

ANGELIC A PLAYER'S GUIDE



IN NOMINE

Rowena

STEVE JACKSON GAMES

IN NOMINE
ANGELIC
A PLAYER'S GUIDE
STEVE JACKSON GAMES

THE GOOD GUYS

Evil, beware! The Heavenly Host is here, terrifying and beautiful, and ready to play.

The *Angelic Player's Guide* contains everything you ever wanted to know about angels – their history, their laws, the Choirs they belong to and the Superiors they serve . . . even the dark paths that can lead them to a Fall from Grace. In addition to expanded angel descriptions, it provides the players with four new campaign concepts and several ways to run them. Also included are special rules for playing Outcasts and relievers, and a chapter on angelic reproduction. The *Angelic Player's Guide* even has a step-by-step “Angel Creation Guide” for quickly and easily generating unique angel characters.

The *Angelic Player's Guide* is a companion to the *In Nomine* roleplaying game.

Watch your step and don't Fall.



First Edition –
Published November 1997.
You will need the *In Nomine*
basic rulebook to play.

By James Cambias, Sam Chupp,
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WARNING:

This book is intended for mature readers. It contains interpretations of religious themes which some readers may find unsettling.



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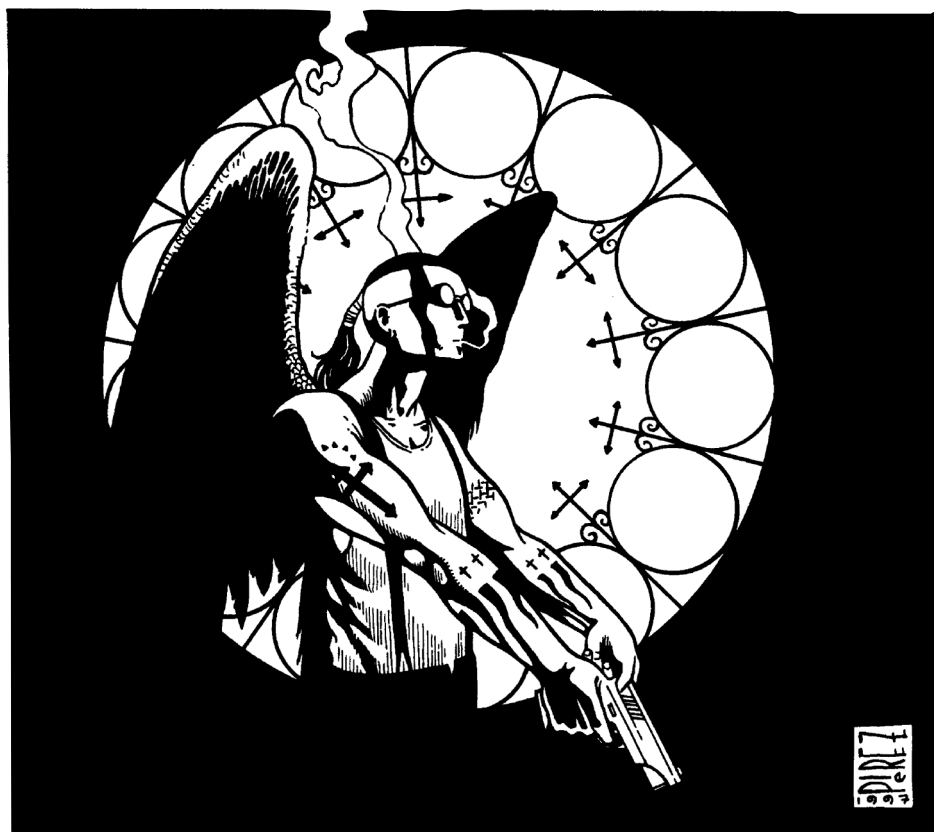
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ELOHIM AND SUPERIORS

Blandine: If these Servitors attempt to improve their default check digit, they use the better of the default or the roll's result.

David: The Archangel of Stone is served by many Elohim. A favored Role for these servitors is master or teacher . . . whether of contemplative philosophy, bare-handed combat techniques, or those schools that combine the two.

Dominic: Another favored Superior, Dominic will listen to carefully phrased dissent from an EloHITE that he would never tolerate in another servant.

Eli: Makers of relics and reliquaries, these are perhaps the most welcome of those Servitors of Eli who are "on loan" to other Archangels.

Gabriel: Charged with perhaps the broadest category of cruelty to punish, these Servitors are left to their own devices when it comes to ensuring that they don't over-react to wickedness.

Janus: Surprisingly, many Elohim serve the Wind. Capricious acts don't generate dissonance if they are truly done for no reason at all except to increase the chaos that their Superior serves.

Jean: The computers they create work incredibly quickly, and will store any amount of data between manifestations, making them the perfect storage site in regards to security and accessibility. Veteran Elohim of Jean can access all sorts of information wherever they go.

Jordi: These Servitors hold a – markedly deserved – reputation for being even more "cold blooded" than others in their Choir. Actions that might curdle other angels' sensibilities rarely cause an EloHITE of Jordi to so much as blink – provided his vessel even *has* eyelids.

Laurence: The Archangel of the Sword attracts relatively few Elohim. His passionately subjective outlook warns many of them off. Those that do serve him find a niche: it's not dissonant to follow orders, regardless of the reasoning of the Superior behind those orders.

Marc: Natural merchants, made more so by the Archangel of Trade's Choir Attunement, Elohim find a natural home in this organization, and tend to advance quickly to the celestial equivalent of a corner office.

Michael: Unlike Jordi's Elohim, these Servitors don't register as cold-blooded so much as at peace with violence. They're devastating warriors, calmly walking into a pack of demons and popping off rounds (beginning with those they know *will* fight first, and leaving the gunshy ones for later, of course). A band of demons double-teamed by the opposing styles of an EloHITE and an Ofanite of Michael could almost elicit sympathy from a Malakite. Almost.

Novalis: Relatively few Elohim serve the Archangel of Flowers. Many find it hard to reconcile her blanket con-

demnation of violence – particularly against demons – and their objective natures. They don't endorse violence, but they can't summarily dismiss it, either.

Yves: Many Elohim like to think that Yves represents the archetypical EloHITE, though he belongs to no Choir. His ranks are full of Elohim, though.

THE ELOHITE PERSPECTIVE

The Elohim have no negative feelings toward any particular Choir, but they do have a general outlook on the advantages and disadvantages of dealing with each:

Seraphim: We value their ability to see the truth; this can be as important as knowing the reasons for that truth. We hope they find our insights equally valuable.

Cherubim: Their dedication and goodness is beyond reproach. It is unfortunate that they are incapable of objectivity where the objects of their attunement are concerned; misplaced loyalty has led many astray.

Ofanim: Act in haste, repent at leisure. They are the most passionate of all angels, which makes them fascinating to observe. It can be difficult getting them to listen to our advice, however.

Malakim: They serve a grim but essential purpose. Most of them respect the work we do, and believe their own resonance tells them everything they need to know, although they are willing to listen to us.

Kyriotates: They do not know true objectivity, but they are uniquely gifted in their ability to hold multiple perspectives. Truly getting to know a Kyriotate is a difficult, but rewarding task.

Mercurians: They are almost as varied as humans, and sometimes almost as flawed. We understand that subjectivity is part of what they do, but find it hard to understand their ability for closeness to their subjects.

Balseraphs: Their lies pose no threat to those who know the truth. . . but if you are not careful, they can deceive even the most stalwart angel.

Djinn: We would help if we could, but their inner conflict is self-inflicted; only they can redeem themselves.

Calabim: Their violence and chaos is almost unbearable. Fortunately, they are unsubtle and easy to spot.

Habbalah: It is uncomfortable to think about them . . . but sometimes it is valuable to contemplate the price of passion. Without objectivity, this is what we become.

Lilim: We understand them better than most. Their bargains are usually a bad deal; rarely are they able to tempt us, but they should not be underestimated.

Shedim: There is little we can say about them, and even less we can do. We usually try to undo their damage, and leave more direct measures to others.

Impudites: We spend much time foiling their machinations. A mortal acting inconsistently may have fallen under their spell.



or a noise distracts the security guard who's looking for him. Beneficial coincidences most often occur in low-key situations, but a dramatic coincidence can occur in the heat of combat, too – such as when an opponent's weapon backfires, or a damaged wall collapses on the enemy.

AMPLIFICATION

An amplification temporarily increases someone's power or ability – whatever he's trying to do, he'll not only succeed, but with results far better than expected. A mother who lifts a car to free her trapped child may be the beneficiary of this type of divine intervention. Amplifications won't usually be obvious as divine intervention, but they will be noticeable. A typical amplification might increase the characteristic that was being used, or the Power of an attack. As a rule of thumb, an amplification will effectively give the beneficiary a check digit of *at least 6* on whatever he was attempting to do.

RESPIRE

Respite gives the beneficiary divine relief. It most often occurs when he is wounded, or badly in need of something he's lacking. (Essence, money, time, etc.) Suddenly, he has what he needs. Wounds may be supernaturally healed, an angel may receive an instant Essence recharge, money will be in his wallet that wasn't there before or an empty gas tank is suddenly full. This type of intervention is rarely dramatic, but the beneficiary will certainly know that God has smiled upon him.

INTERCESSION

One of the most overt forms of divine intervention is timely aid. When an angel or Soldier is hard pressed, a divine intercession may bring the cavalry to the rescue. This can take the form of angels descending from Heaven to join him in battle, but it can also be the sudden arrival of a friendly police officer (who turns out to be a Soldier of God), or an angry bear attacking the hunter who's chasing him. (This might also be a sort of beneficial coincidence, of course – remember that the different types of divine intervention are not hard and fast categories.) Usually, aid sent by God will return from whence it came once it is no longer needed, but some helpers might stay longer, even joining the angel on his mission.

THE HAND OF GOD

Divine miracles are rare in the modern age, but contrary to popular belief, they do still occur. The rarest and most dramatic form of divine intervention is the proverbial "Hand of God." The miracle may not be dramatic,

and it may not even have an overwhelming effect, but everyone who witnesses it will know they have seen the Divine in action. This sort of intervention should *usually* be reserved for climactic events, but the Hand of God is capable of appearing at any time (whenever it suits the GM's purpose) . . . even to lift someone over a fence.

WHEN INTERVENTION OCCURS

The guidelines above suggest ways in which God may intervene in a situation; the other consideration is the degree of intervention. A divine intervention can occur *any* time someone rolls a d666 and gets three 1s, but rains of frogs or pillars of salt should not appear on a whim of the dice. When God intervenes in a situation, the result should be decisive, but rarely excessive. Usually, the intervention will be proportionate to the importance of the roll. Examples are given below, but feel free to improvise your own results, or change them completely.

TRIVIAL INTERVENTIONS

Properly speaking, no divine intervention is "trivial," but when the GM calls for a routine d666 roll when nothing of importance is at stake (a Fast-Talk roll against a nameless NPC, a routine search of an apartment, a Will Roll to assume celestial form during an unimportant scene), an intervention should usually be subtle.

Beneficial Coincidence

Something lucky happens, but nothing out of the ordinary. Someone recognizes the angel and becomes friendly, or the angel himself finds a useful clue.

Amplification

The PC succeeds very well indeed, but nothing spectacular occurs. Usually, a check digit of '6' and perhaps some small additional benefit is sufficient.

Respite

An angel who just spent Essence recovers it. He finds he has a little more ammunition than he thought. A minor wound heals.

Intercession

A friendly NPC appears to help out. A Reliever might happen by and assist the character.

Hand of God

Something miraculous occurs, but the outcome is no more than what the angels could have accomplished on their own. A ray of light might illuminate an important clue, or what the PCs seek appears before them. (Trivial interventions rarely involve the Hand of God.)

REACTIONS TO FALLING

Different angels have different reactions to their Fall. Some relish their new-found freedom, while others are deathly afraid of their new existence, while others mourn their fate. Some common reactions:

- ✘ I am free! Heaven will be sorry they didn't listen to me. (Common.)
- ✘ I am free, and the Earth is now my playground. (Common, with a low survival rate.)
- ✘ The Almighty has finally freed me to serve him as I know best. (Typical Habbalite reaction.)
- ✘ What will I do now? I have no true purpose. (Uncommon; Fallen angels usually find their purpose in either self-protection or self-aggrandizement.)
- ✘ What will I do now? I must protect myself by finding allies. (Fairly common.)
- ✘ What will I do now? I must hide. (No one knows how common this is.)
- ✘ I'm damned! I must seek forgiveness. (Rare.)
- ✘ I'm damned and an abomination. I must destroy myself. (Rare.)

A few recently Fallen angels still hold some of what they once were and mourn their fate, but in the end, their self-pity is impractical. If they truly cared, they would have taken steps to prevent this from happening. Now they must either come to grips with their new existence and survive, or die at the hands of other demons who mock the newly Fallen angel's pitiable existence.

THE OTHER SIDE

As an angel's dissonance builds, he becomes undeniably attractive to the hosts of Hell. Many demons lack the vision to fully understand the opportunity that a highly dissonant angel presents; they simply revel as their enemies are smitten from within. On the other hand, there are demons, particularly those higher up the chain, who understand the angel's position in one simple term. Recrutable.

Most demons are small-minded. They won't understand the symptoms of dissonance in an angel, and won't take any action until an angel has become an Outcast. Woe betide the Outcast angel who falls into the clutches of demons. The Outcast angel has no friends and waning power, and demons enjoy nothing more than spending a Friday night torturing an angel who has lost his focus. Their death will neither be pleasant nor quick.

Those demons who truly understand approach things from a different angle. They learn to recognize the symptoms of dissonance. Demons who are indeed true

Fallen angels are singularly useful in this capacity. When a highly dissonant angel comes to their attention, they will most assuredly watch more closely.

If possible, demons will attempt to subtly manipulate situations to cause the dissonant angel further turmoil and lead him to further dissonance. Their goal is to make the angel exceedingly frustrated, so that he becomes more approachable and suggestible. They want to encourage the angel's warped perspective in any way they can. They want Heaven's doors to close to the dissonant angel, so he will become an Outcast. While a highly dissonant angel represents a possible recruit, an Outcast angel represents a *probable* recruit.

Once the target angel becomes an Outcast, efforts are doubled. The attending demons do everything in their power to further the decline. They reinforce the angel's beliefs, and prey upon his insecurities. After all, it's clear that Heaven doesn't want him anymore, but Hell is always open. They may go so far as to fully present themselves and attempt to "befriend" him, providing him with the aid and protection he so sorely lacks. Since no other angels will associate with the Outcast, and he is on the run from both Dominic's Inquisition and all other demons, this will present an attractive proposal. Even if the Outcast is attempting to regain favor, he understands that it will never happen if he is dead.

Here's an example of how this might work. Quaiel, a very dissonant Elohite, has been targeted by a small group of demons. They recognized his dissonance when he made the mistake of letting his feelings be known. Since he's still a full-fledged angel, the demons won't come out in the open and compromise their position. Instead, they will make sure everyone around Quaiel reinforces him every time he makes a personal observation. Quaiel finds that expressing himself is addictive, and is having great difficulty holding back. The demons keep up their work, but never reveal themselves openly. Quaiel might gain resolve if he discovers infernal influence, and his companions would certainly hunt them down. Quaiel continues to decline into dissonance.

If the angel continues to work toward redemption and shows progress, he is not spared. Hell would rather lose a potential recruit than let one more angel fly again. Conversely, if the Outcast does finally Fall, mayhem ensues. No matter how arrogant any one of Hell's royalty may be, all understand the benefit a Fallen angel will provide. They gain a new troop with insight into enemy plans and machinations. They gain a turncoat. It isn't just a moral victory, it is a practical one. As a result, the newly Fallen angel will be up for grabs. The demons attending him will fight among themselves to claim him. The winner will bring the Fallen angel to his Prince, and the angel will be indoctrinated as a new demon.

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