

# IN NAME

# ANIME



BY GENEVIEVE R. COGHAN

**STEVE JACKSON GAMES**



# BIG WINGS, FIERY HALO

This is for everyone who ever wanted a *really big* flaming sword . . .

It's a new take on *In Nomine* – but it works. This book shows how perfectly the War between Heaven and Hell fits the “anime” style of art and fiction. Just shout “Gabriel’s Flame of Vengeance!” and fry those evildoers . . . or serve the Demon Prince of Technology by building a giant mecha and piloting it against Heaven!

*In Nomine Anime* includes:

- ✝ Anime portrayals of all major Superiors
- ✝ The Choirs and Bands, as seen through the lens of anime
- ✝ Anime character stereotypes, and how they fit *In Nomine*
- ✝ Hints for in-genre roleplaying in either humorous or serious style
- ✝ Two complete campaign backgrounds
- ✝ Adventure seeds

So rise slowly into the air . . . assume your celestial form as your mortal garments vanish and the music climaxes . . . and SMITE the foe!

WRITTEN BY  
GENEVIEVE R. COGMAN

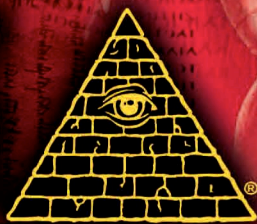
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CHRISTOPHER SHΨ

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

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You will need the *In Nomine* basic rulebook or *GURPS In Nomine* to play.



**STEVE JACKSON GAMES**  
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## ABOUT *IN NOMINE*

Steve Jackson Games plans continuing support of the *In Nomine* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

*Pyramid* ([www.sjgames.com/pyramid](http://www.sjgames.com/pyramid)). Our online magazine includes new rules and articles for *In Nomine*. It also covers all the hobby's top games – *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other SJ Games releases like *GURPS*, *Illuminati*, *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.

*New supplements and adventures.* *In Nomine* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our website (below).

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *In Nomine* releases, including this book, are always available from SJ Games; be sure to include a SASE with your request. Or download them from the Web – see below.

*Q&A.* We do our best to answer any game question accompanied by a SASE.

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*Mailing List.* Much of the online discussion of *In Nomine* happens on our e-mail list. To join, send mail to [majordomo@io.com](mailto:majordomo@io.com) with “subscribe in\_nomine-l” in the body.

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



### *GURPS In Nomine*

A *GURPS* adaptation of the *In Nomine* setting, featuring the epic struggle between Heaven and Hell, between angels and demons – both here in the mortal world and in the realms beyond. The focus is on converting the setting – all of *In Nomine*'s Bands, Choirs, Superiors, and realms are adapted for use with *GURPS* – but *GURPS* conversions of *In Nomine* mechanics are included as well, covering artifacts, attunements, Discord, dissonance, disturbance, Essence, Intervention, resonance, Rites, Songs, and more. Get ready to play with the big boys!

### *GURPS Mecha*

From battlesuited space marines making an orbital drop to cinematic Japanese anime action featuring giant walking tanks piloted by beautiful alien princesses, *GURPS Mecha* covers the entire genre of mecha action! In the pages of *Mecha*, you'll find an easy-to-follow, step-by-step guide to building mecha, advanced rules, character creation, anime-theme adventures, and special combat rules that emphasize the cinematic nature of mecha combat, as well as realistic rules for sensors, weapons, and orbital drops.

# IN NOMINE ANIME

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## STEVE JACKSON GAMES

# INTRODUCTION



*Anime* is a term for Japanese animation, often based on *manga* (paper comics); it can cover genres ranging from science fiction to high fantasy, and from romantic school stories to supernatural horror epics. Story lines are often very sophisticated and intricate, and extend into episodic series. It is a popular form of entertainment among both adults and children, and many anime series are now widely available in America and Europe.

Anime offers us tales of heroes and villains, set in various fantastic worlds where a huge sword can cut through airplanes if wielded by a virtuous martial artist, true love can defeat armies of monsters, angst and long hair are fashion accessories, and big cities are there to be smashed and burned in giant mecha battles. (Fortunately, they can be rebuilt in time for the next big scene.) Romance flourishes between heroes, or between heroes and villains. (Honor is sexy, but evil is irresistible.) At the last moment, after several disastrous battles, the heroes finally confront the villains, and prevail in the crucial fight . . . though this may be at the cost of one or several heroes' lives.

You might say that this is already very close to *In Nomine* – and you wouldn't be wrong.

*In Nomine* can be played in a number of different styles, from High to Low Contrast (depending on how different the forces of Heaven and Hell are in pursuit of their

aims) and varying between black humor and straightforward adventure. This book discusses playing *In Nomine* in the style of Japanese anime. This is a setting of high drama, nerve-wracking confrontations, universe-shaking struggles between good and evil, and cute cat-girls with big plasma rifles. The mood shifts from the sublime to the ridiculous, flipping between moments of noble sacrifice and squabbles for the last candy bar. Special effects are truly magnificent, with shafts of heavenly light, diabolical howls of fury, explosions that take out tower blocks, and nude transformations in midair when angels and demons assume their celestial form. The characters must save or damn the world – they are the destined heroes, and the future of the universe depends on them. Anime is addictive, both in the way that the stories are told, and in the stories themselves.

## CANON ALTERATIONS

*In Nomine Anime* folds, spindles, and mutilates *In Nomine* canon as required. Anything here which contradicts previous books should be considered an anime mutation, and restricted to anime-style campaigns.

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## ADVENTURE SEEDS .....



## Monster

*"Die! Blood for the mistress!"*

This is your average low-intelligence rank-and-file monster, be it a tentacular demon, a shambling zombie, a scientific creation with mixed genes and unpleasant appearance, or anything else along those lines. A Monster is somehow abnormal and horrific, and is clearly evil, once it has shed any disguise it may have worn. Monsters serve as minions for the villains and low-grade opponents for the heroes. They can usually be dealt with via a few quick sword strokes, bullets, kicks, or supernatural blasts, though in large numbers they can swamp a single hero and capture him. Occasionally, it may be possible to somehow redeem or purify a Monster (Innocent Power-Wielders are particularly good at this) and turn it back to a normal human, animal, or nature spirit.

## Mysterious Stranger

*"My name is unimportant. I act to fulfill the prophecy."*

The Mysterious Stranger comes from somewhere outside the normal scope of the storyline; he is usually inhumanly handsome or appallingly ugly, extremely skilled in martial arts or supernatural powers, and maintains a brooding silence. His purpose is to bring a mysterious warning, perform a specified task, or carry out some other well-defined action. However, he will not be familiar with the local area, and will be very noticeable as he attempts to get his bearings. (After all, long-lost angels or demons – or ethereals from the Far Marches – are often out of touch with the modern world.) If his mission involves the heroes, then he inevitably knows far more about them than they do about him. Upon closer acquaintance, the Mysterious Stranger may eventually become familiar, and display another stereotype as well.

## Parent

*"You will be glad to hear that I have reassigned you to Laurence's personal honor guard, and that he will be able to check up on you daily . . ."*

Parents, in anime, are generally a nuisance to their children. Parents do things like commit their children to arranged marriages, subject them to horrendous training in martial arts or mecha fighting, and expect unfeasible standards of honor and etiquette. Parents also sometimes know dark secrets about their child's heritage or background – such as the Fall or redemption of an ancestor, or a Grigori bloodline – which they keep hidden "for your own good." A good Parent is protective of his children, however, and will ultimately die or suffer severe social embarrassment to guard them. A bad Parent views his child as an appendage, tool, social prospect, or genetic experiment, and will treat the child inhumanely while manipulating him with emotional blackmail or some other form of conditioning. ("All good little demons of Vapula get cyber-implants!") In all cases, coming to terms



## Impudites – the Takers

Impudites are optimistic and fashionable, friendly demons with an excellent understanding of the human world, and an insatiable hunger for Essence. They will cheerfully extract it from the humans around them, unmoved by ethical qualms or moral drawbacks. While an Impudite will mingle with humans and enjoy their company, he is always conscious of his own superiority as a demon, even if he considers some of the humans to be friends. Takers use their ability to charm others to ensure that they have friends everywhere, and that nobody will ever suspect them of villainy. If cornered by Heaven,

Impudites prefer to negotiate, trying to charm the angels into an advantageous truce. However, ultimately they are as

treacherous and corrupt as other demons. Few Impudites can be trusted, and they will betray their oaths at a moment's notice, or

backstab a superior to claim his place – or steal candy from a baby. Impudites make good Crime Lords, Demonic Overlords, Megacorporation Bosses, Elder Siblings, Kids, Lechers, Parents, and Sidekicks.

Celestially, Impudites appear as fashionably dressed humans, with leathery wings and small horns. Good-looking and charming, with a perfect sense of style, they're invariably dressed for the occasion and project a seductive (or cute) allure.

## Imps and Gremlins

Occasionally one of these minor demons is assigned to Earth to assist the forces of Hell. However, given the weakness of these tiny creatures, they're usually given small, frail vessels, such as black cats, crows, toads, wolves, or young children. Imps and gremlins can be just as malicious and spiteful as bigger demons – though occasionally they can be unformed and ignorant, potentially redeemable if shown the way of righteousness and honor. They usually end up serving their masters as minions and familiars, spying or running errands for them, though some may be given a human vessel and assigned to duties as a Kid.

Outside their vessels, gremlins and imps appear as malformed blobs, tiny half-formed demons, or ugly misshapen little winged animals. They tend to hide in the shadows, either to spy on those around them or just to avoid new orders.

## ARCHANGELS AND DEMON PRINCES

Superiors should be played flamboyantly when they turn up during the course of a mission. When a Superior appears, *everyone* stops to pay attention: if the Superior chooses to make a speech upon arrival, nobody takes any other action until he has finished. Archangels carry an aura of innate holiness, and are angelically beautiful: Demon Princes are shadowed by the darkness of the Pit, and are either inhumanly gorgeous or perversely ugly. Possible special effects may include beams of light from Heaven, deep rumblings from Hell, falling flower petals, sulphurous smoke, and chanted psalms or whispered blasphemies.

Even if a celestial regularly interacts with his Superior to make reports or receive orders, the appearance of his Superior in a crisis should provoke fear and awe. Moments like this, in anime, are the climaxes of episodes. Characters should be encouraged to gasp their Superiors' names in tones of awe, make dramatic statements to their enemies, or fall to their knees and confess all their wrongdoings.

## ARCHANGELS AND THEIR SERVITORS

Each of the Archangels has a powerful and somewhat one-sided personality, as befits the holder of a powerful Word. Most of these fit quite well into anime models.

### *Blandine*

Blandine always appears in female form, with long floating hair and swirling robes, haloed in shades of silver and pastels. She is a sweet, gentle, caring Archangel, and leaves all the violent demon-killing to her Malakim. If forced to fight, she shields herself against enemy attacks and lulls foes to sleep with beautiful visions. When she appears in dreams, the background landscape promptly changes to moonwashed dunes or sunny fields with sweetly singing birds. Her angels are high-minded protectors of dreams and dreamers, and tend to look down on other angels with more direct or Earthly jobs. They are the best experts available on fantastic alternate universes (see *Alternate Realities*, p. 13).

# FILMOGRAPHY

There are hundreds of good anime films and series out there. Here are a few which can be easily linked to *In Nomine* . . .

*Angel Sanctuary* (Kaori Yuki, 2000). A 3-part OAV based on the 20-volume manga series (not available in English yet) which is full of angels, demons, Adam Kadamon, and even a few humans. Not *In Nomine*, but splendid stuff.

*Ayashi No Ceres (Ceres Celestial Legend)* (Yuu Watase, 2000) A modern schoolgirl discovers she is the descendent of a "celestial maiden" (an angel, an ethereal, or even a Grigori!) trapped on Earth. Now the spirit of that angel has awakened . . .

*Earthian* (Yun Kouga, 1999). Two angels are sent to earth to judge its inhabitants, and get involved with illegal cloning, psychics, cyborgs, mad scientists, fallen angels, and other fun stuff. Amusing, even if the wing colors are the wrong way round (the white-winged angel is *obviously* a Malakite, and the black-winged one a Mercurian) but the huge chronological gap between episodes (due to it being based on the manga) makes it difficult to understand the whole story.

*Escarflowne* (Shoji Kawamori and Hajime Yatate, 1996). An Innocent Power-Wielder ends up on a fantasy world, with winged men (actually ancient Atlanteans, but what the heck). Watch it for the sword-wielding mecha, which would make any Laurencian drool with jealousy.

*Haunted Junction* (Mukudori Nemu, 1998). Three teenage Soldiers (one Christian, one Buddhist, and one Shinto) must cooperate with a school's ghosts to keep out the forces of Hell. Silly but fun.

*Castle Cagliostro* (Miyazaki, 1979). Three heroes who could be angels (of the Wind, War, and the Sword) team up with a Dominican who's chasing them, and a Lilim of Theft who's never far away, to rescue an innocent heroine and foil an Amoral Military Dictator. (Watch other films in the *Lupin III* series for a perfect example of how Servitors of the Wind or Theft should act.)

*Neon Genesis Evangelion* (Gainax, 1995). Mecha. Angst. Angels. Very, very, very weird.

*Ninja Scroll* (Yoshiaki Karajiri, 1993). Dark Demonic Historical: even if the heroes aren't angels, the villains are definitely demons.

*Ob My Goddess!* (Fujishima, 1993). Three "goddesses" from Norse mythology, reporting to the Creator, descend upon a hapless mortal. Belldandy is a good role model for a Mercurian of Flowers, Urd would find common ground with Lust, and Skuld could be a junior Lightning Malakite.

*Revolutionary Girl Utena* (Saito Chiho, 1997). Two possible ethereals control a private school, and lead the Student Council into regular dueling for the hand of the Rose Bride and the power to revolutionize the world. Extremely strange, but compelling.

*Sailor Moon* (Naoko Takeuchi, 1992-1997). No actual angels, but excellent heroes and villains,



and the transformation scenes are stereotypes of the genre. A must for Innocent Power-Wielders.

*Tenshi Ni Narumon (I Want to Be an Angel)* (Heaven Project, 1999) Strange but cute anime about Noelle, a naive little demon girl with a halo who wants to become an angel for the human she likes.

*X/1999* (CLAMP, 1997). Heroes and villains (possibly angels and demons) fighting for the future of the world. A very confused plot, but lots of cool fight action, wings, and big swords.

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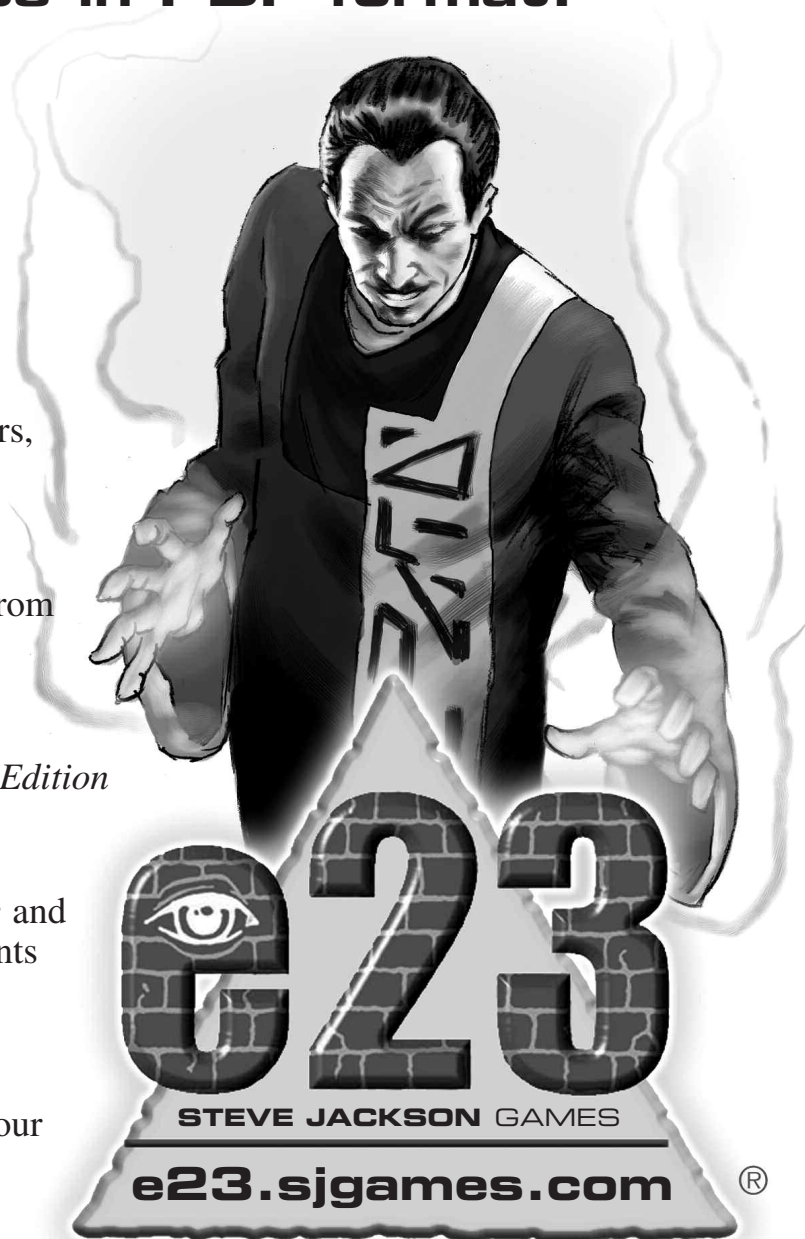


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