



IN NOMINE™

In Nomine was written by Derek Percy, based on an original game by CROC.

LIBER UMBRARUM THE BOOK OF GHOSTS



BY CHRIS ANTHONY
ADDITIONAL MATERIAL
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Things that go bump in the night, things that moan in the darkness, things that whisper behind your back and run icy fingers down your spine . . .

When people tell ghost stories, the fear they inspire is often countered by the thought that it's only a story; the ghosts in the tale aren't real, and when the sun comes back up, the rational, solid world will reassert itself, and those ghosts will fade back into fiction. Unfortunately, those who inhabit the world of *In Nomine* don't have that luxury: even the person *telling* the ghost story might be a ghost.

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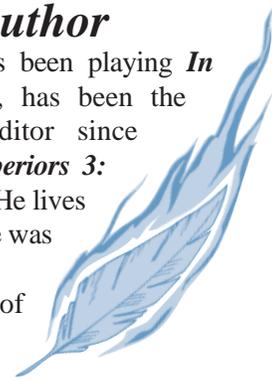
Liber Umbrarum: The Book of Ghosts is a field guide to identifying phantoms in the world of *In Nomine*, to hunting them, and to playing them . . . or to playing alongside them. This book contains a dozen new varieties of phantom, new advantages and disadvantages dealing with ghosts, and adventure seeds to introduce players and GMs to the world of restless specters.

So turn on all the lights, grab your security blanket, and remember – the moaning outside is just the wind . . . right?

About The Author

Chris Anthony has been playing *In Nomine* since 1998, has been the Online Assistant Editor since 1999, and edited *Superiors 3: Hope and Prophecy*. He lives in Maryland, where he was born and raised.

Chris is afraid of ghosts.



GURPS IN NOMINE

The *Liber Umbrarum* 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.

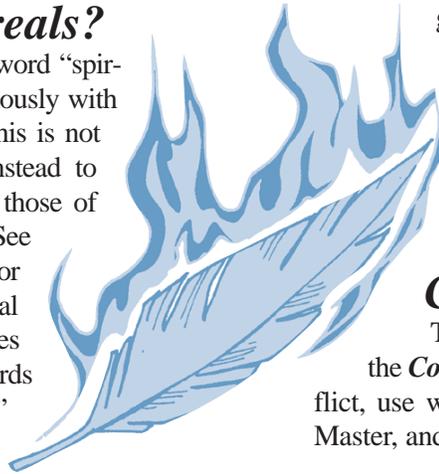
Page References

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*, SPI is for *GURPS Spirits*, UN is *GURPS Undead*, 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.



Ghosts or Ethereals?

In common parlance, the word “spirit” is typically used synonymously with “ghost,” but in *In Nomine* this is not the case. “Spirit” is used instead to refer to ethereals, especially those of low power and few Forces. (See the *Ethereal Player’s Guide* for more information on ethereal spirits.) This book continues that tradition, and uses words such as “phantom,” “shade,” and “haunt” to refer to



ghosts; with the exception of the Spirit Harbor advantage (p. 4), any time the word “spirit” is used, it refers to ethereals.

Conflicts with the Corporeal Player’s Guide

This book expands upon the rules found in the *Corporeal Player’s Guide*. Should they conflict, use what makes the most sense to the Game Master, and read *Breaking the Rules*, p. 8.

NEW RESOURCES

Kurt knocked on the front door of the mansion, but was looking over his shoulder at Nathan while he did so. “What did you say these guys had?”

Nathan sighed. “They said they had a banshee. Which she tells me is probably not the case, since banshees are extremely rare. Even more so since we’re in Massachusetts instead of, say, Ireland.” He looked over at Simone, who nodded encouragingly.

Kurt shrugged and knocked again. “She’s right. Banshees are dream-spirits, and not really our area anyway. Did anyone die?”

Nathan checked his notepad. “No, not as far as I can tell. Banshees kill people, then?”

“No,” said Simone, “banshees cry on the night of a death. Or, actually, when they think there’s going to be a death, which, between us, isn’t nearly as often as they think it is. Frankly, this is probably –”

She was cut off by the door opening to reveal a woman in her sixties or early seventies, her gray hair unbound and hanging around her shoulders. She smiled at the trio and blinked a few times through thin glasses. “Can I help you?” she asked cheerfully.

Nathan stepped forward and extended his hand. “I’m Nathan McAllister, ma’am. I believe we spoke on the phone.”

“Oh, yes,” she said, shaking his hand. “I remember. And these are Kurt and Simone, I take it?”

Nathan reddened slightly. “Yes, ma’am. Kurt Winchester and Simone Reed.” Kurt nodded his head, and Simone smiled.

“Well, come in,” said the woman stepping aside. “I’m Eleanor Chilcoat, call me Ellie. My Walter had such a fright the other night – I’m afraid I was out of town on business, but he insisted on calling me up the next morning to make sure I was all right.”

Kurt nodded. “Good man. Can’t be too careful with this sort of thing.”

ADVANTAGES

Aside from the advantages in the *Corporeal Player’s Guide*, there are some ghost-oriented benefits available to characters. Normally, the Spirit Harbor and Sensitive advantages, below, are restricted to humans. However, certain Superiors (notably Yves, Kronos, and – it’s rumored – the mysterious Archangel of Death) can grant them as attunements. This is extremely rare, however, and such an attunement may not be purchased; it must be granted as a favor, much like a Distinction.





GHOSTS AND CHARISMA

Being dead gives people a new viewpoint on life – and on those who are still living. Even though they remain attached to the corporeal plane, many shades have moved beyond the charms of the flesh, or find the personalities of the mortals they meet uninteresting or lacking in perspective. As a result of this, any time a ghost reacts to a mortal – or anyone in a vessel whom the ghost doesn't know *isn't* a mortal – apply a -2 penalty to the roll. (Puncta mortum (p. 14), phone ghosts (p. 15), and phantom cats (p. 20) do not have this penalty, and in fact have a +2 *bonus* in its place; they are naturally predisposed to like mortals. But lurkers (p. 16) have a -4 penalty!)

Some ghosts will still react to Charisma (and its limited forms, such as Sex Appeal), and some won't; it is up to the GM to decide which is which. No ghost, however, is immune to Paranormal Charm (see below).

Paranormal Charm (1 point per level)

Paranormal Charm is much like Charisma (*In Nomine*, p. 48), except that it applies only to ghosts. Ghosts are naturally predisposed toward people with positive levels of this advantage, and against those with negative levels. A character may buy up to three levels of Paranormal Charm, *or* up to two negative levels. Paranormal Charm is cumulative with Charisma and its limited forms (see box); someone with both might get up to a +6 bonus from certain ghosts – or up to a -4 penalty!

Paranormal Charm may be purchased by non-humans at twice the listed value, and applies to *all* of the character's forms, physical or otherwise.

Sensitive (5 points)

A mortal with this advantage is somehow attuned to ghosts. This advantage does not improve the

character's ability to communicate with ghosts, but it does allow him to sense them when they are near. With a successful Perception roll, a Sensitive can detect ghosts within a range of his Celestial Forces times the ghost's total Forces in yards. For instance, a Sensitive with one Celestial Force could detect a ghost with five Forces at five yards, a ghost with four Forces at four yards, and so on. The check digit determines how much information he gets: on 1 or 2, he can tell that the ghost is there; on 3 or 4, he can tell where the ghost is to within 1 yard, and on 5 or 6 he can determine what type of ghost he has detected. A failed roll reveals no information; failure with a check digit of 6 might result in false information!



A Sensitive may recognize a spirit's anchor if he touches it and makes his Perception roll. (Normal layers of clothing, such as a glove over a haunted ring, or walking into a haunted building in shoes, do not muffle this ability.) At the GM's discretion, he may also recognize Spirit Harbors and those who are Haunted, as if they were regular anchors.

Most normal animals have this advantage without paying points for it; those without Celestial Forces are treated as having one Celestial Force for the purposes of this advantage. An animal which does *not* possess this advantage should take the Insensitive disadvantage (p. 7).

Spirit Harbor (5 points)

This advantage allows a human to temporarily turn himself into an anchor for ghosts, so that they can travel far beyond their normal range. This requires a number of minutes equal to the ghost's total Forces, during which the human must be within the ghost's current range, and a Will roll made by the human; on a successful roll, the new anchoring lasts for a number of days equal to the check digit. An unwilling ghost may resist with a Will roll of his own; if this roll is successful, or if the human's Will roll fails, the anchoring fails. When the duration expires, the ghost immediately returns to his anchor, although the human may make another Will roll

