



# IN NOMINE

*In Nomine* was written by Derek Pearcy  
based on an original game by CROC

# ELI, ARCHANGEL OF CREATION

By Genevieve Cogman  
and Derek Pearcy

Illustrated by Ramón Pérez  
and Dan Smith

*Playtesters: Maxim Belankov, Nicholas Brunskill, S. DiGiovanni, Emily Dresner-Thorner, Alain Ducharme, David Edelstein, Jordan Grooms, Brian Hogue, William Keith, Walter Milliken, Christopher Pipinou, Leticia Sparkman, and James Walker. Thanks also to everyone else who commented and critiqued, and are deprived of their artistic credits by the cruel machinations of artificial limits. We blame Fate.*

AN e23 SOURCEBOOK  
FOR IN NOMINE® FROM  
STEVE JACKSON GAMES

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid, In Nomine, Eli, Archangel of Creation*, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. All rights reserved. *Eli, Archangel of Creation* is copyright © 2005 by Steve Jackson Games Incorporated.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.



## STEVE JACKSON GAMES

[e23.sjgames.com](http://e23.sjgames.com)





## Contents

Eli, Mercurian Archangel of Creation .....	3
Dissonance .....	3
Choir Attunements .....	3
Common Malakite Oaths .....	4
Bright Lilim (Restricted) .....	4
Servitor Attunements .....	4
Special Attunements .....	5
Distinctions .....	5
Secret Songs .....	5
Relations .....	6
Rites .....	6
Invocations .....	6
ELI IN DETAIL .....	6
The Word of Creation .....	6
<b>GURPS In Nomine Point Costs</b> ...	7
History .....	8
Other Historical Moments .....	9
Eli and Religion .....	9

<i>Eli's Organization in the Past</i> .....	10
Stories and Creations .....	11
<i>Creation</i> .....	11
Personality and Outlook .....	12
<i>Amnesia?</i> .....	12
<i>Eli and Birth Control</i> .....	13
Creation and the Universe .....	13
<i>Dominic and Eli</i> .....	15
<i>The Party Archangel</i> .....	16
<i>Eli and Ethereals</i> .....	16
Variations on a Theme .....	17
<i>Relics of Creation</i> .....	18
THE HALLS OF CREATION .....	18
Glories of Creation .....	18
<i>Eli's Tethers</i> .....	19
SERVITORS OF CREATION .....	19
Artists, Creators, Elites .....	19
Choirs .....	20
<i>Word-Bound Servitors</i> .....	20
<i>Bright Lilim</i> .....	24
Organization .....	25
Life Under Creation .....	26

<i>Disturbed, Not Dissonant</i> .....	26
<i>Enchantment</i> .....	27
In Service Elsewhere .....	28
<i>In Service to Lilith</i> .....	30
<i>Free Lilim in Service to Eli</i> .....	31
<i>Sample Servitors of Eli</i> .....	32
<i>Marath, Seneschal of Sistine's</i> <i>Restaurant</i> .....	32
<i>Jade, EloHITE of Creation</i> .....	33
Projects, Mission Teams, and Galleries .....	34
<i>Modes of Address</i> .....	35
WHAT'S ELI UP TO? .....	36
Redemption of a Prince .....	36
Return of the Grigori .....	36
Destruction to Creation .....	37
<i>Corruption in Heaven</i> .....	37
The Great Mistake .....	37
Missing Archangel .....	38
ADVENTURE SEEDS .....	38

## GURPS IN NOMINE

This expanded Superior write-up includes material both for the traditional *In Nomine* rules and *GURPS In Nomine*. Converted characters have been only slightly “normalized” – they are straight conversions, using the rules in Chapter 9 of *GURPS In Nomine*. The only exception is in levels of Discord; in a normal conversion, an adapted Frequency of Submission table (pp. CI10-11) would be used. For simplicity, Discord has been taken “straight,” with the default *GURPS Basic Set* or *GURPS Compendium I* mechanics. Human characters have also been rounded or approximated in some cases.

Note that Songs have had the 5 applied for use outside the celestial realm. If these characters go to Hell or Heaven, they will have +5 to all Songs.

The default Tech Level for *GURPS In Nomine* is TL7.

### Extra Hit Points and Reduced Hit Points

Many converted *GURPS* characters have Extra Hit Points for physical, mental, and celestial combat. The physical advantage is written as Extra Hit Points for the vessel in question. Extra Hit Points (Mind) are bought with the 50% Limitation, “Only for mental combat,” and Extra Hit Points (Soul) are bought with the 20% Limitation, “Only for celestial combat.” Reduced Hit

Points for Mind Hits and Soul Hits have the same Limitations. See *GURPS In Nomine*, pp. 27-28, for more information.

### Power Investiture and Essence Control

The *GURPS In Nomine* advantages Power Investiture (p. IN27), and Essence Control (p. IN31) are both included in the Basic Celestial Template (pp. IN9-10). Non-player celestials are assumed to have the default 9 levels of Essence Control, and have allocated their initial Power Investiture levels to Power Investiture (Corporeal) 3, Power Investiture (Ethereal) 3, and Power Investiture (Celestial) 3. Any totals listed in the descriptions include these levels plus any additional levels purchased.

### Page References

Rules and statistics in this article are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*, M is for *GURPS Magic*, and IN refers to *GURPS In Nomine*. For a full list of abbreviations, see p. CI181 or the updated web list at [www.sjgames.com/gurps/abbrevs.html](http://www.sjgames.com/gurps/abbrevs.html).



# 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 produces 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 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, Eli abandoned his divine cathedral, apparently stripped himself of his memories of the past, and disappeared into the corporeal masses. He’s seldom heard from, and even his most ardent followers are afraid of what he’s become.

The Archangel of Creation no longer seems to care for protecting his Word. It’s in no danger, though – Creation is certainly not slowing down. In fact, it’s completely overrunning everything else in creation.

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 just smiles vaguely.

At the beginning of this century, Eli granted dominion over 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, hiding 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 making the supposed heresies of Eli the focus of his dark scrutinies.

## DISSONANCE

The servants of Eli have nothing unique which makes them dissonant to their Word. Go play, have fun. Those in service to the other Archangels do not acquire the dissonance of the Archangel they serve.

## CHOIR ATTUNEMENTS

If an angel of Eli gains a Choir Attunement from another Archangel (and some do) then he may *only* acquire attunements that match his Choir. For example, a Seraph of Eli could not gain the Malakite of Lightning attunement, though he could be given the Seraph of Lightning attunement.

### *Seraphim*

Eli’s Seraphim can recognize gifted individuals. Celestial talent scouts, they know how adept someone is at a skill just by thinking of the skill and making a Perception roll. On a check digit of 6, they know the subject’s *full potential* with that skill – his adult level in the base characteristic, and any appropriate modifiers, such as Mastery (*Corporeal Player’s Guide*, p. 25).

If they focus on someone’s *overall* possible ability, (i.e., potential Forces; *Corporeal Player’s Guide*, p. 17), they will gain that information – on a check digit of 6.



### *Cherubim (partly restricted)*

A Cherub working for Eli may hold any item in his hand and know who created it and when. The angel may learn little beyond the most basic facts about the maker (GM’s discretion, guided by the check digit, but the question “human, angel, or demon?” will always be answered.) However, he may use his natural resonance to attune to and track down the 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.