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## 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 pages 27 and 28 in *GURPS In Nomine* 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 purchased.

### Page References – GURPS and Original In Nomine

Rules and statistics in this article are specifically for the *GURPS Basic Set*, (Third Edition, revised), and *In Nomine*, third printing (available from e23). 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, revised. 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 *GURPS* abbreviations, see p. CI181 or the updated web list at [www.sjgames.com/gurps/abbrevs.html](http://www.sjgames.com/gurps/abbrevs.html).



# ASMODEUS DJINN PRINCE OF THE GAME

*The world is a game, whose rules must be followed.*

Asmodeus and his Servitors are Lucifer's secret police, responsible for hunting down Renegades and other traitors to the infernal armies, and for keeping order in Hell.

The Prince of the Game is one of the most powerful of Hell's royalty. He is widely feared and roundly hated by his peers. His agents always have at least one cover identity and often move through infernal society unseen, only unmasking themselves to levy an accusation and make the subsequent arrest.

Gamesters are charged with slaying or seizing any Renegades they encounter. To Asmodeus and his servants, a demon is Renegade and within their jurisdiction if he acts

## DO AS YOU'RE TOLD

Asmodeus' dissonance conditions provide him with an extremely effective way of preventing sedition in the ranks of the Game: all he has to do is forbid his Servitors from attempting to redeem, breaking their Hearts, or running. As this aspect of Asmodeus' dissonance conditions makes it more difficult to play Renegade Asmodeans, GMs may consider it an optional Rule of the Game.

(The GM should assume that celestials lose Word-imposed dissonance conditions if their Hearts are broken (p. IN12). Not using this rule makes it effectively *impossible* to escape from the Game without excessive amounts of Discord, given the existence of the Song of Celestial Tongues.)

against the expressed or implied wishes of his Prince, if he possesses dissonance or "angelic" Discord, or if his actions call his loyalty to Hell into question – in short, if he breaks the rules.

Above all, Lucifer uses Asmodeus to weed out demons who might defect to the angels or threaten Lucifer's own plans. The Game is the counterweight to the unrest Malphas stirs up, a force of totalitarian order imposed on an ever-volatile Hell. While any Prince may call upon the Servitors of Asmodeus, most prefer to deal with problems themselves rather than risk close scrutiny.

Asmodeus usually appears as a tall man with burning eyes – the Inquisition incarnate.

## DISSONANCE

Servitors of Asmodeus generate dissonance by disobeying any of his direct orders or by helping a Renegade to escape judgment.

## BAND ATTUNEMENTS

Asmodeus' Band Attunements are for his Servitors only. Gamesters are attuned to the members of their respective Bands, and can identify them with a successful Perception roll; they will also know how much dissonance the target has, if any. This is a passive attunement: the GM may roll privately as needed. A Servitor with more than one Band Attunement rolls only once and knows which Band he has detected. If the roll fails, the Gamester will be unaware of the subject's nature for the check digit in hours – at which point the GM may make another roll.

All Servitors of the Game also get 12 extra character points, which must be spent on a Role or skills for that Role (*In Nomine*, p. 43, or p. IN32); this is a one-time bonus, not associated with Band Attunements. (Shedim may spend this on Servants, to use as hosts, or Roles *as* their Servants; see p. 22 for more Shedite-host-Role tricks.) While Asmodeus may grant *Roles* to others' Servitors, it is certain the Game knows everything about such gifts.

## Balseraphs

Balseraphs of the Game assume Roles such as lawyers, stockbrokers, meteorologists, and politicians, which permit them to creatively redefine opinion – though always within the Rules.

## Djinn

Asmodeus' Djinn serve the Game by taking jobs as security guards, accountants, police officers, and members of the military: positions from which they can watch over, possess, and control lesser pieces on the board.