

IN NOMINE

# SUPERIORS 1

WAR & HONOR



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STEVE JACKSON GAMES



# SUPERIORS I

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# INTRODUCTION

## WAR AND HONOR

*“G’Quan wrote, ‘There is a greater darkness than the one we fight. It is the darkness of the soul that has lost its way.’ The war we fight is not against powers and principalities. It is against chaos . . . and despair. Greater than the death of flesh is the death of hope. The death of dreams. Against this peril we can never surrender.”*

– G’Kar, *Babylon 5*

The primary defining feature of the universe of *In Nomine* is the War.

No matter which Superior a celestial serves, no matter which side, what Word, what place – be it Heaven, Hell, the Marches, or Earth – it all boils down to that great celestial conflict.

With several notable exceptions, all the Archangels are active in the War, but four in particular stand out. Some angels refer to them as Heaven’s warchiefs. Others quietly whisper imprecations about the “Warmongers” and the “Hyenas.” Most of Heaven simply calls them the “Militant Faction,” when they need to refer to them collectively at all.

They and their angels form the front line in the War.



## NEW AND IMPROVED

*“If honor be your clothing, the suit will last a lifetime; but if clothing be your honor, it will soon be worn threadbare.”*

– William Arnot

The following pages contain the most complete information currently available on the four primary “War Faction” Archangels – War, Stone, Judgment, and the Sword – and their Servitors. Data on these Superiors has been assembled from its appearances in

prior sourcebooks and combined with new (and *newly-revealed*) material to produce the definitive canon for each. The result is sweeping coverage of what it is like to serve each Superior, from game mechanics to Servitor subculture. And while there are new Servitor Attunements here, more importantly there is in-depth exploration of the community, attitudes, and perspective of each Archangel’s Servitors – raw material for exceptional roleplaying.

The reader will notice that a number of Choir Attunements are now labeled “Restricted.” These are Attunements that can *not* be bought by members of other Choirs. This is a necessary clarification: Because some Choir Attunements are elaborations or specializations of a Choir’s resonance, or address some lack or advantage possessed by that Choir, they would be meaningless applied to an angel of a different Choir. Examples would be the attunement possessed by Michael’s Kyriotates, and most Bright Lilim attunements.

## WHAT DID YOU DO IN THE WAR, DADDY?

*“I do not believe it useful to generalize opinions, to teach admirations. It is for each man to procure himself the emotions he needs, and the morality which suits him.”*

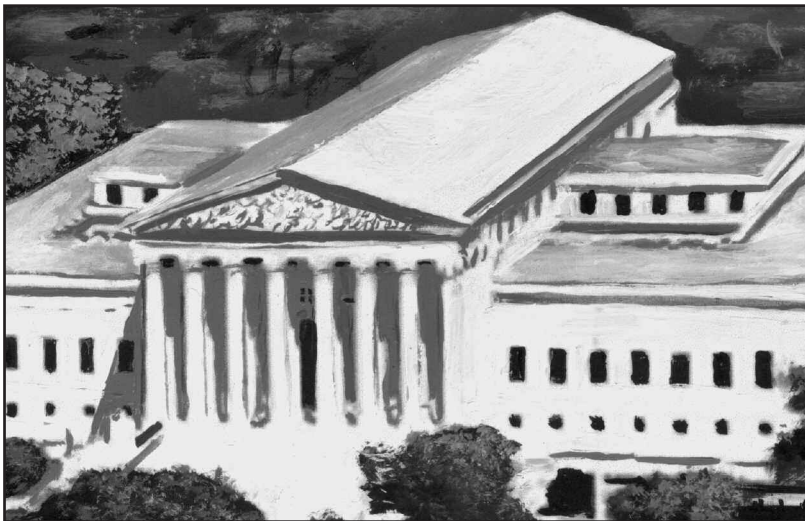
– Remy De Gourmont

The devotee of *In Nomine* will find more than enough detail on Michael, Lawrence, Dominic, and David in *Superiors 1*. But don’t forget – the contents of this book were not written just to be read, but to be explored in play. What rumors about your Superior – and others – do you believe, and more importantly, which do you reject? Do you share your Archangel’s grudges and prejudices? Do you embrace the darker sides of your Superior’s nature, or seek to transcend them in service to his brighter aspects? These questions and others can serve as springboards, not only for character development, but for entire adventures and campaigns. And don’t overlook the adventure seeds, some of which are designed to put player characters through a mental and emotional wringer in order to make them confront themselves and their very natures.

## GOALS

Dominic's greatest goal is to keep any other angel from Falling, even if he has to kill them first.

Hard on the heels of that, he wants to remove demonic influence – by definition, unjust – from human society, by strengthening religious morals and ethics. He is not fond of the concept of “separation of church and state,” since it implies that religion and justice are separate, but he does not try very hard to reverse such separations when they arise naturally. Still, he would rather humans follow the principles of the Church, even when there are flaws, than strike out on their own and become ensnared by demonic selfishness. This does mean that he disapproves of divorce, adultery, killing of any other human (with the exception of Hellsworn), and any other violations of “thou shalt not.”



## POLITICS

The Archangel of Judgment can't avoid involvement in the power struggles of Heaven, especially since his investigations inevitably take on a political tinge. In fact, he is at the center of some of Heaven's bitterest disputes.

### *Michael*

Michael's grudge against Dominic is best known. Michael's warrior ethic of individual glory sounded ominously similar to Lucifer's words before the Fall, and he feared weaker beings might be vulnerable if they followed Michael's example.

Naturally, Michael was offended by these accusations, and his indignation turned to rage when Dominic convened a formal trial and found Michael guilty of the sin of Pride. But Dominic's ruling was overturned by God

Himself, and Michael retained his position as the greatest of the Archangels. Dominic accepted the Divine verdict and has shown no special animosity toward Michael or his Servitors, despite the grudge War bears.

### *Eli*

The Archangel of Creation is a more straightforward case. By abandoning his duties as an Archangel, Eli is a rebel whether he's joined Lucifer or not. Dominic wants to bring Eli in for a full trial and settle the issue once and for all. That other Archangels – including Yves, of all people – are protecting Eli makes Dominic quite uneasy, for he cannot see how Eli's innocence could be proven. He does not wish to make another judgment which God overrules, but he *cannot* ignore Eli's irresponsibility.

### *Gabriel*

Dominic's feelings about Gabriel are mixed, and that also disturbs him greatly. They were once closely associated, as Gabriel's punishing the cruel dovetailed with Dominic's role as judge. But her ideas of justice gradually diverged from his; Gabriel protested some of the harsher acts committed in the name of law and order, while he condemned haphazard punishments which focused on only one aspect of wrongdoing.

The final break was over Islam. Dominic, among others on the Seraphim Council, opposed the creation of new religions. During the Council debates, Gabriel lost patience and – before a decision was reached – dictated the Qu'ran to the Prophet Muhammed. Further, upon comparison of Yves' copy of the Qu'ran to the one Muhammed wrote, discrepancies were found. It was unclear if Gabriel had done this deliberately for selfish reasons,

unconsciously as part of her (his, then) prophetic nature, or if Muhammed had inserted them. However, this was enough; Dominic accused Gabriel of heresy and began the trial. But the Archangel of Fire refused to be judged and stormed angrily out of Heaven.

Yves did his best to calm the waters and exerted all his influence on Dominic to have the charges revoked. But Gabriel refused to return and became increasingly unstable as the years passed. Dominic now believes Gabriel's madness makes her too dangerous to wander loose, and has repeatedly urged that she be confined for her own safety – if not that of her Servitors or the Earth itself. But he makes no effort to bring her into custody personally. For now, Dominic will wait. Someday, Gabriel's insanity will cause a major disaster, and then the other Archangels will *have* to see the Truth.



## SERVITOR ATTUNEMENTS

### *The Blade Blessing of Laurence*

The angel may give a divine edge to any blade by touching it and spending 3 Essence. It has +5 Power for the next number of combat rounds equal to the angel's Celestial Forces. This Power is *added* to the normal Power of the weapon, even relics (but they must be actual blades; a Fiery Sword doesn't count). Multiple applications of Blade Blessing are *not* cumulative, however.

### *Hunt*

This attunement grants to a Servitor the ability to unerringly track any being he has fought, however great the distance between them. He may keep track of a number of his opponents equal to his Ethereal Forces.

### *Scabbard*

This attunement lets the angel "sheathe" any number of weapons just outside of normal space, concealing them utterly until needed. Drawing a scabbarded weapon (the angel simply pulls it out of thin air) doesn't require a combat round – it may be done instantaneously. Weapons stored with this attunement must be ones that the angel can personally wield – it can't be used to hide field artillery. An M-60 is about the practical limit.

### *Purity of Purpose*

The angel may speak to a group of humans assembled before him, calming them and quieting any distractions in their minds. The listeners will lay aside arguments, unseemly passions, and fears, and their thoughts will focus on the goal or problem that the angel presents. The effect always lasts for as long as the angel speaks to the assembly. Beyond that, it's up to the quality of the speech, and the assembly. A group of decent men and women, addressed eloquently with a serious concern, will stay rallied and focused until the job is *finished*. A group of drunken Marines, shouted at for being rowdy, will shut up long enough to listen, and go back to their revelry when the speech is over.

### *Holy Fortitude*

The angel may invest Essence into a dying vessel (including his own) to stave off physical death for a short time. The vessel must be within sight of the angel so attuned, who must spend 2 Essence *instantly* at the point when death would occur. The victim makes an immediate Will roll to stay alive; effective Will is *tripled* for

someone who is currently striving toward a sincere and righteous goal. He will stay alive for a number of combat rounds equal to twice the check digit of a successful Will roll, *regardless of injuries sustained during that time*.

### *Divine Absolution*

The angel may absorb the jarring screech of dissonance in others. This is one of the few Purity attunements which Laurence has been able to refine according to his own Word.

Divine Absolution allows one to lay hands on a dissonant angel and remove a point of dissonance. It costs 5 Essence, *and* inflicts 4d6 Soul hits upon the one absorbing the dissonance! Soul damage taken in this manner heals at a rate of 1 hit per hour when the angel is resting in one of Laurence's Tethers. Otherwise, it must heal normally, at a rate of 1 hit per week (the Celestial Song of Healing can also be applied).

Such absolution is not granted lightly. Laurence usually gives the Divine Absolution attunement only to Servitors who have earned a high Distinction. They hear confessions from dissonant angels, and assign a suitable penance. Only an angel who is truly repentant will be given absolution. Needless to say, offering or accepting any kind of reward or payment for a Divine Absolution would be heinous in Laurence's eyes.

## DISTINCTIONS

### *Vassal of the Sword*

Laurence's Vassals can remain serious under any circumstances, even demonic provocation (including diabolical resonances and attunements), and can judge the seriousness of others.

### *Friend of the Lord's Troops*

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*

The angel can state a refusal in so severe a tone as to discourage the other party from reiterating his proposition – it is, in essence, the power to end a conversation by just saying, "NO."

### *Higher Distinctions*

Beyond Master of the Armies of God, Laurence grants higher distinctions only to those who not only have distinguished themselves in his service, but who have taken on responsibilities of leadership.

The first angel created by God, older than any celestial but the ineffable Yves, Michael is a Seraph and he tells it straight: things aren't run in Heaven like they 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 so.

As the most powerful angel, in mind and body, Michael bested Lucifer in hand-to-hand combat and personally kicked his red ass 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 are 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 an opportunity 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 servants 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

Retreat from any conflict without a direct order generates dissonance in Michael's servants. An agent of Michael must otherwise be beaten into unconsciousness and dragged bodily from the field of battle. The angels of War stand against the forces of Hell as their Archangel does; they must conquer in that battle or fall, but they cannot flee.

## CHOIR ATTUNEMENTS

### *Seraphim*

The attacks of Michael's Seraphim tend to strike home, as they see past their opponents' maneuvers to the truth. A target may Dodge, but at a penalty equal to the Seraph's Corporeal Forces.

### *Cherubim (restricted)*

If, barring the intervention of Celestial Forces, someone to whom a Cherub of War is attuned will die in the next 24 hours, that angel will feel it in the pit of his stomach. This attunement doesn't identify the nature or exact timing of the fatal stroke. Acting on its warning, however, a Cherub of War *can* alter events to keep the attuned person alive.

### *Ofanim*

The speedy and unpredictable Ofanim who work for the Archangel of War invariably get the drop on everyone else, even when mortally wounded! In combat, Michael's Ofanim always go first. They favor hit and run and hit again tactics – maneuvering backward with the intention of circling round to strike again doesn't generate dissonance for them.

### *Elohim*

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, then these angels will know it. Elohim of Michael are expert at identifying and removing definite fighters from a combat situation, leaving behind the uncertain and the easily dissuaded.

### *Malakim*

Malakim of War can hear the sound of danger sweeping through the Symphony, beginning as many minutes ahead of time as they have Corporeal Forces, and growing louder until the moment of conflict. However, this gift doesn't identify the nature of the threat – only its existence. It *is* possible for a combat to be defused and never happen – in that case, the theme of danger fades away.



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