMBAT

Like ethereal combat, celestial combat is not based on physical reflexes. It’s based on how strong your soul is – the power of your Will and your perceptiveness.

Like ethereal combat, any combat skill can be used. Unlike ethereal combat, you can’t conjure up a weapon. You have to use unarmed combat skills, Songs, or a relic weapon. (Talismans and corporeal artifacts, much less mundane items, do not work in celestial combat.)

In celestial combat, Will substitutes for DX for combat skills, and Dodge becomes Perception/2. (Overall, strong-willed demons are more likely to hit, but perceptive angels get out of the way better.) Someone with no relevant combat skills may “punch” celestially by rolling against Will.

*Example:* A Servitor of Michael and a demon of Baal are mixing it up in celestial combat. The Michaelite has IQ 14 and Alertness +4. He also has a Fiery Sword (p. 173), and Broadsword at DX+1. In celestial combat, his Broadsword skill becomes 15 (Will+1 instead of DX+1). His celestial Dodge is 9. If, like many angels, he had a

level of Weak Will, his Broadsword skill would be only 14.

The Baalite has IQ 12 and Strong Will +5. Her Brawling skill is DX+2, which gives her celestial Brawling at Will+2, or 19! However, she’s unarmed – her gun isn’t an artifact – and her Dodge is only 6 . . .

If you can’t perceive your target (see p. 182), you are at -10 to hit it (or roll vs. 9, whichever is worse).

Celestial Move is Perception/2 (round down). Treat distance and movement normally in the celestial realm; unlike the corporeal realm, physical objects cannot provide cover or block movement or line of sight, and there are no modifiers for height or position. Gravity rarely applies to celestial combat (except in some parts of Hell), so neither do the rules for falling damage (p. B131).

Celestials can use relic weapons to hack or shoot at each other, “bare hands” to try to rip each other apart, or simply grab and hang on. Despite variations in celestial forms, treat all unarmed celestial attacks as punching attacks (p. B101). Likewise, celestial grappling is more a matter of intent than appearance.

### *Celestial Close Combat*

Someone who has been successfully grappled (p. B111) is at half-Move, but – barring special relics – can always break away by ascending to the celestial plane or assuming incorporeal form.

Naturally, the grappler can also don his vessel (if he has one), and continue a conflict corporeally. He can *also* follow his grappled opponent to the celestial realm, per p. 182, but need not make a Perception roll to do so! Of course, there are problems if an angel follows a demon to Hell, or vice versa. See the sidebars on pp. 185 and 187.



## Soul Damage

Celestial combat, naturally, strikes at the very root of a creature – his soul. Soul hits are equal to Will, and Extra Hit Points can be purchased with the -20% Limitation, “Only for celestial attacks.” If you lose all your Soul hits, see *Celestial Injury and Death*, p. 146.

Lost Soul hits may result in celestial shock and stunning (pp. B126-127) similar to corporeal damage. Other than spiritual malaise, there is no other effect from lost Soul hits until they reach 0 (see *Celestial Injury and Death*).

## Celestial Healing

Soul hits heal at the rate of one per week; Slow Regeneration does *not* affect this. (The Celestial Song of Healing will also cure lost Soul hits.) Lost attributes (see p. 146) cannot be cured, though they can be replaced normally – with character point expenditures.

## INJURY AND DEATH

When there’s combat, people get hurt. They may even die. Sometimes, they recover from dying, and sometimes . . . they don’t.

### Physical Death, and After

Humans are the most inconvenienced by physical death. If they’re killed, they usually either reincarnate (losing their memories of their past life, along with any skills, Songs, attunements, etc.), are utterly dissolved back into the Symphony, or go to Heaven or Hell. There are other options, too. A pagan Soldier might have the option of winding up in his ethereal master’s Domain for his afterlife. A human who dies during a powerful dream may become a dream-shade in the Marches. And some people do wind up as ghosts . . .

Even if they wind up in one of the celestial realms, though, there’s no telling how *quickly* they’ll show up in front of the appropriate Gates. Some souls have been welcomed at the Pearly Gates (or the Gates of Hell) within seconds of their corporeal deaths, while the occasional native of 50 BC shows up next to someone from 1992 AD. The only constant seems to be that no one shows up who died in the *future*.

### Trauma

Celestials and ethereals, when they’re vessel-killed, go into a psychological state where they are unaware of *anything*: Trauma. (Malakim have the Immune To Trauma advantage, described on p. 32.) Where else they go depends on what they are.



Ethereals, when vessel-killed, appear in the Marches, at the Domain they call home – or at least their place of creation. They’re unconscious, in Trauma. They have to make a Will roll, once per (Corporeal Power) weeks, to recover. If they fail that Will roll, they take Soul hits equal to the amount they failed by! This is normal Soul damage; if hits drop to 0 or below, see *Celestial Injury and Death*, below. If they don’t recover from Trauma quickly enough . . . the Forces of their being disband and they vanish, utterly destroyed.

A celestial whose vessel has been slain appears next to his divine or infernal Heart, if he has one. (If he doesn’t, he goes to Limbo; see p. 189.) This usually takes only a few seconds.

A Malakite, who by his nature is immune to Trauma, may immediately descend to his last point of corporeal existence – the spot where he was killed – if he has a spare vessel. Or he may take a moment to seek out a few friends, and show *them* the way to the battle . . .

Other celestials are not so lucky. They’re in Trauma. They can make a Will roll to escape, once per Corporeal Power days. (Someone with a high level of Corporeal Power suffers more when forcibly removed from the corporeal plane.) There are no ill effects if he fails. Until a victim wakes, he is insensible to his surroundings, gazing into his Heart or curled around it.

Moving someone in Trauma away from his Heart gives him a -5 to his Will roll to awaken from Trauma! Some demons think this is a feature . . .

## Celestial Injury and Death

When Soul hits go to 0 or less, a celestial does not fall unconscious, though he may be stunned for a turn if he does not make a Will roll. Instead, he must immediately make an *aging* roll (as per B83), substituting Will for HT. Thus, his attributes may be reduced! Tech level has no effect! They also roll for “aging” of their levels of Power Investiture, separately for each realm. Once this is done, Soul hits are reset to Will (+ any Extra Hit Points (celestial)) and the battle continues . . .

When a celestial loses all his levels of Corporeal Investiture, he cannot go to (or remain on) the corporeal plane until a Superior has granted him at least one level of Corporeal Power again. If on the celestial plane, he can continue combat easily.

If he loses all his levels of Ethereal Power Investiture, he will gain the Absent-Minded and Partial Amnesia disadvantages until he gets at least one level back. (Even then, there may be lingering damage to his memory, at the GM and player’s option.) He can continue the battle, but may have trouble remembering exactly why he is fighting.



If all his levels of Power Investiture (Celestial) are lost, his Heart shatters and he becomes a Remnant, if he has a vessel to go to; see p. 16. If he does not have a vessel, either because he normally uses hosts or because his bodies are dead, then he dies the final death, as below.

If his ST, IQ, DX, or HT drop to 0, the Forces that composed his soul have come unraveled entirely, and he is *gone*. This is soul-death, and is irrevocable – save, perhaps, by God.

If a being did not have some attribute or type of Power Investiture (realm) to start with, then it does not get rolled for, and cannot go negative. A human who does not have Celestial Investiture will not become a Remnant – and even one who loses Celestial Investiture has only lost that ability. Human souls and celestial beings are very different things . . .

## DISSONANCE

Celestials must act as their nature demands – angels must remain true to the Symphonic harmonies they are born from, and demons keep their personal symphonies strong lest they be overwhelmed by the hateful, engulfing Symphony of God. But sometimes they lose their balance, and false notes creep in. This is known as *dissonance*.

Notes of dissonance interfere with an angel’s connection to the Symphony, and a demon’s ability to hold his personal symphony intact. (Both of these interfere with resonances . . .) Too much dissonance within an angel can make him Outcast, or even Fall, unable to perceive anything but what *he* thinks the Symphony should be. Too many dissonant notes within a demon, and he may become insane, physically warped, or both, as the dissonance becomes crippling Discord. Each Choir, Band, and Superior has a Dissonance Condition (p. 37) which dictates when a celestial becomes dissonant.

Dissonance is a “temporary” disadvantage with levels (see p. 36); it should be added to the victim’s sheet when acquired. It can be removed in several ways (see *Losing Dissonance*, p. 150) or converted to Discord (see *Discord*, p. 151). Like all disadvantages acquired “in-game,” the victim gains no additional points; instead, his point value is reduced.

## DISSONANCE MECHANICS

Immediately after any celestial does something dissonant, or a demon suffers dissonant backlash on his resonance, the player rolls 3d. (This may be done so that only the GM and player see the roll’s result . . . A new-Fallen might wish to hide his state from his companions!) This roll adds or subtracts *nothing* – there are no advantages or disadvantages that modify dissonance rolls. However, Interventions (p. 152) can modify the *effects* (see below) and some Discords raise the effective dissonance (see p. 151).

For the dissonance roll to succeed, at least one of the three dice must be equal to, or greater than, the *current* number of dissonant notes the celestial has (that is, how dissonant he was *before* accounting for this new dissonant action.) On such a success, the celestial gains a note of dissonance and cannot use his resonance again for 1d hours. On a *failed* dissonance roll, the consequences are much more serious; see below.

*Example:* Johan, Cherub of the Wind, stays in town for a little too long while dealing with a situation. (See p. 92 for the Wind’s Dissonance Condition.) He has no current dissonance, so he must roll a 0 or more on 3d. This

## PREDESTINATION: FATE AND DESTINY

Do humans have free will? Does anyone? Are we puppets to the Divine Plan?

The angels argue these questions as strongly as any mortal philosophers. Some angels (and demons) have the advantage of being able to see the future – or *a* future, for they have also seen those futures change.

Celestials agree: every mortal has a fate and a destiny. Someone's destiny is the best and brightest thing he can accomplish in the Symphony. It's the thing that will, in the long run, have the most beneficial, selfless effects, brightening the lives of others, perhaps even beyond what a mere angel (or Archangel) can hope to achieve. Someone can become a Soldier of God, but his destiny would still be to play second violin in concerts. The demons he helps slay are, in the Symphony, minor grace notes to the potential theme he could aspire to. Likewise, someone's fate is what will cause the most selfish, harmful effects. Neither fate nor destiny needs to be one specific action; sometimes, it's not clear whether someone has reached his final goal until death.

It's rare for mortals to surpass their fate and become even more evil – or to go beyond their destiny, bringing more music to the Symphony than expected – but some say it's happened. Human free will can be surprising . . .

Fates and destinies are not always “equal,” and not everyone would choose destiny if it were laid out in front of them! Servitors of Yves claim Hitler's destiny was to be an honest interior decorator who painted for pleasure and taught in his old age. His fate was much greater, and drew him to Hell with its siren call.



Those who have achieved their destinies by the time they die will almost certainly wind up in Heaven. Those who have embraced their fate awoken before the gates of Hell. But there are many who do neither, and some who manage both. Hemingway was destined to be one of the most influential writers of his century, and fated to drunkenness, despair, and suicide. (Some believe that demons of Fate helped him to the latter.) These “undecided” are reincarnated, to try again, or their souls are dissolved into the Symphony, gone forever.

It's not clear whether someone can get into Heaven or Hell by other ways – many angels debate over whether any given blessed soul achieved destiny, or merely “lived a good life.” Demons of Fate look into the matter for more professional reasons, but don't have satisfying answers either. It's also not clear how much anyone can be influenced to their final end – push too hard, say the Servitors of Fate and Destiny, and sometimes the Symphony pushes back. If a mortal does not *choose* to embrace his potential, good or ill, then that choice – apparently – can only be biased, not forced.

Ethereal spirits (p. 25) seem to have no fates or destinies. Celestials say that this is because they are soulless, created beings. The ethereals themselves often have other views. Celestials *do* have fates and destinies – their fates range from being a demon, to being a Word-bound demon, to being a Prince, while their destinies span a merely angelic nature all the way to Archangel, and ineffable heights beyond. Divine Destiny (p. 107) and Fated Future (p. 123) are very good “celestial detection” attunements.

is an automatic success, but he must roll anyway, in case of Interventions. He rolls a 2, a 1, and a 6, gaining a note of dissonance. His resonance roll is reduced by 1 until the dissonance is removed, and he can't use it anyway for the next 1d hours.

*Example:* Sapphira, after a string of bad luck, has acquired four dissonant notes. She suffers a resonance backlash, and must make a dissonance roll. She rolls a 2, 2, and 4 – narrowly making it. She now takes a fifth note, so that she is at -5 for all future uses of her resonance, and rolls 1d to see how many hours she has to wait to use it again.

## FAILURE AND INTERVENTION ON DISSONANCE ROLLS

If all three dice are *lower* than the current dissonance, the roll has been failed. Note that a single note of dissonance is always safe for anyone, and an angel may carry two notes safely – a 111 on 3d is a favorable Divine Intervention! And upon *receiving* the third note of dissonance, the celestial may convert it to Discord (see p. 151).



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ON BEING CELESTIAL

## FALLING

When an angel Falls (p. 149), he becomes a demon of the Band opposite his Choir – Seraphim become Balseaphs, Cherubim become Djinn, etc. The only exceptions are Malakim, who cannot Fall; they just gain a level of Discord.

A Fallen angel loses all his dissonance, as well as his angelic attunements and Rites, though he keeps any Discord he might have. His Heart shatters in Heaven, as if he had been soul-killed. He gains Essence at dusk.

Falling is *always* a choice – even if it happened because of an Infernal Intervention on a dissonance roll, the angel chose to act against his divine nature. An angel can also

choose to Fall without any dissonance at all! The only thing required is that he embrace selfishness and reject his former nature – such as by attempting to use his Band-to-be’s resonance.

Because Falling must be an ultimate expression of free will in an angel, it cannot be forced. Enemies may influence the environment to make Falling very tempting (“If you were a Calabite, you could shatter the rack you’re strapped to.”), but a player character will never be forced to Fall by demonic influence alone. Even a Prince cannot pervert an angel who *truly* wishes to retain his halo. Kill him, yes, but not twist him.



## JOINING HELL

Fallen angels are welcomed by the forces of Hell. Chances to hear about the Host’s plans first-hand are too rare to pass up. The Fallen may even find himself the subject of a “bidding war” between Princes, offering various inducements to get him into their service – and not just because they want a relatively powerful servant, but also because they *don’t* want anyone else to have him. As a further complication, other infernal forces may be gunning for the Fallen angel, to make *sure* no one else gets him. And then there’s the hostility of both his former Archangel and the Divine Inquisition to dodge.

Until he grants allegiance to a Prince, the newly-Fallen angel can’t get to Hell on his own – he has no Heart to show him the way. However, he can use infernal Tethers (p. 188) or follow another demon to Hell. Once he swears fealty to a Prince, the dark lord attunes his new tool to whatever Word he holds, and creates a new Heart. This gives the new demon the Band Attunement granted to that Prince’s minions, as well as access to his Rites, but it also binds him to whatever dissonance conditions the Prince has set for his Servitors.



*Example:* Johan finds himself staying even longer in town. On the 9th day of his stay, he makes a dissonance roll for his third note. (He has to roll at least one 2 or higher, for the two notes he already has, and a 111 is always good for angels.) He doesn't roll a 111, but does make the roll, and takes a third note of dissonance. He decides that this mess may take even longer than he'd thought, and exchanges those three notes for Discord. He now has no dissonance – and one new Discord.

### **Angelic Disaster:**

#### ***Falling from Grace***

If an angel fails a dissonance roll, or rolls a 666 (an Infernal Intervention, p. 152), he becomes an Outcast (p. 13). Demons call this “Tripping.” The angel's Heart cracks and is no longer a beacon to guide him home. He must find some way to lose his dissonance, and patch things up with his Archangel, before he'll be welcomed in Heaven again.

If an *Outcast* angel gets an Infernal Intervention (a 666), or fails his dissonance roll normally, he has selfishly chosen to deny the restrictions of his nature one time too many. He Falls, and becomes a demon (see p. 148).

If an Outcast with the Cannot Fall advantage fails his dissonance roll, he merely acquires Discord instead, much as demons do . . .

#### ***Demonic Disaster: Gaining Discord***

If a demon's roll is 111, or he fails on all three dice, he takes his note of dissonance *and* a Discord (p. 151). If he already has a Discord with “levels,” the player may wish to worsen it (e.g., Bad Temper becomes Berserk, Phobias become more severe, physical disadvantages become more crippling, etc.), or have the GM pick a new Discord.

The GM chooses new Discord as he sees fit – picking something that enhances the character's nature appropriately (such as a Calabite acquiring Bloodlust), violates it ironically (e.g., an Balseph with Honesty), or simply seems to fit the way the dissonance was earned (such as a caring Lust Servitor gaining Sense of Duty to her friends). Or he may devise some random selection method.

*Example:* Sapphira still has those 5 notes of dissonance, and misses her daily hour of Media contribution (p. 128). She rolls a 4, a 3, and a 1. Not only does she gain a sixth note of dissonance, she also acquires Gullibility as a Discord! (The GM thought a gullible Balseph of the Media would be suitably ironic.)

#### ***Favorable Intervention***

If an angel rolls a favorable Intervention on his dissonance roll, then divine forces have smiled upon him!

## THE PATH TO REDEMPTION

Just as angels may become selfish, demons can aspire to selflessness. A Renegade may be so riddled with Discord and hunted by enemies that he's desperate to find safety – even in Heaven. He may have the Selfless Discord (p. 29), which drives him to behave and think like an angel anyway. Or the repentant demon may simply have decided Hell is *wrong*. Redemption isn't like falling, though. Falling happens because you *risked* it. Redemption can't happen unless you work and *suffer* for it.

There are practical reasons for Heaven to offer asylum to truly repentant demons. First, they generally have a wide range of experience to offer an Archangel, and knowledge about the inner workings of the diabolical Horde. Second, they have an incentive to stay in line – they *know* how bad Hell is and don't want to go back (but see *Yo-Yos*, p. 150). And lastly, it would be un-angelic to refuse sanctuary to one who honestly seeks it. Humility is not required, but sincerity is – a demon who *demand*s a halo is rarely angelic material, and may be destroyed out of hand; Archangels consider that more merciful than allowing the wretch to suffer as an infernal.

A demon seeking redemption must somehow contact an Archangel – the only being powerful enough to hold his Forces together while the Light of Heaven burns away his selfishness, remaking his very nature. This does not always work; a demon who cannot surrender his sense of self to the Divine Symphony will die, even with an Archangel trying to prevent this. Even those who live may find themselves short a few Forces afterward. (For playability, assume that sincere PC demons will survive, though the GM and player may agree the character was damaged during realignment.) All Celestial Discord is burned away, but others remain until removed by an Archangel.



Though it seemed his actions were wrong, they either helped Heaven's cause, or were *not* dissonant somehow. Or perhaps he was simply forgiven and granted another chance. (Or the GM may decide on ineffable reasons known only to God.) He gains no dissonance, and any *current* dissonance vanishes. The fortunate angel may interpret this reprieve however he likes – and the GM should keep it in mind as well.

## THE REDEEMED

A redeemed demon becomes an angel of the Choir opposite to his former Band – Impudites become Mercurians, Habbalah become Elohim, etc. (The exception is Lilim; see p. 70.) The new angel gains Essence at dawn and has access to his new Lord's Rites. His demonic Heart (if he had one) shatters as if he'd been soul-killed, and his Archangel creates a new Heart – which binds him to the dissonance conditions of the Archangel's Word.

However, he's not yet proven himself. The path of righteousness isn't easy, and Archangels will test the new angel in various ways.

While all Celestial Discord has been stripped away, any Corporeal and Ethereal Discord remains. For every successful assignment the angel participates in, the Superior will remove some Discord. Further, though the new Servitor has lost his infernal attunements, he won't be given his master's Choir Attunement until the Archangel is satisfied as to his loyalty and dedication.

His former Prince, if he discovers his old tool is still alive, will grant access to the ex-demon's old infernal Rites – without mentioning that each use of them generates a note of dissonance for an angel! His Archangel won't remove the Rites until the redeemed angel has proven he can resist the temptation to use them.

A redeemed has finally “earned his wings” when he's had all Discord removed, and been granted both his Choir Attunement and a Servitor Attunement by his Archangel. If he makes it that far, he'll be treated just like any other angel. However, if he becomes an Outcast first, that Archangel will never, ever twitch a wingtip to help him again.

Likewise, if a demon rolls an Infernal Intervention, he's attracted Lucifer's attention. The demon takes no dissonance, and previous dissonance is wiped away. Of course, both the demon and the GM should be asking themselves *why* Lucifer chose to aid this lowly infernal . . .

## LOSING DISSONANCE

Dissonance, while painful and disruptive to one's well-being, can be removed. In many cases, a note of dissonance can be cured by fixing (or breaking) the cause of *that specific* note, restoring the natural harmonies of the being.

The GM and player should keep track of how each note of dissonance was acquired. If dissonance is removed by some way other than correcting the problem that caused *that* note, then there's no benefit to correcting that problem any more – other notes, with other causes, won't be helped.

There are specific ways to remove most dissonance inflicted by Band or Choir dissonance conditions. Some of these are in the individual descriptions, while others can be found in the *In Nomine Angelic Player's Guide* and *Infernal Player's Guide*.

Time spent in a Tether (p. 188), meditating and aiding its Seneschal, also helps. For every week the celestial stays *mostly* within the boundaries of the Tether, promoting the Word that the Tether is bound to, he will lose a note of dissonance. (Most recent dissonance goes first.)

No more than once per *adventure*, the GM may allow a dissonant celestial to sacrifice 10 Essence while performing some action which affirms his basic nature or that of his Superior. He cannot use it for Songs, Extra Effort on a resonance use, or any other “beneficial” cause; it's a sacrifice. There will be normal Symphonic disturbance. For angels, this should be a grave act of divine contrition, while demons are gleefully renewing their loyalties to evil.

## YO-YOS

Sometimes, celestials change their minds – either an ex-demon just can't maintain his selflessness in the face of adversity, or a Fallen angel decides Hell is more restrictive than he thought. This can take days, or millennia.

Fallen ex-demons are rarely welcomed by Princes. They have already betrayed Hell once, after all. If they're lucky, they can cut a deal with a Prince before the Game catches up with them. If they're really lucky, the Prince will honor the deal, and after

intensive debriefing, they may be allowed to climb onto the bottom rung of the dark hierarchy.

Redeemed Fallen are similarly mistrusted – they were selfish enough to Fall before, so what prevents them from changing their minds *again*? However, Archangels have access to Elohim and Malakim, who can often tell if a repentant celestial has learned his lesson. Though the restored angel has Judgment's triads making routine check-ups on him, he'll re-earn his wings normally.



Finally, the celestial may convert the dissonance, changing it into a more permanent, but less dangerous, form: Discord.

## DISCORD

Celestials may incorporate the jangling notes of dissonance into themselves, removing the impediment to their resonance at a cost to their basic nature. This cost is *Discord*, a physical, mental, or spiritual warp in the once-strong harmonies of the celestial's themes.

At any time, character points in 3 or more levels of dissonance may be traded for a new (or increased) Discord. A Discord is any appropriate disadvantage, linked to one or more levels of the Discord disadvantage. The point value can only be traded even or up – the new Discord can be worth up to 2 additional character points, if the points in dissonance don't divide cleanly into the new Discord's value. Excess character points in dissonance can't be lost! If only 1 or 2 points are used from a level of dissonance in conversion to Discord, that level of dissonance is *kept*. Converted levels of dissonance are lost; they no longer affect dissonance rolls, or interfere with resonance use. Discord acquired after character creation reduces the character's point value – it doesn't give additional character points.

Physical Discord manifests in *all* the being's vessels (or hosts), such as his body suddenly having Unnatural Feature (Cloven Hooves), or simply being very, very fat. Shedim and Kyriotates, who lack vessels, will evidence these problems in a new host within a few minutes of occupancy; the effects will miraculously vanish when the possessor leaves. Mental Discord affects the victim's mind, such as Paranoia or Phobias. Spiritual Discord affects his connection with the Symphony in some way; Celestial Blindness (p. 36) is one manifestation, and *all* Celestial Discord interferes with the ability to receive one's daily Essence.

Some Discords affect certain Bands or Choirs much like dissonance itself! They come in levels, and though they will not interfere with the victim's resonance, they *are* counted as notes of dissonance when making dissonance rolls. (Yes, a celestial with 6 levels of such Discord requires a favorable Intervention to avoid getting further Discord, or, if an angel, becoming Outcast or Falling.)

For specific types of Discord, see *New Disadvantages*, p. 36.



their own little problems.

## REMOVING GEASES

Geases are a special case. They are Discord, and can be removed, but it's very difficult to do. In essence, a Superior must all but take apart the component Forces of the geased celestial's soul, unravel the Geas from them, and put that celestial back together again – all without damaging his memory or letting his soul dissolve. This requires *undivided* attention, and is hardly instantaneous. It's even harder to do this with Lilim – who are, of course, most likely to have Geases upon them. Even when it works, the celestial is weakened, his soul bent and spindled around the edges, and he often loses a few levels of Power Investiture.

Demon Princes don't rip Geases from their Servitors for several reasons. One, it takes a lot of personal time and effort. Two, the Servitor is much less powerful afterward – if it survives at all. And three, if any of those Geases were owed to *Lilith*, she gets . . . upset.

Archangels don't *like* to remove Geases for the first two reasons, but will offer the option to any angel or would-be angel who needs it. This can be done during or after redemption, and some Archangels will redeem a Geas-laden demon first, and hope she (they *are* usually Lilim) will acquiesce to the necessity afterwards.

Geas-*hooks*, however, are comparatively insubstantial, and until invoked, they're invisible to all but Superiors. No Superior except (perhaps) Lilith can strip a hook out of a being's soul; it's just not solid enough.

## Social Effects of Discord

Unlike dissonance, Discord is always obvious when the unlucky bearer is in his celestial form. It may manifest “as is” for physical Discord, or have some symbolic appearance, such as Geases, which appear as bracelets or metal cuffs. Some attunements allow other celestials to sense Discord in the corporeal realm, as well.

For demons, most Discord isn't a big deal. They get it from bad luck – backlash on their resonance – as much as by disobeying their Prince. Calabim and Lilim, by their very natures, are almost never found without Discord of some kind, which makes it easier for other Bands to justify

## INTERVENTION



The original *In Nomine* system introduced a special mechanic for critical successes and failures – Divine and Infernal Interventions. Any time a 111 is rolled on the three dice, *no matter who did it*, it is a Divine Intervention, and something will happen that benefits Heaven’s cause and harms Hell’s. Rolling a 666 aids Hell’s goals and damages Heaven’s. (This means that demons reverse their critical successes and failures!)

The effects of Interventions are limited only by the GM’s whim, but they are usually appropriate to the current situation. An Intervention on a trivial roll gets trivial supernatural results; an Intervention during the climax of an adventure produces climatic results. God never manifests directly, and Lucifer rarely chooses to do so, but those with Awareness will know that something is going on.

Infernal Interventions never occur in Heaven; they become normal critical failures. Divine Interventions *do* happen in Hell . . .

Therefore, in *GURPS In Nomine*, a natural 3 or 18 on any skill, attribute, or resonance roll can be good or bad, *depending on who you are*. Celestials and Soldiers who have

chosen a side are aware of the Symphony and the War, and in return, the Symphony is aware of them. So a natural 3 (a 111) is a Divine Intervention, good for those who serve Heaven and bad for those who serve Hell. A natural 18 (666) is the reverse.

For Interventions, only the actual numbers on the dice count. For instance, if the GM rolls a 13 on a reaction roll to someone with +5 Charisma, that “18” result is not an Infernal Intervention. A natural 3 and 18 on reaction rolls will be effectively reversed, but their probabilities are equal. Other critical successes or failures are handled normally; the character performed very well (or very badly), but supernatural powers did not deign to become involved.

When appropriate, non-aligned beings may be affected by Interventions when dealing with celestials and Soldiers. Whatever the circumstances, a Divine Intervention furthers the goals of Heaven: selflessness, kindness, comfort, and so on. An Infernal Intervention furthers the goals of Hell: selfishness, brutality, pain, and so on.

## D666 INTERVENTION EXAMPLES

*Divine:* Johan, Cherub of Janus, is chasing a couple of Hellsworn on motorcycles. One of them rolls a 111 for his Motorcycle skill; his companion swerves unexpectedly, knocking into him. One cartwheels over the guard-rail (and he’s not wearing a helmet), while the other falls off his bike at precisely the right time to land in Johan’s lap, instead of dying without revealing what he knows.

*Infernal:* The Balseph Sapphira is trying to convince a policeman that she should be allowed to view a crime scene before the forensics team has finished with it, using her resonance for lying to convince him that “It’s really all right for you to



let me in!” She rolls a natural 18 – three 6s. Sapphira hears a chuckle in the back of her mind, and the policeman not only lets her in, but is *convinced* that Sapphira is trustworthy, becoming a Contact (p. CI22) she can tap for information in the future!

*Unaligned:* Peaseblossom, an ethereal spirit, is trying to convince Jenny, a Soldier of God, to stop poking around its hiding place. It rolls Fast-Talk, and gets a 111 – both critical success and Divine Intervention. Though Jenny is instantly convinced to leave, by the time she gets out of the woods, she’s decided there was something very fey about that child she met . . . Maybe she should ask her angelic mentor about the Fair Folk.

There are some Discords that are especially interesting to Hell's secret police, the minions of Asmodeus, Demon Prince of the Game. These include Sense of Duty, Charitable, Selfless, or other mindsets reminiscent of angels. Demons with this sort of Discord should avoid being picked up and questioned by Servitors of Asmodeus looking for potential Renegades. (In general, the Game is more interested in dissonance – because it might be converted into such “angelic” Discord in the future – than current “harmless” Discord, such as Berserk, Celestial Blindness, physical problems, etc.) Of course, dissonance and Discord acquired by bucking one's boss are *much* more interesting to the Game; demons who aren't doing their all for Hell might better serve as examples to others . . .

## 111 AND 666

It's interesting that the extreme results of a standard 3d6 roll should fit medieval Christian belief so well.

111, of course, represents the Holy Trinity, Three in One.

And 666 is equally obvious . . . the Number of the Beast, from the Revelation of St. John the Divine.

Maybe it . . . *means* something.



## RESOURCES

In *In Nomine*, just about anything a PC pays points for is a *Resource*. This includes artifacts (p. 169), Roles (p. 32), Allies (p. B23), skills, Songs (p. 156), Rites (p. 32), attunements (p. 30), and vessels (p. 34) – just to name a few.

Resources are often used as rewards by Superiors (or superiors) – if you please them, they might grant (or teach) you a skill or a Song. Archangels and Princes may give you another vessel, or create an artifact for your personal use. Such supernaturally-bestowed abilities, skills, and Songs are immediately accessible to the lucky recipient, while lesser beings must spend time teaching their disciples.

If a Superior-granted Resource is lost somehow – a vessel is killed, or an artifact broken, etc. – the Superior will *usually* provide a replacement. This does depend on circumstances, though. If the Resource was lost through gross negligence, no Superior will want to give the clumsy Servitor something that will be equally misused. He

may simply lose whatever points were invested in the Resource, or the Superior may require some long-term proof of responsibility on his Servitor's part. As usual, their favorite sort of proof is successful completion of another mission.

### *Getting More Resources*

Earned character points can be spent on new or improved Resources at any time the GM permits it. If a player suddenly wants to improve a skill or a Song, right in the middle of a game-session, he should offer a very good, entertaining explanation to the GM of how he's doing it! The GM can always require players to wait until the end of a session or adventure for their improvements can "take." Creating or improving Roles and acquiring Allies can often be justified during game play. New Resources that require a Superior's attention must, of course, await the *Superior's* convenience.



Angels take Discord much more seriously, because it *rarely* happens as "bad luck." Most dissonance – and therefore Discord – occurred because the angel chose to act against his nature. A Seraph lied, a Mercurian hit a human, or an Ofanite opted to stay still when he should have been *doing* something. Reaction rolls from other angels have a -1 penalty for each -5 points (or fraction) in Discord and linked disadvantages.

*Example:* a Cherub with a -10 point Phobia as a Discord +1 has a -3 reaction modifier, when other angels become aware of his problem! This may result in them blowing the whistle on the unfortunate celestial, informing

his superiors or even his Archangel! Servitors of Judgment will also want to know *exactly* how the angel acquired his problems, which can result in a trial . . .

### *Losing Discord*

Discord cannot be removed as easily as dissonance. Though rumors abound about Songs or artifacts that

can accomplish this, the only sure way to get rid of it depends on a Superior being willing to strip it away. Other methods would undoubtedly be riskier, and since a Discordant celestial is often akin to a leper in celestial society – or at least someone with an embarrassing social disease – there's not much research into the subject.

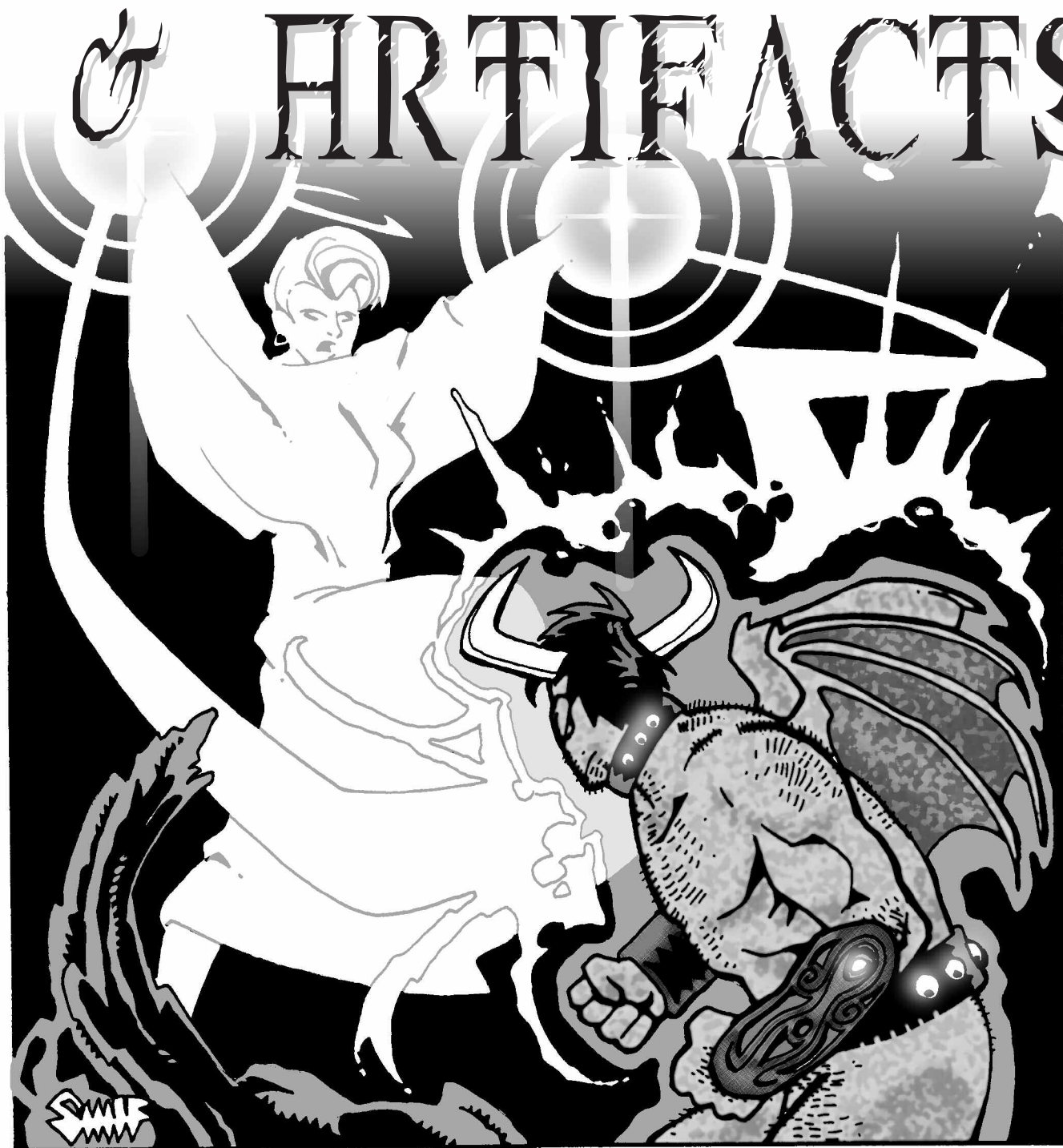
To get your Superior to remove Discord, you'll have to explain how you got it – and then convince him you're worth the effort to remove it. This isn't a trivial task; Archangels and Demon Princes have countless other Servitors who *aren't* Discordant.

However, Superiors are – generally – not stupid. If a tool performed well in the past, they'll take the time to re-hone it. But that tool (the character) had better live up to expectations now, and those expectations may be even higher than before! Princes are particularly likely to send their freshly realigned Servitor on difficult, dangerous missions to justify the time and energy it took to repair him.

Celestials should never think of Discord as a temporary inconvenience. It needs to be bought off with character points, and even then, timing is crucial. A Prince or Archangel wouldn't even bother showing up just to remove someone's personally-inflicted stumbling block. The only time to ask for such a large favor is right after you've demonstrated your worth – such as at the end of a successful mission.

*Chapter 6* SONGS

ARTIFACTS



## GROUP PERFORMANCES: CHORUSES AND THEMES

Celestials call a group performance (p. B151) of a Song a *Chorus* or a *Theme*, depending on how long it is maintained. Unlike magical spellcasting, a group performance requires all participants to know the Song – spectators cannot assist.

A *Chorus* is a Song performed quickly by several people – such as coordinating two or three Songs of Motion so that the performers may carry a heavy weight, or to take advantage of the *Tradeoff: Energy for Skill* rules (p. B151). It is not maintained for long, or if it is, each performer pays the maintenance cost separately.

A *Theme* is a Song which is maintained for a long period of time, with performers entering and leaving the “Circle” to maintain the Song, as described in *Notes on Ceremonial Magic*, p. B151.

## SONGS

Songs are a way of enhancing or suppressing certain themes and melodies within the Symphony, to get it to do what you want. They use the *GURPS* spell rules (pp. B146-B152), but they are not spells – they do not enforce the performer’s will upon the universe so much as they coax the universe into responding. However, in a canon *In Nomine* campaign, Songs are the only “magic” available to celestials.

There are many more Songs than the ones listed here, and *many* more minor variations. There are even hints of new (or lost) Songs woven through the Symphony itself, waiting to be discovered by a celestial with a few decades – or centuries – to spend meditating and experimenting.

### Realms

All Songs are considered to be Corporeal, Ethereal, or Celestial; those are the particular themes they evoke in the Symphony. Unless otherwise stated, a Song will not affect something in a different realm than the performer. Many Corporeal Songs are useless in other realms, and many Ethereal ones are likewise useless in Heaven or Hell. Some span all three realms, but are considered one or another for performance purposes. In unclear cases of where a Song (or combination of Songs) would work, the GM’s decision is final.

## PERFORMING SONGS

### *Skill Level*

All Songs are Mental/Very Hard skills, and are at a -5 to skill when performed on the corporeal plane (Earth) or the ethereal plane (the Marches). They are performed at no penalty on the celestial plane (Heaven and Hell). Power Investiture (Realm) adds to the skill level of Songs associated with that realm, as the performer is more in tune with that particular plane of existence.

*Example:* a celestial with Corporeal Investiture +3 and a skill of 14 in a Corporeal Song has an effective skill of  $(14 - 5 + 3 = 12)$  on Earth or in the Marches; in the celestial realm, his skill is  $(14 + 3 = 17)$ .

### *Resistance*

Unlike magic (and the rules on p. B150 regarding Resisted Spells), Songs may act on the body, the mind, or the soul, and are resisted differently. Strong and Weak Will modify resistance rolls only for those Songs which are specifically listed as resisted by Will. However, Will modifiers may ameliorate – or worsen – the subsequent effects, such as with the Ethereal Song of Attraction, p. 160.

Neither Magic Resistance nor Psionic Resistance interfere with Songs.

### *Affiliation*

The nature of a celestial may resonate with the themes that a particular Song evokes, giving that celestial a bonus to perform it. He gets a cumulative +1 to skill for each of the following:

- ☒ The Word he serves is linked with the Song (see below).
- ☒ His Choir or Band nature resonates with the Song.
- ☒ He is personally bound to a Word which is compatible with the Song.

Humans, whether mortal or not, do not get this bonus.

There are far too many non-Superior Word-bound (and minor Superiors!) to list all affiliated ones who might qualify for a bonus; if the GM chooses, a lesser Word may provide the same +1 bonus as that granted by serving a Superior’s Word.

Some Songs are only partly linked to a celestial’s nature or Words, and the bonus is only for some of the realms that Song spans. *Example:* Though the Song of Form does not list Nightmares as an affiliation, the Ethereal version turns the performer into “shadow matter” – so the GM gives Lynoure, Djinn Baroness of Nightmares and Demon of Shadow Shapes, a +1 to perform the Ethereal Song of Form.

A celestial must be *bound* to a Superior to get the bonus. Those who are merely in service to another Superior do not gain any benefits from their temporary master's Word. While Free Lilim are not bound to a Superior, they *do* get a bonus for Freedom-affiliated Songs if they have taken Lilith's Rites and Dissonance Conditions (p. 125).

### ***Additional Disturbance***

Songs change the natural melodies of the Symphony, and most of them create disturbance (see p. 137) above and beyond that caused by spending the Essence required to power them. The total disturbance caused by a Song is normally the sum of the Essence spent and the *additional disturbance* listed. In a few cases, the

additional disturbance occurs separately, after the Song's effect ends.

### ***Essence Costs***

All Essence spent in the performance a Song causes disturbance normally (p. 137). Some Song effects can be maintained; others cannot, and must be repeated to continue the effects. The latter will have no cost to maintain listed. If a Song fails, 1 Essence is spent anyway; if it fails critically, all the Essence that would have gone into it is spent, without effect. If it fails due to a hostile Intervention (p. 152) . . . unpleasant things happen.

High skill level with Songs does *not* reduce Essence cost. Songs cannot be powered with Fatigue.

## VIRTUOSOS

At the GM's option, someone who has, on Earth, an *effective* skill of 18 or higher in all three realms of a Song (including affiliation bonuses) may be considered a *virtuoso* in that Song. If there is only one realm listed, he must have an effective skill of 20+, on Earth.

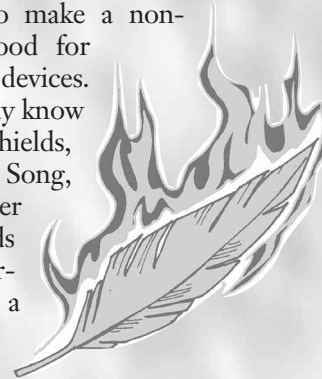
A virtuoso may make minor changes in a Song by taking a GM-determined penalty on its performance. The Essence cost may be reduced (see below), the effects increased by an increment, a Regular Song changed to an Area one (or vice versa!), or other minor alterations. The effects may simply be *different*, too, such as the Song of Claws producing lobster claws instead of talons. Trivial changes might merit only a -1 penalty. Converting a Song from Regular to Area could rate a -5 or more. Really radical changes should reach -10.

The GM may always rule that a proposed virtuoso performance is actually a new Song, and *cannot* be used by even a virtuoso. For major alterations to a Song, the virtuoso should take the years required to research a new one!

With the GM's permission, a virtuoso may learn a particular variation as if it were a maneuver (p. CII162) based on the original Song; the GM determines the default (usually only -1 for cosmetic changes; more for more extreme alterations). The virtuoso may teach this variation to others as a maneuver, if they know the base Song – or as a Song! In that case, the student learns that variation as a full

Song, and if he later learns the original version, may treat *that* as a variation of the Song *he* knows!

*Example:* Israfil, the Angel of Music, is teaching Orc, Angel of Networks, a variation of the Corporeal Song of Shields which will allow the Servitor of Lightning to make a non-conductive barrier – good for shutting down Vapulan devices. Since Orc does not already know the Corporeal Song of Shields, he learns this as his *base* Song, not a variation. If he later learned Corporeal Shields (the more common version), he would treat *it* as a maneuver based on his "Electrical Shields" Song.



### ***Time, Energy, and Skill Tradeoffs (Hurried or Careful Performance)***

A virtuoso can take advantage of this optional rule from *GURPS Magic*, p. M119. He may reduce Essence cost by 1 for every -3 penalty to skill, or reduce performance time, at -3 to skill for each halving of time (down to a minimum of 1 second). Or the virtuoso can take extra time; for each doubling of uninterrupted time, he can get a +1 to effective skill, or -1 to Essence cost.

## DISCOVERING SONGS

All Songs are present within the Symphony itself – they are not “invented” so much as “discovered.” However, since everything *else* is also within the Symphony, it’s never easy to uncover a new Song. Without a lot of luck, it requires years of research and experimentation – if not decades or centuries! Most Superiors have better things to do with their Servitors’

time than encourage them to research new Songs – and those Servitors who *are* assigned to Song-research do *nothing* else.

Appropriate rules for discovering new Songs can be taken from *GURPS Magic*, p. 16, or the *Liber Canticorum*, p. 19. If using the latter, the base number to roll against in *GURPS* is still 0, while an *In Nomine* skill of 6 translates to a *GURPS* effective skill of 18+ on the corporeal plane.

## CONVERSION NOTE

Many of these Songs were converted to *GURPS* by finding equivalent spells and modifying them to better fit the effects in *In Nomine*. Spells used in the conversion are listed below, but in a campaign using both magic and Songs, even a spell like Major Healing is still distinct from the Song of Healing. In general, any Song – being essentially a miracle – is more powerful than its equivalent spell.

The GM is always free to remove the modifications – especially if mixing magic and Songs together – and instruct celestial characters to use the “basic spell” mechanics instead. (*This is true for all modifications in this chapter, such as resistance, group castings, realms, skill levels, etc. Just inform your players which Song rules are in effect.*)

### Base Spells for Songs

The table below lists the spells that were used to create the Songs in this chapter. The spells are listed for each realm of the Song, separated by semicolons, in the order: Corporeal, Ethereal, Celestial. If only one entry is present, it is used for all realms. “New” means the Song was created for this book, and not based on any existing spell.

*Affinity*: Seeker and Trace (p. B163).

*Attraction*: Trace (p. B163); Loyalty (p. M68); Trace (p. B163).

*Artifacts*: new, loosely based on Enchant (p. B160).

*Charm*: Fatigue (p. M27) and Frailty (p. G14); Foolishness (p. B164) and Clumsiness (p. M26); Dullness (p. G77) and Weaken Will (p. G75).

*Dreams*: Dream Projection (p. G21); new; Great Hallucination (p. G76).

*Entropy*: Youth (p. M51) and Age (p. M74); Terror (p. M65); Daze (p. B164) and Mental Stun (p. M66).

*Form*: Armor (p. M76); Blur (p. B163) and Hide (p. M58); Alter Body (p. M28).

*Harmony*: Fatigue (p. M27) and Clumsiness (p. M26); Emotion Control (p. M68); Relieve Madness (p. G54).

*Healing*: Major Healing (p. B162).

*Light*: Continual Light (p. B163) and Sunlight (p. G64); Simple Illusion (p. M51); Sunbolt (p. G65).

*Motion*: Flight (p. M71); Apportation (p. M69) and Poltergeist (p. M70); psi power Teleport (p. B175).

*Numinous Corpus*: *Acid*: Spit Acid (p. G37), *others*: Partial Shapeshifting (p. G11). Most effects are based on the various Strikers advantages, p. CI66.

*Possession*: Possession (p. M30).

*Projection*: Projection (p. G61).

*Shields*: Force Dome (p. M78); Pentagram (p. M62) and Utter Dome (p. M78); Utter Dome (p. M78) and Wall of Silence (p. M79).

*Thunder*: Mental Stun (p. M66).

*Tongues*: Gift of Tongues (p. M30) and Gift of Letters (p. M30); Mind-Reading (p. M28) and Mind-Sending (p. M29); Message (p. G94).

*Transferral*: Lend Spell (p. G72).





# SONG LIST

## AFFINITY

Sometimes called Songs of Contagion – from the old magical principle of “once together, always together” – these Songs can trace an item or person, much like the Corporeal and Celestial Songs of Attraction (below). However, instead of attuning to the target of the Song directly, the performer only needs something that is somehow linked to the target.

If the target is in a different realm than the singer, that information will be revealed. Standard long-distance modifiers (sidebar, p. B151) apply if both singer and target are in the same realm; -10 if they’re on different planes of existence. (If someone’s vessel is asleep while his mind roams the Marches, he still counts as on the corporeal plane for the purposes of this Song.)

*Duration:* 1 hour

*Cost to Perform:* 1; 1 to maintain.

*Additional Disturbance:* the degree of success

### Corporeal

### Regular

Using a part of an object, the rest of it can be found. While active, the held piece(s) will tug toward the whole. This Song will not work on living beings, but it *will* work on corpses, including undead . . .

### Ethereal

### Regular

This version of the Song can track a person with a part of his body (hair, blood, etc.). If the part has been ritually severed – such as by burning, or washing in running water – it cannot be used. As with the Corporeal version, the item will pull toward the person sought.

### Celestial

### Regular

The performer needs a mundane item that the target has created, or something the target is bound to (i.e., has paid character points for; see Artifacts, p. 169). Lilim can use the Celestial Song of Affinity on their Geases or Geas-hooks, to locate the person who owes them, and get a bonus to the Song equal to the level of Geas they hold!

## ARTIFACTS

These Songs allow mundane objects to be invested with supernatural abilities. Each version of the Song creates a different sort of artifact. (This is the *In Nomine* equivalent to the Enchant spell (p. B160), allowing use of the Enchantment rules (p. B152). See *Creating Artifacts*, p. 169, for more details.)



When a item is enchanted, the enchanter’s Song roll is determined by the lower of his skills with this Song and the specific Song being placed on the item. If the enchanter has assistants, their effective skills with both Songs must be 15 or greater, but the roll is based on the enchanter’s effective skill.

Many relics (such as the Body Bag, p. 172) include variant or specialized Songs which are not used except to make the relic. Each of these is treated as a separate Celestial Song unless otherwise stated, and must be learned individually. (E.g., the Song of Body Bag, the Song of Fiery Sword, etc.) These Songs must be *known*. A virtuoso attempting to improvise a variation “on the fly” while enchanting an item will probably fail . . . or wish he had.

All artifact creation must be done “Slow and Sure” (p. B153), regardless of required Essence. (*Exception:* some Servitors of Creation are faster; see p. 170.)

*Affiliation:* Creation

*Duration, Cost, and Time to Perform:* see pp. B152-B153, on creating enchanted objects, and p. 169.

*Additional Disturbance:* the degree of success, plus the performer’s total Power Investiture.

### Corporeal

### Enchantment

The Song is used to create corporeal artifacts (p. 170), weaving them into the Symphony and attuning the subject to the item. If the subject is not the performer, the subject must be present during each day of enchantment. It costs 10 Essence per point of disturbance reduction when creating the item.

### Ethereal

### Enchantment

This Song creates talismans (p. 170). The performer and any assistants must have character points in the skill to be bound into the talisman. If the item is to be owned by someone other than the singer or assistants, the owner must be present for every day of enchantment. Making a talisman costs 30 Essence per effective *character point* of skill it grants, up to a maximum of the lead performer’s character points in the skill. (A half-point level costs 15 Essence.)



### *Celestial*

### *Enchantment*

This is the Song required to create a relic, binding another Song into an item, or a reliquary (p. 171). It costs 10 Essence for every point of Essence a reliquary holds. Essence costs for relics vary.

If the relic allows the *performance* of a Song, it may *contain* – but not generate – Essence, up to the maximum amount of Essence the Song requires (see p. 171). Enchanting such a relic requires (Song's performance cost)×100 Essence, and the relic will be able to contain the minimum amount of Essence needed to fuel its Song. Additional points of Essence stored, up to the maximum the Song requires for initial casting, cost 100 Essence each. *A relic cannot funnel more Essence than it was created to contain!* If you have a relic with the Song of Light, containing up to 2 Essence, you cannot add your own energies to put 3 Essence into the performance.

Special relics with innate abilities, such as flaming swords, may be created by the GM. See p. 172 for some examples.

### **ATTRACTION**

These Songs give control over forces of attraction in the Symphony – physical, mental, or spiritual.

*Duration:* 1 hour

*Additional Disturbance:* the degree of success

### *Corporeal*

### *Regular*

The Corporeal Song of Attraction is designed to attune items to each other. It does not work on living beings. The two objects must be touching at the time of the Song's performance. Once attuned, each “tugs” gently in the direction of the other, like a dowsing rod. A Perception roll (with a bonus equal to the degree of success of the Song's performance) must be made to sense the direction of the pull.

*Cost to Perform:* 1; 1 to maintain

### *Ethereal*    *Regular; Resisted by Will*

The Ethereal Song of Attraction makes the subject madly, *passionately* attracted to any person or object of the performer's choosing. The focus of the obsession must be visible to both the subject and the performer, and the range is measured to the more distant of the two. If the target does not resist, he feels compelled to stay near the object of obsession and guard it, until the Song ends.

In combat, the subject can defend himself normally, but must make another Will roll, minus the Song's degree of success, if forced to choose between self-preservation or protecting the object of his desire.

If the focus is another person, the subject does *not* necessarily need to obey that other person, though he must act in that person's best interests *as he sees them*.

*Example:* an Impudite uses this Song on a Malakite, causing him to desire to protect her. After a brief argument, the angel shrugs and picks up the smaller demon, intending to gently carry her back to a divine Tether to be redeemed . . .

*Affiliation:* Habbalah

*Cost to Perform:* 1; 1 to maintain. *Double* this cost if the subject does not know the focus of the obsession, or *triple* it if the subject is hostile to the focus.

## Celestial

## Regular

This Song works like the resonance of the Cherubim and Djinn. The performer must touch the subject, who may be an object or a living being. As long as the Song is maintained, the singer will be able to make a Perception roll on the Tracking Resonance Table (p. 214), at a bonus equal to the degree of success with the Song.

(Unlike the resonance, this Song will never cause the performer dissonance, even if he is actually a Cherub or Djinn.)

*Affiliation:* Cherubim and Djinn

*Cost to Perform:* 1; 1 to maintain.



## CHARM

It's possible to be so damn charming that people are dazed – or so say the Impudites, who claim they discovered these Songs within the Symphony. Songs of Charm temporarily drain attributes much as the Takers drain Essence. (Sadly, Impudites get no bonus to perform them.)

All these Songs reduce the chosen attribute by the degree of success with the Song (minimum 1). They are *not* resisted!

*Cost to Perform:* 2; 1 to maintain.

*Duration:* 1 minute.

*Additional Disturbance:* the degree of success.

## Corporeal

## Regular

The performer may choose to reduce *either* the subject's ST *or* his HT (not both), temporarily.

Reduced ST will affect the subject's basic damage with weapons, ST-based resistance rolls for spells, and any skills based on ST. It also affects encumbrance, but GMs

are free to ignore this picky detail in the interest of playability.

Reduced HT affects Basic Speed, death, disease, exhaustion (running, swimming), exposure, infection, knockdown, poison and spell resistance rolls, crippling, disease and unconsciousness recovery rolls. Note that crippling damage (p. B127), stunning, knockdown, and knockout *scores* are based on hit points, and are therefore unaffected.

## Ethereal

## Regular

This version of the Song affects IQ *or* DX (by affecting reflexes and coordination).

Reduction of IQ affects ability with all Songs, and all IQ-based skills and resistance rolls. The GM may also require an IQ roll for the subject to remember complex things while under this Song's influence.

If DX is reduced, all DX-based skills are also affected.

## Celestial

## Regular

Celestial Charm reduces Perception or Will, making the subject oblivious or highly suggestible.

Reducing Perception affects the subject's Sense rolls (including Perception-based resonances).

Weakening the victim's Will reduces his ability to resist Songs or resonances, or use Will-based resonances.

## DREAMS

While the Servitors of Blandine and Beleth are the experts in the Marches, these Songs allow others to follow in their footsteps – and can also enhance the abilities of the experts.

*Affiliation:* Dreams and Nightmares

*Duration:* (Degree of success) minutes.

*Additional Disturbance:* the number of dreamers affected.

## Corporeal

## Regular;

## Special Resistance

This Song has the same effects as Dream Walking (p. 83), but the subject need not be on the side of the Marches "friendly" to the performer! Long-distance modifiers (sidebar, p. B151) apply.

If the subject somehow realizes there is someone "uninvited" in his dream (unlikely, unless the target is a lucid dreamer (p. 177) or has experience with Dreams or Nightmares), he may make a Will roll to eject the intruder into the Marches. The performer may also choose to leave the dreamscape, entering the Marches of his own will, or awaken normally (p. 178).

*Cost to Perform:* 1.

## **Ethereal**      **Special; Resisted by Will**

While within a dream, the performer may use this Song to affect the skill rolls of other people (but not himself). As long as the Song is in effect, the singer can add, or subtract, the Song's degree of success (minimum 1) to the skill rolls of other participants in the dream. Though "distance" is a murky concept within a dreamscape, the performer must be able to perceive the other being(s) he wishes to affect.

The dreamer may resist the first interference in his dream with a Will roll; a success ejects the singer from the dreamscape!

*Cost to Perform:* 1 per dreamer affected.

## **Celestial**                                  **Regular;** **Special Resistance**

The performer is able to take control of a dreamscape! With a successful use of this Song, while within a sleeping being's dreamscape, the performer may control *every aspect* of the dream, from setting to sensations! He cannot inflict actual physical damage, though. If he sculpts a hopeful, peaceful dream, the dreamscape will drift toward Blandine's Tower, and the sleeper will awaken refreshed. If the performer creates a terrifying nightmare, the dreamscape will move toward Beleth's Tower, and the dreamer will suffer a poor night's sleep (p. B134; half-night of sleep). A particularly horrifying nightmare may require the sleeper to make a Fright Check, and cause him to awaken screaming!

The dreamer may attempt *once* to eject the meddler from his dream with a Will roll (this can be made as or after the Song takes effect). He may use Lucid Dreaming (p. CI142) or its default (Will-4) in a contest of Skill vs. Song to alter individual details even if he fails to force the performer to leave. Other visitors to the dreamscape may use Lucid Dreaming (by default, if necessary) or a contest of Songs to influence the dream as *they wish*.

*Cost to Perform:* 3.

## **ENTROPY**

Entropy can burn those who play with it, but a master of these Songs is a powerful being . . . as long as they don't backfire.

*Affiliation:* Calabim

*Duration:* Instantaneous (the Corporeal Song's effects are permanent, unless reversed by a repeat Song use, but take effect instantly; a person who has been made younger starts aging again immediately).

*Additional Disturbance:* the degree of success plus all the performer's Power Investiture levels.

## **Corporeal**      **Regular; Resisted by HT**

Corporeal Entropy gives the performer control over the ravages of time – to erase, or inflict them. He may cause *anything* in the corporeal realm to become younger or older (though not both in the same use of the Song). For every 1 Essence put into the Song, the subject (living or not) becomes younger or older by a number of years equal to the degree of success. The singer can choose to limit the effect to a lesser value.

Attribute levels modified due to aging will be reset to the subject's effective age. This Song does *not* affect memories, and will not youthen someone past the point where he can survive in his environment. But it can age someone to death, given enough time . . . However, the Symphony will protest the demise normally (p. 137).

*Cost to Perform:* 1 to 10.

## **Ethereal**      **Regular; Resisted by IQ**

This Song brings fear and nightmare to the victim's mind. If he does not resist the effects, he must make an immediate Fright Check (pp. B93-94) at -3. (Strong Will does *not* help in resisting this Song! Any bonuses to the Fright Check roll apply normally.)

*Cost to Perform:* 1.

## **Celestial**      **Regular; Resisted by Will**

The subject experiences confusion and hallucinations, entirely cutting him off from the world. Outwardly, he stands blankly, taking no actions at all. The effects last for one second, after which the victim may make a Will roll to recover each turn. Any injury, or successful resistance roll to a resonance or Song, will give a +5 bonus to return to the real world *right then*.

*Cost to Perform:* 2.

## **FORM**

These Songs change the shape and appearance of the singer.

*Duration:* (Degree of success) minutes.

*Additional Disturbance:* the degree of success, *after* the Song's effects abate!

## **Corporeal**

## **Regular**

The performer's skin is altered to be tougher, adding to damage resistance. Increased DR is treated for all purposes like DR from body-encasing armor, with no chinks or weaknesses. The DR bonus is equal to the degree of success (minimum 1).

*Cost to Perform:* 1.



## Ethereal

This lets the performer and anything he's carrying fade from sight, turning into shadow-matter. This doesn't make him insubstantial (he can't walk through walls) or weightless (he still leaves footprints), but it does provide near-invisibility. Others must make a Perception roll, minus the Essence spent on the Song, to detect the performer. Even if they succeed, they only feel a presence – they can't make out who he is or what he looks like – and like Blur (p. B163), all attacks are reduced by the Essence spent.

*Cost to Perform:* 1 to 5.

## Celestial

The performer's physical body becomes malleable. Any new organs added (e.g., extra eyes, wings) will not function well (-10 to IQ to see through new eyes, or -10 to DX to do anything tricky with new limbs). Other than that, any change is possible. If the caster is trying to duplicate an existing person, he is at -1 if he does not have the model (or a good picture) available; if he is not familiar with the model, -2 or worse.

*Affiliation:* Creation

*Cost to Perform:* 1, +1 for every 20% increase or decrease in mass; +1 for a gender change.

## HARMONY

Also known as Songs of Peace, these tunes calm the angry and soothe the wild. They are favorites of the Servitors of Novalis.

*Affiliation:* Flowers

*Additional Disturbance:* the number of people affected, including the performer.

## Corporeal

All subjects find themselves sluggish and weak, unable (if not unwilling) to initiate violence. They may be verbally abusive, or use hostile Songs, but their ST and DX are both reduced by the degree of success of the Song (minimum 1). Weapon damage is recalculated based on the new ST, but Fatigue is unaffected, and neither attribute can be reduced below 1. Note that this Song is *not* resisted.

*Duration:* 1 minute.

*Base Cost to Perform:* 1.

## Ethereal *Area; Resisted by Will*

Everyone within the area of effect (including the singer) becomes subdued and rational, emotionally incapable of causing harm or initiating violence. They may

## Regular

speak only in a calm, casual manner. Anyone wishing to engage in violence, even to defend himself, must succeed in a Contest of Will vs. the Song. (The GM may give bonuses for self-defense, or – for Cherubim – defense of an attuned charge.)

*Affiliation:* Mercurians

*Duration:* (Degree of success) minutes.

*Base Cost to Perform:* 1.

## Celestial

This Song soothes the jangle of Discord, relieving the subject of the Discord's effects for its duration. (Mental disadvantages are also affected.) The singer must touch the subject.

*Duration:* 10 minutes.

*Base Cost to Perform:* 1.

## HEALING

When the going gets tough, the wise bring along someone who can patch them up. Each version heals lost hit points for the corresponding realm, equal to the degree of success (minimum 1). Unlike the Major Healing spell, there is no penalty for repeated use on the same subject.

*Cost to Perform:* 1.

*Additional Disturbance:* the hits healed.

## Corporeal

This Song may be used to repair *any* physical damage, whether to a person or an object. On a critical success, this Song can also cure diseases, re-attach severed limbs, and perform other medical miracles.

## Ethereal

Ethereal Healing repairs Mind Hits, and includes the effects of Awaken (p. B162), but only for one subject. (It cannot relieve mental Discord – see the Celestial Song of Harmony for that.)

## Celestial

Soul hits are healed with this Song. It cannot, however, restore Power Investiture or any attribute losses due to celestial damage.

## LIGHT

These Songs control light, both mundane and celestial.

*Affiliation:* Once, Lucifer was the Archangel of Light, and his followers were masters of these Songs . . . but the Word of Light is little served in modern days.

*Additional Disturbance:* none.

## Regular

## Regular

## Regular

## Regular

## Corporeal

This Song causes the performer to glow! He is not dazzled by his illumination, though if it stops, he will have to adjust to any darkness normally. The performer may turn the effect on and off with a Will roll (and the level of effect is set at the initial performance).

*Duration:* (Degree of success) minutes.

*Cost to Perform:* 1 for light equal to very dim light (moonlight; -5 to Vision for those trying to see by that light), 2 for firelight (-3 to Vision), 3 for daylight (no Vision penalties); the same to maintain. The performer cannot glow so brightly that others are blinded if they look at him.

## Ethereal

By sculpting photons, the performer may create insubstantial images which mimic reality. The illusion may be a single object, or a whole scene. It affects no senses except vision, and any physical objects will pass through harmlessly. The illusion is “real” and will register on cameras and other light-sensitive machines.

Because it is made of photons, the image glows slightly in the dark. It may move beyond its starting area (at Move 5), or change size and shape up to its maximum size, but the performer must concentrate to do this.

*Duration:* (Degree of success) minutes.

*Base Cost to Perform:* 1; 1 to maintain.

## Celestial

Lets the performer shoot a bolt of celestial Light from his fingertip. It has SS 13, Acc +2, 1/2D 75, Max 150; use the Spell Throwing (Sunbolt) skill (p. B244). It burns like laser-light and does impaling damage – even if the target is in celestial form and the performer is corporeal, or vice versa! (Celestial forms take the damage as Soul hits.) However, mirrors do *not* reflect it; the beam will damage them, and may punch right through . . .

Whether or not damage gets through DR, a hit to the face blinds the victim unless he makes a HT roll. A hit to the eyes does double damage and blinds the victim unless he makes a HT roll at a penalty equal to the damage suffered. Treat the damage as a crippling injury for recovery purposes (see p. B129).

*Cost to Perform:* 1 to 3; the bolt does 1d-1 impaling damage per point of Essence powering it.

## MOTION

Though discovered by Ofanim, the Songs of Motion are far too useful for that Choir to have a monopoly on them.

*Affiliation:* Ofanim

*Additional Disturbance:* the degree of success.

## Regular

## Corporeal

This Song allows the performer to fly through the air without wings. He has a Move equal to (degree of success)+5. He can move and fight normally, and has a combat advantage if above his foes (see p. B123).

*Duration:* (Degree of success) minutes.

*Cost to Perform:* 1.

## Ethereal Regular; Resisted by IQ

This Song lets the performer move physical objects (or beings!) by the power of his mind alone. It has two uses – one of which is an attack!

In the normal use, the performer floats an object around with a Move equal to the degree of success (minimum 1). If he cannot see the object, normal distance penalties apply – but he must be familiar with an unseen object and its location to move it at all.

*Duration:* (Degree of success) minutes (or instantaneous).

*Cost to Perform:* Target’s weight in pounds, divided by singer’s Ethereal Power, rounded up.

## Celestial Special; Resisted by Will

The performer can transport himself (or other things) without crossing the intervening space, changing his location in the Symphony. In other words, teleportation.

Use the rules for Autoteleport and Exoteleport (p. B175). Determine range by substituting (degree of success)+10 for the effective Power level. If the degree of success is insufficient for the range attempted, the attempt fails. For the base cost, the singer can carry up to 30 lbs. with him, or teleport a subject of up to 30 lbs. Each additional 30 lbs. costs 1 more Essence.

A critical failure with this Song can send you *anywhere the GM likes* – he’ll make it interesting – as long as you’re not killed outright. A hostile Intervention can get even more . . . amusing.

*Duration:* instantaneous.

*Cost to Perform:* 2.

## NUMINOUS CORPUS (CORPOREAL)

## REGULAR

These Songs add modifications to one’s form, spanning all three realms, but considered Corporeal for performance purposes. They are of use to both sides in the War, though many “angelic” or “demonic” variants are known.

All Numinous Corpus can be turned on or off at will by the subject, at the beginning of a turn, and may be similarly “swapped” among Kyriotate hosts (with only one manifestation of the Song per performance of that Song).

*Duration:* (Degree of success) hours.

*Cost to Perform:* most variants cost 1. Ornamental versions last twice as long for the same Essence.

*Additional Disturbance:* none.

## Acid

The performer grows exotic glands in his mouth, allowing him to spit acid at his foes. Unlike the other Songs, the glands have a limited number of uses – the degree of success – and once they are expended, the Song must be performed anew. (If the duration expires, any unused acid vanishes along with the glands.)

Each use causes 1d damage; the performer rolls against DX-2 or his Magic Breath skill (p. CI148) to hit. The maximum range is Corporeal Power yards.

## Claws

The performer's fingers become tipped with long, sharp claws. In their basic form, they are six inches long, reducing manual dexterity by -2 (or worse, depending on the circumstances); for a skill penalty of -3, they can be foot-long talons, reducing manual dexterity by -4 or worse. They are sturdy enough to resist breaking like knives or sabers (p. B111, sidebar).

*Six-inch claws* do swing/cutting damage; *foot-long talons* do swing+2/cutting and thrust+2/impaling damage.

## Fangs

The performer's canines grow into fangs. Basic fangs are small, doing cutting damage based on ST (sidebar, p. B140). For a -3 skill penalty, they can be saber-teeth, doing *impaling* damage, based on ST (as per p. B140), and causing speech to be slightly slurred.

## Feet

This Song changes the performer's feet into weapons – traditionally sharp-edged hooves for demons and vicious heel-spurs for angels, but those are simply Song-variants. The basic version lets a kick do thrust+3/crushing damage. For a -3 skill penalty, the damage can be changed to swing+3/cutting!

## Horns

The subject grows sturdy horns. The basic version is curled, adding +2 damage to any plausible attack (such as a head-butt); for a -3 skill penalty, they can be made into sharp, 12" spikes, doing thrust/impaling damage. Like picks, they can get stuck . . .



## Tail

This Song has three possible manifestations. The basic form is merely a 1-hex prehensile tail, granting the performer a +2 in grappling situations and at DX-1 to make thrust/crushing attacks. For a -2 skill penalty, it adds a hard, club-like tip, allowing it to do swing/crushing damage, and at a -4 skill penalty, it becomes a 2-hex *barbed* weapon, doing swing/cutting damage. (See p. CI54 and p. CI66 for more details on dealing with tails.)

## Tongue

The performer's tongue becomes an extensible Striker (p. CI66) with a 2-hex reach. The tongue has barbs, striking at DX and doing thrust+2/crushing damage. At ranges longer than Close, the subject rolls against his DX. This counts as an action; he must be facing his target. Small objects may be impaled on the barbs – lifting ST is 3.

For a skill penalty of -3, the tongue's owner can shape it to do Mind damage when he hits with it, instead of corporeal damage.

## Wings

This Song causes a pair of wings to unfold from the performer's shoulder blades; their appearance reflects his celestial heritage (if any), and will change if he redeems or Falls . . . (Non-celestials keep the version they learned – feathers for Soldiers of God, leather for Hellsworn, more exotic appearances for ethereals.) While the wings are manifest, he can fly at twice his normal Speed. Wingspan is twice height; in order to take off or land, he must have an open area with a diameter equal to his wingspan in at least one direction. If a wing is crippled, the Song must be repeated (the damaged wings can be "vanished," and a new set sung into being) before flight is again possible. The Corporeal Song of Healing will also repair them while they are manifest. See p. CI131 for the Flight (Winged) skill – celestials with winged celestial forms qualify for the DX default.



## Ornamental

Ornamental Numinous Corpus Songs produce virtually useless effects, though they may be visually striking: moth-like antenna, useless dragonfly wings, live flowers, pointed ears, *tiny* horns, light fur, etc. Each effect requires a separate Song.

There are many, *many* different Ornamental Numinous Corpus; Servitors of Lust are frequent users of certain types . . .

*(The GM may allow this Song to be of limited use – smooth scales enabling someone to slip through a tight spot more easily, for instance. But if a proposed Ornamental Numinous Corpus is more than just cosmetic, then it is **not** Ornamental, and the GM should charge costs equivalent to the other listed Numinous Corpus Songs.)*

## POSSESSION (CELESTIAL) REGULAR; RESISTED BY WILL

The performer takes over another being's body, able to use all attunements or Distinction-granted powers, but unable to access the host's resonance, skills, Songs, or Essence. (The possessor may, of course, use all *his own* skills, Songs, or Essence, as well as his resonance, while in his stolen flesh.)

A being (or vessel) cannot be possessed if its owner has more total levels of Power Investiture than the would-be body-snatcher.

While possessed, the host's consciousness is in the Marches – a human is within his dreamscape, but ethereals and celestials appear somewhere appropriate (usually on the side of the Vale corresponding to their Superior) and are fully aware that they have been forced out of their vessel! A lucid dreamer (p. 177) may also figure out what happened, if he's aware of the War. If a celestial makes it to the Tower of Dreams (p. 184) or Nightmares (p. 186), he may return to the celestial realm until his vessel is returned to "potentiality" (vanishing when the possession ends, just as if the owner had gone celestial), or use a spare vessel to descend to his last corporeal location . . .

The singer's vessel (or host) goes comatose for the duration, and he will not know what is happening to it until he returns. If the singer's original body is killed in the mean time, he will experience the normal effects of corporeal death on his return.

*Affiliation:* Kyriotates, Shedim

*Duration:* (Degree of success) minutes.

*Cost to Perform:* 2.

*Additional Disturbance:* the degree of success plus the performer's total levels of Power Investiture.

## PROJECTION

The performer projects his consciousness away from his body for a brief time, manifesting elsewhere.

Projected beings appear as their celestial form (humans seem to be ghostly images of themselves), and can take celestial damage – though they cannot retaliate in kind! They are unable to affect their surroundings, take no physical damage, and cannot move from their point of manifestation, though they can turn around, sit down, etc. (Multi-tasking Kyriotates may use one host to project from, and act normally with all the others.) Songs may be used, but range is figured from the projector's *true* location (and realm!), not his projection. Perception-based resonances may be used at a -2 to skill; Will-based ones may not.

A projector may take willing minds "with" him, at a -1 to skill and +1 to Essence cost per additional entity. If projecting from the ethereal or celestial planes, the singer's form glows a deep violet while the mind is away; if from the corporeal, the body (or host) lies unconscious.

If the projector takes any damage (physical or otherwise) while his attention is elsewhere, he – and anyone with him – will return "home" instantly, without any stunning effects. If damage is done to someone else's unconscious form, only the performer will know; he can cancel the Song with a Will roll (returning everyone home) or ignore it.

Anyone whose corporeal vessel is killed while their mind is away is physically dead. Kyriotates and Shedim snap back to the site of the dead host, while other celestials enter Trauma normally, as do Ethereals. Humans go to their final reward (p. 147) . . . although there are rumors that a human mind projected to the celestial plane *stays* there, even if its proper destination is elsewhere!

*Duration:* 10 minutes.

*Cost to Perform:* 2.

*Additional Disturbance:* twice the total Celestial Power of all projected beings.

## Corporeal

## Special

This version allows the projector to manifest at any point on Earth he has been to previously. If performed from the ethereal realm, it is at an additional -1 to skill; -2 if performed from the celestial plane. Witnesses at the site of manifestation must make a roll vs. their Perception + the subject's Celestial Power to notice the subject(s), just as if they were seeing celestial forms (p. 182).





## Ethereal

The performer may project to any place in the Marches he's been before (provided the owner(s) of a Domain have not closed it to him), or any dreamscape he's visited previously, if its owner is dreaming. There is a skill penalty of -1 to project to the ethereal realm from either of the others. Servitors of Blandine or Beleth *double* the duration of this Song!

## Celestial

The Celestial Song of Projection allows a manifestation at any place the performer has been previously *if* he is already in the appropriate celestial realm. (One cannot project from Heaven to Hell or vice versa.) If not, he can only project to his Heart or, if within a Tether, to the Tether's celestial terminus. Heartless beings (humans, Disfavored celestials, ethereals) may only project to the celestial realm from within a Tether; demons do *not* take damage from the Light of Heaven (p. 187) while projecting!

If the performer is in the Marches, his skill roll is at -1, and is at -2 on Earth.

## SHIELDS

Classic defensive measures among fighters in the celestial War, the Songs of Shields prevent or deflect many of life's hardships – even the tiny metal ones that move very quickly.

Corporeal and Ethereal Shields move with their singer, but Celestial Shields are anchored. All three versions create a spherical effect, and the barrier works both ways. All beings within a shield are protected from anything outside it – and vice versa – but not from each other.

*Duration:* (Degree of success) seconds (minutes, for Celestial Shields).

*Base Cost to Perform:* 1; 1.

*Additional Disturbance:* the degree of success.

## Corporeal

This Song creates a whirling cushion of air at the outer edge of its effects, which blocks *all* physical attacks – from either direction! The performer may move freely within it, remaining in its “eye” automatically, and anyone else inside will be swept along (if the singer's ST is up to dragging them). The performer cannot exclude or “cut through” individuals within the area of effect; those on the edge of the shield as it forms will be included or excluded randomly (they may make a DX roll to get to the desired side). The shield also will not “squash” someone as it forms; it *includes* someone who has nowhere else to move to . . .

## Special

## Special

The performer is immune to knockback from attacks or explosions, or other inhabitants of his shield trying to push on the shield – though they may move the shield by picking him up and carrying him. However, he may still bounce (unharmed) if he runs *himself* into a wall or another person; this Song cannot be used to break through walls or squash people if the performer's own ST is not up to such feats. It only protects from the potential harm of trying.

## Ethereal

This shield manifests as a faint green energy field (Vision roll to notice it) which blocks resonances, hostile Songs, special abilities of Distinctions, and attunements. It does not thwart physical attacks, nor will it defend someone from celestial combat.

## Celestial

The performer can enhance some previously-existing environmental condition (such as cigarette smoke, fog, darkness, thick brush, falling leaves, etc.) to create a temporary barrier to observation. No celestial ability – resonance, attunement, or Song – can obtain information about anything inside the shield. Also, any disturbances made inside are delayed until the Song lapses (whereupon they all emerge *at once*), which can give the disturbance's perpetrator time to make an escape. It does not prevent physical intrusion, in corporeal or celestial form. Unlike the other two, it remains in the location, and does not move with the performer.

## THUNDER (CORPOREAL)

### AREA; RESISTED BY WILL

This Song, though considered Corporeal, creates a powerful thunderclap across all planes of reality, stunning victims both physically and mentally. The performer is unaffected, but any companions are vulnerable to the Song's effects!

Those who do not resist are mentally stunned (as if totally surprised, pp. B122-B123) until they can make an IQ roll to recover.

Furthermore, it is so loud that it masks *Symphonic* disturbances, including echoes, for a number of minutes equal to the amount the Song succeeded by (minimum 1). Any additional disturbances within its area simply are not heard, and disturbances outside of the area are undetectable by those within it.

*Base Cost to Perform:* 1. Multiply the radius of effect by the degree of success (minimum 1).

*Additional Disturbance:* the degree of success plus the performer's total levels of Power Investiture.

## TONGUES

Without communication, everyone would be isolated; an unnatural state in the Symphony, according to angels. Mercurians especially favor these Songs, which allow them to make connections more easily, but any being may find them useful.

*Additional Disturbance:* none

### Corporeal

### Regular

This Song allows the subject (the performer or another) to understand all Earthly languages spoken to him (or read, if he's literate) as if they were his native tongue – that is, at IQ level). Anyone understands him when he speaks as if he were using the listener's native language. (He cannot choose to be understood by one person and not another!)

This does *not* allow an angel or human to understand the *demonic* language, which is, by definition, un-Earthly. Nor does it provide speech or hearing to anyone who lacks those abilities.

*Duration:* (Degree of success) hours.

*Cost to Perform:* 1.

### Ethereal

### Regular; Resisted by

### Will (Performer's Ethereal Power)

The performer may communicate mentally with others, sending his thoughts and reading the subject's surface thoughts in return. This telepathy does not give any associations beyond surface thoughts, and is only as fast as actually speaking. (It can be used as an interrogation method, provided that the subject thinks in words! Images and sensations are *not* transmitted.)

Even if the subject and performer don't share a language, they still hear each other – speaking unknown languages. (A performance of the Corporeal Song of Tongues can cure that, of course.)

*Duration:* (Degree of success) minutes.

*Cost to Perform:* 1.

### Celestial

### Special

With the performance of this Song, the performer sends a "celestial telegram" into the Symphony, binding a bit of Essence to a message no longer than 15 words. The performer must have met the subject (a phone conversation is enough) or know his true name. The recipient hears the performer's voice within his mind and receives the Essence used in the performance. This message *will* reach its destination, no matter the distance or realms between the sender and the target – even if the subject is in Limbo. It may be delayed (such as by the

Celestial Song of Shields), but it will arrive, if its target is alive. However, the performer will not know whether the target was alive to hear it; there is no "return receipt" feature for this Song.

The performer may send the same message to multiple recipients, by taking a -1 to skill and a +1 to Essence cost per additional person. (If a message is sent to 3 people (at a -3 to skill), using 3 Essence in the performance, they each get 1 Essence – you can't get more power out of the Song than is put into it!)

*Duration:* Until the message arrives.

*Cost to Perform:* 1 per recipient.



## TRANSFERRAL

## REGULAR; RESISTED BY WILL

Many Songs only affect the performer. The Songs of Transferral allow the performer to touch another person or object and make *them* the beneficiary of the next Song he sings. (This only works in reasonable situations – a kiwi fruit won't benefit much from the Song of Claws.)

The subject must meet any other requirements for the Song (such as having at least as many total levels of Power Investiture as the host, for the Song of Possession). He has control over the Song and may make a Will roll to terminate it at any time – or to refuse to accept the Song in the first place! The transferred Song cannot be maintained.

The singer must begin the performance of the Song to be transferred immediately after using the appropriate Song of Transferral, and remain touching the subject. If he does not complete the second Song, they will both fail. If he wants to give any other Songs to the subject, he must perform a Song of Transferral again. To transfer Corporeal Songs requires a performance of Corporeal Transferral, and so on.

*Duration:* As long as it takes to perform the Song to be transferred.

*Cost to Perform:* 2.

*Additional Disturbance:* the degree of success.

# ARTIFACTS

Celestials – and ethereals and humans – can invest objects with supernatural powers, using the Song of Artifacts (p. 159). These items range from the baseball bat they *always* know the location of, to a flaming sword, to a crystal that can imprison those who try to possess them. These are all *artifacts*.

In *In Nomine*, artifacts are bought with points; most of them are not personally made or purchased with money, but granted by a Superior. *Corporeal artifacts* and *relics* use the rules in the *Trading Points for Equipment* sidebar, p. CI17: each character point “buys” 20 Essence of enchantment. *Talismans* (which grant bonuses to skill) are purchased with half as many character points as they have in a skill (see below).

An artifact which is found and used during an adventure costs no points, but the finder has no bond with it. (At the GM’s option, a PC can *make* an item and use it without paying points, but still has no bond.) Someone who has paid points for an item can tell where it is by making a Perception roll – much like a Cherub or Djinn with his attuned charge! If the roll succeeds, use the Tracking Resonance Table (p. 214); if it fails, he cannot try again for the rest of the day.

Using an artifact is generally simple (like using a magic item; see p. B153). Some items are “Always On,” and have innate abilities, while others must be activated with concentration or allow the user to perform a Song – *if* the user has the required Power Investiture! E.g., Celestial Investiture for Celestial Songs, Ethereal Power for Ethereal Songs, and so on. (In effect, most artifacts are “mage-only,” for they can rarely be used by mundanes.)

An item *can* be a corporeal artifact, a talisman, a relic, and a reliquary!

## CREATING ARTIFACTS

To create an artifact, one must know a Song of Artifacts (p. 159). In effect, the Song of Artifacts is the celestial equivalent to the Enchantment spell (p. B161).

Making corporeal artifacts requires knowledge of the Corporeal Song of Artifacts, making talismans requires the Ethereal version of the Song Artifacts, and crafting a relic or reliquary uses the Celestial Song of Artifacts. The level of a relic cannot be greater than the enchanter’s skill level in the base Song for that item or the Celestial Song of Artifacts, and the number of effective character points in a talisman cannot be greater than those he has in the Ethereal Song of Artifacts or the underlying skill (whichever is less).

When an object is enchanted, the performer’s effective skill roll is determined by the lower of his skills with the

## IDENTIFYING ARTIFACTS

If you have Power Investiture *for the type of item you’re looking at* (e.g., Corporeal Investiture for corporeal artifacts, Celestial for relics and reliquaries, etc.), you may make an IQ + (realm) Power roll to identify something as an artifact. Angels who have a Choir Attunement that improves their ability to create that type of artifact (e.g., Mercurians and Elohim of Creation) get a +2 bonus. You may make this roll twice – once when you first see the item, and once when you first touch it.

If you succeed, you know it’s an artifact, and if you succeed *well*, you may get additional data. Suggested details are:

- ❖ Success by 0-2: It’s an artifact, all right.
- ❖ Success by 3-4: You know what kind it is – corporeal, talisman, relic, or reliquary.
- ❖ Success by 5-6: You know roughly how powerful it is, and the general nature of the being who created it.
- ❖ Success by 7-8: You have an impression of its owner (if corporeal), the skill it contains (if a talisman) or the Song (if it’s a commonly known Song in a relic), or how much Essence it can hold (if it’s a reliquary).
- ❖ Success by 9: Even if the Song (or skill, or ability) the item contains is unknown to you, you have a general idea what it does.
- ❖ Success by 10+: You have an image of who created it, and the last person who handled it. You know when it was made, when it was last handled, and everything it does. But only on a critical success will you know how to invoke all its abilities, if they require a ritual or “password” to activate them.

Song of Artifacts and the specific skill or Song (if any) being placed within the item. If the creator has assistants, their effective skill must be 15 or greater, but the roll is based on the enchanter’s effective skill.

The time required varies with the total Essence cost and the type of artifact; see the Song of Artifacts on p. 159. “Quick and Dirty” enchantment (pp. B152-153) is not allowed when using the Song of Artifacts, with two exceptions: Singers with the Mercurian or Elohim of Creation attunements – see below.

Many artifacts have Features (p. 170). Features with fixed costs are added separately (and can be added after the original work). Limitations and enhancements modify the enchantment’s Essence cost, and therefore the time to enchant. *Example:* A 3 lb. Fiery Sword with the -20% limitation “Requires 1-minute invocation before use” requires 240 enchanter-days, rather than 300.

## ARTIFACT FEATURES

An artifact may have fixed-cost *Features* which make it more useful. Some common Features, and the Essence cost to add them to an artifact when it is created, include:

✘ Restricted to specific users: only servants of one Superior; only angels; only demons; only owner. 100 Essence.

✘ Requires a brief (1-second), silent invocation before it is used, and cannot be used without the invocation. 200 Essence.

✘ Summonable into the user's hand (or up to 1 hex distant, user's option) for 1 Essence: 1 Essence for each pound of weight, with a minimum of 50 Essence. The item vanishes from existence when not in use. Once summoned, it can be banished at any time by its user. (This is a popular Feature for corporeal artifacts.)

The artifact may also have any reasonable enhancements and limitations (pp. CI109-112), which modify the total cost. Especially appropriate ones include the limitations Accessibility, Fickle, Nuisance Effect, Preparation Required, Takes Extra Time, Touch Only, and Unreliable. Also appropriate are "super gadget" modifiers, adapted from *GURPS Supers*:

✘ Penalty to hit in combat: -2 (+5%), -4 (+10%), -6 (+15%), -8 or more (+20%).

✘ Can be stolen: +0% if it can be taken with a simple DX roll; +10% if a Contest of ST or DX is required to take the item; +30% if it can only be taken by stealth or trickery (e.g., a ring, or an item hidden in a pocket).

### Angels of Creation

Those who have Eli's EloHITE attunement get the Celestial Song of Artifacts at IQ level. His Mercurian attunement includes the Ethereal Song of Artifacts at IQ. Both attunements also grant a variant of Gadgeteering (p. CI25).

Elohim of Creation may only use their Gadgeteering to enchant relics and reliquaries, while the Mercurians may only use it when creating talismans. They may use this variant to either make items using the "Quick and Dirty" enchantment rules, or craft artifacts as if they were *Complex gadgets* (p. CI122), choosing which at the beginning of the enchantment process. Performing "Quick and Dirty" enchantment creates normal Symphonic disturbance. Gadgeteering an artifact does *not*!

When making an artifact with the Gadgeteering rules, the skills required are the Song of Artifacts for the appro-

appropriate realm, and the underlying skill or Song in the artifact. All artifacts are considered to be at least Complex gadgets, taking 1d months to create. (Yes, it can take a Creator one month to create a flaming sword, and six to craft its twin – this represents either artistic temperament, such as getting the scrollwork on something *just* right, necessary adjustments for the melodies currently strongest in the Symphony, or both.)

The development and production costs are only those of the underlying items (which may be quite mundane, to start with), but the angel *must* have the appropriate Songs or skills and cannot quickly invent new variations – what they gain in finances, they lose in flexibility.

## CORPOREAL ARTIFACTS

A corporeal artifact is a mundane item that has both been attuned to its owner (so he can track it) *and* woven into the Symphony. In effect, a corporeal artifact is an item with a Role of its own, which reduces disturbance when it's used! They come in levels, from 1 to 6, and will mute that many notes of disturbance if they're used to damage or destroy things on Earth. For example, if a sword is a level 1 corporeal artifact, and is used to strike a human for 8 points of damage, the total Symphonic disturbance for that blow will be reduced from 2 to 1.

However, if the item is *also* a relic (see below), and is used to perform a Song, it does *not* damp the disturbance from that supernatural activity. That use is beyond its "Role."

The level of a corporeal artifact depends on the amount of enchantment done on it – +1 for each 10 consecutive enchanter-days spent, up to a maximum of +6. The level may be increased by subsequent enchantment, but each enchantment session must add a whole level, or it has no effect.

Corporeal artifacts often have the *Summonable* Feature (see sidebar).

## ETHEREAL ARTIFACTS

Commonly called *talismans*, these objects convey extra ability in mundane physical or mental skills – but not Songs or other supernatural skills. Talismans must be worn or carried close to the body to have any effect on their user, but cost no Essence and (unless they have that particular Feature) require no invocation. They can be used by mundanes, who may not even realize their skill has been boosted!

Each talisman grants its holder a certain number of character points dedicated to a particular skill. (This is indicated by a number in brackets after the skill.)



Multiple talismans for the same skill are not cumulative; only the highest-level one takes effect. Though even an expert can benefit from a powerful talisman, he will have no use for it if there are not enough character points in the artifact to provide a skill increase.

*Example:* Faragoth has a Lockpicking [4] talisman, giving him the level of IQ+1 in this Mental/Average skill. He knows the skill himself, with one character point in it (for IQ-1), but that's not enough to let him get an effective 6 points in the skill (only 5), so he can't use Lockpicking at IQ+2.

Enchanting an ethereal artifact requires 30 Essence for every character point the talisman grants, with a maximum of the points the *enchanter* has in the designated skill. A half-point talisman requires 15 Essence. They cost their owner character points equal to half the number of points they contain (round up).

## CELESTIAL ARTIFACTS

These *relics* and *reliquaries* come closest to what humans think of as “magic items.”

*Relics* have innate abilities or allow their holder to use a Song. Relics require Essence to fuel the Songs they contain; this must come from their internal reservoir (p. 160), the holder, or a reliquary. Every relic can contain Essence, which must be stored in it by deliberate transfer (see *Essence Control*, p. 31).

*Reliquaries* generate and store Essence much like a Powerstone (p. B161), save that the holder can transfer Essence *into* them, as well as draw it out to power Songs. Like celestials, reliquaries recharge 1 point of Essence at either sunrise or sunset, depending on which side made them.

Also unlike Powerstones, reliquaries do not need to be made from gemstones – they can be pendants, wrist-watches, overcoats, or cardboard boxes. Most are, for obvious reasons, portable and concealable. They cost the same to enchant as Powerstones, but are limited to holding 6 Essence. (Larger reliquaries do exist, but either were the result of a favorable Intervention, or were created by a Superior.)

Any item can be both a relic, enchanted with any number of Songs, and a reliquary. In that case, the user decides whether to use his own Essence or that which the reliquary contains. While the Songs the relic contains may draw upon the reliquary-derived Essence, they do not gain the power-multipliers of “dedicated” or “exclusive” Powerstones (pp. B161-162).

Essence spent from a reliquary, or to fuel a relic, causes normal Symphonic disturbance (p. 137).

If a celestial artifact's corporeal form is something that would normally require fuel or power – e.g., a car or a radio – its energy requirements are drawn directly from the Symphony, like celestial vessels.

Like celestials themselves, celestial artifacts cannot be truly destroyed by corporeal damage. They may only be harmed by celestial damage, and have Soul hits equal to their enchantment cost divided by 10. The corporeal form of a celestial artifact can be repaired using the Corporeal Song of Healing, regardless of how damaged it appears. A destroyed reliquary harmlessly releases any remaining Essence into the Symphony – accompanied by the usual disturbance.

Many relics contain variant Songs which are never performed except to enchant a relic (akin to the Enchantment College of spells, pp. B160-162).

## SAMPLE TALISMANS

### *Stunt Cycle*

Many celestials – particularly Calabim, Malakim, and Servitors of Lightning, the Wind, Theft, and Technology – *adore* motorcycles. A typical Stunt Cycle is a Driving [2] talisman, with the Feature, “Requires brief, silent invocation to use.” (It's much more secure than a key!) Character point cost: 21.

### *Blessed Weapons*

These may be the most common talismans, containing the skill required to use them. Very powerful ones may have the Feature “Only usable by angels/demons.”

### *Stealthy Shoes*

The Stealth skill is one that many people find handy – these talismans may be anything from clomping motorcycle boots to elegant high heels.

## SAMPLE RELICS

### *Body Bag*

If you want to avoid Trauma (p. 145), this relic is invaluable. It allows a celestial to keep a spare vessel on Earth, for use at need. The most common form of a Body Bag is a black canvas bag, but coffins also work, or shoeboxes for small vessels.

To use it, a celestial climbs inside the Body Bag and takes celestial form. The vessel inside the Bag does *not* vanish, and the celestial may move outside the Bag and assume any other vessel he owns. The “bagged” body remains in stasis, undamaged by outside forces. Vessels removed from the Bag seem like freshly-dead, room-temperature bodies – and if not replaced in the bag within 5 minutes, they’ll be dead. (Mortal bodies or hosts – living, dead, or undead – are not affected by the Body Bag, but the vessels of ethereals are.) Destruction of the Bag destroys the vessels inside.

If the user’s current vessel is killed, he will not return to his Heart (or go to Limbo) to suffer death-Trauma – he’ll wake up in the bagged vessel instead, only mildly disoriented. (Make a Body Sense roll to act on the same turn you wake up, as if using the Celestial Song of Motion, p. 164.) If it contains more than one vessel, he’ll be able to choose which one he wants with an IQ roll. (If there’s a vessel inside that does *not* belong to him, he cannot use it; vessels can’t be swapped, and a thief can take full advantage of the Bag’s abilities – until the owner follows the link back . . .)

The vessel within the Bag has Will 0 for purposes of resisting the Kyriotate resonance or the Song of Possession, and cannot be possessed by anyone with lower total attribute levels than the owner. (For anything else, it is treated as a freshly-dead corpse with no memories.)

To create a Body Bag, the enchanter must know the Body Bag enchantment Song *and* the Song to make reliquaries, as the Bag requires an energy source. It costs 10 Essence per hit point of vessel(s) it can contain.

### *Compass of Attunement*

This simple relic usually looks like a brass nautical compass on a chain necklace. Imbued with a variant of the Celestial Song of Attraction (p. 160), its user can attune it to an object or person by



touching it to the target, rolling versus the item’s skill, and spending 1 Essence. The attunement lasts 1d days, and for this period the compass needle continually points toward the object of its attunement, regardless of distance.

The needle can only point in a plane – if the bearer is beneath (or above) the relic’s objective, the needle spins madly. (It also does this if the subject goes to another realm.)

If the target has been broken into pieces, the compass points to the largest piece. Once the user comes within 10 feet of that piece, he can spend 1 Essence to redirect the compass toward the second largest piece, and so on.

Enchanting a Compass of Attunement requires knowledge of the variant Celestial Song of Attraction. It costs 200 energy.

### *Bullets, Holy or Unholy*

Ammo for Holy or Unholy Pistols (see below), these bullets do extra damage to supernaturally-created corporeal vessels. Holy Bullets only work in Holy Pistols, and vice versa; neither will work in an ordinary gun! Enchanting the bullets costs 10 energy for each +1d of damage a bullet does to vessels, to a maximum of +12d.

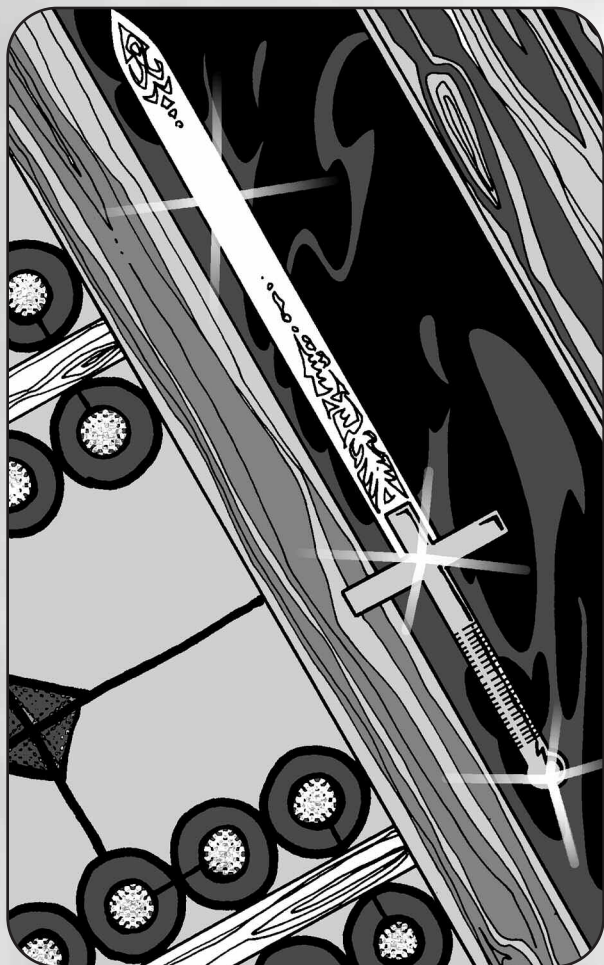
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## SAMPLE RELICS (CONTINUED)

### *Fiery Sword*

Beloved of Malakim and other warlike beings, this appears as a brass sword hilt. (Or a katana hilt, or a dagger's, or a bladeless switchblade . . .) It requires no roll to activate. With a second of concentration and 1 Essence, the blade of fire springs into being, doing damage as a Fine weapon of its type, with the addition that it will *burn* like a torch. (Rules for burning can be found on pp. B129 and B158.) It *can* parry normally! It lasts for minutes equal to the invoker's Celestial Power.

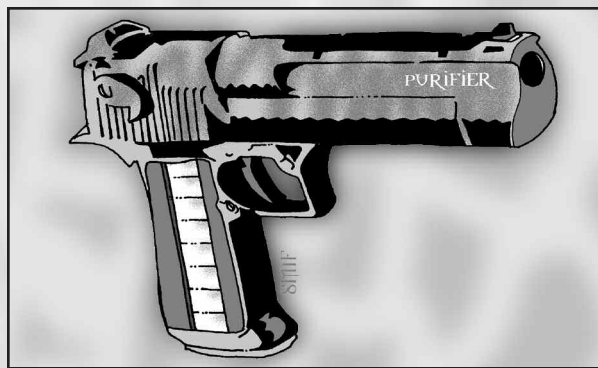
Energy required to enchant a Fiery Sword is 100 per pound of weight (round up) it would have as a normal weapon; consult the tables on pp. B206-207.



### *Pistol, Holy or Unholy*

These weapons (and their ammunition, Holy or Unholy Bullets; see above) are most often used by Soldiers, who have to contend with celestials who have many Extra Hit Points (p. CI24). The guns can use mundane ammo appropriate to their type, but do no extra damage with it. (Enchanted bullets of the correct Holy/Unholy type always fit; it's a miracle.) It costs 1 Essence per (Un)Holy Bullet fired – auto-fire weapons will quickly wear out most humans!

Enchanting a gun to fire Holy or Unholy Bullets costs 500 energy. No gun can fire both.





## ALTERNATIVE SORCERY FROM *GURPS VODOO*

Some GMs may prefer to use the magic system from *GURPS Voodoo* for Sorcery, instead of the fantasy-magic rules given here. *In Nomine* Sorcery would fall primarily under the Paths of Protection and of the Spirit; including the other Paths would make Sorcerers more powerful.

## SORCERY

Any human with a strong enough Will (12+) can become a sorcerer. Power Investiture (Sorcery) – and the accompanying Essence Control – may be bought after character creation, with the Game Master's permission. It can be granted by the Demon of Sorcery (Hatiphas, Balsraph of Fate), by a initiation performed by other sorcerers, or by a “self-initiation” ritual found in some occult books.

Angels *cannot* be summoned or controlled by sorcery – you can use it to “page” one, but it is under no compulsion to show up. Still, many do, if only to explain to the sorcerer that they don't approve of his actions. Since many sorcerers are deluded dupes of Hatiphas and her (mostly-female, attractive) demonic minions, angels feel obliged to do something about these mortal pawns.

Most sorcerers are selfish and hubristic. Calling up demons is not for the meek. However, there are some who limit themselves to coaxing ethereal spirits into doing favors, such as making the weather a little better or curing the sick. These mortals are still sorcerers, but as long as they do not use their knowledge for truly selfish ends, they are not on the path to their fates.

Sorcery uses specific spells (called rituals) from *GURPS Magic* and *GURPS Grimoire*. The Summon Demon spell is revised slightly (p. 175; use its Contest of Will mechanics with Summon Minor Demons and Planar Summons, as well). The prerequisites for the spells are different: they are listed in prerequisite order. All require Power Investiture (Sorcery). Sorcerers may also use Corporeal Songs, but get no bonus to perform them.

Sorcery is not magic, and is unaffected by mana level. All sorcerous rituals cost Essence instead of Fatigue.

### *Banishment Ritual*

Banish (p. M74).



## SUMMON DEMON

This spell calls a demon – from Hell, or from the corporeal realm; the demon may be chosen randomly by the spell, or targeted by its True Name (see below). If no name is used in the summoning, the demon is randomly chosen from the Bands listed. The caster may attempt a separate roll vs. his Summon Demon skill to influence the type of demon he gets – e.g., a warrior, a lovely “succubus,” a physically-weak one, etc. The greater the success, the closer to his specifications the demon is; the greater the failure, the more divergence.

Once the demon has arrived, the caster may attempt a Quick Contest of Will, *but the demon must cooperate!* Many demons, being egotistical, do. If it does not, then the caster must either bargain with it, or somehow force it to enter into the battle of Wills.



## SPECIAL

The loser of this “Will-war” must serve the winner for 1d weeks. He is effectively an Unwilling Ally (p. CI19), though a smart servant may trick his master into harming *himself*, following any commands that wouldn’t result in his certain death. If the master attacks the servant, orders it to do something self-destructive, or asks for a demonic servant’s true name (!), another Quick Contest of Will occurs. After the time is up, another Will-war may be initiated by either party.

If the caster knows the True Name of a specific demon, the sorcerer has a +4 bonus in all Will-wars with that demon. He may order a randomly summoned demon to tell him its Name, which results in a second Will-war, as above, but success will give him a +4 in further Will-wars with it.

If the caster is calling a demon on the corporeal plane, the closest one who fails a Will roll (GM’s decision) is compelled to move toward the caster at top speed (which may include going celestial in bursts) for as long as the mage continues to perform the ritual.

*Duration:* N/A; the demon may be controlled by a Quick Contest of Wills, or imprisoned in a Pentagram, but the Summoning is done once it arrives.

*Cost to Cast:* 20; half-cost if the demon is already on Earth.

*Minimum Time To Cast:* 5 minutes; this is long enough to draw a random demon out of Hell, but summoning one on Earth may require more time. The sorcerer must perform the ritual until the demon arrives.

*Prerequisite:* Summon Minor Demons

### Commanding Ritual

Loyalty (p. M68)

### Focus Rituals

Astral Block (p. G87; prevents taking celestial form), Steal Health (p. M74; transfers hits to Essence, not healing), Manastone (p. G42), Soul Jar (p. M73), Steal Strength (p. M73), Pentagram (p. M62).

### Summoning Rituals

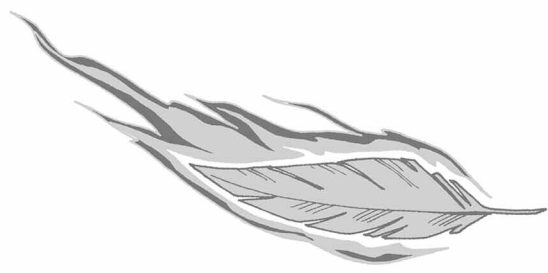
Planar Summons (ethereal realm) (p. M74), Summon Minor Demons (demonlings) (p. G87), Summon Demon (above), Summon Spirit (p. M72).

### Skills

Two skills require Power Investiture (Sorcery) to perform: Exorcism (p. CI153) and Alchemy (p. M98). A sorcerer may only make alchemical elixirs out of any Song or attunement he possesses; the elixirs in *GURPS Magic* are not available. Time to create an elixir is set by the GM.

Sorcerers often take a specialization of Intimidation: Denizens of Hell. Impressing demonlings is easier than impressing full-fledged demons (who normally consider humans Valuable Property at best). Trying to intimidate a demon is at -4 to skill, modified normally for displays of strength, proof you have friendly demonic (or angelic!) contacts who are meaner than the demon, and so on.

*Chapter 7*



# REALMS



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REALMS



# THE THREE REALMS

The Symphony has three levels of reality: the *Corporeal* (Earth), the *Ethereal* (the Marches, containing dreamscapes, dreamlands, pagan gods, creatures of myth, and stranger things), and the *Celestial* (Heaven and Hell). Earth is deemed the lowest level of reality, the Marches is the middle layer, and the celestial plane is the highest. Paradoxically, Hell is *also* separate from Heaven, and angels refer to it as “below” Earth. Realms of the spirit aren’t always concrete and consistent in human terms.

All three realms are no-mana zones in a canon campaign. Remember, in *In Nomine*, there are Songs, but no magic.

## THE CORPOREAL – THE EARTH

Humans are most familiar with the corporeal realm: Earth, where they live and die, where the rules of physics aren’t elastic or clay to be shaped to someone’s will. For angels, demons, and ethereals to get to Earth, they need to have at least one level of Corporeal Investiture.

### LUCID DREAMERS

Humans who have the Lucid Dreaming skill (p. CI142) are called, unimaginatively, lucid dreamers. Lucid dreamers who know that there’s something outside their own dreamscapes may, with a -5 penalty to their Lucid Dreaming roll, “collapse” their dreamscape into themselves. They may try this once per REM cycle – about every two hours.

A lucid dreamer free from his dreamscape looks much like a celestial or ethereal spirit (p. 24) does, and can roam freely within the Vale, or even beyond it, out to the Farthest Marches. If some member of an ethereal Domain invites him in, he may even visit the realms of old pantheons.

It’s rare that a human will be aware of this ability, unless he’s a Soldier of some kind (p. 19), so wanderers unrecognized by the patrollers of the Vale will be challenged and asked to identify themselves. Fortunately, a “mundane” lucid dreamer usually passes this off as part of his dream.

Celestials (and ethereal spirits) are intruders in the corporeal realm. As corporeal life began to dominate Earth, all but the weakest non-corporeals found themselves rejected in their natural forms. To linger on Earth now, they must cloak themselves in the semblance of corporeality – vessels or hosts – lest the Symphony eject them, sending them back to their Hearts. Otherwise it may destroy them. (See sidebar, p. 180.)

Demonlings and relievers are small creatures of little impact, able to avoid the notice of the Symphonic “immune system.” They don’t need Corporeal Investiture, or a vessel or host, until they have fledged into a full demon or angel.

The corporeal strains of the Symphony resist meddling. Celestial (or ethereal) tampering on Earth causes detectable ripples – disturbance (p. 137) – in the corporeal part of the Symphony. Violating the physical laws of the corporeal is also hard; any use of Songs (p. 156) on Earth is at a -5 penalty.

## THE ETHEREAL – THE MARCHES

The Marches lie somewhere between the celestial realm and Earth, in the borders of human consciousness. The ethereal realm is visited by all sleeping beings. It is shaped – and inhabited – by the conscious and subconscious dreams of those who go there.

The Vale of Dreams, stretching between the Towers of Blandine (Archangel of Dreams, p. 82) and Beleth (Demon Princess of Nightmares, p. 114), is what most celestials think of when they think of the Marches. It’s an expanse of twilight sand beneath a twilight sky, lit by the countless shimmering dreamscapes that move about the realm.

Still, the ethereal plane stretches out far beyond the Vale. The Border Marches are guarded against intruders from the Far Marches – ethereal spirits (see below) who claim to be pagan gods, mythical monsters, escaped fragments of dreams, wandering shards of nightmares, dreamers who died in their sleep and chose to keep on dreaming . . . Blandine and Laurence both set Servitors to protect Dreams’ side of the Vale from such marauders; Beleth’s minions merely make sure that intruders pay toll.

Beyond those scattered ethereal Domains in the Far Marches, things get even stranger, and time itself may play tricks upon an unwary visitor.

## ETHEREAL FORMS

There is, technically, no such thing as an “ethereal form.” There is, however, an image that represents a mind – a placeholder, or icon, showing “where” the mind is looking, and suggesting what it can see. People can engage in ethereal combat, damaging each other’s psyches, but those mental “wounds” won’t necessarily appear on the image that a being projects. A robust-seeming image may hide a psyche that’s about to collapse into catatonia, or a form that appears vivisected could be projected by a perfectly healthy mind.

Altering one’s image requires a Lucid Dreaming (p. CII42) roll, with a penalty according to the extent of

the changes. Switching between images of one’s vessel(s) and one’s celestial form is an unmodified roll. Trying to appear as a slightly different version of one’s self-image – e.g., a blue Balseph trying to look like a black one, or like a blue Seraph – is a -1 or -2. Trying to appear as a different human might be -2 to -7, depending on the alterations. A huge change, such as a mortal Soldier trying to look like a Kyriotate, would be -10 or worse. Another Lucid Dreaming roll should be made for every hour, lest the true self-image reassert itself.

### *Entering the Marches*

Each mortal sleeper creates a dreamscape – a shimmering soap-bubble, a pool of water, a spinning mirror, a floating diamond – which is, while he sleeps, almost a domain of its own. The sort of dreams he has determine where his dreamscape appears in the Marches, which in turn has an effect on what he dreams.

If someone goes to sleep in a good mood, hopeful and at peace, his dreamscape appears on Blandine’s side of the Vale. If he went to bed after a bad day, or with stressful thoughts, he appears closer to Beleth’s Tower. Besides the general atmosphere, which become calmer and gentler near Dreams’ side and harsher near Nightmares’, there are wandering Servitors of both Words (see below) who may try to influence a sleeper . . .

When a human is awake, his dreamscape cannot be found. If he awakens while visitors are present in his dreamscape, they will awaken too, or be ejected into the Marches proper. When a human dies in his waking world, his dreamscape vanishes . . . though perhaps Blandine or Beleth could still find it.

### *Dream to Nightmare to Dream*

Skill rolls may be required in dreams, as the person reacts to the imaginary environment there. He may have to dodge an angry lion, jump between two buildings, drive a car, or remember a computer command on a shifting keyboard. If he fails a roll by 6 or more, his dream becomes darker, and his dreamscape begins to drift toward Beleth’s Tower. If he critically fails the roll, his dream has become a nightmare and he is instantly transported to Beleth’s side of the Marches – along with anyone who is visiting within his dreamscape!

If he *makes* a skill roll by at least 6, his dream becomes brighter, and his ‘scape drifts closer to Blandine’s domain; a critical success instantly moves the dreamscape and all occupants to Dreams’ side, near the Archangel’s Tower.

Naturally, someone who awakens from a fitful evening in Beleth’s nightmare realm will be cranky, anxious, and tired, compared to someone who awakens after a peaceful night of Dreams. (The Game Master may wish to assess Fatigue penalties due to poor sleep; see sidebar, p. B134, and the advanced sleep rules, pp. CII73-174.)

## ETHEREAL SPIRITS

Strange things roam the Marches, and some of them are self-aware. These ethereal spirits claim a history that goes back to the “dreams” of inanimate boulders or new-grown grass; celestials say they only appeared when the first animals drowned in the oceans. Some are primal spirits, beings of flame or storms, with almost caricatured personalities. Others are fragments of dreams that have somehow gotten out of their dreamer’s dreamscape, constantly trying to play the part for which they were imagined.

Other ethereal spirits are more sophisticated. Celestials claim that these are simply dream fragments which have lived long enough to develop complex personalities. Some ethereals may agree that they were shaped by belief; others insist that they were once primal spirits who chose to be sea-changed by human thoughts – to get Essence or gain complexity. Of this group, the most powerful are the ethereal gods: Odin, Athena, Tezcatlipoca, and the Japanese *kami* – all the pantheons which do not acknowledge God’s preeminence.

## CELESTIALS IN THE MARCHES

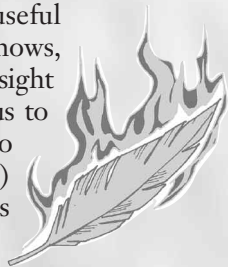
Celestials do not truly sleep, nor do they form dreamscapes. Instead, they may make a Lucid Dreaming roll – at default, if necessary – to “sleep.” Or they may use appropriate Songs or attunements. Their minds travel to the appropriate side of the Vale, leaving their unconscious vessels behind. Once there, they may peer into dreamscapes (and enter them, if they have the right Songs or attunements), wander the Vale, or seek out the Tower of Dreams (or Nightmares) and go to the celestial plane.

Awakening merely requires a Will roll. If a celestial’s vessel is damaged while he’s away from it, he may choose to awaken automatically. This applies even if the celestial moved to the celestial plane via one of the two Towers. A celestial who entered Heaven or Hell from the Marches can choose to return to his vessel by awakening, or return to the Marches via a Tower.

If the celestial is in the Marches without a sleeping vessel or host (e.g., he started in Heaven or Hell and went down a Tower), he cannot return to the corporeal realm from there without using an ethereal Tether – which may only be found in the Far Marches.

Celestials may also wind up in the Marches because they’ve been ousted from their vessels: taken over by a Kyriotate (p. 54) or with the Song of Possession (p. 166). If they make it to a Tower – and thus to the celestial realm – they may choose to descend to the vicinity of their hijacked body in any spare vessel they might have, or simply remain in Heaven or Hell until the possessor leaves. If they’re in a different vessel or the celestial realm, their stolen body vanishes back into potentiality when its thief is done with it.

Spending a lot of time watching a human’s dreamscape may reveal useful information the mortal knows, and is good for gaining insight into his personality. (A bonus to Psychology rolls related to that human is appropriate.) It’s also likely to reveal desires and fears.



Once the pagan gods were powers to rival even Archangels, with many lesser ethereals serving them. They created vast ethereal Domains, and used their powers and Songs to bring spirits of the dead to live in their paradises or purgatories. They were worshipped, and taught their human flocks rituals that would send human Essence into ethereal reservoirs.

Compounding their heresy, the pagan gods claim that God was once no more than one of them, shaped by the faith of the early Jews. Somehow, he transcended the powers they knew, reshaping the universe in the image of His Symphony, rewriting history and memories to suit His whims. Angels vehemently deny this, of course. Demons generally deny it as well – they’re *better* than mere fragments of human dreams! Well-informed ethereals point out that Lucifer’s powers now transcend those of mere Superiors . . .

But the power of the ethereal realm was broken by Uriel, Malakite Archangel of Purity. He took offense at these false gods who diverted humans from their deserved destinies (and fates). Uriel mustered his Servitors and undertook a Crusade to drive the ethereals off of Earth. The dragons and creatures of myth were slaughtered, along with any other ethereal-born being who did not flee. Once the corporeal realm was cleansed, Uriel took his Crusade into the Marches, wiping out the false creations of dreamstuff. Many ethereal gods died, and most of the survivors had to seek refuge on Beleth’s side of the Marches. Even now, the Faerie must pay their tithe to Hell . . .

Undoubtedly Uriel would have taken on the Princess of Nightmares to get to the sheltered ethereals, but before he got that far, God summoned the Archangel of Purity to the Higher Heavens. Angels still debate whether that was punishment or reward, but it ended his Crusade.

The power of the ethereal gods is broken now, and the best of them is no more powerful than a Word-bound angel. Some eke out an existence from the worship of their New Age versions, some live off what scraps the Princes of Hell will throw them in exchange for services. Some would like to make Heavenly allies – Blandine never wanted the Crusades spreading death and terror through her realm – while others wish only to be left alone. And some dream of revenge.



## THE VALE OF DREAMS

Between the towers of Beleth and Blandine stretches the Vale of Dreams – the battleground of the human mind. There is no absolute line drawn in the sand to mark the boundary, and even in the island of stability of the Vale, the terrain is too shifting and vague to be patrolled reliably. Still, the angels and demons try to stake out territories for their respective mistresses, and sneak over that indistinct border to ambush their enemies, or divert dreamscapes. Between the shifting lines lies a no-man’s-land, full of dreamscapes but empty of all but the most foolhardy or determined celestials, alert for patrols from the Other Side.

Ethereal spirits are very similar to celestials in many ways (see p. 25 for ethereal “racial” mechanics). Like celestials, they require vessels to operate on Earth. However, if an ethereal’s vessel is killed, he appears in the Marches, in his Domain of origin (if he has one; somewhere around his “birthplace” if not). He is in Trauma (p. 145), and as he is made of the stuff of dreams instead of the will of a celestial Superior, he’s more fragile than celestials. Every time he *fails* his Will roll to recover, he takes Soul hits equal to the amount he failed by. See *Physical Death and After*, p. 145.

## THE CELESTIAL – HEAVEN AND HELL

The celestial realm contains Heaven and Hell. Wise beings know that there are other planes of existence within the celestial realm, but Heaven and Hell are the only two that can be reached by celestials who were not born in those higher planes of reality. (Human souls in Heaven may choose to ascend further, but even the Archangels are barred from those Higher Heavens unless they are summoned.)

In the celestial realm, angels and demons take on their true appearances, as do relievers and demonlings. Even if they’ve cloaked themselves in a semblance of their vessel – as some Seraphim, Ofanim, and Balseraphs will, especially when relating to human souls – their real natures are still recognizable. Only the most distracted, or stupid, being can mistake a celestial for a human soul, and certainly not for a member of another Band or Choir! Discord is always brutally apparent.

Appearance is fluid and paradoxical for celestials. A Seraph who displays his vessel celestially appears to be both a six-eyed, winged serpent, and a human – at the same time. In Hell, demons are more likely to combine their seemings, so that a Balseraph would be a snake from the hips down, leather-winged, but with those useful arms and hands. And at the same time, he is a six-eyed serpent. Only Superiors may craft a human form perfect enough to fool Servitors; even then, they are still patently *Superiors*, and they cannot hide their natures from each other.

## CELESTIAL FORM

Angels and demons are insubstantial on Earth until they assume a vessel or occupy a host. They appear as their true selves, in their celestial form. They can also shed their corporeal flesh (or simply possess no hosts) for a limited time. This is a necessary precursor to ascending to another plane or engaging in celestial combat, and is a handy way to slip past inconvenient walls – if a very Symphonically noisy one.

Though celestial forms are not made of physical matter, they can see, hear, and smell while they’re in the corporeal realm. They are insubstantial and immune to any Earthly force, including gravity. Their Move is Perception/2, and most appear to fly or levitate.

## Taking Celestial Form

To cast off his physical body and take his true form, a celestial must spend 2 Essence and make a roll against

## HEARTLESS AND BODILESS

A fledged angel or demon – though not a reliever or demonling – is in grave danger if he has no vessel or cannot possess a host, and cannot get back to the celestial plane. The Symphony rejects his presence on Earth, and begins to tear at him. Such a celestial may remain bodiless for (10 × Celestial Power) minutes, safely, but every (Corporeal Power) minutes thereafter, he must make a Will roll. If he succeeds, he takes 1 soul hit of damage. If he fails, he takes 1d hits of soul damage.

Some beings in such a situation would like to flee to Limbo (p. 189) – but one cannot get *into* Limbo when one is in celestial form. To get there, you have to die in a vessel, or deliberately flee to Limbo while in a vessel.

## KYRIOTATES WITH VESSELS

Some Kyriotates have attunements that allow them to have vessels. These usually tie up the angel's Forces, restricting the number of hosts they can possess.

*Kyriotates of David* may purchase stone vessels. When those vessels are "vanished into potentiality," they can possess other beings normally. Their points of Will are only allocated when they are actually using their statue forms.

*Kyriotates of Janus* have an alternate, gaseous, form. They can either be in this form or possessing someone, not both. This body of air *does* protect them from being ejected from the corporeal plane! Shedim of Theft are likewise safe.

*Kyriotates of Laurence* take on the identities (and bodies) of warriors who died a meaningless death. They can cause this vessel to vanish into potentiality, but the Forces allocated to it are still tied up in it. They subtract 1 from the number of creatures they can possess, and 10 from their Will for purposes of the power of the beings they can possess.

*Kyriotates of Michael* may have vessels as other celestials do. Like their Choirmates of the Sword, they can demanifest these bodies, but the Forces invested in them are not freed. For each vessel they own, they subtract 1 from the number of hosts they can possess. The racial average of ST or IQ for the species of vessel counts against their Will limit.

Will + Celestial Power. He may remain in this state for minutes equal to his Will plus the degree of success of his roll to "go celestial." (Kyriotates and Shedim are a special case – see below.) If he *failed* his roll, the amount he failed by, minus his Celestial Power, is the number of minutes before he can try again (minimum 1).

When someone goes celestial, his corporeal vessel vanishes, along with whatever inanimate objects he was carrying, up to Corporeal Power  $\times$  10 pounds. These items have gone into "potentiality" with the vessel, and will return with it; they will not be accessible to the owner in his celestial form, unless they are relics (p. 171). Excess encumbrance will be dropped (GM's choice of which items).

When a celestial returns to a vessel, all corporeal equipment that vanished with that vessel will return with it. No time will have passed for the vessel or items – remember to reset your watch! Relics held while in celestial form *may* be "left behind" when taking corporeal form. They can then only be recovered by returning to celestial form or switching vessels.

### *The Bodiless*

Kyriotates and Shedim do not have vessels (unless they acquire a special attunement that permits this). They have a "quick and dirty" way to go celestial –

simply un-possess all their hosts, for no Essence cost! Shedim usually have to go celestial to switch hosts anyway, and are left in that state if the new host resists. (Whereupon they normally turn around and go back to the first one.) Naturally, host-bodies do not vanish when their celestial rider leaves.



A Kyriotate who wants to manifest a celestial form while still controlling several bodies may do so, spending 2 Essence and making a Will + Celestial Power roll. Its celestial form counts as an ST 4 host for purposes of the number and power of hosts it can control.

Kyriotates and Shedim with no hosts may remain in celestial form for (10 × Celestial Power) minutes, but at the end of that time, they must find another host. If they can't, they get pulled back to their Hearts; if they don't have a Heart, they begin to take soul damage . . . see sidebar, p. 180.

### *Perceiving a Celestial Form*

Since celestial forms don't reflect photons, they can't be seen by physical eyes or devices. Even angels and demons themselves, if within vessels, can't see their fellows once the Earthly flesh has vanished. Celestial forms can, however, be *sensed* by perceptive people on Earth. (On the celestial plane, there are no problems "seeing" someone – celestial forms are natural there.)

When a celestial form is within "sight," the potential viewer(s) make a Perception/2 roll, adding the being's level of Celestial Power Investiture. The more strongly the celestial is connected to the spiritual world, the easier he is to see. Other modifiers to this roll are:

*Leaving a mortal host:* +2

*In celestial form oneself:* + viewer's Celestial Power

*Has Celestial Blindness Discord:* - level of disadvantage (p. 36).

If the roll is successful, the viewer "sees" the being's true celestial form, which is both there and not-there, solid and translucent, firm and rippling. It's usually easy to tell angels and demons apart . . . Shedim and Kyriotates have drastic effects on mortal human psyches; see pp. 54 and 72.

If a being in celestial form uses a Song, resonance, or attunement on someone, that person gets another roll to perceive it. A celestial form is *automatically* spotted by anyone it attacks celestially, whether or not it does any damage.

People in celestial form may speak to anyone who's perceived them, using either the angelic language (which is always understood) or Helltongue (which is known mainly by demons and their minions). Otherwise, they must use the Ethereal or Celestial Song of Tongues to communicate; since that's using a Song, it gives the target another roll to perceive the celestial being.

Once a celestial form has been spotted, physical objects don't hide it. No matter where it is, even if it is moving beneath the surface of the Earth, it can be detected. A human will be able to sense it until it's (Perception) yards away; a celestial can track it up to twice that distance, or until it would be out of mortal sight, whichever is longer.

## HEAVEN

Heaven exists in the realm of the celestial, at the edge of human comprehension. There are many Heavens (not merely seven), inhabited by celestial powers of different orders. Only the lowest plane of paradise is accessible to those in the War – souls who attain higher levels do not return to the lower realms, and even the Archangels no longer travel to the Higher Heavens. It's speculated that once the Symphony is brought back into harmony – that is, after the demons have been defeated – the rest of paradise will once again open up to the angels. But there are no promises.

Those whose works in life were selfless and good may arrive at Heaven when they die – and unlike angels, humans may ascend to the Higher Heavens. Some humans choose to stay in the lowest paradise, teaching

## ASCENDING TO THE CELESTIAL PLANE

To ascend, a being must already be in celestial form (see p. 180). If he's at a Tether, he may be able to ascend automatically (see p. 188), appearing at the upper terminus of the Tether. Otherwise, he must make a Will roll, orienting on the beacon of his Heart. If he succeeds, he manifests next to his Heart (p. 12). If he fails, he must wait 20-Will hours, minimum 1, before trying again.

A celestial can also be followed back to his Heart! It's possible to "track" someone that way for about a minute after he's ascended, so long as you're within

(your Celestial Power) yards of where he left from. First, you must make a Perception roll to detect the trail, and then the Will roll to ascend. You'll appear near the person you followed.

Angels in Hell and demons in Heaven may have certain problems (see sidebars, pp. 185 and 187). At the least, Superiors usually have a few guards around to take care of inconvenient guests; Princes *always* have a formidable guard watching over their Servitors' Hearts – if only to keep those Servitors from trying to break them and go Renegade.



angels about Earth, training to return as Saints, waiting for a loved one, or simply unwilling to leave the known and comfortable. They can donate Essence (everyone in Heaven receives 1 Essence every 24 hours) to the Holy Cause if they wish, but they are not pressured to do so.

Heaven is divided up into various territories, known as Cathedrals – some manifest as buildings, while others are simply forests or marketplaces. Unlike Hell (p. 185), many (such as the Council Spires and the Eternal City) are shared, with only the heart of the Cathedral being the exclusive realm of a particular Archangel. These Domains are effectively infinite, though if you wish to pass through one, it doesn't take overly long as the angel flies. All are connected to Earth via Tethers (p. 188). Since Cathedrals are very large and mutable, it's wise to find a local guide if you want to travel outside your own. But then, most PC angels are busy on Earth, and shouldn't be sight-seeing anyway.

## CATHEDRALS

### *The Council Spires*

This is the meeting place of the Seraphim Council. Most of the older Seraphim, many of the eldest of other Choirs, and all of the Archangels are members. (Some of them don't care to attend, but if they did, they would still have their vote.) The Seraphim Council assigns Words, arbitrates disagreements between Superiors, and assists Laurence in coordinating the human forces who aid Heaven. They also decide matters of Heavenly policy, should circumstances warrant changes in methods which have worked for centuries. The Council can, technically, overrule the decisions of any single member – including an Archangel.

Within the Spires is Dominic's Celestial Tribunal – the maze of offices, archives, and courtrooms where Judgment does its work.

### *The Citadel of Fire*

Gabriel's bronze fortress sits near the edge of Heaven (if Heaven can be said to have edges), in the caldera of a volcano the size of Mt. Everest. Countless lava tunnels and passageways honeycomb the mountain itself, and her angels maintain the shining fortress even while their mistress roams the Earth.

### *Commerce Park*

This near-infinite stretch of bustling marketplace is home to the Word of Trade. Each Servitor of Marc has his own tent; while the Servitor is away, no one but Marc himself may enter. There, the angel may store his Heart as well as his goods. Many relics and reliquaries appear in

## RETURNING TO THE CORPOREAL PLANE

Normally, returning to Earth takes no time, Essence, or Will roll. When a celestial returns to the corporeal realm, he appears near the place he left it, or as close as he can get without encountering physical obstacles.

Of course, he may choose to descend to a Tether (which leaves him at the Tether's corporeal end-point), be sent elsewhere by his Superior, or follow someone down to *his* last physical location, which uses the same game mechanics as following someone up.

He appears in one of his vessels – his choice, if he has more than one – but can immediately spend 2 Essence and make the roll to go celestial, if he wants. Relievers, demonlings, Kyriotates, and Shedim appear in celestial form. Kyriotates and Shedim have their usual time limit to find a host.

this marketplace, offered for exchange or for the right price in Essence.

### *The Eternal City*

The Eternal City is at the center of Heaven, and, paradoxically, encircles much of it, with Malakim and Cherubim guarding the walls. Heaven's Gates stand open in that wall, and the Recording Angel (and assistants) welcome the blessed souls as they arrive. And it is a city, where angels and souls mingle and even take up residence.

Also here are the Halls of Worship: the meeting place for the angels and souls who deal with Earth's religions. Every corporeal creed that acknowledges God (in any of His, or Her, guises) is represented there, both by its patron angel and by the blessed souls of human followers. The Halls are glorious in their diversity but united in love of God. A quiet discomfort fills the Halls now, though. Archangel Laurence himself is a patron of Christianity, and makes no secret of his desire for that religion to dominate Earth.

His personal Cathedral is the Church of the Sword, a grand Catholic structure immediately adjacent to the Halls of Worship.

The mosque of Khalid is also close by the Halls of Worship. It lacks even the occasional presence of its Archangel, but the human faithful still gather there to pray to Allah. Litheroy, the lesser Archangel whose Word is Revelation, bases his Abbey in the Eternal City – but *not* close to the Halls of Worship.

## EMPTY CATHEDRALS

Most of Heaven is bright and active, but the War has left its mark. The Cathedrals of lost Archangels stand empty and deserted. There is no dust in Heaven, but clean desolation is all the sadder.

The Cathedrals of the dead include Oannes' Grotto, usually found via overgrown paths from the Glade and Groves, and Raphael's study chambers and lecture halls, still accessible from Yves' Library. Among the Domains of the missing are the Cathedrals of the Grigori Archangels and the Castle of Purity, empty, with its banners hanging limp and dragon-skull trophies staring sightlessly from the walls. Likewise, Eli's Halls of Creation – once the greatest gallery and concert hall of the Heavens – are left in disarray, the Hearts of Creation's angels moved to other Domains, along with the priceless works of art.

Saddest of all are the Cathedrals of the Fallen. Some have been taken over by successors, but most stand empty and desolate, reminders of glory lost to selfishness. The crystal dome and spires of the Cathedral of Light still cast their rainbow patterns – but with a hairline fracture running from the apex of the dome to its base. It is not visited.

## *The Glade*

Novalis' corner of Heaven stretches along the edge of the Groves (below), a green home to the angels of peace. Novalis holds court in its center, in the midst of a never-ending party that celebrates life, love, and the Symphony.



Two of the lesser Archangels keep their Cathedrals in the Glade – Christopher's House, full of the souls of children, and Zadkiel's fairytale Fortress.

## *The Groves*

Servitors of Stone, War, and the Wind make their homes among the enormous trees here. Janus' angels live in the treetops, sporting in the ever-present winds there. Michael's troops camp among the mighty trunks, constantly training for the final battle. David's servants live underground, in the Catacombs of Stone, carved among the roots of the Grove.

The three Archangels appear rarely in their shared Cathedral; they spend much of their time on Earth, promoting their Words.

## *The Halls of Progress*

Just outside the Eternal City, adjacent to Eli's near-abandoned Halls of Creation – and rumored to have secret passageways to Yves' Library (below) – are the techno-fantasy Halls of Progress, the home of Lightning. Here, Archangel Jean and his servants work to develop and refine technology, discovering the optimal applications of techniques and machines, and how best to thwart Vapulan perversions of human innovation.

## *Jordi's Savannah*

This low, rolling plain stretches along the far side of Heaven, and is home to the innocent souls of animals – from dinosaurs to lions to busy ants. There are no formal buildings here; instead, a constantly-burning campfire marks the gathering spot for the Servitors of Animals, where they meet to discuss how best to handle their mutual problem: humanity.

## *The Tower of Dreams*

Blandine's Tower straddles the borders of the dream world and Heaven, a Tether and Domain both. Blandine often walks upon the balcony of her ivory Tower, where the borders between the ethereal and the celestial are thin and she can look out over the Vale.

Against one horizon is the glow of Gabriel's volcano, edged with the glimmer of the Eternal City. In the other direction, the horizon shades to orange, outlining another tower – a crooked, dark reflection of Dream's, home to Beleth, Princess of Nightmares, formerly Blandine's lover and now her sworn enemy.

When one of Dream's Servitors truly needs to speak with her, he can climb the grand staircase to her balcony and call (with a +8 to his invocation!). When invoked there, she will not be in a mood to grant favors, but will

render such aid as *she* believes the angel requires – most commonly, transport somewhere, so that he may warn his charge of impending danger.

## Yves' Library

Wondrous even in Heaven, Yves' Library extends throughout reality. Centered beneath the Eternal City, it's connected to every repository of knowledge in the Symphony, whether on Earth or in dreams, and even to Kronos' Archive in Hell (p. 186). That there is information that Yves will not deliver to the Council – valuable tactical information – is one of the reasons Michael has come to distrust the Archangel of Destiny.

These gateways will open only for Yves himself and the innocent at heart – children, mostly. It's not unknown for a young reader to lose himself in a city library, stumbling through an accidentally-opened gateway to bright rooms full of strange books, and later tell of the kind old man who led him out again.

If someone else finds a way into the Library without a local guide, he will quickly become lost among its shelves. After the intruder stumbles around for a few hours, the Library will steer him out through one of its many gateways – and he could find himself anywhere, from the halls of the Vatican Library to the aisles of a video store.

Yves' Library has a consciousness all its own, which constantly changes the organization of its contents. However, when Yves needs anything from his Library, he only has to reach onto a shelf and take the book the Library provides to him. Since all repositories of knowledge are connected to his, he can do this anywhere; again, from the Vatican Library to the aisles of a video store . . .

When in Heaven, Servitors of Destiny may do research here – it generally takes a couple of weeks, or less for those with high levels of Celestial Investiture.

One can find a great deal in the Library. Yves collects not just books, but *all* knowledge, whether created or merely dreamed. For millennia, Blandine has provided him with books that only exist as a dream within their authors' minds. So if someone wants to read the fourth book in the *Lord of the Rings* trilogy, or learn the true secret behind *Twin Peaks*, he can ask Yves – and perhaps make a deal.



## ANGELS IN HELL

Angels can go to Hell, and not just by Falling. They may follow a demon back to its Heart (see p. 182) or use a demonic Tether. This is rarely considered a good idea, and angels are forbidden from descending to Hell without permission from their Archangel.

Nevertheless, sometimes it happens. An angel appearing in Hell makes the same amount of Symphonic disturbance that he would make appearing on Earth. (Demons do *not* make this disturbance when returning to Hell.) Angels are blatantly obvious in Hell – their celestial forms, clean and glowing, give them away – and they cannot speak anything but either the angelic language, or (rarely) Helltongue. Either way, they can't lie, which makes it very difficult to convince any demons that they're really wearing a *very convincing* disguise. Further, angels do not regenerate Essence in Hell, either naturally or by angelic Rites.

Fortunately, unless restrained by specially-designed artifacts or a Prince's will, angels can return to Earth (in the last location of their vessel) or to their Heart without even a Will roll. It's simply unnatural for them to be in Hell.

## HELL

*In Hell, everyone can do what they want, and unfortunately, some of them may be bigger than you. Those are the chances you take, standing on the edge of the Abyss.*

Hell is, by definition, that part of the celestial realm which is as far away from Heaven as it's possible to be. It is a series of caves and tunnels, endlessly descending. It's full of the personal symphonies of the demons who live there, drowning out the true Symphony. It's no place to visit, and you wouldn't want to live there.

The Princes divide up Hell into their own little Domains and Principalities, each as big as the Superior in question can hold. Lesser Princes (p. 81) make their homes on the fringes of greater ones' holdings. Principalities are connected to each other via tunnels, walkways, and teleporter gates; most have checkpoints and guards at all the known boundaries. Travel between Domains is difficult, and closely monitored. Each Principality has numerous Tethers (p. 188) linking it to hellish places on Earth.

And each Prince rules the inhabitants of his Principality – not just the demons who serve his Word, but also the untold millions of human souls whose actions on Earth damned them. Long ago, Lucifer devised a method of distributing the souls; in general, each Prince receives the damned who *lived* that Prince's Word. (But 10%, off the top, are herded into the icy Lower Hells where Lucifer makes his home and few others dare venture.) Since the Princes all felt equally abused by this distribution scheme, they decided it was fair.

## DEATH AFTER DEATH: HOW YOU'LL SUFFER IN HELL

All damage in the celestial realm is taken to the soul itself. When a human soul is tortured, it reduces the integrity of his very nature, and enough Soul damage (p. 145) will reduce the victim's attributes, one at a time, until he is *gone*. But the pain is far greater than the actual damage.

A victim could be suspended by his ears in a pool of lava up to his chest, and not be destroyed – he'd want to die, but it wouldn't happen. He could be crushed between two boulders and merely feel pain. A sufferer in Hell feels as though he has a corporeal body, and his torments really do him harm. But what a victim feels as a day's worth of suffering does only a single hit's worth of Soul damage.

If demons want to strip your Forces, they can. But they know just how much pain each soul can take before losing a Force. It might take a long time to recover after swimming the lake of fire, but you *will* recover. A Prince can have a soul killed with a mere word, but otherwise Hell earns its reputation for eternal suffering. After all, Essence is the coin of Hell. It is the reason that souls are allowed to survive; destroying them would be wasteful.

Everyone in Hell – demon or damned – regenerates 1 Essence every 24 hours. (Not at sunset; there's no Sun in Hell.) Depending on the Principality, humans can use Essence to buy anything from a brief respite from tortures to near-complete freedom. But, depending on the Principality, humans are used as everything from guinea pigs to the ultimate consumers to fuel for the furnaces . . . Not too different from Earth, actually.

## PRINCIPALITIES

### *Abaddon*

Saminga's Domain is a gray wasteland of cowering human souls, scattered tribes of those whose actions in life best served death. The Prince of Death cares little for these damned, allowing them to move freely in his Principality until he has need of them.

In the center of Abaddon is Saminga's bone citadel, to which his servants drag souls for harvesting of their Essence – and their very Forces, as well. Other Princes see this strip-mining of humans as wasteful, but the souls in Abaddon are Saminga's, to do with as he pleases.

The Prince of Death never destroys a soul all at once. Rather, they're captured and stripped of a Force, then released into the wasteland, to roam until they're caught again. Each time a soul loses Forces, its form alters, changing to something lower on the evolutionary scale: monkey, dog, bat, nameless crawling thing . . . Saminga's Principality is the only source of animals in Hell. The dirt grubs infesting this wasteland are the remains of human souls, reduced to one last Force, mindlessly attempting to avoid their last harvest and final death.

### *The Archive*

Hell's record keepers, Kronos' demons slave to record the details of the Symphony, the history of the War, and the stories of humanity. They keep track of the dispersal of souls to Principalities, and record which demons have been granted Earthly service by their Princes – at least, the ones the Princes publicly admit to. Of course, Kronos (and, presumably, Lucifer) is the only one who can regularly find anything in the Archive. But if a demon can get his attention, the Prince of Fate will be more than happy to answer his question . . . for a price.

The Archive is one of the only places in Hell which can access every other major Principality. Like the Library of Yves, it has many secret portals leading to or from other Principalities, but rarely both ways. Also like the Library, the narrow, confused corridors of bookshelves have been known to open out spontaneously into (equally disorganized) Earthly archives . . .

### *Beleth's Tower*

The Domain of Nightmares is a Tether, manifesting at either end as something solid, straddling the border between the Marches and Hell. Inside, there's a dark, winding stair leading up to the twisted balcony of the Tower. Don't climb it unless you *want* Beleth's attention.

Beleth's half of the Marches also serves as home for many of the remaining pagan deities and darker creatures of myth. She gave them sanctuary when Archangel Uriel "purified" Earth, and Blandine's half of the Marches, before being recalled to the Higher Heavens. The surviving ethereal gods don't necessarily like Beleth, but she did protect them, and many continue to add their power to her realm.

### *Gehenna*

Baal's Principality is a constantly changing battlefield, strewn with weapons and bodies. Those who refuse to fight are slaughtered.

Gehenna is the proving ground for the servants of the War. The fighting only pauses when Baal returns to Hell to inspect his troops and select new Earth forces from his

most vicious and talented demons. Then the conflict begins again, demons and damned equally desperate to prove themselves to their master.

## Hades

Hades sits on Hell's right hand like a ring waiting to be kissed. It's a great sprawl of a city, spanning the entire outer perimeter of the Inferno itself. All the damned souls who enter Hell must pass through the front gates of Hades.

Standing on either side of the gates to Hell are two great angels: a Cherub and a Malakite, towering over the throngs pressing for entry. Servants of Dominic, they can spot souls who do not truly belong in Hell, plucking them from undeserved damnation – though it doesn't happen very often. (Long ago, some impulsive young demons tried to make the angels move; it didn't work. That the angels remain is attributed to the unfairness of God, or some deep plot of Lucifer's.)

The Game controls Hades, and Asmodeus' Servitors manage the distribution of the incoming souls.

## Perdition

Once the land of Sloth, before Haagenti devoured the Prince who held that Word, in the last century Perdition has been taken over by the Media. Nybbas and his demons keep their human subjects in a state of tranquil dormancy – and they like it.

Perdition's humans are completely opposed to change, fixating on one kind of sensory input (a ball eternally bouncing, a TV screen full of white noise, a top forever spinning), obsessing on it to the exclusion of the rest of the world. The threat of removing the object of a human's attention is enough to coax Essence out of him.

The demons of Perdition spend most of their time in the glass and steel structures which fill this land, dreaming up content for their Prince's various media endeavors. This Principality borders Vapula's Domain, Tartarus. Luckily, he and Nybbas get along.

## Shal-Mari

The glitzy Principality of Shal-Mari is run by Andrealphus and Haagenti, largely underwritten by Kobal, but allows establishments from all the other Princes – if they pay the rent. It's organized much like an Earthly consumer-driven society, with a vast expanse of casinos, bordellos, restaurants, and theaters, inhabited by all kinds of wretched souls.

Demons of Lust, of course, run the brothels, charming the Essence out of human souls with their diabolical skill. Servitors of Gluttony, chefs beyond compare, orchestrate the restaurants and bars. Kobal's minions take care of the

## DEMONS IN HEAVEN

Few angels know this, but demons can, indeed, go to Heaven, either by following an angel back to its Heart or via an angelic Tether. Note that the Tether option starts causing damage instantly (p. 188). Assuming the demon gets to Heaven, he causes disturbance when he manifests, just as he would on Earth (which angels don't do, returning home). Unlike angels in Hell, any time a demon damages a resident of Heaven or any "physical" constructs – clothes, furniture, etc. – *that* causes equivalent disturbance, too! (The GM is the final arbiter of what "range" and "distance" mean on the celestial plane.) They cannot recover Essence naturally or by demonic Rites, either, and their natures are quite obvious. Though they may lie in Helltongue, few angels understand the language, and will not be reassured by hearing it.

Demons have one other major handicap: the Light of Heaven. Immediately upon arriving in Heaven, and every 10 minutes thereafter, they *must* make a Will roll. If they succeed, they take Celestial Power hits in soul damage; if they fail, they take that much damage, *plus* however much they failed by.

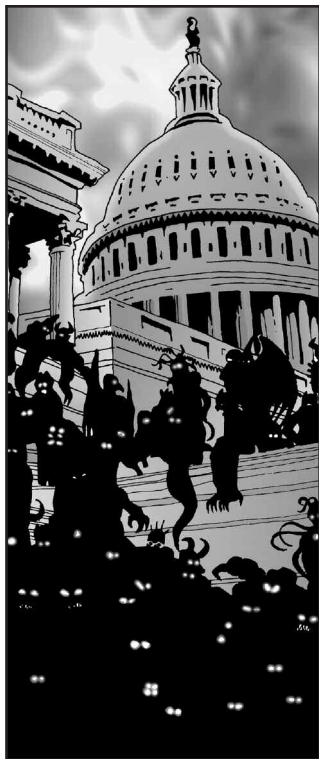
Some demons believe that Kronos, Prince of Fate (p. 122), has ways of cloaking infernals with some of his personal nature, allowing them to move around relatively freely in Heaven, but no mere Servitor knows the details of this. It is certainly not something the Bitter Prince does trivially.

Like angels, demons can return to Earth or their Hearts without a roll, unless somehow restrained.

theaters: a vast sprawl of cineplexes showing the Servitors of Dark Humor making humanity miserable. These comedies are some of the most popular entertainments in all the dark afterlife.

The casinos and rented spaces – Baal's gladiatorial pits, Vapula's hardware stores, the Guildhall of Free Lilim, and so on – help support all their demonic sponsors. Proceeds are (supposedly) divided evenly between them.

Humans in Shal-Mari may do anything their hearts desire, as long as they pay for the privilege. The human souls of other Principalities can sometimes use hoarded Essence to buy brief "vacations" in Shal-Mari, but their infernal owners make sure to get them back quickly.



## Sheol

Sheol is built around the base of Hell's only volcano, from which a torrential lava flow sustains its infamous Lakes of Fire. In this Principality, demons serving Belial are immune to heat and fire.

Belial traps human spirits in flames, torturing the Essence out of them. Once a human gives up his daily Essence, he's allowed out of the lava pits. Maybe.

## Stygia

This dark maze of catacombs, centered around the twin courts of Malphas and Valefor (the Villa Discordia and Palazzo Furto, respectively), is home to the self-tortured, the trustless, and the thieves – all of whom coax Essence from one another in hope of buying freedom from this

Principality's endless passageways. Sadly, there is no way out . . . except through faithful service to one of Stygia's Princes.

## Tartarus

For those who can get absolutely nothing done in Hell until they've been tortured a while, there exists Tartarus. It's ruled by Vapula, Archangel-in-his-own-mind of Technology, who experiments on his damned slaves (the ultimate beta-testers) before introducing his accursed inventions to the corporeal realm.

It's a tangled mess of animated rebar growing like kudzu, dotted with toxic spills and half-finished construction projects. Vapula likes it that way, as any random combination of parts might inspire a new project. This Principality has a passage to Perdition which is so wide as to be almost unpatrollable. Luckily, Vapula's infernal machines police the area, dealing harshly with escapees.

## Abandoned Principalities

Territory in Hell doesn't stay abandoned for long. In the time between Sloth's demise and Nybbas' claim of Perdition, lesser Princes and Dukes with ambition squabbled over that patch of land. They still lay claim to small fringes, both there and in Tartarus (once home to the Princess of Oblivion), but both Technology and the Media are powerful enough to control their Domains.

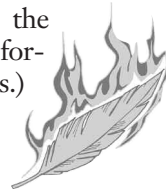
# TETHERS

The celestial and ethereal realms are linked to Earth by *Tethers*. These places resonate so strongly with a Word or concept that they somehow break through to another plane, and funnel power back up to those who claim the spot as their own. The corporeal side of a Tether is a safehouse, stronghold, place of refuge . . . a place of *communion* for its master's Servitors and allies. Its emotional influence affects everyone inside it, subtly echoing the event that created it.

Tethers vary in size. The smallest known Tether is a tiny room in Tokyo, barely large enough for the obese Baron of Haagenti who is its caretaker. The largest is a parklike African valley which no man has ever seen, where Jordi protects creatures which survive nowhere else. In all cases, however, Tethers are created by *Earthly* events, and *never* by supernatural intent. The triggering condition can be natural, such as Mt. Washington, one of the windiest spots on Earth (Janus), or drawn from human emotion and action, such as the site of Martin Luther King's "I have a dream" speech (Blandine).

Tethers to Heaven are protected by the Light of Heaven (see *Demons in Heaven* sidebar, p. 187), in a concentrated, *focused* form. If a demon takes celestial form within the corporeal terminus of a divine Tether, he must make a Will roll every *second*. As in Heaven, success means the demon takes Celestial Power hits in soul damage, and failure adds the degree of failure to that. (So long as the demon is in his corporeal vessel, he's safe, though.) Much to the disgust of demons, angels are not affected similarly in demonic Tethers.

It's easier to move between realms at a Tether. Angels at any divine Tether, and demons at a Tether to their master's Domain, need no Will roll to ascend to the celestial plane – they need only take celestial form first. It's also easier to invoke a Tether's lord (+3; p. 79). Tethers may have other properties as well, such as permitting those within them to remain in celestial form indefinitely, masking disturbance, or generating a great deal of disturbance! Some are unique to the particular site, while others are shared by all the Tethers to that Word or ethereal pantheon. (See the *Liber Castellorum* for more detailed information about Tethers and their attributes.)



## Seneschals

Each Tether has a caretaker – and the most effective caretaker is a *Seneschal*, a powerful celestial (usually with at least 100 earned character points and a Distinction) who is tied to his Tether. A Seneschal may merely be attuned to his Tether, or actually Word-bound

to it. Either way, he can tap into the Essence that Tethers generate, distilling the energy of the Word they're bound to. An attuned or Word-bound Seneschal will always know if someone is attacking his Tether, even if he's in another realm at the time.

The most important distinction between a caretaker, an attuned Seneschal, and a Word-bound Seneschal is that a caretaker cannot touch the power reserves of his Tether. An attuned Seneschal may do so, but only within the Tether's bounds. A Word-bound one can tap it anywhere except Limbo! On the down-side, if a Tether is destroyed, a Word-bound Seneschal will quickly die. Seneschals, especially the Word-bound, won't stray far from their Tethers without good reason – unless they can return very quickly, or can be in two places at once!

It's polite to request the Seneschal's permission before entering a Tether. If your Superior is hostile to his, your request may be denied, though even a hostile Seneschal will rarely slam the door in the face of a desperate fugitive. Even demons like having their enemies owe them a favor.

Many Tethers also have a staff, human or celestial, who aid in maintaining them or serving their Earthly functions. The details vary from Tether to Tether – one to Novalis would require gardeners, while a Tether to Gluttony would have cooks, and a Tether of Andrealphus would get a lot of business.

## Locations

Tethers are usually Symphonically noisy, either because celestials go there to ascend or spend Essence in relative safety (they *are* in a stronghold!), or because it's a property of the Tether itself. Therefore, few Tethers remain hidden from anyone for very long, as celestials reckon time.

The most famous Tether of the modern era is Notre Dame, in Paris, France. It belongs to no one Superior – rather, it's the corporeal headquarters for the divine, the common meeting place of all the Archangels when they're on Earth. Many demons believe that the Light of Heaven is so pure there that even a corporeal vessel would not protect an infernal soul. The boundaries of the Tether encompass its entire structure, and beyond; its celestial terminus is the antechamber to the floor of the Seraphim Council. (Angels should not use it casually, unless they want to wind up appearing underfoot of Archangels.)

New Tethers may be created by powerful manifestations of a Word, with or without celestial planning. Indeed, it's more often *without*, as only mundane methods have any hope of causing a link to form. For example, the rubble which used to be Jeffrey Dahmer's

apartment building in Milwaukee is a strong new Tether of Saminga's. Since D-Day, certain beaches in Normandy have been Tethered to the floor of the Groves, the training ground of Michael and his Servitors. The GM may place Tethers to suit his campaign; most major cities have at least one divine and one infernal Tether within driving distance.

Tethers may also be destroyed, their link to the celestial (or ethereal) realm broken by deliberate malice or unhappy accident. Treaty Oak, a Tether of Laurence in Austin, Texas, was poisoned by an unwitting mortal; its Malakite Seneschal is hardly more powerful than a new-fledged angel now (though he retains his skills and cunning), and can see his final death approaching. Newly-established Tethers are comparatively vulnerable, but an attack on any Tether is a major move in the War, likely to get Superiors involved on both sides . . .

## LIMBO

There's Heaven and Hell, obviously. There's the Marches. There's Earth. And there is one place that is none of these – Limbo. Limbo may not even be a *place* at all, but it's where celestials find themselves if they've been physically killed, but have no intact Heart.

## GOING TO LIMBO

Angels and demons without Hearts (p. 12) who are pushed from the corporeal realm – most commonly by having their corporeal vessel killed – find themselves in Limbo. Humans, ethereal spirits, and even stranger beings (such as the Children of the Grigori) have also found their way into Limbo on rare occasions. Most Kyriotates and Shedim, because of their uniquely “placeless” nature, cannot go to Limbo; if Heartless, these possessors are very careful to stay near potential hosts.

A celestial can also go to Limbo *voluntarily*, whether he has a Heart or not . . . though when he emerges, his Superior will want an explanation. He must start in the corporeal realm, spend five minutes steeling himself, and make a Will roll. If it succeeds, his vessel vanishes – lost forever – and he finds himself seeing nothing, hearing nothing, feeling nothing. He is nowhere. He is in Limbo.

Limbo is the loneliest place in all creation. Nothing in Limbo can communicate with anything outside of Limbo . . . or anything else *inside* Limbo, either. A soul in Limbo has no one to talk to but itself, though it may receive the occasional message – and Essence (see sidebar, p. 190).

## WORD FROM OUTSIDE

There is one loophole in Limbo. While it's impossible to communicate with the outside, those on the outside can cast messages into the void in the form of Essence, much like the Celestial Song of Tongues. The Essence spent must be designated for a specific person (by knowing either the person, or his true name), and may contain up to 5 words of message. Any being capable of consciously manipulating Essence may do this, after being shown how by someone who already can; it's assumed that all celestials can throw Essence into Limbo. The Celestial Song of Tongues may also be used, transmitting 15 words. If the target of the message is really in the void, he receives the message and adds the Essence to his slowly-growing store. If the target isn't really there, then the effort (except for Celestial Tongues) was wasted; the Essence returns to the Symphony.

Occasionally, an Archangel will send Essence into Limbo, attuned to an Outcast who's been missing over-ly long. Most such gifts are coupled with vague implications of forgiveness – or, sometimes, outright offers of redemption if the Outcast undertakes a mission.

Demon Princes are less interested in those in Limbo, unless the target is thought to know some useful information (or has become otherwise valuable).

More often, the comrades of a missing celestial will make a point of sending Essence into Limbo “with his name on it,” in the often-vain hope that their friend can hear them, and that they're speeding his return.

### *Interventions on Will Rolls in Limbo*

An Intervention (p. 152) from Your Side takes the form of an urgent message from a well-disposed Superior, with a gift of a lot of Essence. The exact amount of “a lot” is left to the GM, or you can roll all the dice you can find . . .

A hostile Intervention consists of a single measure of Essence bearing very bad news. This might be a reason why you urgently need to leave Limbo *right now*, a reason why you'd better *not* leave, or just a vicious taunt from a foe. (If this does not suit the campaign, the victim can simply be stripped of any accumulated Essence.)

There are only a few advantages to being in Limbo. The first, of course, is that it's the ultimate hiding place. No one can find you in Limbo. Cherubic resonance, Geases, and other “tracking tools” give no response – it is as though the target no longer exists. (Once he emerges, of course, he can be tracked again.) The very existence of Limbo makes the lives of the Disfavored easier . . . eventually, the hunters will say “He must have gone to Limbo” and turn their attentions elsewhere. (But *nothing* can be taken to Limbo, not even celestial artifacts. A being who goes to Limbo – voluntarily or not – leaves all such things behind in the corporeal realm.)

## WHAT TO DO IN LIMBO

A soul in Limbo can still think. In fact, his memories become very sharp, without any other distractions around. Those in Limbo can always reflect on their situation; in fact, they can do little else. Introspective souls find the experience enlightening, even purifying, and have been known to return with strange insights. (Elohim are particularly prone to this.) Demons have come back from Limbo and sought redemption . . . but then, angels have returned and immediately Fallen.

Weak-willed souls cannot bear Limbo, and often cannot stop themselves from leaving, even if it means returning to a dangerous corporeal world in an inadequate vessel.

No attunements, resources, or Songs work in Limbo. All you can do in Limbo is wait. Wait, and think. Wait, and think, and remember . . . and regenerate Essence.





The unique nature of Limbo allows those imprisoned there to collect unlimited amounts of Essence, very slowly . . . 1 point per week. Beings in Limbo also retain any Essence they had before entering. But in Limbo, Essence is useful for only one thing: getting out.

### *Trauma in Limbo*

A celestial who was sent to Limbo by the death of his physical body will suffer Trauma (or not) normally (p. 145). Recovery is slower in Limbo . . . as described on p. 145, but substituting *weeks* for days. While in Trauma, no Essence is gained, and no Will rolls are made.

### GETTING OUT

When a PC enters Limbo, the player may choose to abandon the character, relegating the celestial to nothingness for all eternity. If the player wants to get his character out again, however far in the future, a little patience is required.

Every week (after recovering from any Trauma) the trapped celestial gains another point of Essence, which will eventually go toward creating a new vessel. Once enough Essence is earned, the being may recorporealize at his most recent physical location on the Earth (or at a relatively safe place very close to it). Remaining Essence, up to the celestial's normal maximum, may be saved; any excess is lost. If someone had a spare vessel other than the one he lost entering Limbo, it will be available *after* he escapes in the normal way.

### *"I Can't Stand This!"*

Every Will/4 weeks, the prisoner must make a Will roll. The effective Will of the prisoner is increased by the amount of Essence he has been sent from outside Limbo since his last Will roll. If the roll is successful, then the celestial may continue drifting in peace, quietly gathering Essence until the monotony of life in Limbo rises up again.

But if the Will roll is failed, the celestial must either spend his current collection of Essence on whatever vessel he can, regardless of how pathetic and Discord-ridden it might be, or lose all his collected Essence! And if he chooses to lose his gathered Essence, he must then stay in Limbo until he has collected at least 15 Essence. He must still make Will rolls as above, but he has lost the option of leaving with a lesser vessel, either voluntarily or because of failed Will rolls. Thus, a weak-willed being who foolishly tries to stay in Limbo to collect Essence may be trapped there for hundreds of years until released by luck or gifts of Essence.

### ESSENCE COSTS FOR VESSELS

Normally, the corporeal vessels of celestials are the gifts of Archangels and Demon Princes. The Superiors are the only celestial beings with the knowledge and Essence reserves to create physical forms without recourse to Limbo. (They, and some ethereal gods, are certainly the only ones who are able to give vessels to *other* people.) Non-humans pay points for vessels – which, in game terms, translates to earning the favor of a Superior, enough to be granted a body.

In Limbo, souls can gather far greater amounts of celestial energies – there's nowhere for the Essence to bleed *back* to when the celestial is technically "full." Eventually, a resident of Limbo can create a new vessel and leave (creating a vessel to pour oneself into is the *only* known way to escape . . .). Many ethereal spirits have an ability to store up Essence, building the potential of a vessel piece by piece. But outside of Limbo, celestial Servitors cannot do this, not even for the smallest of vessels.

Vessels cost 1 Essence per character point they would normally cost. For instance, a cat body costs 59 points. A basic human is 35. Specific details, such as copying someone else's looks or adding levels of appearance, require an appropriate Artist roll, but simply replicating a vessel one previously owned does not. (One knows it from the inside out.)

A celestial may choose to take Discord to reduce the Essence cost of the vessel, folding himself in unnatural ways so as to require less "space" when he creates it in the first place. Each Discord taken reduces the Essence cost by the character point cost of the underlying disadvantage; for instance, severe Scotophobia (p. B35) would reduce the Essence required by 30. The cost of the Discord disadvantage itself reduces the character point total of the character, and losing the vessel will not rid him of the Discord he took to get it! It has become part of him, and must be removed normally (p. 154).

No matter how much Discord is taken, a vessel never costs less than 5 Essence.

Some peculiar "Remnants" encountered in the corporeal realm, Remnants who somehow retain their Celestial Investiture, are really long-time inhabitants of Limbo, forgotten by their friends, driven completely out of their celestial minds by millennia of failed Will rolls and eternal nothingness. By the time they finally made it back to Earth, they had forgotten who and what they were.



*Chapter* 8 THE  
IN NOMINE  
CAMPAIGN

*This chapter briefly covers many aspects of setting up and running an IN NOMINE campaign. Additional guidance can be found in the IN NOMINE GAME MASTER'S GUIDE.*



# THE CONCERT

The quintessential *In Nomine* game revolves around moral and ethical choices made by the characters and their friends . . . and their enemies. While it can be played as a “straight” demon- (or angel-) bashing setting, there would be little to differentiate that from the average superhero game. In the Symphony, moral choices have very *real* consequences, and the wise GM will plan the campaign around this.

## PLANNING A GAME

The most fundamental choice the Game Master must make in setting up a campaign is deciding how celestials will fit into his game world. Will the game be “straight” *In Nomine*? Will it use the *In Nomine* continuity? If not, where should things differ? Whichever choice is made, there are several other issues the GM will need to consider.

### Superiors

Which Superiors will be actively involved in the campaign? The GM should try to get an early feel for which ones the eventual PCs will serve. If conflicts between the characters’ Superiors seem too likely to dominate the game, the GM should discuss alternatives with the players before the campaign starts.

Some Superiors are more difficult to deal with in an ongoing campaign. For example, Blandine and Jordi both point their angels in directions that make it hard to keep them part of a long-term group – they’re better suited to one-on-one games, or “recurrent guest star” roles. Servitors of the Wind and Theft must keep moving every three days, which makes it hard for them to stay with a group which stays put.

### Choirs and Bands

The players’ selection of Choirs and Bands also shapes the game’s focus. Malakim and Calabim are prone to violence; Ofanim like immediate *action*; Elohim and

Mercurians (or Lilim and Impudites) generally prefer to interact verbally with NPCs. Cherubim and Djinn can be difficult to move away from their attuned charges.

The GM will need to take Choirs and Bands into account when crafting motivating factors for story arcs. Again, particularly troublesome mixes (for example, Calabim and Impudites) are worth pre-game discussion with the players.

## Trust and Hidden Agendas

While angels are usually straightforward, every Superior has specific goals, and even allies are sometimes working at cross-purposes. Servitors may or may not know of their Superior’s hidden agendas, but they will be expected to promote them without revealing them to those serving other Words. Even angels should have a little uncertainty about each other, and unity of purpose shouldn’t always be taken for granted.

In general, angels assigned to a region or group will know the basics about most of their fellows: usual Role name and Superior, and often Choir. Angels may exchange information casually with other members of the Host, but even Seraphim rarely tell their co-workers *everything*.

Demons, of course, *know* they can’t trust each other. The GM’s job here is to ensure there’s *just enough* trust that the party can work together without backstabbing and chasing their individual agendas at every opportunity. Most demons should start with the bare minimum of information about their infernal fellows: a few corporeal names with some indication of status as enemy or “friend.” If demons work together on Earth for a while, they are likely to deduce each others’ Bands, but the Prince they serve may be one of their deepest secrets. Or it may be open and obvious.

Remember that, short of asking them to take celestial form, there are no foolproof ways of testing the nature of another being, so sometimes “ringers” sneak into a group. Determining someone’s Superior is even harder – only a bald statement about his Superior to a Seraph, or a critical success from the Mercurian resonance, can verify this information.



## CANON DOUBT AND UNCERTAINTY

Certain areas of the *In Nomine* background are defined as “canon doubt and uncertainty.” This means that published material will *never* specifically answer certain questions about various aspects of the Symphony.

Some of these areas are: the exact origins of Christianity and the nature of Jesus, the true nature of God (e.g., Is He really just a “hopped-up” ethereal god? Is He “good?”), and why God considers humanity important.

### *The Canonical Campaign*

A “canon” campaign is one that closely follows the official *In Nomine* continuity, found in the various *In Nomine* supplements.

In such a campaign, the War’s outcome is uncertain, with neither side feeling it has a clear advantage. While angels are more likely to be “good,” and demons “evil,” often it’s hard to tell the players apart without a scorecard, at least from a human perspective. Even celestials sometimes question whether they’re on the right side – it eventually comes down to a matter of faith.

Both sides strive to keep the War hidden from the mass of humanity, and usually stick to small, quiet operations. Major disturbances to the Symphony are frowned upon by most Superiors. Mundanes *greatly* outnumber celestials and their Soldiers. Most, but not all, of the great people of history and religion were mundanes, and human history has been driven – mostly – by human will. The War is fought indirectly, over individual human souls, and the notable triumphs of both sides have been achieved primarily by guiding humans with great potential influence on the Symphony.

Many human religions touch on the Truth, by design or accident, but none are completely True. Celestials see human religion primarily as a tool. *In Nomine’s* God is more interested in human behavior than human worship.

Psi and superpowers are unknown among humans, and magic is confined to Sorcery (p. 174) or Songs (p. 156). All supernatural abilities are directly related to sensing or manipulating the Symphony, and require some form of Power Investiture. A few rare humans are granted some measure of this power, by celestials or ethereals, and a rarer few gain it through ritual.

Most creatures of myth and legend are actually reports of celestials or ethereals. The remainder are undead, or merely human tales with no reality at all. Ethereal beings are weak compared with celestials; the most powerful are on a par with average PC celestials. (But in the past, the greatest ethereal gods challenged Superiors in power . . . and they have not forgotten.) If there’s any life outside of Earth in the corporeal realm, no one – celestial or human – knows anything about it.

Many great questions go unanswered, at least by God, and those who believe Lucifer’s answers do so at their peril. Most angels and demons just do their jobs, try to enjoy life a little on the side, and leave the big questions to the Superiors. So maybe a lot of God’s Plan doesn’t make a lot of sense to the celestial in the street; you either trust He knows what He’s doing, or you don’t. And you hope your blind faith in the sanity – or lack thereof – of the Most Ineffable One doesn’t leave you on the wrong side of Armageddon.

Of course, there are many ways to vary this. Some of these are stylistic changes; where the demarcations between the sides are clearer, the balance of the War is different, or the overall tone of the game is different. These are described below in the *Campaign Styles* section. Other variations include minor deviations from *In Nomine* continuity, and major ones, such as changing the list of Superiors or their Words. Such variations will still have the *In Nomine* “feel,” though they won’t be fully canon.

### OPTIONAL RULES

This book follows the core rules from the *GURPS Basic Set*, but GMs may wish to use some optional rules from *Compendium I* to bring the game slightly closer to the original *In Nomine* rules.

*In Nomine* treats Will and Sense levels as separate attributes (Will and Perception). *Treating Figured Quantities as Attributes*, p. CI13, describes one way to handle this in *GURPS*, by making these separate attributes.

In *In Nomine*, the Strength attribute figures prominently into hit points. In *GURPS*, ST does not normally affect hit points. Using the optional rule *Redefining Hit Points and Fatigue* on p. CI7 better mimics the original rules, especially since Essence, which is similar to Fatigue, is limited by HT.

## MAGIC, PSI, AND SUPERPOWERS IN *IN NOMINE*

In a canon *In Nomine* campaign, there are two kinds of “magic spell” – Songs and sorcerous rituals (represented by a limited number of *GURPS* spells, pp. 174-175). If the GM wishes to include more traditional fantasy spellcasting, however . . .

Songs and spells interact the same way spells and psionics do (sidebar, p. B170) – that is, they don’t. A Teleport Shield (p. M78) doesn’t hinder the Celestial Song of Motion, and the Celestial Song of Shields won’t stop a Seeker spell (p. B163). But Songs can undo the physical effects of spells, and vice versa. Someone who’s succumbed to the Sleep spell (p. B164) can be snapped out of it by the Ethereal Song of Healing, or a mage might tug an object one way with Apportation (p. M69) while a demon tugged it the other with Ethereal Motion (p. 164).

Similarly, “true” psi and superpowers are distinct from celestial abilities. Their interaction with Symphonic effects will usually be limited to modifying the corporeal results of a different type of power. However, a few abilities that involve manipulation of souls, spirits, or transfer of the self are likely to have Symphonic connections: the psi Astral Projection power (p. P10), the psi skill Mindswitch (p. P23), most



Necromantic spells, a few Communication and Empathy spells, and the Pentagram spell and its relatives. The GM will need to decide which of these interact with celestial powers, and how effectively they are.

Alternatively, the GM may wish to include magic, psi, or superpowers in an otherwise-canon *In Nomine* game, explaining these as being based on celestial forces influencing the Symphony. In this case, all these would behave like ordinary celestial powers – the Ethereal Song of Shields would stop a telepathic attack, for example, and a “super” ability like a force shield would block the Calabite resonance. Such abilities might require Essence (if the GM wants them used only rarely), or use Fatigue (allowing frequent use).

If canon celestials encounter humans with magical – non-Symphonic – abilities, they will most likely categorize them as sorcerers, and assume they’re aligned with the infernals (knowingly or not). Similarly, any non-humans in a canon campaign will probably be tagged as ethereal spirits, or maybe Disfavored celestials with odd vessels.

### *Modern, With Angels*

The other major type of campaign is one where the *In Nomine* background is subordinated to another type of campaign, or where large changes are present.

One example is a campaign where mundanes are aware of Heaven and Hell, and that angels and demons visit Earth. This will totally change the methods used by both sides, and may make humans significant factors in the power balance, rather than mere pawns (as some canon celestials see them).

Another interesting variant is the modern “conspiracy” campaign, such as that found in *GURPS Illuminati*, where the PCs are investigating – or connected to – groups seeking to dominate the mortal masses. *In Nomine* celestials easily fit into such a background as yet

another secret group with shadowy motives. Unlike the canon campaign, such a background may include magic and psi powers among humans.

Finally, there is the “weird modern” campaign, where various supernatural beings are household names, and magic, psi, or super-powers are common enough that their use might not even rate a note in the local paper. The typical superheroes background is one example; so is a some “urban fantasy” fiction. *In Nomine* celestials and politics can be mixed into such a setting, but the various types of angels and demons risk becoming just another group of powerful alien races, with some mythological baggage attached. It’s harder for the GM to keep the moral dilemmas at the core of this sort of campaign – but some players prefer a more straightforward setting.

## MIXED GENRES

Angels and demons can be injected into nearly any sort of campaign, from the chrome and electrons of *GURPS Cyberpunk* to Servitors of Jordi handling interspecies problems in *GURPS Bunnies and Burrows*. And *GURPS Goblins* could easily be the life of demonlings in Hell . . .

### *Historical*

Any historical *GURPS* book can provide a setting for *GURPS In Nomine*. From Imperial Rome to mythic Russia, Swashbucklers to Vikings – celestials (and ethereals) have been there. For time-travel, delve into the labs of Lightning or the junk heaps of Technology. With links to *every* store of information, Yves' Library and Kronos' Archive are also possible conduits to the past – or the future!

All the issues discussed in *GURPS Time Travel* about the mutability of the timestream should be considered for a time-traveling campaign – or a historical one where the PCs have an opportunity to affect major events! The Prince of the Media was once a scruffy little Impudite of Technology, who might have been killed or redeemed. Even further back, could angels somehow save *Lilith* from Lucifer's temptations . . . ?

### *Fantasy*

For this campaign, the GM must decide if this is the *only* world the celestials have access to, or if anyone knows of other dimensions. If Uriel's Purity Crusade never happened, or was halted much earlier, the creatures of myth may simply be ethereal spirits on Earth.

For *GURPS Fantasy*, perhaps Yrth's Banestorm wasn't a "critical failure," but instead a Divine Intervention – ensuring that samples of humanity (and other intelligent races) could survive in a world where there was *no* celestial meddling. While a cold-War



exists on Earth, Yrth is an extension of the Eden experiment. Until, of course, the Banestorm brings in celestials to contaminate this one, too . . .

Or a little fantasy can be injected into a more normal campaign – in the Marches. If enough people believe in a place where "magic works," such a Domain might arise.

To combine Songs with magic, see *Magic, Psi, and Superpowers in In Nomine*, p. 195.

### *Horror*

The obvious campaign places un-Aware mortals in a world where demons exist, and angels aren't necessarily nice. However, celestials can also discover horror – when events and plots are too big for them to understand, elder gods untouched by Purity's Crusade

rise from the Far Marches, or simply when there's a serial killer loose in their town and they're concerned about their human charges.

A similar crossover would be the *Black Ops* campaign in which very powerful mundane forces, already tasked with eradicating supernatural menaces, become aware of Earth's celestial visitors. Their motto is "Shoot first and let somebody else ask the questions." And a *Black Ops* combat operative would probably be able to *toast* the average Servitor's vessel.

### *Supers*

*In Nomine* can be played as superheroes with horns and halos, even without actual superpowers. Adding customized Servitor Attunements can equip celestials with extra abilities. Or perhaps Interventions and occasional celestial-human or ethereal-human crossbreeding could produce unpredictable talents.

*Continued on next page . . .*

## MIXED GENRES (CONTINUED)

If superpowers are non-corporeal in nature – perhaps due to Interventions or crossbreeding – then they will create disturbance based on the Essence or Fatigue they cost, or generate a Song-like Additional Disturbance, or both. If they’re somehow due to human technology or bioengineering, they’ll be Symphonically silent! If superpowers are only available to humans, celestials might find themselves up against so-called mundanes who outgun them . . .

### *Space*

In a *Space* campaign, the GM will have to establish a timeline – perhaps including an Armageddon or two – and decide upon the roles of the Superiors. (Or it could just require a few “jumps” in a long-term campaign; a decade there, a century here, and soon it’s the Y10K problem and humanity is spread

throughout the galaxy.) It’s easier to explain if there are no aliens save those humanity *created* through bio-engineering. If there are aliens, then either they were there all along (but kept isolated culturally from humans, the concern of some other group of Servitors – or other levels of Heaven and Hell!), or they somehow evolved beyond the state of animals during the “fast-forward.”

One option for aliens is that just as humans appear as wingless Mercurians, so are there races that look like Seraphim, Elohim, Ofanim, etc. . . And just as Mercurians are the Friends of Man, most comfortable with humanity, so might the other Choirs discover these mortal beings shared their mindsets.

*GURPS Terradyne*, the *GURPS Space Atlas* books, and *GURPS Traveller* all offer spacefaring settings. If the only “aliens” are human-made, *GURPS Bio-Tech* is useful

## CAMPAIGN STYLES

*In Nomine* can be played in many different ways without deviating substantially from canon, and the entire feel of the game can be altered by fiddling with these “style controls.” The GM should discuss all of these with his players, to find a style that best suits the group.

### *Contrast*

Contrast determines how “clean” or “gritty” the celestials are, as well as the “evilness” of demons and “goodness” of angels. Can a human tell the difference between a Habbalite and a Malakite? Can anyone say that the Archangels aren’t Princes of Heaven instead of Hell? Are the sides clearly Good and Evil? Or are they shades of gray, with some angels and demons backing away from certainties until they can look over their shoulders to see that their wings are brushing?

A campaign can even reverse the contrast – the heroic demons are fighting for the right to be free, against the tyranny of Heaven. (Even in a normal-contrast game, many demons see the War this way.)

### *Brightness*

Brightness is how light or dark the tone of the game is. Is Hell winning, with humanity going down the drain as

angels try to snatch a few souls out of the demons’ grasp? Or does Heaven have the advantage, losing ground in one place but making inroads in another and laying the groundwork for a decisive victory?

A high contrast, high brightness game would have Heaven optimistic, encroaching on the armies of darkness – but the demons are pure scum. They lie, they cheat, they steal, they torture babies in ways that would sicken the most hardened abusers.

A low contrast, low brightness game has horrible demons at one end, but the angels, all too often, stoop to the tactics of their enemies. Blow up a school to get the Shedite who’s possessing the kids? Sure – God’ll sort it all out. Angels use humans to get at hated demons, instead of valuing them.

It’s also possible to adjust the contrast and brightness until it’s a vague expanse of gray. Some angels are more nightmarish than Nightmares, and some demons are great people to know. Celestials may flounder around, trying to decide what’s *really* right and wrong, or if free will is the nastiest joke God ever played on the universe.



## REALISM

Campaigns can vary in realism as well. This isn't just how closely the GM adheres to the rules, or whether he adopts cinematic options – it can also reflect the scope of the campaign. A realistic game is more likely to focus on small plots, winning the War one soul at a time. Superiors appear rarely, if at all. The PCs commonly stay in one area, interacting with a few regular NPCs. Individual humans are often the keystones in plots, and keeping the War secret from mundane investigators – government agents, journalists, and seekers of the paranormal – will be difficult.

At the other end of the scale is the cinematic, or mythic, campaign. Plots are likely to be Symphony-shaking in scope. The group may travel the Earth, the Far Marches, or the celestial realms while pursuing their goals. Chats with Superiors are fairly common. The grand sweep of celestial history dominates the campaign, and individual humans are bit players. Cinematic rules are the norm, and humans and their agencies rarely take notice of celestial actions, no matter how supernatural.



## THE PLAYERS

Most celestials are assigned to a specific area, so they can become familiar with it and notice abnormal events that might indicate meddling from the Other Side . . . or just rival Words. (Servitors of the Wind and Theft will have a large region they tour regularly.)

One good way to start a campaign is to define the sort of group to which the PCs belong – which can immediately suggest what trouble they'll get into, or have come looking for them. Each of the groups below allows a regular "ensemble," but also lets individuals come and go.

### *Local Protectors*

The PCs are the local celestial community. The local representatives of the Other Side, if any, are recurring NPCs. They may not be completely hostile, and they may be very polite and chummy even if they *are* completely hostile.

Each PC has a specific job and mission, but (for the most part) they cooperate. Adventures happen when something upsets the equilibrium. Celestial threats from outside can appear; celestial politics may set two PCs at odds; or some event in the mortal world may require attention and correction.

It's possible for some PCs to be angels while others are demons – see p. 199.

## HUMOR

The degree of humor in the game can range from occasional comic relief, or wry observation of the strange behavior of humans in an otherwise serious game, to over-the-top satire, or even TV-sitcom goofiness. Think "I Love Lucifer" meets "My Favorite Mercurian" . . . In that sort of game, the War may be an open secret, and celestials may switch sides so often that they have trouble remembering whether they're angels or demons this week.

The original French game on which *In Nomine* is based was a broadly irreverent satire on Christianity and the nature of human existence. As aliens in human society, celestials are in a perfect position to appreciate the sillier aspects of human culture – and their own, often clueless, behavior on Earth can be equally bizarre.

Comedy is a totally separate axis from brightness and contrast, but the lower the contrast and darker the set, the more it becomes gallows humor. (Dark Humor is, after all, a Word of Princely power.)



## Exterminators

The PCs are a “hit squad” of celestials and their servants, traveling from place to place, finding the opposition, and wiping them out. The locals will usually be grateful allies, but sometimes their cooperation will be less than total, and the visitors might be well-advised to find out what they’re hiding.

## Hit and Run

The PCs are a vagabond group (demons, or angels of the more disorganized Archangels, like Eli and Janus), dedicated to visiting a place, raising Hell, and leaving again quickly. For this to be a meaningful campaign, there should be some greater pattern or purpose to their wandering mayhem. If some PCs serve different Superiors and have different reasons for their actions, this can be an interesting combination of action and “personality” plot.

## Troubleshooters

The characters are elite troubleshooters, called in to deal with special problems. They may be a combat team (much like the exterminators, above), a high-stealth sneak-and-peek squad, or a combination. Friendly NPCs, different for each assignment, can provide special abilities as needed. If the locals can be trusted, they’ll have on-scene help – other times, the briefings come from a Superior, because no local allies survived to tell the story.

## Runaways

The PCs are Disfavored – demonic Renegades and/or angelic Outcasts. Some of them want to get back into their Superiors’ good graces, or at least a Superior’s good graces. Some want revenge. Some just want to be free to live their own lives. They’re hunted by the forces of Asmodeus, Dominic, or both – not to mention their angry ex-masters . . .

## MIXING IT UP

Sooner or later, players will want to try a mixed party, with angels and demons working together – more or less. This is entirely possible, but the GM must carefully set it up. For one thing, only the most laid-back of Malakim will even *consider* letting a demon live very long, and even those calm examples of the Choir will be trying to “slay evil” by convincing demonic PCs to repent and redeem. (A demon can try to hide its infernal nature, but when the Virtue finds out, there’ll be Hell to pay.) On the opposite side, Shedim wreak havoc with human lives, often far beyond what angels will put up with.

## SOLOISTS

*In Nomine* doesn’t require traditional “group-oriented” plots. A GM can craft small, intense plots that dwell on philosophical or theological issues and character development for one or two PCs. These could be sidelines, for when the majority of a gaming group cannot meet (or a player has a plan that doesn’t involve the other characters). Or an entire campaign could be set around one or two characters and their spiritual growth or lack thereof.

For instance, the GM might wish to play through a Destiny Servitor’s attempt to steer a mortal away from Fate, or the redemption of a demon – and raise questions about whether redemption is really a Good Thing or not! All that a “solo” session requires is a GM (who should be willing to “talk to himself” when more than one NPC is present), at least one PC, and a plot that requires a lot more thinking than brute force.

## CHAIN OF COMMAND

Many celestials report to a supervisor somewhere in their assigned area – a friendly Tether, if one is convenient, or a senior Servitor of their Superior. This person gives them most of their orders, and takes routine reports. Celestials with local supervisors should call their Superior only in extraordinary circumstances; they typically see him only when major rewards and punishments are to be handed out.

Some favored Servitors report directly to their Superior, either because there’s no supervisor in the area, or because the celestial is a roving troubleshooter. Or a PC may *be* the local supervisor, with an assortment of fuzzy-winged fledglings to keep in line . . . These celestials get urgent orders directly from their Superior, and likewise report directly for major matters. They may also have a long-distance supervisor, or at least a local contact or two, to handle routine, non-urgent matters. But they’re expected to operate on their own initiative much of the time, in ways that will promote their Superior’s Word.

## SMALL GROUPS

Just as the setting can work for a single player, so can it work for small groups of two or three players, as long as they have a similar approach to the game. (If one person wants to do investigative work while another is geared toward finding enemy Tethers and blowing them up, and the third simply wishes to role-play the saving of souls . . . a campaign will not run smoothly.)

Fortunately, if player expectations mesh, there are many things two or three PCs can do. Like soloists (sidebar, p. 199), a small group can deal with intense, focused plots – infiltrating an enemy-dominated city, redeeming demons or tripping angels, recruiting humans as Soldiers, dealing with a sorcerer, etc.

Three players (or two and an NPC) could be a triad of Judgment, sent from city to city to investigate and troubleshoot. They could likewise be agents of the Game, seeking Renegades. Theft and the Wind are also likely to roam in pairs or trios, same-Superior celestials can be assigned to guard a Tether, and a Disfavored group (p. 199) may be *more* likely to survive if it's small.

Brand-new celestials of friendly Superiors can be assigned to a mentor, older ones can *be* the mentors for new fledges, and nothing prevents one character from being the mentor while the other(s) are students learning their way around Earth. (A mentor may even be a mortal Soldier, for that matter.)

Small groups are also good for high-power campaigns. If the GM doesn't mind, give the player(s) Distinctions (or Words!) and assign them difficult long-term tasks and the minions to arrange things. If San Francisco is angelically controlled, then perhaps it's time for a couple of hotshot Captains and their dozen NPC minions to break the Host's power there.

The most obvious mixed party combines Servitors of Dominic and Asmodeus, joining forces to hunt down anything that could destabilize the War, such as insane Renegades, Outcasts determined to manufacture Christ's second coming, rogue Demon Princes, or rumors of a Grigori with *plans*. Other Superiors interested in the outcome of the hunt might assign Servitors to tag along – e.g., when chasing down a Renegade of dark Fire, another of Belial's minions might be there to ensure that everything is handled properly . . . and that the Renegade doesn't get a chance to spill vital secrets before dying.

Other groups could be from more peaceful factions, such as Flowers, Creation, Lust, and Gluttony. They'd want to ensure their local area wasn't overrun with combat-happy thugs, and try some gentle conversions on each other over the years. Or existing enemies might prefer to handle their own affairs, putting aside their differences to kick out any interlopers into their personal feuds.

And, just as in real life, not everything characters do is *work*. Many celestials knew each other before the Fall, and some stay in touch with friends who picked the other side. It's conceivable that some celestials were, literally, sleeping with the enemy – and still are.

As always, most PCs would have their own agendas beyond the party's shared goals. And some splits might not be along angel-vs.-demon lines! It's entirely possible, say, for agents of Creation and Dark Humor to ally against Servitors of Judgment and the Game, if only for kicks.

However, once the immediate alliance becomes unnecessary, there'd better be reasons why the demons don't simply turn on their patsy companions . . . or vice versa. Of course, that reason might be as simple as, "We might have to work together in the future, and I'd rather have you respecting me than trying to get me killed."

## THE COMPOSITION

Once the campaign world is set up, and the PC group is defined, the Game Master's final step is to work on plots and adventure elements.

## THE SETUP

Getting the PCs involved is rarely a problem in *In Nomine* games – they have superiors and Superiors to give them orders, as well as long-term goals. PCs will be "on duty" most of the time, and their work is directly related to the game's plots, so basic motivation is easy.

A more difficult problem is maintaining party cohesiveness. *In Nomine's* Superior politics and the focused nature of celestial psychology both contribute to forces that fragment parties. Also, some plots matter mostly to certain Words, and unless the entire group is directed to join in by their respective Superiors, the GM will have to find other ways to bring the entire party into those adventures.

On both sides, direct orders from a Superior or other high-ranking celestial can usually co-opt aid from other Words. The GM should use this tactic sparingly, however – even high-ranking NPCs must pay for such assistance eventually, so they only do this at great need. Far

better to simply order their local minions to gather any needed assistance, or even just tell them to accomplish the task and leave the means to them.

Another useful technique, but one harder to manage, is to have the PCs pursuing separate plot threads, but ones which are related, either by an overarching plot (see *Melodies* in the next section), or by common elements, like NPCs. As they keep crossing paths while they follow their own particular interests, they should realize they can better accomplish their own goals by teaming up, even if that means some minor diversions along other threads.

## THE PROGRAM

Various plot elements combine to form the grand tapestry of the Symphony. The GM should try to weave together several of the types below and in the sidebar into an ongoing flow. If he's successful, the campaign will rarely be as episodic as the typical series of "adventures."

### *Melodies and Themes*

Melodies and themes are the long-term story arcs in the campaign. Melodies are individual plots, carried out over a long period of time. They will usually originate with Superiors or Word-bound trying some new tactic to generate additional strength in their Words. Theme-based plots are recurrent patterns that play on variations of common situations. These, too, are generally linked to a Word, but explore the breadth of its scope, rather than digging deeply into some aspect.

Some melodies and themes are already built into the *In Nomine* background, and a few are developed in various supplements, especially the "Cycle" books.

## MOTIFS

Another type of long-running plot is one linked to a specific character. In *In Nomine*, these are often recurring moral dilemmas, as PCs are faced with choices related to their natures. Dissonance conditions play a major role here, but so do relationships with other characters, the PCs' (and players') views on what constitutes good and evil, the tradeoffs between individuals and society, and even interactions with the Other Side. Sometimes celestials have more in common with their nominal foes than they do with that very alien and mutable race inhabiting the corporeal realm . . .

## CELESTIAL COOPERATION

Angels are expected to cooperate with each other, if sometimes grudgingly. It's usually enough to point out that there are only a few others of the Host around, and they need to work together if they want to keep humans from sliding into the maw of Hell, even when an angel's Superior has no real interest in the situation. A certain amount of "horse-trading" may occur, especially when the PCs' various Superiors have conflicting desires – though angels have little *self*-interest, they (should) serve their Superior's Word as best they can.

Demons are motivated primarily by their own desires, and fear of their Prince's displeasure. However, they (usually) understand enlightened self-interest sufficiently well to cooperate . . . if only to have a convenient patsy to blame when they need one. Like angels, demons are spread thinly enough among the human population that they will often be driven to seek help from their fellows. However, cut-throat bargaining, intimidation, and outright blackmail are the best ways for demonic PCs to acquire assistance from their fellow infernals, in the absence of collective orders. A Lilim PC (or regular NPC) can be very helpful, doing favors for people, and using her web of favors to bind the party together.

The easiest way to develop long-term story arcs is to look at individual Superiors, and their political interactions. Each Superior has many on-going major projects to promote his Word, and few of these are public knowledge. PCs can be assigned to advance such a plot, foil it, or merely stumble into its way. Similarly, Superiors have ongoing operations against their enemies – and sometimes neutrals or even allies.

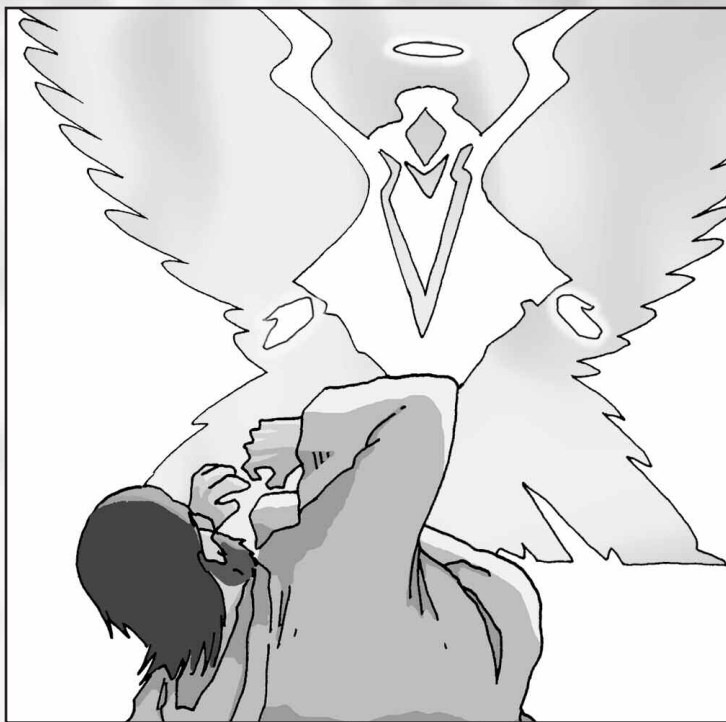
One difficulty in this kind of story arc is that celestials have centuries or millennia to accomplish their goals. Plots do not always move quickly. But players are constrained to human time-scales. One solution is to stay with plots that move at human speeds – not unreasonable, since humans are the focus of many celestial schemes. Another is to advance game-time very rapidly, with months or years passing between some sessions. The latter technique is best used in the context of a historical game; it both limits the amount of tampering PCs do with history, and avoids moving into an ultra-tech future.

## ENCOUNTERING THE WORD-BOUND

Of all the beings a character may come across, low- to mid-range Word-bound celestials are the most dangerous. First, they're not generally at a level of power where they're bound by the complex web of politics that entangles even the least of the Superiors. Second, they're usually more autonomous than normal Servitors, rarely forced to get along with other celestials except when they want something. Third, they're single-mindedly obsessed with furthering their Word and, without politics to think of, can deal harshly with anyone who gets in their way.

So whenever PCs get involved with a theme of the Symphony that the GM considers important enough that an angel or demon might be assigned to protect it, that Word-bound being might well show up – especially if the characters do some major damage. This not only makes them more careful about running around and trashing things, but it gives them other celestial powers to deal with besides their Superiors.

For example, when some player characters trash an aviary, Arael, the Angel of Birds, shows up in a violent snit. After all, she's been nurturing that aviary for decades, keeping it stocked with countless rare birds from across the globe, just waiting for two more weeks to pass before young Julian Sweet was destined to pass through and be gripped with a life-long love and respect for birds – but now all her plans have been ruined. Even worse, she serves Jordi, the Archangel of Animals, who couldn't care less about the goals of the other Superiors.



Instead of being knocked around by a very angry Word-bound angel, the PCs might choose to go on a quick mission to correct the situation. And, of course, being on the good side of a Word-bound is rarely a bad thing, as long as your interests coincide and your Superior doesn't object. If you're able to strike up a friendship, or become a minion of the Word-bound celestial, you might even get some unique Rites or attunements. Even if you aren't particularly fond of someone, you never know who the new hot-shot Superiors might be later on, so you shouldn't go out of your way to make enemies.

### Grace Notes

These are short plots, that run for only a session or two. They're usually of small consequence to the Symphony, but can be significant to the PCs. Such plots are also useful when dealing with sub-groups of the players, or even in one-on-one sessions – most celestials are juggling enough problems that a short side-plot can be fit in as needed.

Grace notes come in many types: *introductions* of characters or situations, which will become significant in

larger things later; *reactive situations*, where the PCs stumble into something minor that demands action of them; *puzzle pieces*, in which the group deals with a situation that is clearly significant, but cannot penetrate to the core of the matter (these should eventually fit together into one or more major plots); *side stories*, usually focused on a PC's lesser goals or motivations; and "*relief*," to let players blow off emotional steam in a comedic interlude, satisfyingly violent combat, or a simple story with a happy ending.

## THE REVIEWS

Guidelines for rewarding characters are covered on p. B184, but *In Nomine* has some special considerations – primarily, Superiors.

Nearly every character will *eventually* report to a Superior. Even Soldiers or mundane servants are still connected via their celestial patron, and may be recommended for a reward (or punishment) after a suitably spectacular success (or failure). Superiors are *the* source of supernatural powers for celestials, and the primary source of more mundane advantages as well.

It's quite possible for a GM to go "pointless" in an *In Nomine* campaign. Characters may increase skills via time use. Obtaining mundane advantages (such as Allies, Wealth, or a stronger Role) will require work and role-playing. Interventions may also grant advantages and skills, or disadvantages, if it was a hostile Intervention! Superiors will still award success with attunements, Distinctions, or increased characteristics and Power Investiture, but the GM may simply use the point costs of those as an indication of how pleased the Superior must be in order to grant such a reward.

Or characters can treat awarded character points as "brownie points," and make sure they have enough of them when they finally go to their Superior and ask for a favor. (As with requests to remove dissonance or Discord, it's always a good idea to wait until after a successful mission before asking for something.)

It's also possible to combine the two methods, where characters are awarded character points normally, but sometimes a very pleased Superior will give something extra. And as a happy Superiors giveth, so may a displeased Superior taketh away . . . see the sidebars.

### *Disturbing the Peace*

Symphonic disturbance attracts attention, and inhibits the formation of Tethers (see the *Liber Castellorum* for more on Tether-formation). Even if a mission succeeds, many Superiors will still frown upon large amounts of disturbance, and give out fewer rewards (or harsher punishments) to someone who couldn't get the job done quietly. Or one might grant an attunement for success and then inflict a Discord for noise.

One notable exception to this preference for quiet is Jean, Archangel of Lightning, who *usually* cares more about ends than means. However, sometimes even he wants matters dealt with quietly and will have said so in his instructions – and woe to the Servitor who can't follow instructions.



## TYPICAL PUNISHMENTS

Naturally, there will be no "brownie points" for a failed mission (though the GM may award roleplaying points normally), unless the mission was secretly *supposed* to fail, or otherwise served a greater purpose in its shambles than a success would have done. (And both Archangels and Demon Princes will occasionally set up a failure for political reasons. Rewards for such things are in accordance with how pleased the Superior is, and how much he wants his satisfaction to be known to others.)

Normally, though, Superiors show their displeasure via more distressing methods than a cold shoulder. Even Novalis can, sternly and lovingly, explain how a bit of hardship is for the Servitors' own good.

The punishment for failure always suits the Superior's nature. Most common is the infliction of Discord or the removal of an artifact, Distinction, or attunement. Sometimes an attribute is lowered, or a Rite taken away. A few Superiors – usually Princes – might send their minion into mortal combat, forcing him to prove that it really *was* bad luck that defeated the mission, and not his own weaknesses.

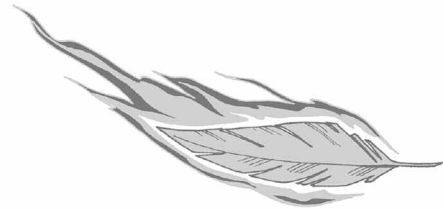
## TYPICAL REWARDS

At the end of a routine successful mission, the GM might hand out some "brownie points" above and beyond his usual allotment, or the Superior could simply grant a Rite or a Song. Dissonance or a small Discord could be removed (or a strong Discord weakened). Mundane benefits are also possible, as are minor artifacts.

A spectacular success might net an inexpensive Choir/Band or Servitor Attunement, an additional attribute level, or even a Distinction. Moderately powerful artifacts could also be granted.

If the Servitor succeeded against great odds, acted above and beyond the call of duty, and otherwise saw to it that his Superior's Word was well-served when a lesser being might have called it quits, the rewards could include an *expensive* attunement, a higher-level Distinction, a very powerful relic, or possibly even an offer of patronage for a Word!

# Chapter 9



# IN NOMINE CONVERSIONS



*This chapter gives general guidelines for converting IN NOMINE characters and source materials for use in GURPS. Conversion of GURPS characters and material (especially historical) is also supported.*

*The degree of realism and detail is much higher in GURPS than in the original IN NOMINE game, so the GM should use his common sense, striving to keep the spirit of the converted material rather than becoming a slave to the mechanics. All the rules in this chapter should be considered optional guidelines, rather than strict requirements.*

# CHARACTERS

The player and GM should keep in mind that converted characters who were presented as equivalent in *In Nomine* will often have wildly-divergent point values in *GURPS*. These rules make no attempt to point-balance converted characters.

Also, when mixing starting-level converted characters with characters created “from scratch” using the rules in this book, the GM may want to give the “native” PCs some additional character points – converted ones are more likely to have higher point totals, especially if they have Resources that are relatively cheap in *In Nomine* but expensive in *GURPS*.

## CHARACTERISTICS

*In Nomine* has six characteristics (Strength, Agility, Intelligence, Precision, Will, and Perception) which do not directly correspond with *GURPS*' four attributes, so a literal conversion requires addition of advantages and disadvantages as well. The four attributes can be computed as follows:

$$ST = (\text{Strength} \times 2) + 2$$

$$DX = (\text{Agility} \times 2) + (\text{Strength} / 3, \text{ rounded up})$$

$$IQ = (\text{Intelligence} \times 2) + 2$$

$$HT = (\text{Strength} \times 2) + 2$$

For humans, change +2 in the above formulae to +3, and add an additional 2 to DX.

Precision usually translates to advantages like Manual Dexterity, Single-Minded, and disadvantages like Attentive, Distractible, Reduced Manual Dexterity, and Short Attention Span. As a guideline, each point of difference between Intelligence and Precision moves up or down one line on the *Concentration* table on p. CI180, and adds or subtracts one level of Manual Dexterity. Characters with high Precision characteristics also get a bonus when converting certain skills; see *Skills*, p. 206.

To convert Perception, compute the number of Alertness levels needed as (*In Nomine* Perception  $\times$  2) + 2 - IQ, and add that many levels of Alertness (or Reduced Alertness, if negative).



## ADDITIONAL DETAIL

In many cases, a character translated from *In Nomine* would likely have had a number of *GURPS* advantages, disadvantages, or skills that do not exist in *In Nomine*, if they had been created directly in *GURPS*. It is suggested that the GM grant 10 to 20 additional points to be spent during the conversion process, to “flesh out” the character in *GURPS* term. Taking additional disadvantages and quirks increases these “detailing” points.

To convert Will, determine the number of levels of Strong or Weak Will to add as (*In Nomine* Will  $\times$  2) + 2 - IQ. Use Strong Will if the result is positive, Weak Will if negative.

To determine the hit points in each realm, divide the *In Nomine* hits by 2 and add 5. For Body Hits, first subtract the hits due to vessel levels above /1. (That is, compute “core” Body Hits as (Corporeal Forces + 1)  $\times$  Strength.) See *Vessels*, p. 213, for Extra Hit Points for higher vessel levels.

*Example:* Caiphaz has 3 Corporeal Forces, 2 Ethereal Forces, and 4 Celestial Forces, with Strength 6, Intelligence 4, and Will 10. She also has a Vessel/3. She has 36 Body hits, 8 Mind hits, and 40 Soul hits in *In Nomine*. Her Vessel/3 accounts for 12 of her Body hits – the remaining 24 are “core” hits. So she should have 17 *GURPS* hit points, but her converted HT is only 14, and 3 Extra Hit Points need to be added. She gets IQ 10, and should have 9 Mind hits, so she needs Reduced Mind Hits -1 (pp. 28, 143). Her Will is 22 in *GURPS*, and she should get  $40/2+5 = 25$  Soul hits, so she gets Extra Soul Hits +3.

## FORCES

Forces play a much smaller role in *GURPS In Nomine* game mechanics than in the original. While everything in the *Symphony* is still composed of Forces, they are no longer a major attribute of characters. Instead, Forces are used to determine some advantages normally found only in celestials and other Aware characters. Normal humans are still composed of Forces, but there are no Force-related game mechanics that affect *GURPS* mundanes.



✧ A celestial or ethereal's number of Forces in each realm becomes their level of Power Investiture in that realm. For humans, only those realms in which they can use Songs convert to Power Investiture. Thus, a 5-Force mundane gets *no* Power Investiture, while the typical Soldier gets only Corporeal Power equal to his Corporeal Forces.

✧ The character's total Forces becomes his Essence Control level. If this is greater than 2/3 the character's HT, increase his HT to 1.5 × total Forces.

## ATTUNEMENTS AND DISTINCTIONS

Those from the main *In Nomine* books have corresponding versions in Chapter 4, *Superiors*. Attunements and Distinctions from *In Nomine* supplements will need to be converted; for guidelines, see *Converting Superiors*, p. 209.

## SKILLS

*In Nomine* skill levels from 1 to 6 translate into character points in *GURPS* physical skills, mental skills, and Songs as follows:

Skill level:	1	2	3	4	5	6
Physical	1/2	1	2	4	8	16
Mental	1/2	1	2	4	6	8
Song	1	2	4	8	12	16

The table and notes below give conversions for all the standard *In Nomine* skills.

<i>In Nomine</i> skill	<i>GURPS</i> equivalent
Acrobatics	Acrobatics (P/H)
Artistry	usually Artist (M/H), Musical Instrument (M/H), or Sculpting (P/A)

<i>In Nomine</i> skill	<i>GURPS</i> equivalent
Chemistry	Chemistry (M/H)
Climbing	Climbing (P/A)
Computer Operation	see below
Detect Lies	Detect Lies (M/H)
Dodge	see below
Driving*	see below
Electronics**	Electronics (M/H), must choose specialization
Emote	Acting (M/A) or Performance (M/A)
Engineering**	Engineer (M/H), must choose specialization
Escape*	Escape (P/H)
Fast-Talk	Fast-Talk (M/A)
Fighting	Brawling (P/E), Judo (P/H), or Karate (P/H), as appropriate
Knowledge	see below
Languages	appropriate language skill, usually M/A
Large Weapon	see below
Lockpicking**	see below
Lying	Acting (M/A)
Medicine**	see below
Move Silently	Stealth (P/A)
Ranged Weapon*	usually Guns (P/E), or other appropriate projectile weapon skill
Running	Running (P/H)
Savoir-Faire**	Savoir-Faire (M/E)
Seduction***	Sex Appeal (M/A, based on HT)
Singing***	Singing (P/E, based on HT)
Small Weapon*	see below
Survival	Survival (same specialization) (M/A)
Swimming	Swimming (P/E)
Tactics	Tactics (M/H)
Throwing*	Throwing (P/H) or appropriate Thrown Weapon (P/E) skill
Tracking	Tracking (M/A)

\* If Precision is higher than Agility, add sufficient points to the *GURPS* skill to increase its final level by (Precision-Agility).

\*\* If Precision is higher than Intelligence, add sufficient points to the *GURPS* skill to increase its final level by (Precision-Intelligence).

\*\*\* If *In Nomine* Will (for Seduction) or Perception (for Singing) is higher than Strength, add sufficient points to the *GURPS* skill to increase its final level by (Will-Strength) or (Perception-Strength).



If the *GURPS* skill has prerequisites the converted character would lack, add these skills at level equal to 12, or the 1-point level, whichever is higher. Assume any TL-based skills are at the character's current TL, unless the character background dictates otherwise – some celestials may have skills from centuries-past Roles, which they haven't kept up.

Some skills below include additional *GURPS* skills at higher *In Nomine* skill levels. Treat these additional skills as though they were level/1 skills in *In Nomine* at the level at which they are introduced. E.g., Vaniel has Computer Operation/5; when converted to *GURPS*, she gets 6 points in Computer Operations/TL7, 2 points in Electronics Operation (Computers)/TL7, and 1/2 point in Computer Programming/TL7.

*Computer Operation:* This includes all computer-related skills in *In Nomine*. Computer Operation/1-2 becomes just Computer Operation (M/E), Computer Operation/3 adds Electronics Operation (Computers) (M/A), at level/5 add Computer Programming (M/H) as well.

*Dodge:* There is no Dodge skill in *GURPS*, and the *In Nomine* skill covers all three types of *GURPS* defense: dodge, block, and parry. Generally, Dodge/1-3 should become the Combat Reflexes advantage. Dodge/4-6 should add one of Enhanced Block (p. CI24), Enhanced Dodge (p. CI24), or Enhanced Parry (p. CI24), depending on which fits the character best. If the character has a significant melee weapon skill, then Enhanced Parry is the likely choice. Shield use is rare in modern times, so Enhanced Dodge is the best choice for most other characters with Dodge skill.

*Driving:* This skill is used for all vehicles in *In Nomine*, so most celestials should have Driving (car) (P/A) and Motorcycle (P/E) in *GURPS*. If the character background justifies it, other Vehicle skills should be added as well, including Boating (P/A), Powerboat (P/A), and Piloting (P/A).

*Knowledge:* The Knowledge specialization dictates the correct *GURPS* skill. This may be Area Knowledge (M/E), or one of the Professional (p. B58), Scientific (pp. B59-62), or Social (pp. B62-64) skills. Some Knowledge specializations may turn into specializations of the appropriate *GURPS* skill – e.g., Knowledge (French history) becomes History (French).

*Large Weapon:* This skill basically covers all the *GURPS* skills for weapons that have a minimum ST of 10 or higher. The Large Weapon specialization indicates the correct *GURPS* skill, most of which are Physical/Average.

*Lockpicking:* Lockpicking/1-2 is just Lockpicking (M/A) skill; level/3 and higher adds Electronics

## UNUSED CHARACTER POINTS

If the character has any unused *In Nomine* character points, they may be traded for *GURPS* character points at a 1-for-3 rate – each unused *In Nomine* point is worth 3 unspent *GURPS* points.

Operations (security systems) (M/A) and Traps (M/A) skills.

*Medicine:* Medicine/1 becomes 1 point in First Aid (M/E), Medicine/2 and up become Physician (M/H). Add Diagnosis (M/H) at Medicine/3 and Surgery (M/VH) at Medicine/4.

*Small Weapon:* This skill's specializations become the various *GURPS* skills for lightweight hand weapons – those that have minimum ST requirements below 10. Most of these are Physical/Average.



## CONVERTING *GURPS* CHARACTERS TO *IN NOMINE*

A GM may wish to convert *GURPS* characters to *In Nomine*, especially to use historical *GURPS* supplements. Since these characters will mostly be human, the guidelines here focus on those.

A human character of less than 75 points is a 5-Force mundane. 75-99 point humans have a potential for a sixth Force, while those of 100 points and up actually have 6 Forces. The latter may still not be an actual Soldier, and may not truly be aware of the Symphony. Any human character of over 200 points is a likely candidate for 7 Forces.

Determine the characteristics as follows (round down, but not below 1): Strength is  $(ST - 3)/2$ , Agility is  $(DX - 3)/2$ , Intelligence and Precision are both  $(IQ - 3)/2$ , unless the character has any special advantages or disadvantages that would affect Precision (see *Characteristics*, p. 205, for a list). Perception and Will are converted similarly:  $(Perception - 3)/2$  for *In Nomine* Perception, and  $(Will - 3)/2$  to get the converted Will value.

Once the characteristics are determined, distribute the Forces among the three realms to roughly match the characteristics. In most cases, there will be "extra" characteristics (up to 3 above Forces  $\times$  4) in a realm. Some juggling of characteristics may be needed to match the total Forces allotted to the character — there is no simple, exact mathematical formula here. Humans with Celestial Awareness and Power Investiture should become Soldiers or sorcerers.

Any character with Magical Aptitude should be given the Sorcery attunement, and he will also be aware of the Symphony. For each level of Magery above 1, increase the character's level of all Sorcerous skills. Spells known should be converted first to the various Sorcery rituals in the *Corporeal Player's Guide*, if possible, or to Songs, if no Sorcery skill seems to cover the ability.

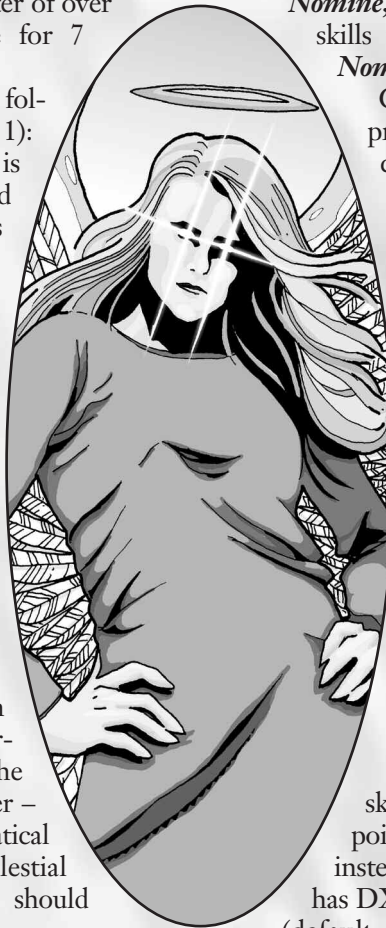
Convert skills using the table and rules on p. 206. If the *GURPS* skill has more than the number of character points given for level/6, the converted skill will be at 6. Human characters with skill 18 or higher should add Mastery (*Corporeal Player's Guide*, p. 25). If the character points fall between two skill levels in the table, use the lower level. For skills that have multiple specializations, like Driving (Car) and Motorcycle, which become a single skill in *In Nomine*, add all the points in the specialized skills to get the level for the aggregate *In Nomine* skill.

Characters with many skills should probably have only their best five to ten converted, reflecting the simpler, more focused characters found in *In Nomine*. Human characters should also retain the "standard" skills for their culture (p. 24 of the *Corporeal Player's Guide*) like Area Knowledge, Driving, and job-related skills.

Many *GURPS* advantages and disadvantages have no *In Nomine* counterpart. These can either be dropped, for simplicity, or the GM can introduce an equivalent Discord or disadvantage in *In Nomine*. Dividing the point cost by 3 will give a reasonable valuation in *In Nomine* character points. *GURPS* disadvantages that do not have levels will usually be roughly equivalent to a Discord/3 or /4.

Where a *GURPS* advantage adds to a skill level, convert the skill as though points had been paid to reach that level instead. *Example*: Dai Blackthorn (p. B12) has DX 15, Double-Jointed, and Climbing-13 (default of DX-5, +3 for Double-Jointed). Climbing-13 would normally cost 1/2 point, without Double-Jointed, so Dai would have Climbing/1 in *In Nomine*.

For celestial characters, the various Resource conversions given on p. 213 should be reversed. The equivalent Resources will have to be defined using *In Nomine* rules.



## CONVERTING SUPERIORS

Conversion of characters using only the Superiors from the original *In Nomine* book is straightforward – simply use the equivalent information from this book. However, for Superiors not covered here, or for aspects of Superiors found in expanded entries in *In Nomine* supplements, the following conversion guidelines can be used.

*Dissonance:* Most Superiors' dissonance conditions are best treated as a Code of Honor or a Vow, though some, like Novalis', are clearly variants of standard disadvantages. The -5 point Dissonance Condition disadvantage should be added here, linked to the disadvantage representing the Superior's restrictions.

*Attunements:* Most of these are skill bonuses, resonance enhancements, or new powers. Skill bonuses use the Racial Skill Bonus rules on p. CI177. Resonance enhancements are typically linked combinations of enhancements and limitations; compute the cost of these using the *Linked Enhancements and Limitations* rules on p. CI108. New powers are the trickiest. Unless an existing *GURPS* advantage closely matches the ability, attunement powers are usually best defined as forms of the Symphonic Knowledge (p. 33) or Symphonic Influence (p. 33) advantages with the No Roll Required enhancement (p. 39). Additional suggestions for defining new powers in *GURPS* can be found in *Inventing New Advantages*, pp. CI16-18.

While *In Nomine* has fixed point costs for Choir/Band Attunements and Servitor Attunements, when converted to *GURPS*, the point costs will often range widely. This is a fact of life in doing conversions, since *In Nomine* has a different approach to game balance. Most attunements seem to fall into the 10-50 point range in *GURPS*. Costs above 60 points are likely to be overly expensive, and the GM should look at alternative ways to define the ability using cheaper mechanics, unless the point cost is obviously appropriate (such as the Ofanite of Fire attunement).

If the Superior grants advantages to all his Servitors, which would be kept even if they subsequently went Outcast or Renegade, these should be included as part of all Choir and Band Attunements. Advantages usually lost by Disfavored are instead included in the Servitor cost, below.



*Distinctions:* These are converted like attunements. Each Distinction should also include +1 Celestial Rank (p. 27), for 5 points.

*Relations:* These are the same as the original *In Nomine* version – the politics don't change.

*Rites:* Most Rites generate 1 Essence and cost 2 points in *GURPS In Nomine*. If the Rite is usable more than once per day, multiply the base cost by the number of uses to get the final cost.

*Invocation:* This is the Divine Favor advantage (see p. 26 and p. CI36). Major Superiors are 25-point Patrons; minor ones are worth 20. The "Chance of Invocation" from *In Nomine* is converted to a frequency of appearance (p. B23) in *GURPS In Nomine*, which is then given a -2 modifier to get the "Invocation Base" value, as follows:

⊗ "None" is unchanged – the Superior only comes when *he* has a reason. 0 points.

⊗ 0 becomes 1 – the Superior appears "very rarely" (3 or less, 1/4 cost). 7 or 5 points.

⊗ 1-3 becomes 4 – appearing "rarely" (6 or less, 1/2 cost). 13 or 10 points.

⊗ 4-5 becomes 7 – appearing "fairly often" (9 or less, normal cost). 25 or 20 points.

⊗ 6 becomes 10 – appearing "quite often" (12 or less, double cost). 50 or 40 points.

Since there's no check digit from the invocation roll, the Superior's reaction is rolled separately.

*Cost:* the Servitor cost for a Superior is the total for dissonance conditions, invocation, Rites, and the typical Duty for the Superior. This is nearly always a -15 point Duty, owed almost all the time (15 or less). A few Superiors grant advantages to their Servitors which would not apply to Disfavored celestials – these should be included here, rather than in the Choir or Band Attunement costs.

## RULES CONVERSIONS

Rules differences between *In Nomine* and *GURPS In Nomine* may sometimes be important when converting adventures originally written for *In Nomine*.

### Charisma

*In Nomine* Charisma represents a number of physical advantages, and it should be converted to the appropriate *GURPS* advantage instead. This will usually be some combination of Appearance and Voice, though Reputation and even Fashion Sense may apply in some cases. *GURPS* Charisma doesn't have a direct analog in *In Nomine*, since it's more of an attitude or even a metaphysical effect, which would apply in *all* forms, not just a specific vessel.

### Check Digit

*GURPS* has no check die. Instead, the amount by which a roll succeeds or fails indicates the relative *degree* of success or failure. Translate *In Nomine* check digit values to *GURPS* degree of success or failure as follows:

- ✧ CD 1 = success by 0-2, or failure by 1-2
- ✧ CD 2 = success or failure by 3-4
- ✧ CD 3 = success or failure by 5-6
- ✧ CD 4 = success or failure by 7-8
- ✧ CD 5 = success or failure by 9 or more, but not a critical
- ✧ CD 6 = any normal critical success or failure (but a natural 3 or 18 is an Intervention; see p. 152).

### Combat, Weapons and Armor

*In Nomine's* combat, weapons, and armor mechanics are replaced by the much more detailed *GURPS* equivalents. Use the closest match in description for weapons and armor. The major difference is in the effect of Dodge, which reduces damage in the *In Nomine* rules, but allows the target to *evade* damage in *GURPS*.

Celestials built with the *GURPS In Nomine* rules will typically have fewer hit points, relative to humans, than *In Nomine* celestials. Average human hit points are roughly comparable, however. This should be considered when converting damage values found in *In Nomine* adventures.

### Contests and Resistance

These *In Nomine* mechanics are very similar to the *GURPS* ones with the same names; simply use the *GURPS* versions. Note that humans are more likely to resist celestial abilities in *GURPS* than *In Nomine* – this may require some scenario adjustment.



### Essence

*In Nomine* Essence carries over into *GURPS*, but only beings that can control Essence use have a specific maximum amount, given by their level of the Essence Control advantage. Mundanes have a random 1d-4 Essence at any given time, while animals range randomly between 0 and 1/3 of their hit points.

### Healing

Humans heal much faster under *GURPS* rules than in *In Nomine*. This may affect the timeline of some *In Nomine* scenarios.

### Reaction Rolls

Use regular *GURPS* reaction rolls any time *In Nomine* would call for one. If specific numbers are needed, translate as follows:

- CD 6 failure = Disastrous
- CD 4-5 failure = Very Bad
- CD 2-3 failure = Bad
- CD 1 failure = Poor
- CD 1 success = Neutral
- CD 2-3 success = Good
- CD 4-5 success = Very Good
- CD 6 success = Excellent



*Continued on next page . . .*

## RULES CONVERSIONS (CONTINUED)

### *Risk*

*GURPS* does not have generalized risk mechanics like *In Nomine*; instead, substitute appropriate modifiers to rolls to account for the difficulty or ease of the task. In combat, the modifiers to hit the parts of the body are often linked to enhanced results on a success, similar to the check digit boost given by extra risk in *In Nomine*.

### *Skills*

In general, skill rolls will succeed much more often in *GURPS* than in similar circumstances in *In Nomine* – this is inherent in the attribute base levels for humans in the two systems.

Most *In Nomine* skills have direct equivalents in *GURPS*; see p. 206 for specific skill conversions.

### *Status*

*GURPS* sometimes assigns Status rather differently from *In Nomine*; use the general descriptions of status levels to match them up between the systems. In some cases, *In Nomine* Status should be converted instead to Rank or Wealth in *GURPS*.



## DISCORD

Discords are handled in *GURPS* as various normal disadvantages, linked to one of the three Discord disadvantages (Corporeal, Ethereal, and Celestial) found on p. 36. One level of the appropriate Discord disadvantage is taken for each level of the original Discord; this represents the additional effects of Discords beyond those of the underlying disadvantages.

Only the Discords in the original *In Nomine* book are covered here; additional Discords found in supplements can be converted similarly. As a general rule, most Discords should be worth -5 to -10 points per level as *GURPS* disadvantages, but there is considerable variation.



### *Discord Levels and Frequency of Submission in GURPS*

Many Discords convert to *GURPS* mental disadvantages which don't have levels. For these, use a modified version of the Frequency of Submission rules in the sidebar on pp. CI10-11. Instead of four levels of frequency, requiring rolls at 6, 9, 12, or 15, use six levels, requiring rolls against 6 (Discord/1), 8 (Discord/2), 10 (Discord/3), 12 (Discord/4), 14 (Discord/5), and 16 (Discord/6). These affect the disadvantages as described on pp. CI10-11, and modify disadvantage costs as follows: 6 is worth -50%, 8 is -25%, 10 is +50%, 12 is +100%, 14 is +150%, and a roll against 16 increases the disadvantage value by +200%. The GM may wish to allow this alternate Frequency of Submission rule even for characters designed directly in *GURPS*, especially if converted and "native" characters will be used together.

### *Corporeal Discord*

All these Discords are converted to the Corporeal Discord disadvantage (p. 36), linked to some combination of other *GURPS* disadvantages.

*Damaged Sense:* These become one or more disadvantages like Bad Sight (p. B27), Color Blindness (p. B28), Night Blindness (p. CI82), No Depth Perception (p. CI82), Blindness (p. B27), Hard of Hearing (p. B28), Deafness (p. B28), and No Sense of Smell/Taste (p. B29). As an alternative, the GM may allow *negative* versions of the Acute *sense* advantages (p. B19) to be taken as disadvantages at the level of the Damaged Sense.

*Crippled:* Use the appropriate *GURPS* disadvantage(s) for the maimed or missing part(s): Bad Back (p. CI80), Bowlegged (p. CI80), Hunchback (p. CI81), Lamé (p. B29), Missing Digit (p. CI82), One Arm (p. B29), and One Hand (p. B29). Bad/Poor Grip (p. CI101), and One Fine Manipulator (p. CI103) may also be appropriate for hand/arm problems, and Reduced Move (p. CI103) for leg problems, especially in Kyriotates and Shedim, whose hosts don't actually *lose* the affected body parts, but appear to have nerve damage instead.

*Discolored:* This is an Unnatural Feature (p. CI85). Each level of increase effectively adds another Unnatural Feature, as the Discord becomes more and more obvious.

*Obese:* Treat as levels of the Fat disadvantage (see p. 28).

*Pallid:* Use No Body Heat (p. CI99) for Pallid/1. Add Pallor (p. CI103) at level/2. Pallid/3 adds one level of Weakness (Sunday noon) causing 1d damage, for -10 points (p. CI105). Pallid/4 adds Bad Smell (p. CI80). Pallid/5 increases the Weakness level to 2d damage. Pallid/6 doubles the effect of Bad Smell (increasing the reaction modifier to -4, for -10 additional points).

*Stigmata:* Each wound is a separate Unnatural Feature (p. CI85).

*Twitchy:* This is most easily handled as a general penalty to DX and DX-based skills, equal to the Discord level. Using the Racial Attribute Modifier rules (p. CI175), the cost is -10/-15/-20/-30/-40/-50. This disadvantage can be bought off at the base point cost, not the doubled rate for regular attribute increases. The GM may also wish to translate this Discord to some combination of Bad/Poor Grip, Reduced Manual Dexterity, or Klutz (p. CI82). The -15 point version of Klutz is especially appropriate for Twitchy/5 or /6.

*Ugly:* This is poor Appearance (p. B15 and p. CI80), with a -1 reaction modifier for each level. Ugly/1 is Unattractive Appearance, Ugly/2 is Ugly Appearance, etc., up to Horrific Appearance (p. CI80) for Ugly/6.

*Vestigium:* Each vestigium is an Unnatural Feature (p. CI85). If multiple levels are in a single vestigium, it counts as multiple Unnatural Features, being more easily noticed with each level.

*Vulnerable:* Despite the similarity in names, this becomes Weakness (p. CI105) in *GURPS*, not Vulnerability. Each level of Vulnerable becomes a level of Weakness, at the 1d per minute damage level (-20 points base value per level). The Touch Only limitation is added (-20%), for a net cost per level of -16.

## Ethereal Discord

*Angry:* This becomes Bad Temper (p. B31), with levels created by the addition of the Frequency of Submission modifiers above.

*Aura:* see p. 35.

*Berserk:* Converts to Berserk in *GURPS* (p. B31), with the addition of levels through the Frequency of Submission rules above. Note that *GURPS* Berserk actually includes the effects of the *In Nomine* Angry Discord as well – any character with both should take only Berserk in *GURPS*.

*Bound:* see p. 35.

*Cowardly:* This converts directly to Cowardice (p. B32), using the Frequency of Submission rules above for levels.

*Fear:* A Fear becomes the equivalent Phobia (p. B35 and CI93), using the modified Frequency of Submission rules above. Instead of the Phobia modifications on p. CI11, assess an additional penalty to the roll of -1 for a roll of 6, -2 for 8, etc., up to a -6 for a submission roll of 16. The base cost of a Phobia is the *mild* cost.

*Geas:* see p. 37.

*Paranoia:* Use the Paranoia disadvantage (p. B35), with the addition of a Frequency of Submission roll (as above) to determine if the character believes what others tell him. A failed roll indicates the paranoid will invent his own “truths” to substitute for the obvious lies he is hearing.

## Celestial Discord

*Celestial Blindness:* see p. 36.

*Gluttonous:* This is the Gluttony disadvantage in *GURPS*, with the addition of levels through the Frequency of Submission rules.

*Greedy:* Converts to Greed, with levels dictating the Frequency of Submission.

*Lustful:* Becomes Lecherousness (p. B34), with levels converting to the Frequency of Submission.

*Merciful:* Add the Frequency of Submission rules to Pacifism: Cannot Kill (p. B35). A roll is required to strike a potentially-killing blow against an opponent.

*Murderous:* This is Bloodlust (p. B31), with the addition of levels using Frequency of Submission.

*Need:* This becomes a daily Dependency (p. CI81) on the Needed substance or action. Use the Dependency rules for cost modifiers for the substance; for actions, assess an equivalent difficulty level. Acts that would get the perpetrator arrested are equivalent to Illegal substances. After determining the point cost, apply the -60% limitation, “Prevents Essence recovery instead of inflicting damage.” The level of the Need indicates how many “doses” per day are required; each dose beyond 1 is a 5% enhancement to the Dependency cost.

*Slothful:* Becomes Laziness, with the addition of a Frequency of Submission roll based on the level. This roll is required any time the character *should* be doing something, but can put it off.

## OTHER RESOURCES

### Artifacts

Toys owned by PCs can be assumed to work more or less as they do under *In Nomine* rules, and probably don't need to be converted explicitly.

For additional artifacts beyond those listed in this book, such as many found in *Liber Reliquarum*, use the rules on p. 169 to determine the character point cost.

Many artifact features from *Liber Reliquarum* are not covered in this book. Most positive-cost Features should be treated as separate enchantments, based on spells found in *GURPS Magic*, though some are more easily handled as Enhancements that increase the total energy cost for the enchantment. Negative-cost features are best treated as Limitations that reduce the energy cost of the enchantments they affect. *Artifact Features*, p. 170, gives some examples that can be used as guidelines.

### Roles

See *Roles*, p. 32. Most Roles also include a corresponding Professional Skill (p. B58) at a level equal to the Role's – see *Skills*, above. Any Status or wealth related to the Role become separate advantages in *GURPS*. See p. 28.

### Servants

*In Nomine* Servants are generally treated as NPC hirelings in *GURPS In Nomine*. Some Servants are better handled as Unwilling Allies (p. CI19), and a few, especially those with resource level/6, may qualify as full Allies. Servants with relatively low resource levels, but strong bonds with the PC, may be Allies with a low frequency of appearance, instead of hirelings.

If the PC would usually go to the aid of a Servant in trouble, even at personal inconvenience, the Servant is an Ally; otherwise he's either an Unwilling Ally (if he's very loyal, but only out of fear), or a hireling with a good Loyalty rating. For "hireling" Servants, double the Servant's level and add 8 to get the NPC's initial Loyalty value (p. B195).

### Songs

For those Songs – such as those found in *Liber Cantorum* – which do not have conversions in this book, the Game Master will have to create equivalents. The easiest approach is to look for spells with similar effects in *GURPS Magic* and *GURPS Grimoire*, and adapt them. This is how most of the Songs in this book were created. Some guidelines:

- ⌘ All Songs are M/VH.
- ⌘ Drop any prerequisites – Songs do not have them.

## MAGIC AND PSI IN *IN NOMINE*

In a canon *In Nomine* campaign, standard *GURPS* magic and psi do not exist. But in a crossover campaign, celestials might be faced with such powers . . . as great as their own, and quite unrelated. If magic and psi have always been in the world, celestials will be familiar with them. If this is a world-hopping campaign, celestials might meet powerful visitors from "elsewhere" . . . or be drawn "elsewhere" themselves. (In the latter case, they could encounter the celestials of the alternate world. Yves, and probably Kronos, will know about alternate dimensions and timelines, and can be present in multiple timelines simultaneously with the same consciousness. Other Superiors probably cannot, but who knows? And that all assumes that the alternate world *has* celestials . . . what if the ethereals are right, and God, whatever He is, is merely a local phenomenon?)

Magic and psi do not cause Symphonic disturbance. There is no reason that celestials cannot become psis or mages; they have no particular bonus or penalty for such skills. Neither do they have any particular resistance to magic or psi, except as given by their own abilities. For instance, a fatiguing spell would drain a celestial's ST normally, but he would feel no effect from the fatigue (see p. 142) until he reached ST 0 and keeled over.

It is entirely up to the GM whether the "demons" summoned by standard *GURPS* magic spells are celestials from the infernal regions, or just extra-dimensional nasties. Either kind would lie about its origins.



⌘ Since Essence for Songs is a scarcer resource than Fatigue usually is, Songs can be more powerful for a given energy cost. This may be an enhanced or more flexible effect, increased duration, or reduced cost.

⌘ The time to cast becomes 1 second (this is another form of power increase).

### Vessels

Convert vessels using the rules for vessel creation on p. 34. Then add 5 Extra Hit Points for each vessel level above 1. *Example*: Caiphaz has a Vessel/3, so she gets 10 Extra Hit Points.

# RESONANCE RESULTS

All resonances “fuzz” in situations which involve information about a Superior. See p. 78.

## Seraph Resonance Results

Success by:

- 0-2 You know whether or not the speaker thinks he is lying.
- 3-4 You know the above, and – if the speaker lied – which statement in particular he thinks is most false.
- 5-6 You know the above, and why the speaker chose to lie or tell the truth as he knows it.
- 7-8 You know the above, and what the speaker believes the truth to be.
- 9+ You know the above, and whether or not the speaker actually knows the Truth.

**Critical success** You know all that . . . and what the Truth actually is!

## Tracking Resonance Results

Success by:

- 0-2 You know the direction of your attuned charge.
- 3-4 You also know its general condition, including hazards which aren't immediate or life-threatening. (Cherubim would know automatically about any mortal dangers.)
- 5-6 You also know its approximate distance from you (within miles).
- 7-8 You know its direction, general condition, and approximate distance (within yards).
- 9+ You also know whether or not it's moving.

**Critical success** You know all of that, as well as whether it's in any danger, even in someone's most remote plans.

## Elobite Resonance Results

Success by:

- 0-2 You understand the target's current emotional state – harried, peaceful, sluggish, melancholy, etc. – in a broad and general fashion.
- 3-4 You understand the target's current emotional state, and single strongest emotion – fear, confusion, love, etc.
- 5-6 You understand the above, and the strongest emotion's current motivation – fear (because you're threatening him), confusion (because he just lost his job), love (because he's thinking about his children), etc.
- 7-8 You understand the target's current emotional state, his *two* strongest emotions, and their motivations, as above.
- 9+ You get all that, as well as how the target would react, *at that moment*, to any one action.

**Critical success** You understand all the above, as well as how the target would react, at that moment, to any *two* actions.

For these purposes, an “action” means anything that could be done in no more than 5 seconds. The GM should use common sense: setting fire to the flag is an action, but burning the flag and running naked down the street with it while singing a Country & Western chorus would take two actions – or three, if you weren't already naked.

## Malakite Resonance Results

The GM decides whether the Malakite will see noble or ignoble things, when there is a choice. The Malakite will know whether the person considers the resonated action to be noble, or ignoble.

Success by:

- 0-2 You know the most noble or ignoble thing that the person has done that week, relative to his own moral standards.
- 3-4 You know the most noble *and* ignoble things (one each) that the person has done that week, relative to his own moral standards.
- 5-6 You know the three most noble or ignoble things the person has done in the last year, relative to his own moral standards.
- 7-8 You know the three most noble *and* ignoble things the person has done in the last year, relative to his own moral standards.
- 9+ You know the person's greatest virtue and his worst sin, relative to his own moral standards.

**Critical success** You know the height or depth of spirit the person truly aspires to, as well as his full potential for divinity or malevolence in the Symphony. This will not allow Malakim to automatically detect demons – there are plenty of humans who are more selfish than most Diabolicals . . . except for Balseraphs. The Balseraphic solipsism and shifting sense of honor are unmistakable to a Malakite who is perceptive enough.

## Mercurian Resonance Results

Success by:

- 0-2 You can sense a person's estimation of himself, relative to those currently around him (including you).
- 3-4 You can sense that, as well as how those people actually regard him.
- 5-6 You can sense those things, the name most people call him, geographic and cultural origins, and major items of interest (job, hobbies, etc.)
- 7-8 You can sense all that, and how many relationships he maintains (work, school, family, etc.)
- 9+ You can sense the preceding, and how important he perceives these relationships to be.

**Critical success** You can see his background as though it were written across his face – up to and including to what degree his relationships actually control his life.

In addition, a Mercurian may use his resonance on a *group* of people, to see the degree of interrelationships between them. (This requires a separate roll, of course.) He may sense this web among a number of people equal to the degree of success on his resonance roll, selecting which people within range he is targeting.

You may photocopy this page for ease of reference.





# GLOSSARY Ψ

**Angel:** A divine being, usually working for an *Archangel*, charged by God with maintaining the *Symphony*; a member of a *Choir*.

**Archangel:** A divine, *Word-bound* being of immeasurable power; a *Superior*; see Chapter 4.

**Artifact:** An object to which someone has been (or may be) attuned; usually has special properties. Commonly used for *corporeal artifacts* (p. 170), but the term includes *relics* and *reliquaries* (p. 171), and *talismans* (p. 170).

**Attunement:** 1) a deep and abiding connection to a person, place, object, or ideal. Most commonly used in the context of *Cherubim* (p. 46). 2) a type of supernatural ability which a *Superior* may grant other *celestials* (particularly his *Servitors*).

**Aware:** Anyone who knows about *the War*, though not necessarily someone with the Awareness advantage.

**Balsraphs:** Fallen *Seraphim*. The least human Band of Demon. They not only lie like rugs, they make others believe their lies. In celestial form, they look like multi-eyed, bat-winged snakes. See p. 60.

**Bands:** The various “races” of *demons*; see p. 59.

**Bright:** Short for “Bright Lilim” — a redeemed *Lilim*. See p. 70.

**Calabim (singular Calabite):** What *Ofanim* turn into if they Fall; demons of destruction. They look pretty much like what televangelists say demons look like – or street punks with horns and a bad sunburn. See p. 64.

**Canon:** A campaign that follows the standard *In Nomine* background. Non-canon campaigns are those which use some of the concepts and names from the background but change the overall nature of the War, or explore an alternate history of the War. See p. 194.

**Cathedral:** The Heavenly *Domain* of an Archangel.

**Celestial:** 1) An angel, demon, Archangel, or Demon Prince; 2) short for the *celestial realm*.

**Celestial Investiture, Celestial Power:** Level of Power Investiture (Celestial); see p. 27.

**Celestial Plane, Celestial Realm:** Heaven and Hell (and possibly *Limbo*), home of celestial beings. See p. 180.

**Cherubim (singular Cherub):** The Guardian angels; they protect people, places, or things. See p. 46. Celestially, they look like winged animals – often predators. A Fallen Cherub is a *Djinn*.

**Choirs:** The “races” of angels, each with unique supernatural abilities (their *resonance*) and outlook.

**Corporeal Artifact:** An item which a character is attuned to and can locate, and which may be used with less *disturbance*, but which is otherwise mundane.

**Corporeal Investiture, Corporeal Power:** Level of Power Investiture (Corporeal); see p. 27.

**Corporeal Plane, Corporeal Realm:** Earth, and the rest of the physical universe.

**Degree of Success:** The amount by which a roll succeeds. A success by 0 is frequently treated as a success by 1.

**Demon:** An infernal being, usually in service to a *Demon Prince*, charged with furthering the *Word* of his *Superior*. Demons are all members of *Bands*.

**Demonling:** An imp, gremlin, or other minor infernal spirit. See p. 25.

**Demon Prince:** An infernal, *Word-bound* being of immeasurable power; a *Superior*. Also known simply as a Prince. See Chapter 4.

**Discord:** A lasting warp in a being’s soul, usually due to *dissonance* and indicating an angel who is “out of tune” with the *Symphony*, or a demon who lost track of his personal symphony. See p. 151.

**Disfavored:** Celestials out of favor with their *Superiors*; *Outcasts* and *Renegades*, collectively. See p. 13.

**Dissonance:** Small “jangles” in a *celestial’s* soul, which interfere with his *resonance*. Enough dissonance can cause *Discord* or make an angel *Trip* and even *Fall*. See p. 146.

**Distinction:** An indication of Celestial Rank bestowed by a *Superior*, carrying with it rights, responsibilities, and frequently supernatural powers. See p. 31.

**Disturbance, Symphonic:** The “jangles” to the *Symphony* produced by supernatural meddling on the corporeal (or ethereal) plane, detectable to those with Awareness. See p. 137.

**Djinn (singular Djinn):** Stalker demons, Fallen *Cherubim*; they track people, things, or sometimes places. In their celestial forms, they are monsters built from mismatched animal parts. See p. 62.

**Domain:** The inclusive term for a *Cathedral*, *Principality*, or ethereal Domain. The place on the celestial plane (or ethereal plane) which is home to a *Superior* (or ethereal pantheon) and his *Servitors*, shaped by his will and nature.

**Elohim (singular Elohite):** The Choir which devote themselves to the well-being of the Symphony; they sense emotions but must not let their own sway them from objectively Good actions. See p. 50. Celestially, they're pale, big-eyed, and without gender. If they Fall, they become *Habbalah*.

**Essence:** The renewable energy found in all living things, used to enact miraculous changes in the *Symphony* (usually via *attunements* or *Songs*).

**Essence Reserve:** How much Essence a being can hold at one time. *Rites* add to this amount, and *reliquaries* can provide additional Essence.

**Ethereal:** An ethereal spirit, created by human dreams and beliefs. Some are "ethereal gods," pagan deities whose power once approached that of celestial *Superiors*. Others are known as "creatures of myth" – unicorns, basilisks, etc.

**Ethereal Investiture, Ethereal Power:** Level of Power Investiture (Ethereal); see p. 27.

**Ethereal Plane, Ethereal Realm:** The realm of dream and human imagination, where dreaming human minds go, and home to the ethereal spirits and gods. Also called *the Marches*.

**Fall, Falling:** When an angel chooses selfishness over selflessness, and becomes a demon. See p. 148.

**Familiar:** A celestial (usually a *demonling* or *reliever*) or ethereal spirit bound into a corporeal vessel as the servant of another. See p. 24.

**Fledge, Fledging:** The slang term used when a celestial *spirit* (p. 23) becomes a full angel or demon.

**Forces:** The component parts of a being's soul. *Celestials* who have lost attributes due to celestial combat (p. 144) or a *Superior's* displeasure are often said to have been "Force-stripped." (In the original *In Nomine* system, Forces are a fundamental game mechanic.)

**Geas:** A binding to perform a particular task, on pain of dissonance or supernaturally inflicted damage; see the Geas Discord on p. 37.

**Geas-hook:** Slang for the connection a Lilim (p. 68) has with someone between the time she does him a favor, and the time she asks for a return favor (as a *Geas*) and the subject attempts his Will roll to resist.

**God:** 1) An ineffable being, by definition divine, ruler of the *Host* and the heavens; 2) often believed by angels to be the consciousness which both created the universe and is the universe . . .

**Grigori:** An Outcast Choir of angels, who interbred with humans long ago; see p. 57. Their Children often have supernatural powers. Grigori hear the Symphony really well, and can detect even subtle tampering on the corporeal realm. There are some Fallen Grigori; those are nicknamed *Skulkers*.



**Habbalah:** These demons insist they are not Fallen, but instead "evolved" from *Elohim* into a higher form of angel. They punish the weak (human, angel, demon, whatever) and force others to feel supernaturally strong emotions. In celestial form, they are scarred, tattooed, and mutilated. See p. 66.

**Heart:** A celestial object with a spiritual connection to a *celestial*, which serves as a beacon when he returns to the *celestial realm*. See p. 12.

**Hellsworn:** A *Soldier* of Hell.

**Horde:** All demons, collectively.

**Host:** 1) All angels, collectively; 2) a borrowed body.

**Human:** Any member of *Homo sapiens*, whether mortal or not.

**Impudites:** Fallen *Mercurians*, bat-winged demons with small horns; they can make people their friends, and then suck out all their Essence. They can't kill humans. See p. 73.

**Incubus:** The male equivalent to a *succubus*.

**Invocation:** 1) Calling a Superior's attention to your location; 2) (rare usage) performing a *Song*.

**Kyriotates:** Angels who possess humans and animals to interact with the corporeal realm. They must protect their possessed hosts. Their celestial forms are clouds of limbs and eyes, terrifying any mortal who sees them. See p. 54. If they Fall, they become *Shedim*.

**Lilim (singular Lilim):** Celestially-created demonic Daughters of Lilith – deal-making demons who can place a *geas*. Celestially, they're green, almost always female, with cute little horns. A redeemed Lilim is a *Bright Lilim*. See p. 68.

**Limbo:** That place of total sensory deprivation where *Heartless* celestials go when their *vessels* have been killed. It is debatable whether it is in the *celestial realm* or a place-which-is-not-a-place, found in the "rest notes" of the *Symphony*. See p. 189.

**Lucifer:** The First Fallen, Lord of the Morning Star, Lightbringer, Son of Morning, First Balseraph, and a host of other titles. The ruler of Hell. See p. 76.

**Malakim (singular Malakite):** These black-winged angels can't Fall. They exist for honor, and sense the honor of others. Because their oaths require them to fight evil, they are often warriors. They are also immune to Trauma, which means demons often can't even get rid of them even by killing them. See p. 52.

**Marches:** A term for the *ethereal realm*. The "Far Marches" are the area farthest from the influence of Blandine and Beleth.

**Measure (of Essence):** A celestial term for the basic quantity of Essence, i.e., 1 point.

**Mercurians:** White-winged, halo'ed angels who really love humanity; see p. 56. They sense human relationships, and can't harm humans. Demons call them "fluff-wings" because of their pacifism. Fallen Mercurians become *Impudites*.

**Mortal:** Any corporeal being who hasn't died. *Mundanes* and *Soldiers* are mortals, *Saints* and *undead* are not.

**Mundane:** A mortal who is unaware of *the War*.

**Need:** With a capital "N," something a person requires which can be provided by a Lilim in order to hook him into a return *Geas*.

**Numinous Corpus:** Special *Songs* which produce unnatural physical appendages, such as horns, wings, or claws.

**Ofanim (singular Ofanite):** Angels of movement, who know how to get here from there at top speed, and (usually) won't crash the car while doing it; see p. 48. They look like wheels of fire in celestial form. Fallen, they become *Calabim*.

**Oozing:** Slang celestial term for *Shedim* (p. 71) switching *hosts* through physical contact.

**Outcast:** A *Disfavored* angel, who has been cast out of Heaven by an Archangel as punishment, or gained enough *dissonance* to *Trip*. See p. 13.

**Perception:** IQ + Alertness - Reduced Alertness, used in place of "Sense roll" for consistency with *In Nomine* terminology; in *In Nomine*, it's an attribute.

**Principality:** The Hellish *Domain* of a Demon Prince.

**Realm:** Also known as "planes," the three realms are the corporeal, the celestial, and the ethereal.

**Redemption:** The process which turns a repentant demon into an angel.

**Relic:** An *artifact* with supernatural powers; see p. 171.

**Reliever:** An angelic *spirit* which may one day *fledge* into a full angel.

**Reliquary:** An *artifact* that stores and generates *Essence*; see p. 171.

**Remnant:** A once-celestial being (or former ethereal) which has lost that part of its soul that allowed it to exist outside the corporeal realm. See p. 16.





**Renegade:** A Disfavored demon, on the run from his Demon Prince for political or ideological reasons. Some are repentant *redemption*-seekers, but most are not. See p. 13.

**Resonance:** The unique supernatural power granted by virtue of a *celestial's* nature (his *Band* or *Choir*), which shapes his worldview.

**Resource:** Anything – skill, *Song*, Wealth, or other advantage – a character might pay points for.

**Ride:** Another term for the *host* of a Shedite (p. 71).

**Rite:** A special method of regaining *Essence*; see p. 32.

**Saint:** A human who died and went to Heaven, and came back to fight for the angelic side of *the War*. See p. 21.

**Seneschal:** The caretaker of a *Tether*.

**Seraphim (singular Seraph):** The least worldly Choir of angel; see p. 44. They cannot lie, and can tell when others do. In celestial form, they look like multi-eyed, bird-winged snakes. If they Fall, they become *Balseraphs*.

**Servant:** Any character (typically NPCs) who serves a celestial character (or rarely, a Soldier); these are usually *Aware*, and *Allies*, but not always.

**Servitor:** A *celestial* who is attuned to a *Superior's Word*.

**Shedim (singular Shedite):** Fallen *Kyriotates*, these demons can possess humans and make them commit evil acts. They look like clouds of slime and internal body parts, with random tentacles. Even other demons find them disgusting. See p. 71.

**Skulker:** A *Grigori* who has Fallen (see p. 59). They have no formal Choir name and are rarely seen, because they do not serve Hell; all are Renegades.

**Soldier:** A mortal human with *Awareness*. These are either Soldiers of God, Soldiers of Hell, or “Rogue Soldiers,” in celestial terminology.

**Song:** A supernatural ability, fueled with *Essence*. See p. 156. Though comparable to normal *GURPS* spells, they are not magic, but divine (or infernal) miracles.

**Sorcerer:** A human with Power Investiture (Sorcery), who summons ethereal spirits and/or demons, attempting to bind them to his will. Sometimes it works.

**Spirit:** A celestial spirit which is not a *fledged* angel or demon, or an ethereal spirit.

**Succubus:** In human legends, a type of female demon specializing in sexual acts, often draining life from her victim. In *In Nomine*, this is not a *Band*, but more of a job description. Most often, *incubi* and succubi are Servitors of Lust, but nearly all Lilim (p. 68) and many Impudites (p. 73) have played this role on occasion.

**Superior:** With a capital “S,” an Archangel or Demon Prince. With a lower-case “s,” the direct supervisor of a character, or someone with higher celestial rank.

**Symphony:** 1) The universe, past, present, and future; 2) God’s plan, which the Host protects and the Diabolicals attempt to subvert; 3) the *celestial's* paradigm for reality.

**Talisman:** An *artifact* which enhances skills.

**Tether:** A place in the *corporeal realm* which is supernaturally linked to a place in another realm. Rarely, a place in the *ethereal realm* linked to the *celestial realm*. See p. 188.

**Trip, Tripping:** Slang for an angel acquiring enough *dissonance* that his *Heart* cracks and he is unable to ascend to Heaven, having become *Outcast* by his own actions. The first step toward *Falling*.

**True Name:** A word or short phrase that describes the theme of an *angel* in the *Symphony* or summarizes a *demon's* personal symphony, usually in the appropriate language (Angelic or Helltongue) – but there have been cases of demons of Dark Humor being named things like “Fred,” and Lilith’s names for her new-created Daughters can be eclectic. Demonlings and relievers often change their true names upon fledging, but otherwise celestials are stuck with what they’ve got. *Sorcerers* have a better chance of commanding a demon if they learn its True Name, and *Seraphim* can know the True Names of things.

**Undead:** A mummy, vampire, or zombi; a once-mortal human who has had his soul bound into his body, usually gaining supernatural abilities in exchange. See p. 22.

**Vessel:** The created body, usually human in appearance, which is worn by most *celestials* and *ethereals* while in the *corporeal realm*.

**The War:** The struggle between Heaven and Hell; also the *Word* of the Demon Prince Baal.

**Word:** A concept within the *Symphony*, which may be “held,” served and protected by a celestial.

**Word-bound:** A *celestial* who has been attuned to a *Word*, who strives to support it and make its theme more important in the *Symphony*. If the Word wanes, the Word-bound’s own power will fade, possibly even unto death . . .

# BIBLIOGRAPHY

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Brust, Steven. *To Reign in Hell*. Another view of the Fall, with a sympathetic treatment of the Fallen. *Invaluable* for anyone running *In Nomine* with the demons as good guys, but may be out of print.

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around them. Notable mostly for the polarization of religion, such as might well occur with an open *In Nomine* War.

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are treated to some great bits about how spirits interact with corporeal humanity.

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## In Nomine Books

These are all the *In Nomine* game materials published up to the writing of this book.

*In Nomine*, the original game from which this *GURPS* adaptation was made. (Itself an adaptation of *In Nomine Satanis/Magna Veritas*, a French RPG . . .)

*The Angelic Player's Guide*, *The Infernal Player's Guide*, and *The Corporeal Player's Guide* provide deeper insight into how the various Choirs, Bands, and types of humans fit into the Symphony.

*The Game Master's Guide* contains additional background material on the Symphony, including an *In Nomine* timeline, as well as detailed advice to the GM on designing and running an *In Nomine* campaign.

*Liber Reliquarum: The Book of Relics* covers the creation of artifacts in more detail, and includes a large number of additional artifacts, talismans, and relics, both common and rare.

*Liber Canticorum: The Book of Songs* greatly expands the number of Songs, including rare and forgotten Songs.

*Liber Castellorum: The Book of Tethers* includes much additional material on the formation of Tethers, typical staff and defenses, and a collection of Tethers from around the world for each major Superior.

*Liber Servitorum: The Book of Servants* adds depth to how Servants (hirelings and Allies) fit into the War. It also includes a sampling of ready-to-use Servitors of all the major Superiors.

*You Are Here: Around the World in 666 Days* details a number of useful *In Nomine* locations: corporeal, ethereal, and celestial.

The *Game Master Pack* contains a GM screen (for *In Nomine* rules) and a 32-page starter adventure, *Feast of Blades*.

*The Revelations Cycle* is a set of five books: *Night Music*, *The Marches*, *Heaven and Hell*, *Fall of the Malakim*, and *The Final Trumpet*. These contain a series of linked adventures, city settings for Austin (*Night Music*) and Los Angeles (*Fall of the Malakim*), expanded Superior descriptions, new minor Superiors, and more coverage of the ethereal and celestial realms (*The Marches*, *Heaven and Hell*).

*Superiors 1: War and Honor* offers complete writeups on the “war faction” among the Archangels: Michael, David, Laurence, and Dominic, their Words, and their Servitors.

*Superiors 2: Pleasures of the Flesh* goes into infernal detail about Andrealphus, Haagenti, Kobal, and Nybbas, their Words, and their Servitors.

*Superiors 3: Hope and Prophecy* covers Gabriel, Blandine, Yves, and Khalid, along with their Words and their Servitors.

## Online

We have lots of online resources on the SJ Games website, as well as links to many fan-created pages. See [www.sjgames.com/gurps/](http://www.sjgames.com/gurps/) for *GURPS* resources; the *In Nomine* page is at [www.sjgames.com/in-nomine/](http://www.sjgames.com/in-nomine/). In particular, you can find details of the construction of all the Superior attunements and distinctions in *GURPS In Nomine*, in terms of fundamental *GURPS* game mechanics, at [www.sjgames.com/gurps/books/in-nomine/mechanics](http://www.sjgames.com/gurps/books/in-nomine/mechanics).

## Movies and Television

*Angel Heart*. If we told you how this was related to *In Nomine* – beyond the title, of course – it’d give away the film. Trust us.

*City of Angels*. This is the 1998 U.S. remake of *Wings of Desire*, below.

*The City of Lost Children*. The *In Nomine* view: “A dissonant servant of Beleth captures one of Jean’s Tethers, to which he brings children to be mined for their dreams.” (Well, maybe not.) This French film has gotten very little press in the States, but its inventive imagery makes it an *In Nomine* must-see.

*Desperado*. Divine mariachis and infernal drug dealers duke it out in a border town in this dark, funny, dark action movie. Also check out *From Dusk Till Dawn*, a horror movie from the same director.

*Fallen*. Effectively, mortals versus a powerful Shedite. Has a spooky scene where the demon is possessing a new bystander for each sentence of conversation with the protagonist.

*Hellraiser*. The first two in this series of films from Clive Barker are worth their decidedly different perspective on Hell and its minions.

*Highway to Heaven*. The first major TV series starring an itinerant angel. Michael Landon’s character would make a very low-key Mercurian of the Wind.

*Michael*. While the title character is very different from the Seraph Archangel of War in some ways, he’s very similar in others. And the line, “I’m an angel, not a saint” should be on quite a few celestial lips.

*The Prophecy* (aka *God’s Army*). Christopher Walken never looked as cool as he did in this film, playing Gabriel. It’s a great film – if only we could’ve seen more of the celestials and less of the humans. There’s also a sequel, *The Prophecy II*.

*Touched by an Angel*. Two major angelic characters do their jobs helping people, with occasional appearances by the Angel of Death. Sometimes a bit saccharine, sometimes not.

*Twin Peaks*. The presence of a renegade demon – a familiar, grown up into something resembling a Shedite – sets off a struggle of cosmic proportions in the small town of Twin Peaks. This series has a great perspective on the war between good and evil, with excellent characters illustrating a wide range of nobility and pettiness.

*Wings of Desire*. An angel, inspired by his love for a human, struggles over taking corporeal form to be with the object of his desire. If any book or film best romanticizes the Heavenly Host, it’s this one.



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