



# IN NOMINE™

*In Nomine* was written by  
Derek Pearcy based on an original  
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# A VERY NYBBAS CHRISTMAS



AN e23 ADVENTURE  
FOR *IN NOMINE*® FROM  
STEVE JACKSON GAMES  
FOR 3 TO 6 PLAYERS

BY ALAIN H. DAWSON

ART BY DAN SMITH

**GURPS CHARACTER  
CONVERSIONS BY  
ELIZABETH MCCOY AND  
KIMARA L. BERNARD**

*“Oh come, all ye faithful, to the HUGE  
‘Christmas in July’ SALE going on RIGHT NOW at  
BLUMENFIELD’S!!! Hark! I hear prices dropping!  
Spread peace and joy all year ‘round. Why wait for  
December? Start buying now! Nothing shows how  
much you care like a present from Blumenfield’s!  
Away in a manger? Order from our catalog!  
Operators are waiting for your call!!”*

*Beneath reflections of Santas dancing on his  
glasses, Nybbas smiled. “Oh yeah. Now this has  
potential.”*



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## STEVE JACKSON GAMES

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## GURPS IN NOMINE

This adventure can be played with both the traditional *In Nomine* rules, or *GURPS In Nomine*. The 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.

### *Extra Hit Points and Reduced Hit Points*

Many of the 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 pages 27 and 28 in *GURPS In Nomine* for more information.

### *Seneschals*

All the Seneschals in this adventure are Word-bound to their Tethers. The benefits that Word-binding grants are typically deter-

mined by the GM, and so have not been added to the Seneschals’ point totals. Instead, they are all presumed to have an additional level of Celestial Rank, for 5 points.

### *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 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*, BE to *GURPS Bestiary*, and IN 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).

The Demon Prince of the Media has a great idea. Why not complete the secularization of Christmas in one fell swoop? Get stores to start decorating for Christmas before Halloween; hell, before Labor Day, and suck the last drops of religious meaning from Christ’s birthday. Promote

getting above giving. Selfishness and guilt everywhere! And put the last nail in St. Nicholas’ coffin by making his namesake a pitchman. That even beats having Fred Astaire sell vacuum cleaners from the grave.

Now for some good P.R.

