

ANGELIC PLAYER'S GUIDE



IN NOMINE

Rowena

STEVE JACKSON GAMES

ANGELIC PLAYER'S GUIDE

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IN THE BEGINNING

"In the beginning," Yves said, "there was light."

The young angels assembled around him nodded in unison, as if their hearts and minds were one. Despite the brevity of their existences, they had heard that line before.

"Remember this," Yves noted with a cough, "it will be important later." He turned the pages of his book and continued.

"In the beginning, there was light. The light was God, and He – as much as He can be called a 'he' – filled up the entirety of space, the length and breadth of the universe. He was happy, quiet and even serene . . . but curious.

"'Hey,' said God. 'I'm alone. I mean, I'm everything, I'm all there is, right?'" Yves knew his youthful audience would not question his informal paraphrasing. The Archangel of Destiny was very familiar with the way that languages changed over time. He spoke to them in the colors and tones they would soon enough deal with on Earth.

Yves continued: "'Who am I talking to?' God asked Himself. 'Why is there a language if there is no one to communicate with?'"

"Then God began to notice that parts of Himself – again, we use the term 'Him' loosely – had folded in upon themselves, layer upon layer, until they became complicated, intricate and beautiful. That is to say, even more beautiful than they were before.

"The complicated parts began moving of their own volition. Now we call them angels. 'Well, then,' said God, 'I wonder what's going to happen next.'"

"And no sooner had the thought crossed His perfect mind than He knew what was going to happen and that, in fact, He was willing it to happen.

"Matter was forming out of sheer nothingness, out of the celestial purity that is God. It was tiny matter, complicated matter, the base materials that – after firing through the kilns in the hearts of stars – would eventually become the clay of life and flesh and blood.

"Out of such effort, out of such light, folded infinitely upon itself and gathering up in places, there eventually came a darkness. God is infinite light, but when He created new things and new beings, it was perhaps unavoidable that some of His creations would cast shadows."

Yves gently closed the book, paused and pursed his lips, then carefully placed the volume on the ground. He considered his audience with a gaze that was kind and gentle, yet tinged with an infinite sadness. More than one of his listeners shuddered.

"We, the angels, did not yet exist," he said. "And though those of us who were created that day still remember the first moments of our existence, there are many things, things which come later, that have been forgotten.

"Some of us can clearly recall one hundred years back; some have memories that run a thousand years back and the more divine of us can recall all their days in the last ten thousand years – but none of us can remember every moment of our existence."

He paused to let what he had said sink in, then continued: "Why is our memory shortened? To truly help the humans. So that even the most divine of us can hold in our thoughts some inkling of mortality, we have had the capacity of our minds limited. For us, a loss of past knowledge is nothing, compared to the even greater sacrifice God has made in giving up His memories of the future.

"He blinds himself to the flood of onrushing future events so that humans, and perhaps even angels, may have some taste of free will, rather than feeling like actors in a machination, performing for a higher being's entertainment."

He paused, even longer still. The young Ofanim – nearly stilled by the soft sound of his voice – began to stir as the essence of their nature once again took hold. Others among his audience listened even more alertly than before, realizing that they yet awaited the true import of this lesson.

The oldest Archangel spoke again.

"The point is, in the beginning there was light, not darkness," he said. "This is the story we tell ourselves; this is the tale we hold to be true.

"If it were not so, how can we possibly hope to win against an Enemy who had the upper hand even before Creation?"

Archangel Yves ran his perfect hands through his perfect hair and sighed deeply.

"This is all I will tell you today," he said.

HISTORY ♀



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HISTORY



THE HISTORY OF THE ANGELS

God created Heaven and Earth – that much is certain. Everything else is speculation on half-remembered scenes across ten billion years taken one second at a time.

Some find it amazing that glorious celestials have chosen to focus their attentions on a fragile, newborn race on just one of countless planets circling one of countless stars. They should not. Many an angel believes the reason *he* exists is because *humanity* exists.

Regardless of what else may be out there – regardless of what else may exist in portions of Heaven concealed from most eyes – the angels that deal with humanity are inextricably linked to their Earth-bound charges. Not all of them like humans, not all of them even tolerate mankind.

What all of them must do is *deal* with mankind.

CREATION

Heaven and Earth – The First Angels – Humanity – Adam and Eve

The universe brought forth consciousness, creating Yves, the first being. He then named God. This was good.

God then created many more celestial creatures, which were called angels. Michael was the first; Lucifer the second. The other early celestials were Baal, David, Eli, Gabriel and Uriel.

The seven of them helped God create the universe, which some call the Symphony. Lucifer, the Lightbringer, gathered the elements together and start-

ed the fire while Michael and Baal stirred everything up. Gabriel and Uriel were charged with heating the mix and attesting to its purity, while David was responsible for cooling and testing the strength of the final result. Eli gave form to the raw materials and added the final sparks of life. Yves watched everything and reported to God. God approved.

The first seven also helped orchestrate the creation of many other celestials, most of them lesser than those they served. Asmodeus, Beleth, Blandine, Dominic, Raphael, Jean, Kobal and Malphas were among the most famous of the era, as well as the most noteworthy participants in what would come next.

Asmodeus and Dominic codified the word of God – who rarely spoke directly to any angel – into comprehensible guidelines for behavior. They and those who later served them enforced God's laws. Beleth and Blandine explored and mapped the vast ethereal realm between the celestial and corporeal realms, where they built a tower and lived together. Malphas joined Gabriel and David in the moving, heating and breaking of tectonic plates; a lesser angel named Belial played a small part in that work. Jean and Raphael joined Yves in transcribing all knowledge and in orchestrating the will of God. Kobal received a special assignment, which to this day remains unknown.

EARLY DAYS

As more angels were created and their numbers increased, they began to display several distinctive natures. They called these Choirs. The greatest of the Choirs were the Seraphim, Cherubim, Ofanim, Elohim, Kyriotates and Mercurians. Each Choir had its own resonance with the Symphony and served God just as different instruments serve a conductor.

The universe continued cooling, and a greater number of celestials found themselves focusing on the detailed constructions of life. The corporeal process itself offered little more challenge than maintaining the balances in the heart of a star, but it commanded the attention of the angels. Yves seemed particularly interested in what life would become. His interest alone was enough to involve the others.

In those days, angels could only manifest on Earth in their celestial forms, and then only for brief periods. As eons passed, they began to notice reality putting up a greater resistance to their pressures, and their celestial presences began disturbing the Symphony at large. They turned to life for the answer, and developed the patience for manifesting as naturally occurring forces and forms.

Janus, a later creation, discovered he could imbue the great ocean waves and powerful winds with his celestial

essence, sculpting God's creation that way. For this, he was given power and authority over the forces of change that even today encircle the globe.

Jordi, another later creation, discovered how to create a corporeal vessel based on patterns already existing in the Symphony, and was the first angel to walk upon the Earth. For this, he was given authority over all the living creatures, whether they ran, flew or swam.

Heaven was enthralled.

HUMANITY

Even when manifesting as animals, angels felt they had only the crudest of tools for manipulating the awesome powers available on Earth. Then came humanity. Finally, humans offered a natural pattern of corporeal existence complex enough to serve as an adequate vessel for celestial consciousness. Angels took to human forms quickly, enjoying their many advantages over animal shapes.

God, through Yves, warned the celestials: they were not to tamper with the works of humanity, nor was the young race to be damaged in any way. They were special and, as God's most complex creations, to be given deference.

This didn't sit well with many an angel, who saw no real difference between the humans and animals. Though they saw humans develop language, they pointed out that animals spoke too, after a fashion. Monkeys used sticks to pull insects from their mounds long before the first human shaped a tool. Though they had no ready comparison to the first human who drew on a cave wall, they countered with the question: would God have the angels adoring spiders for the elaborate webs they weave? They argued that – though life has an undeniable beauty – there should be a limit to what one adores.

Then humans created religion, and no angel could deny for any longer that mankind offered something special after all. In time, the angels learned that humans possessed the capacity to think and reason – also the awe-

some powers of denial and projection, not to mention transference. Humans appeared to love and hate, lie and cheat, blame and disassociate. Worst of all, they seemed to have no qualms about killing their own kind. Unlike animals, who knew no better, humans possessed the ability to empathize with each other, but only did so when it suited their own desires.

Jordi, master of all things that run and swim and fly, decided to rid the world of these humans. He announced his intentions to turn the animal kingdom against all of humankind. Michael, urged on by God, talked him into staying his hand. A human was not an animal, the first Archangel argued, and it did not fall into Jordi's jurisdiction to do anything about them.

THE EDEN EXPERIMENT

Humanity was dirty, cruel and small-minded – but some angels proposed that within them they must possess a certain divinity, otherwise God would not protect them.

Lucifer proposed an experiment, with which he hoped to satisfy everyone's curiosity.

The experiment would create an idyllic setting, where humans could live without wants or needs. If they could survive in paradise, then they deserved the deference of the angels; their free will would be respected. If not, then God's hope was misplaced.

God agreed.

First, Lucifer proposed, two perfect specimens would be needed, one male and one female. They would be created from scratch, since he didn't want the experiment tainted by subjects who had already experienced the harshness of ordinary life.

God created a man – whom Yves named Adam – and a woman, Lilith. He created them with the knowledge of speech to give them every advantage possible. Lucifer introduced himself to the two humans and gave them a quick primer on free will. Lilith, almost immediately, utilized her free will by asking to be excused from the experiment, causing a brief delay while God created another female. (Lucifer would catch up with Lilith later.)



This second female, named Eve, worked out much better. The two humans lived for several years in relative peace and harmony until a young angel serving Baal stepped into the experiment and tainted the young lovers with knowledge of the outside world.

The Lightbringer called the experiment a failure. God merely declared his curiosity satisfied – and called it off. If celestials could not restrain themselves from tampering with humanity in a perfect world, they did not deserve the right to tamper with humanity in any less perfect world.

Lucifer disagreed, and he and God discussed the matter for a long, long time.

nants of Lucifer's rebels set out for that place of their own accord.

God appointed Michael as general of Heaven's armies, making him the Archangel of War, and charged him with defending the Symphony against the forces of Lucifer.

AFTERMATH

Relative peace marked the first few millennia of the Fallen ones' captivity. There was no strife, but the most powerful of God's forces, the Archangels, braced themselves for a second attack.

Until the rebels were dealt with, God lifted the ban on intervention in human affairs, but warned that celestial influences should be handled with the utmost delicacy. Without God's omniscient direction, an angel's actions on Earth could easily and unwittingly end up helping the demons more than the angels.

The angels established the Seraphim Council, composed of the wisest and most divine among them. The Archangels each began to organize the forces beneath them into structures they felt would best defend Heaven and still serve the purpose originally assigned to them by God. Many Archangels, their previous tasks completed, reapplied their talents toward helping humanity.



THE FALL

The Great Division – The First Battles of the War – The Creation of the Grigori

Eventually, Lucifer rebelled from God and took almost a third of the angels with him. Heaven had never endured such a conflict before, and never has since. The ensuing chaos led to the creation of an entirely new Choir, the Malakim, formed of the purest celestials who chose to take up arms against their siblings to defend the will of their Creator.

Michael – the mightiest of all the angels – forcibly ejected Lucifer from Heaven, and the Lightbringer fell to the furthestmost edge of reality, to the place most distant from God. Yves named this place Hell. The rem-

FIRST CONTACT

The angels first rediscovered their Fallen brethren in the Marches, the ethereal lands explored by Blandine and Beleth, which humans visit while dreaming. At the far end of the Marches, opposite from Blandine's tower, a similar structure was rising. Beleth laid claim to Hell's end of the Marches. She has been slowly expanding her territory ever since.

After making their way into the ethereal realm, the rebels eventually discovered how to travel to and from their dark celestial realm and Earth. Thus came the beginning of the dark influence on the corporeal plane. Their infernal machinations spread from the nightmares of humans to their waking hours.

Some angels mutter darkly that this is when civilization was truly born.

A GLIMPSE OF THE OTHER SIDE

The Fallen angels, later to be called demons, held each other in their vacuum prison. Lucifer said nothing; he just stood and studied the tattered celestial forces arrayed before him.

"There is," said Beleth, once the Archangel of Fear, standing slowly, "a certain freedom in being empty."

"Yes," replied Andrealphus, dark angel of Love, later to be Demon Prince of Lust, steadying himself in the cold. "There is . . . a kind of pleasure in the darkness."

Slowly, as slowly as a child awakening on a Saturday morning, as slowly as the first light snow of winter falling, the demons smiled. And it was very, very bad.

OUTCASTS, OR THE SECOND FALL

Regardless of its heritage, God had plans for civilization. The Grigori, also known as the Watchers, were a new Choir created by God after the Fall to help protect humanity from the threat posed by Lucifer and his growing hordes. Toward that end, they were charged with teaching humanity how to be civilized in God's image.

The Grigori were giant beings with stout hearts, stouter spirits and minds full of corporeal knowledge. They were purposefully made to be the least divine celestials, the angels who most resembled humans in their nature. And more than any other Choir of angels, they had the ability to work within the corporeal parts of the Symphony without creating the false notes that follow other celestials in the mortal realm.

Some say their large hearts were their undoing; others blame different organs. For whatever reason, the Grigori became too sympathetic to the human condition, and quickly fell in love with humanity. These gentle angels advanced several civilizations, most notably those in the Mesopotamian valley and the South Americas.

The Grigori began bearing and fathering children, most of whom seemed normal and a few of whom were even angelic. Additionally, there were some children whose natures could not be identified. One in five first-generation Grigori children were monsters, diabolical creatures later labeled the Nephallim. They had the giant statures of their angelic parents, but without that essential spark of divinity. The Nephallim killed their parents and siblings, razed their villages and began to form marauding bands on the perimeter of civilization.

The angels of David stepped in, slaughtering all the Nephallim they could find and detaining all the Grigori. For their troubles, the Grigori were banished from Heaven. The few watchers who had survived their children were scattered across the globe, Outcast and abandoned.

No one knows what happened to the last of the Grigori. Lucifer's increased meddling provided the cover under which they escaped celestial scrutiny. Being undetectable by celestial means, they may even survive to this day.

THE STALEMATE

New Archangels – The Rise of New Demon Princes – God's Ineffable Plan – Lucifer's Inscrutable Motivations

The angels and demons spent centuries fighting bloody and brutal battles across the face of the Earth, with few actual results beyond piling up a great many bodies. Quickly, both sides realized that it was in no one's interest to damage the Symphony any more than it had already suffered.

While some, like Belial, saw no problem with burning something down rather than letting an enemy have it, the majority of the Superiors on both sides of the celestial realm instructed their Servitors to use great delicacy when altering God's plan. After all, it would be a pyrrhic victory for Heaven if they beat back Hell by destroying humanity. Similarly, the demons wouldn't prove anything by wiping out the stakes they fought over.

Michael, the most unrepentingly militant of the Archangels, refused to slink into the darkness of a shadow war. Dominic had Michael brought before the Seraphim Council and tried him under charges of treason against Heaven for breaking the new limitations on corporeal activity and for taking such pride in doing so. The Archangel of War, Dominic argued, sought war against the demons not for the glory of God but for the glory of fighting. God intervened, pardoning Michael in exchange for his valiant and selfless efforts under Heaven's banner. Although vindicated, Michael grew disgusted with politics and stepped down as general of Heaven's armies, letting Uriel, Archangel of Purity, ascend to power instead. Uriel, a friend of Dominic's, was better suited for the kind of conflict that characterizes the war as it exists today.

That's how Heaven and Hell started the first cold war. The celestial stalemate continues to this day, each side making small jabs at one another, never anything large enough to justify an escalation, though counterattacks often occur. Of course, there have been several notable exceptions to this pattern.

RELIGION

Humans had always fallen back on delusion and denial to create the illusion of security in their lives. Yves learned early on that religion proved a powerful tool in persuading humanity to "be good." The demons soon discovered that with an artful twist or two it also provided excellent excuses to "be bad," though all in all religion has helped humanity more than it has hurt it.

Saminga was the first demon to warp religion for his own gain, rising to power for his work among the ancient Egyptians. Magog, a servant of David, helped accelerate the collapse of the Egyptian empire before engaging Saminga's demons in open warfare, which was forbidden then as it is today. Magog Fell soon after. He and those loyal to him were entombed beneath the sands of Egypt by David, with the help of Khalid, the Angel of Faith. Magog is to remain imprisoned until Armageddon, at which point the angels and demons may once again fight openly on the Earth.

Uriel had his hands full promoting and protecting what eventually became the Roman Empire, riding herd over the growing number of pagan gods who grew increasingly impertinent as their power rose. The pagan deities were beings formed from the stuff of dreams, born in the Marches and fueled by the worship of humanity. Some of the pagans, it was suspected, were almost as strong as a lesser Archangel. The Seraphim Council finally ruled that this would not do.

Yves, in pushing humanity toward its brightest possible future, saw that religion gave people strength in times of weakness, and suggested that the other Archangels promote monotheism as a way to offer humanity strength without feeding the pagan gods at the same time. Eli made a great deal of progress with the prophet Zoroaster, and saw his teachings spread as Persia grew. The Archangel of Destiny watched for four decades, then he acted.

With the help of Gabriel and Raphael, in ways that are even today not all that clear, Yves grew Christianity in the blink of an eye. It consumed the worship that had been the source of power for many pagan gods. These rival deities, cut off at the knees, lost a great deal of influence as their modest Tethers were rechristened as temples to God. Many of them fled to the side of the demons, while others fought to retain what few worshipers remained faithful to them.

Heaven was bolstered by the success of Christianity. As the Roman Empire accepted Christianity so, too, did Uriel, proclaiming himself the patron Archangel of Christianity, endorsing its values as the proper way for humanity to live. Archangel Dominic also let it be known that he supported Christianity and its virtues, especially



as a way to reduce the power of the pagan gods while keeping humanity in line.

THE PERSECUTION OF GABRIEL

Shortly thereafter, Islam was born. Gabriel, under Yves' instruction, brought the Koran to Mohammed, who united all of his countrymen under worship of Allah. Soon, the forces of Islam and Christianity were in violent conflict. Many angels viewed this as a disaster, particularly Uriel and Dominic, who proceeded to persecute



Gabriel as far as they could. The fact that Yves instigated the process did not matter – Gabriel, one of the most ancient and trustworthy of angels, was blamed.

Dominic declared Gabriel heretical and insisted the Seraphim Council mount a trial, just as Michael was detained before. Loyal Gabriel cracked beneath the questioning of the Archangel of Judgment, growing more and more bitter and irrational as the trial went on. Even though Yves intervened and pressured Dominic to forgive the Archangel of Fire's "indiscretions," Gabriel stormed away and set up camp inside an active volcano

between Heaven and Blandine's side of the Marches. She and her Servitors still put on disdainful and defensive airs around angels who belong to Heavenly society proper, and Gabriel still clearly displays her instability even on her best days.

THE PURITY CRUSADE

To express his devotion to his Word – and as an attempt to unite Heaven's increasingly divisive Superiors – Uriel called for a crusade to wipe out the pagan gods and all creatures of myth. His plan was to begin on Earth and then harry the ethereal escapees through the Marches.

On Earth, he and his angels slew the dragons, the fairies, the unicorns and the giants. After that, they went to the Marches, where they slew all the pagan gods they could get their hands on and the remaining creatures of myth. Many of the hunted took refuge in Beleth's end of the Marches, near Hell, while others fled to the distant corners of the Far Marches.

Stopping Uriel just short of totally razing the peaceful dreamscapes of Blandine's realm, the Seraphim Council ordered him to their presence. Before any verdict could be rendered for or against the Archangel of Purity, God once again intervened in celestial politics and Uriel ascended to the higher Heavens. He has not been heard from since.

The leadership of Heaven's armies was given to Laurence, a young angel who had sat at Uriel's right hand. Like Uriel, Laurence was a booster of Christianity, and all but a few angels found him acceptable. Khalid, who'd distinguished himself as a clever officer in David's battles against Magog, thought himself the better candidate for promotion. Shortly afterward, Khalid declared himself the patron of Islam, and soon grew to become the Archangel of Faith. It was many centuries before Khalid deigned to influence his human charges enough to cease their onslaught against Christian territories, and some suspect that he still regrets his forbearance just as Jordi still regrets letting humanity survive in the first place.

LEGION

A Shedite named Legion developed the ability to possess multiple humans at the same time, controlling their acts in unison. As his power grew, so did his abilities, until he was capable of turning any human within a mile into his mindless slave.

For the first time, the powers of light and darkness worked together to battle a common enemy, but Legion proved too powerful to be defeated, even by the combined strengths of many of the Superiors of the day. Only



the sacrifice of Raphael, the Archangel of Knowledge, stopped the monster in the end. While Hell suffered a great many casualties in the assault, none were as noteworthy.

Raphael's death shattered any illusion that Heaven might still have had of ever negotiating a truce, for Legion was a foe who could not be reasoned with and, in the end, was only beaten back by the self-sacrifice of one of God's most beloved.

12

HISTORY

IN THE END

In the last few centuries, the Archangelic host has not grown significantly, unlike their infernal counterparts, the Princes, who now greatly outnumber them.

While the value of human life seems to be higher than it ever has been before – at least, in what's called Western civilization – humanity seems less inclined than ever to aid the angels in their struggles. Add to that the greater difficulties involved in keeping a divine presence secret from humanity and the angels have a daunting challenge. Only their undying contempt for the demons and universal need for acceptance by God and each other keep them going through the darkness, looking for the light.

Most shockingly, Eli, the Archangel of Creation, now promotes looking for the light in different ways – ways that remind people of the Grigori. He's abandoned his celestial cathedral and thrown himself into earthly life, letting the Symphony take him where it may. Perhaps predictably, this has provoked Dominic, who has again opened up the Heavenly Inquisition against one of the first angels and his Servitors.

The War, like a fire, continues to smolder, flaring up at times before dying down again. One day, enough fuel will be added to just the right place at just the right time and all will be consumed. This is taken as fact by most angels – the War will end, but no one believes it will be any time soon. Still . . . the day will come.

Gabriel, one of Heaven's most loyal and most persecuted Archangels, holds a mighty relic, a great golden horn. One of its many names is the Trump of Doom. Under specific conditions, she may blow this horn. If she blows it seven times in sequence, following the instructions she was given long ago when she was the Divine Messenger, it will usher in Armageddon, the Symphony-shattering final battle for the souls of humanity.

Gabriel has actually blown her horn more than once before, but never has the sequence of seven blasts been completed. Always, Armageddon has been averted.

The Archangels don't want to begin the escalation that would lead to Armageddon . . . not when they're uncertain of the outcome. Though the average angel is stronger than the average demon, Lucifer's strength lies in his numbers. If the final battle were to be fought today, the Diabolicals might just win. The Archangels do a lot of posturing, claiming that they can't lose since God is on their side. But as their closest confidants and favored servants know, even some Archangels question the outcome of the final conflict.

Knowing that similar doubts keep the more militaristic Princes from razing Heaven is of little comfort. All the angels can do is hope, and pray, and keep faith that everything might turn out all right, in the end.

THE ANGELIC MIND



13

THE ANGELIC MIND

IN THE SHOES OF ANGELS: ROLEPLAYING THE HOLY

*How charming is divine philosophy!
Not harsh and crabbed, as dull fools suppose,
But musical as is Apollo's lute,
And a perpetual feast of nectar'd sweets
Where no crude surfeit reigns.*

— John Milton (1608-1674)

In Nomine offers the opportunity to get inside the head of an angel, to explore *divinity* as a character trait. In angels who walk among men, divinity (literally “god-likeness”) often conflicts with humanity, as the creatures of Heaven learn to live like the creatures of Earth.

While players know what it's like to be human – to love, to fear, to doubt, to question – some elaboration might help on what it's like to be a little more like God.

ONLY ONE RULE APPLIES

Angels are individuals, even if they aren't the individualists that the demons are. Beyond the danger of dissonance (which an angel ignores at his peril), angels are free to act however they please, and think about whatever they like. Some angels spend their days floating amongst the clouds, playing a harp and thinking placid thoughts about recycling. Others spend a lot of time rubbing their vessel's bruised knuckles in dark alleys, contemplating the relative merits of a jab to the nose or hook to the ribs.

There is only one code, one absolute purpose that binds all angels by a common thread: serve God; make the Symphony strong. Beyond that, each angel serves his divine purpose in ways that are unique, and some ideas of holy service flatly contradict each other.

This chapter describes some of the more common traits of angelic behavior, and the reasons behind them. Each point covered holds true in a general sense for all angels, but some Choirs, and the followers of some Superiors, are notable exceptions.

DIVINITY AND IDENTITY

God can't be selfish, self-centered or self-absorbed. God is *everything* – the name Yves gave to the consciousness of the universe itself. Unselfishness is an important part of divinity. At the opposite end of a long spectrum are the demons, each a lonely symphony of their own, existing within the larger one. And demons rarely care about anything beyond their own skin.

Everything else sits in between. Humanity is the most remarkable, capable of real *identity* and real *empathy* at the same time. Humans at their best have a strong individual streak complemented by a strong sense of the world around them, and of the people that are important to them.

This is a trick that most angels have trouble with.

SELFLESSNESS

An angel is a vital engine of reality, an instrument most fulfilled when its song blends perfectly with the Symphony, adding to its strength without detracting from the Big Picture. (By contrast, a demon can be seen as the jerk in the third row shouting “FREEBIRD!” at the conductor and laughing his head off.) Angels are much more aware of their place in the grand scheme of things than are humans. That makes them less occupied with themselves.

This is a double-edged sword when dealing directly with humanity, which is why the more divine Choirs (the Seraphim in particular) have such trouble doing so. An angel belonging to one of the “higher” Choirs, or one who hasn't been among humans in a long time, will likely retain a concept of sympathy that can seem cold to human eyes.

A comparative example: when humans see a woman crying, they see a *person in pain*. When an angel sees a woman crying, he sees a wound on the fabric of the universe, a jarring note in the Symphony. Because an angel is truly aware of the depth and breadth of reality, he tends to view any given human as an abstraction. Relating to a mortal as an individual can require real concentration, and a serious shift in viewpoint. More importantly, angels to some extent see *themselves* this way . . . less as individuals, and more as one part of the greater whole that is the divine Symphony.

Even Cherubim, who can devote themselves entirely to a single person, often remain blind to that person's real feelings, seeing human well-being in terms too simple and broad to really be human.

Angels that spend a lot of time working at the corporeal level are more sensitive to the individual, and more aware of their *own* identity, as well, but that's something that even a Mercurian has to learn, first time out. The more time that angels spend around humanity, the more human they become . . . this is what brought the Grigori down entirely, and it's caused many an incautious angel to Fall. To succeed on Earth, an angel must learn to walk a careful balance between staying too distant to understand those he is trying to save, and getting so close that he becomes in need of salvation himself.

When designing an angel for play, consider carefully just how much of a sense of self – and a sense of others as individuals – the character will have. The angel's Choir and previous experience among mortals will give a rough beginning, but the angel's own motives and personality determine the final picture.

CONNECTION TO ALL

Angels (and the Fallen) are creatures of *concept*. Where a man is content just to find meaning in the world, and maybe mean something good to someone else, an angel needs to *embody* meaning, to become the manifestation of an idea. Humans yearn for connection with one another, with the world . . . but angels make the songs that sing through every heart.

SIMPLICITY AND CONFIDENCE

Angels aren't as personally complex as humans. Perhaps more important, they don't have the *need* to be complex that most humans seem to have. Angels love simplicity, and often the older and more powerful an



angel gets, the simpler he becomes. Remember that the angelic idea of social climbing boils down to "become the embodiment of a single, abstract notion."

It's a gentle curve that begins when an angel first comes into being – the first few years of a young angel's existence are spent in a state of ravenous curiosity that is ultimately satisfied as the angel learns that he is very much connected to *everything*, and that every action he takes sings out into the Symphony, forever. Angels tend to be very personally secure because they learn at an early stage of development that they're *very important*, that the tiniest waves they make are never truly absorbed by the oceans of reality. Every angel's actions are immortal. Only when an angel performs some harmful act does his confidence become shaken – and that can become a great tragedy.

In their early days of exploring, each angel finds a handful of concepts that resonate with personal importance. Throughout an angel's life, those concepts shape

THE ANGELIC MIND



his personality and outlook . . . Most Word-bound angels will say that they gained their fascination with their Word while still “earning their wings,” so to speak.

When building the personality of an angel character, take some time out to “remember” those early years . . . What first sparked the need for discovery in the angel, and how did he pursue it? Use that as an anchor to eliminate indecision, to simplify the character’s outlook. When a question arises that is a real poser, make it an issue of comparison . . . David, on those rare occasions when he doubts, sees things in terms of rocks and stones. Every angel, to some extent, does the same thing, and it gives them strength in simplicity.

HOLINESS AND LOVE

Angels act out of love: love for God, love of their Superior, love of their Word. Some act out of love for humans; others out of love for beauty. Some just love a good fight – but *all* angels burn deeply with passions, warm and luminous. Angels are rarely really bored (though some work hard to experience boredom), because they’re always, *always* loving something.

This, again, has a strong affect on how others perceive them. It makes it *very* easy for a demon to hate an angel . . . because when all you care about is yourself, there’s

nothing more *irritating* than somebody in love. The human reaction to this will depend greatly on how things are going at the time for the human. Any person who is currently tapped into his own great passions tends to “click” more easily with angels than someone who has a hard time noticing the world that’s beyond their own skin.

DEFINING PASSIONS

The Cherubim are the clearest examples of how extreme and *simple* an angel’s love can be, and how utterly unconditional. A Cherub, once he is bound to someone, will be devoted to their safety, comfort and happiness – but all of the angels, down to the most antisocial Malakite, possess this same immense capacity for intense, unquestioning love. In each angel, it manifests differently.

Determining exactly what an angel most loves is an important part of defining that angel as a character. It’s a good idea to make a mental checklist:

- ✧ Is the angel Word-bound, or directly serving a Word-bound angel? Since most player-character angels are assumed to serve an Archangel directly, the answer is usually “yes” to some degree. Angels love what their Words – and the Words they serve – are about. Angels of Janus, for example, don’t just *serve* the concept of chaotic change, they *love* chaotic change. It excites them, it gets them going, and that means *more* of it tends to happen when that angel comes to town. Angels, as a rule, shouldn’t treat their Word, or the Word of their Superior, as a job – they should treat it as a driving passion. As with humans, though, some angels aren’t too vocal or expressive about their passions. With some, it burns quietly inside, but it still burns deep.

- ✧ Who are the angel’s friends among the celestials? Some angels are loners – they keep to themselves and their work, and team up to serve a cause, not to be chummy. (Find a Malakite of Laurence for a good example; just don’t *bug* him while he’s *busy*). Other angels have lots of friends, not just among other angels, but among the saints and spirits and others . . . And when an angel calls someone “friend,” it has a rare, intense quality. Angels love their friends often as much as they love their Words . . . keep in mind also that Word-bound angels tend to choose friends that exemplify the concepts that they embody. In this sense (and in many others) angels are actually simpler than humans.

- ✧ Who are the angel’s friends on Earth? Same question, different type of answer. Angels make friends among humans for a variety of reasons . . . Sometimes, it’s a life they’ve saved. Sometimes, it’s somebody who helped them understand humanity a little better. Angels



tend to love these people just as fiercely as they love anything, but – depending on how open they are about their celestial nature – that might be something they keep hidden most of the time, taking quiet joy whenever they see a human they care about achieve something good, or get through a rough spot in their lives.

✧ What places and things does the angel love? An angel can fall in love with a city or orchard or *sewer* in a way that doesn't make a lot of sense to many humans. The perspective of the divine is sometimes so large and abstract that angels find symbols hidden in the landscape that have no real meaning on the human level, but that are a source of awe and peace to a celestial – or at least, to that particular celestial. The same can go for the simplest of ordinary objects. This is a very individual trait; maybe your angel loves an old firehouse in Chicago; maybe he loves snow.

✧ What about Choir and Superior specifics? If your angel serves Jordi, what animals, in particular, bring him the most happiness? Is there a city zoo that he visits regularly? Is there a nest of eagles that he's taken under his wing? If the angel is an Ofanite, where does he most enjoy cutting loose with speed? If he's a Mercurian, what social group does he most enjoy hanging out with?

HARMONY EVEN IN DISSSENT

Angels seek to avoid Dissonance, not just in the *mechanical* sense, but in every sense. Angels are pro-Symphony, and that means that every song must blend

with every other song to create one strong, powerful force. Every instrument must work in harmony with every other, and angels are instruments.

Angels don't always agree with one another. Some angels are mutually hostile! But every angel with a few centuries under his belt comes to a basic realization: God made it all, everything, and it's all here for a reason. When two angels disagree, and they know it, they rarely conflict directly. Rather, the first course of action is to avoid one another – to blend back into company where harmony is maintained for each. Heaven has some of the positive and negative qualities that we associate with any powerful hierarchy – one of those is a chain of command, through which any suggestions for change must be filtered. This can be frustrating to an angel (or a group of them) that has a revolutionary idea that would *work*, but any other approach sends discordant ripples through the Symphony – and nobody in Heaven wants that.

ANGELS AND HUMANITY

The views and behavior of angels change over the centuries . . . angelic society evolves. There are genuine *philosophies* among the angels, competing schools of thought, trying to work out the meaning of it all. To really understand this would be very sobering to many of the faithful on Earth, who take comfort in the knowledge that Heaven has all the answers. Its inhabitants don't, and they have argued just as fiercely over the questions as we have.



One issue that divides the heavenly schools of thought into distinct "camps" is mankind's direct knowledge of the Divine. Some hold that if all the Heavenly Host were to appear before mankind, revealed in total glory, mankind's pact with Heaven would grow so strong that Hell would lose every foothold, and the War would become a foregone conclusion. Others feel that such an act would doom Heaven's cause, opening up old fears too fast to prevent a panic, forcing people inside, cowering, to rely on Nybbas' latest broadcast to explain it all before Beleth welcomed them, confused, to their beds . . .

The only thing that the angels agree on is that it would likely bring the War to a premature end, for better or for worse, and that it's likely not worth the risk. The consensus is that some degree of secrecy is essential, at least right now . . . And so the angels walk among man protected by a cloak of the mundane – most of the time.

OTHER STICKING POINTS

The role of humanity is the focal point for a number of other philosophical debates apart from the issue of secrecy, and some of these debates drive hard wedges between otherwise compatible angelic thinkers. Here are a few of the major issues:

The Importance of Humanity

Most angels love humans. The War is, after all, about *them*, more than anything. It's a fight for the hearts and souls of Man. But the love of humanity is not entirely universal . . . While some angels see humans as the ultimate solution to the War, holding powerful keys for Lucifer's defeat, others see them as the *cause* of it all, a symbolic prize that has tempted both sides into needless conflict. Still others think of humans as nothing more than the agreed-upon token of victory, believing that the War is about something higher (or lower) than the fragile mortals.

The Perfection of Man

There is a school of thought that holds that mankind is God's most perfect creation. Clearly, humans possess a balance of qualities that blend the angelic and demonic extremes in interesting ways, and this is pointed to as evidence. Proponents of this kind of "humanism" point out that humans were created last. After Yves, after the Choirs, after the spirits and beasts and plants came into being, came Man. Therefore (or so the argument goes) Man is God's most perfect creation, since Man was the final entry into the race. Many quickly dismiss this by insisting that God is perfection and always has been, and that it is ridiculous to suggest that his creations represent *improvements* over time – you can't improve on perfection. But the perfection of God, too, is a subject of some heated debate, so that point rarely silences the argument. Instead, it tends to just pull it away from humanity for a while.

Another, related issue is the *perfectibility* of Man. If man *isn't* perfect, does he have the potential to become so? Is Divinity beyond Mankind's grasp? This is one issue that Heaven's resident Saints, Bodhisattva and others tend to take a very active voice in . . .

People as Weapons

This is an issue of great concern to the Seraphim Council, particularly among Archangels active in the planning of the War, but it is argued from the highest thrones of Heaven to the lowliest hell-holes of Earth. Are humans to be sheltered from the War, or forged into an active weapon? Some angels dislike the concept of Soldiers entirely, and some are even uncomfortable with the idea of enlisting the aid of human servants. Angels disinclined to use humanity as a fighting force tend to see humans as something that should be kept away from the War entirely. They also believe (and vocally suggest) that angels working on the corporeal level should put forth their best efforts to keep the War away from humans, as well . . . believing that the Fallen mingle closely with

humans because human settlements are a battlefield that gives Hell the advantage.

Every angel stands on different sides in each of these arguments, and your angel's opinions of humanity are an important part of his personality. When you create your character, consider both his positions and his *reasons*, and how strongly he sticks to his guns. Some angels remain entirely apathetic about humans; others see them as the primary reason for angelic existence.

Can We Kill Them?

An important philosophical point for an angel is human mortality. Specifically, can *we*, the angels, kill humans who seem to need it? This is not a debate about disturbance to the Symphony, but about the "right" behavior for a servant of God.

Some say "you bet! Evil mortals should be destroyed lest they harm and corrupt the good! Send them to Hell!" Others point out that a living mortal might repent, but a dead mortal can never get closer to his destiny, and is a gift to Hell . . .

Armageddon

The angels don't set off Armageddon for several reasons, but the reasoning behind the reason depends on the angel you ask. Some angels, were it left to them, would storm Hell tomorrow. Still, what holds the Host back is that:

✧ In a slugging match, unless God intervened, they'd lose. The demons are more plentiful and in total, more powerful. For the angels to *assume* that God would intervene is, depending on who you ask, (a) a necessary component of faith in God or (b) hubris bordering on madness.

Note that most angels would sacrifice themselves without a thought to serve the higher good that is the Symphony, but few court their own needless destruction, and *none* want to trigger a battle that could lose the War. (But then, is it faithless treason to contemplate the idea that God's side *could* lose?)

✧ Armageddon would destroy Earth as we know it, and most mortals. This would be (a) unimportant in the greater scheme of things, (b) the callous sacrifice of everything the angels have fought for, (c) the fate and destiny of Earth and the mortals, or (d) a much-overdue housecleaning.

✧ God has not commanded it. This means that (a) it shouldn't even be considered or (b) the angels are supposed to use their free will and decide for themselves.

Free Will

This questions holds more complexity than most, for the celestials as well as humans. A typical discussion of it might go like this:

Angels have free will. Don't we?

Of course we do. We can Fall.

Those who Fall were fated to do so. They played their part. They were fated to believe they had free will, and that they were doing as they wished.

Does that mean that the selfish demons have free will, but we do not?

Everything they do is part of the Divine Plan, too. The demons are the part of the Plan that opposes, so the rest may grow stronger.

But if *everything* is part of the Divine Plan, what is the point of any part of it growing stronger? If the Plan is as it is, perfect and unchanging, what use is all the suffering and struggle?

We don't understand. It's ineffable. You were fated to ask that question.

(At this point, if in celestial form, one angel usually remembers urgent business elsewhere. If corporeal, crockery is thrown.)



CHOIRS



20

CHOIRS

FACETS OF THE DIVINE

God, in His infinite goodness, has never asked anyone else to be perfect.

Divinity – or perfection within the Symphony – shifts with kaleidoscopic grace, yet remains true to itself in all ways. From one perspective it takes the shape of a flaming sword; from another, it is a caress brushing away a tear from another. Divinity encompasses compassion and discipline, truth and tact, devotion and independence, fury and grace. All at once.

Lesser beings can encompass only a morsel of the divine nature. That's all that is asked. God bestows this grace not only on those He served to create, humanity, but on those He created to serve, his angels.

No angel is expected to encompass the divine, to even brush the hem of that which is perfect. Each must simply strive to reflect a single facet of divinity – their note in the Symphony. Even the mightiest Archangel represents no more than a droplet of rain, following gravity's course toward the ocean that is divinity. And yet he will have fulfilled his destiny, should he make his tiny splash upon its surface.

Choirs represent all of the angels who focus upon the same divine facet. Divinity casts off countless reflections, and countless Choirs may exist, but seven represent the major themes of divinity. Those seven – the Choirs represented in *In Nomine* – will be discussed in this chapter.

Regardless of which Choir claims his nature, an angel must remember that it represents far more than the celestial abilities bestowed upon him. It represents his goal – the single point of perfection that he must strive to achieve through all his trials in Heaven and on Earth. His resonance and other celestial abilities stem from this effort.

As for the other facets of divinity, an angel should not tempt his fate by ignoring, much less flouting, what is right from other perspectives while remaining true to his own. But many do. Even those who hold themselves to the highest standards often find that they must choose between conflicting goods. It's not easy being celestial.

CHOIRS AND THE INDIVIDUAL

As mentioned elsewhere, Choir natures – particularly where they apply to personality – define general trends. Individual members of a Choir can, and should, deviate at least a little from the average. Angels are not as individual as humans, but they're not clones, either.

ON THE NAMING OF ANGELS

Every angel has a unique true name, a name that describes the essence of that angel. Sometimes the name is given at the angel's creation – is, in fact, a part of that angel's creation, describing the creator's intent. Sometimes an angel's creator prefers to let the new angel find his own name. This rarely takes long; a new angel, exploring himself and Heaven with delight, will quickly know what he is and wishes to be. Not all angels live up to their names, but all angels try.

It is not unknown for an angel to change his name, but it is very rare, signifying a fundamental change in that angel's nature. Many angels took different names when they became Malakim, for instance. And often, angels change their names when they Fall.

Of course, the names of angels are all words or phrases in the divine tongue, which cannot be spoken outside the celestial realm. Therefore, any angel who visits the other realms will be addressed by a translation of his true name, or an important word in his true name. It is understood that this *is* his true name, as closely as it can be expressed outside of Heaven. Suppose, for instance, that a Seraph's name (in the heavenly tongue), means, as closely as we can understand it, "Adoration of the Crown of God." That Seraph might choose "Crown" as the key word, and a translation of "Crown" would be his true name in the corporeal realm. He might use the Hebrew "Atarah," the Greek "Stephen" or the Latin "Corona." For that matter, he might use the English "Crown" – it's uncommon, but not an impossible name. He might prefer one of these; he might answer to any of them.

Temporary "role names" for corporeal use (whether used with actual Roles, or just as tags for vessels when dealing with mortals) are different. Seraphim, always compulsively truthful, will still insist on using a variant of their real name at all times. Other angels (as described for their particular Choirs) have different things in mind when they pick temporary role names.

Many resources are available to those naming angels. Most dictionaries have sections on names and their meanings, and "baby books" usually tell what names mean. There are also some excellent resources on the World Wide Web. Links to some of these can be found at the *In Nomine* site, www.sjgames.com/in-nomine.

Obviously, certain combinations do not work: a Seraph who uses his Fast-Talk for more than minimal evasions of the literal truth is well on his way to becoming a Balseraph. But other, odd combinations can be explored: nothing explicitly prohibits a Malakite from having a sense of humor, for instance.

SERAPHIM

THE MOST HOLY

"And one of the Seraphim flew unto me, and he had in his hand a glowing coal, which he had taken with the tongs from off the altar; and he made it touch my mouth, and said, Behold, this hath touched thy lips; and thine iniquity is taken away, and thy sin expiated . . ."

— Isaiah 6:6-7

In thought and deed, this most divine of Choirs stands closest to God. Consequently, they have the most difficulty dealing with mankind. Occupying the highest stations in Heaven also means they have the farthest to Fall.

Dominic and Michael represent the Seraphim among the Archangels. Those who say all truth is subjective point at the vast disagreements between these two Superiors as evidence. The Seraphim agree (amongst themselves) that knowing what the truth is and knowing how best to act upon it are not the same thing.

These celestial nobility demand respect, and strive to be worthy of it, but aren't infallible. Lucifer was a Seraph.

Some Famous Seraphim

Abdiel, the first of Dominic's Seraphim to lead a Triad to Earth; Jael, Angel of Covenants; Jehoel, the Seraph who created the Trisagion and leads the Trisagionists (see *The Trisagion*, p. 25); Nathanael, Angel of Punishment, Gabriel's greatest Seraph; Metatron, the first Archangel that Lucifer destroyed; Seraphiel, Angel of the Inquisition, the highest Heavenly judge next to Dominic himself (and he is, if anything, *harsher* than his master).

NAMES

Seraph names often are rooted in a name of God, and they like the cadences of Hebrew. The "-el" suffix ("of God") is common in angelic names, but most so in this Choir.

Seraphim *cannot* use an alias in human society. They may consent to "shortening" their angelic name; Zebadiah might be persuaded to go by "Zane." But he will never say he *is* Zane. Instead, he will use Seraphic evasions . . . "I go by Zane," or, "People call me Zane."

Sample Seraphim Names

Typical true names include Amedee, Ariel, Dielle, Elizabeth, Jahaziel, Manuel, Omparkash, Peniel, Theodore and Zebadiah. On Earth, a Seraph named Amedee might go by Amy, Dielle by Dillon, and so on.



TRADITIONAL DUTIES

Seraphim do much more than conduct celestial truth tests, especially since their very presence on Earth tends to keep other angels honest. They are respected for their wisdom and insight, and it is their advice other angels seek when in doubt. In a mixed group of angels, Seraphim don't always assume overt leadership, but rarely will a plan proceed without their approval. Archangels send Seraphim on an assignment when they want things done by the book. Their presence lends a high degree of moral authority to any mission.

Seraphim tend to be highly perceptive. They're usually not oriented toward the corporeal side of things, though there are notable exceptions (such as Michael!). With their resonance for the truth, keen insight and information-gathering attunements, Seraphim can make excellent detectives. Their low tolerance for pretension, falsehood and immorality, on the other hand, make them lousy diplomats. Seraphim are usually poor choices for assignments requiring finesse, but given their usefulness when dealing with mortals, they may be assigned such tasks anyway, with a more suave angel along to help with social situations.

Seraphim are also the "internal affairs" officers in every Archangel's hierarchy. How vigilantly they monitor their fellow Servitors depends on how concerned (or paranoid) their Superior is about such things, but all Seraphim keep an eye out for signs of dissonant behavior. If a Superior is afraid one of his angels may be in danger of Falling, he usually sends a Seraph to investigate.

Seraphim also judge disputes between an Archangel's Servitors on Earth. The ruling almost always is accepted, since the alternative would be to bring the matter before the Archangel. Archangels hate settling squabbles.

CELESTIAL DUTIES

In Heaven, the Seraphim are judges and mediators. While lesser angels handle many of the mundane chores of running Heaven, Seraphim are Heaven's nobility. Put in a more modern context, they are management. The lowest-ranking Seraphim are usually in charge of minor administrative tasks, such as fielding requests from angels who want an audience with their Superior (and trying to deal with their problems first so an audience isn't necessary). The most important Seraphim are on the

Seraphim Council, which consists almost entirely of this holiest of Choirs (with the addition of the Archangels and a few ancient and wise members of other Choirs). The Council, presided over by Dominic, tries angels accused of capital crimes, awards Words, hears accusations against Superiors and makes decisions that are binding even on Archangels. Most of the voting members are ancient angels who witnessed the Fall.

They are also sometimes consulted before Superiors embark on a campaign with far-reaching consequences. The very oldest Seraphim are considered to have the greatest understanding of the mind of God, next to Yves

himself, and if the Archangel of Destiny has not offered a yea or nay, then most angels hold the opinions of these elders next highest in regard.

It is very rare for younger Seraphim to be invited onto the Council nowadays; it is far easier to get a Word than to become a voting Council member. Every Archangel has his own circle of advisors, however, and most of them are Seraphim. They, too, are usually elder angels with much experience, but anyone who shows great wisdom may become so favored. Archangels keep a special eye on Seraphim who perform their Earthly duties successfully, as they are on the front lines of the War and may gain insights not available to more ancient celestials who spend all their time in Heaven.

The Seraphim are also known as the Trisagionists, because traditionally they are responsible for reciting the Trisagion ("Holy, Holy, Holy!") around the throne of God (see *The Trisagion*, p. 25). This is an ancient ceremonial duty, and while the Seraphim Council always opens and closes each session with this intonation, only a few Seraphim are chosen for the honor of reciting the Trisagion on formal occasions, like a celestial honor guard. Trisagionists serve for an indefinite period of time, but it may be centuries. They are rarely Word-bound (maintaining a Word interferes with other duties), and almost never assigned Earthly missions, except when an Archangel (or, even more rarely, God) stages a divine visitation of Biblical proportions (with "multitudes of angels, singing on high"). Trisagionists are non-voting members of the Seraphim Council.

TYPICAL ROLES

On Earth, Seraphim are often found in the legal profession, especially Seraphim of Judgment. A judge Role obviously suits them, but those angels able to reconcile



their divine resonance with the need to suffer the world's myriad deceptions and compromises make good lawyers as well. They tend to take Roles that give them positions of leadership, but which limit their worldly exposure. Seraphim don't do well as politicians, but they are often behind the scenes as advisors. In the corporate world, they like to be executives; in the military, officers.

Although most Seraphim prefer high-Status occupations where they separate truth from falsehood on a daily basis, some adventurous sorts prefer to go looking for the truth. Their resonance makes them excellent investigators (if they have a partner who can handle interactions with people) and journalists (almost always print journalists; few of them can stand to work in television).



SERAPHIM AND HUMAN SOCIETY

To the Seraphim, mass media is a barrage of lies and deceptions, fraudulent claims and simulated emotions, all screeching across the Symphony like nails on a chalkboard. They can't fathom humans' desire to be deceived. To them, immersing oneself in the media-driven pop culture is like wallowing in a cesspool and loving it.

Likewise, while they respect and value a just legal system, the current condition of law in many cultures drives them mad. Seraphim believe that courts should be engaged in the business of uncovering the truth, not seeing which side can sway the judge and jury by whatever means necessary. They are staunch advocates of legal reform, but few can stomach the battles required.

Seraphim *do* understand imagination, although most don't have much themselves; they don't regard storytelling as "lying." Many of them enjoy the arts, even literature and theater. But only honest effort and sincerely recognized talent please them. Pretentiousness, and creativity in the pursuit of profitability, is a blemish on one of the greatest gifts God gave mankind.

MORE SOPHISTICATED USES OF RESONANCE

Seraphim can see more than obvious lies of the spoken variety. Their sensitive resonance can pick up disturbances in the Symphony left by other forms of deceit.

When a Seraph invokes his resonance, it will apply to the next person to "speak" in his presence. This speech may be non-verbal – see below. It could be someone on television, or even someone whose e-mail pops up on his computer screen! (If so, apply the check digit penalties from *In Nomine*, p. 57.) This may not be the person the Seraph *intended* to examine; good timing helps.

Everything that person says or *does* for the specified number of minutes will be checked for truth. (The Seraph may not use his resonance on another person before then. He can only "review" a single person at a time.) When the time expires, the check digit is applied to all statements *and* actions that took place. But any significant lie will be pointed out as it occurs, if it's important – the Seraph does not have to wait until his resonance has expired to be warned of dangerous lies!

This means that if the target fakes a limp, gestures toward the wrong door, shakes their head "no" when the truth is "yes" or hands over a counterfeit bill knowing it to be fake, those are "lies." A Seraph might even see right through a master spy's disguise. Think of someone wearing a fake police uniform as always in the process of stating, "I'm an officer," or someone actively passing fake currency as stating, "This is a \$20 bill." These non-verbal lies are not enough to *trigger* the resonance unless they are directed specifically at the Seraph. Passing a fake \$20 to the Seraph will direct his resonance at you, if he has activated it. Passing it to his companion will not.

Apply the Seraph's resonance to the whole collection of spoken/written lies and non-verbal deceptions. Unless the check digit is 4 or better, this won't pick up every lie or deceit the target presented during the resonance's effects – just the greatest one. Someone disguised as the President would have to tell a huge lie to not have the costume register as what "he thinks is most false," though!

On a high check digit, the resonance effectively detects every lie – verbal or otherwise – by presenting the Seraph with one or more versions of the unvarnished Truth. (Usually, every lie need not be cataloged, though they could be if the Seraph thought the particulars needed attention. The resonance simply "filters" the lies out of his perception, unless he mentally notes each one.)

An important point is that the Symphony does *not* register a vessel as a deceit. A vessel is the corporeal manifestation of the celestial who owns it, as is the host for a Kyriotate or Shedite. A disguised vessel or possessed host would be subject to the resonance, though this rarely

THE TRISAGION

The Trisagion, or "Song of Holies," is a very special Song. Any angel can learn it, but it's not usually taught to anyone except a Seraph chosen to be a Trisagionist. It cannot be sung by anyone with dissonance or Discord. It also cannot be learned at a higher level than the angel's Singing Skill. Diabolicals cannot learn this Song!

The Trisagion invokes the presence of the Almighty. Of course, this does not mean a Song can summon God, but successful performance attracts a tiny portion of divine attention. For a number of minutes equal to the check digit of a successful performance, there is an increased chance that God will be watching. This is represented by treating any intervention roll (111 or 666) by anyone in the vicinity, as a *divine* intervention.

The check digit of a successful singing of the Trisagion can also be added to the chance of invocation when attempting to summon an Archangel. This does not mean that the Archangel will necessarily be happier

about being summoned; in fact, the Trisagion should almost never be used for this purpose, as an Archangel will be infuriated at such a frivolous use of the Song of Holies! Only for ceremonial invocations of the utmost importance is this usage appropriate.

The Song of Holies is a Celestial Song, and can only be sung in celestial form. It has an Essence requirement of 2, and a degree of disturbance equal to the check digit. Unlike other disturbances, anyone perceiving the Trisagion's disturbance will know it is angelic. Although it can be sung in Heaven or on Earth at any time, it is a holy Song, meant only for the most sacred and solemn occasions. Any angel who misuses it, trying to invoke divine favor for personal endeavors or frivolous purposes, will earn at least a note of dissonance, and severe censure from the Seraphim Council if they learn of it. In at least one instance of an angel misusing the Trisagion, the offender was struck with the Mute Discord.

gives away the celestial nature of the person (though the reason for the disguise is subject to discovery).

Many actions may be a lie in one context but not in another. A woman who dyes her hair blonde to conceal her identity is lying. One who dyes it blonde solely for a change of pace is not lying to anyone – a Seraph will not know or care, nor will his resonance detect it.

Seraphim can't detect deceit inherent in an object (such as a fake ID lying on the ground); their resonance only works on people, since only people can speak lies in their presence and trigger their resonance. On all but the highest check digits, it will only detect a deceitful item if the person the resonance is scanning knows it's a fraud: someone who is unknowingly passing fake currency isn't being deceitful himself, but the Seraph who rolls a check digit 6 will know the Truth of the matter anyway!

This sort of ignorance on the target's part often limits the resonance in other ways. For instance, Seraphim usually can't mine news reports for hidden truths. The medium gives them a -1 to their check digit, making it hard to automatically detect the Truth, and the newscaster's own "truth" is that he read what he stated off a TelePrompter. Unwitting falsehoods often slip past this resonance.

ON EARTHLY MATTERS

Evading Seraphim

Angels and demons alike have developed several evasive responses to Seraphim, some better than others.

Only novice celestials respond to a dangerous Seraph question with, "None of your business!" Often, it is the

Seraph's business, and lying isn't a good way to satisfy a Seraph's curiosity. More prudent celestials respond, "I don't care to answer that." Anyone who says this usually means it, so it rings beautifully true in the Seraph's resonance. It will still leave the Seraph unsatisfied as to *why* the celestial doesn't care to answer, of course.

Celestials who have run afoul of Seraphim a few times might think it's cagey to respond in line with, "It would have been wrong for me to have done that, wouldn't it?" Again, it's very truthful, but sacrifices ignorance as a defense should the Seraph later divine the celestial did do whatever it was.

Experienced celestials know the best defense is silence, though some very confident individuals prefer the non-sequitur "My, isn't it a nice day!" line of counterattack. Seraphim with little sense of humor – that is, most of them – loathe this. It misdirects the conversation, makes the response screech with tiny false notes, and often leaves something inane registering as the target's greatest lie. ("It's raining buckets, actually.") This tactic usually conceals well, but almost ensures a bad reaction.

Maintaining Mystery

A competent Seraph can make a good mystery go bad in a hurry. If he can gather all the murder suspects in the parlor, invoke his resonance on each, and ask if they killed Mr. Appleby, then he'll have the butler on his way to a cell within minutes.

Fortunately, parlors are rare and set-piece circumstances rarer in the *In Nomine* setting. The resonance can be kept from getting out of hand.

The Seraph should have to work to gain access to anyone he seeks to question. Then, with mortals for whom the War must remain secret, how does he explain why he wants to ask his questions? Once past this hurdle, many people won't respond directly to a direct question. A response akin to "Ask my lawyer!" will be common; the even more common "Why do you want to know?" puts the Seraph back in an uncomfortable spot with mortals.

Just as importantly, the unvarnished truth can be harder to sort out than normal, social conventions. To use an earlier example, detecting dyed blonde hair as a lie may not distinguish whether the intent was to disguise the person or simply conceal their age!

Finally, Seraphim don't use their resonance casually, since a failure might incapacitate their ability for hours. Thus, the Detect Lies Skill is *not* redundant for Seraphim.

DEALING WITH DISSONANCE

Seraphim resonate with the truth, and incur dissonance for violating it. The best way for them to realign themselves with their angelic nature is to become a paragon of truth, expunging even the slightest hint of falsehood from their lips.

A Seraph who has lied can erase the dissonance caused by that lie by confessing to it and revealing the whole truth to everyone who heard the lie, and then receiving forgiveness from all of them. This is usually not practical, since a Seraph would not lie in the first place unless there was a dire need to do so.

Alternatively, a Seraph can erase 1 point of dissonance incurred by a lie by spending one week engaging in absolute, utter truthfulness. This means that not only can the Seraph not lie, but he cannot engage in the sort of evasion they usually use to get around difficult truths. The Seraph must speak the truth, the whole truth and nothing but the truth. If someone asks a question the Seraph does not wish to answer, or cannot answer (such as "Are you an angel?"), his only option, other than complete disclosure, is silence. The Seraph cannot use the Fast-Talk Skill during this time. Also, he cannot stand silently by while others lie; when subjected to falsehood, he must either expose it or *immediately* leave.

This can make it very difficult for the angel to interact normally with mortal society. One other way to erase a point of dissonance is to uncover a very great lie, and reveal the truth. This must be a complicated fabrication that will require a lot of work to unravel, and it must serve some greater good to undo it.

The GM determines whether a particular deception is suitable. Exposing dangerous false advertising might qualify, or freeing a prisoner who had been convicted on false testimony.

TOUCHY SITUATIONS

Obviously, a Seraph's greatest danger is getting trapped in a lie. Humans (and angels used to dealing with them) can accept the polite fictions that make day-to-day life easier. When someone asks, "How do I look?" Seraphim have trouble understanding the speaker isn't asking for an honest evaluation. Experienced angels usually spend some time teaching Seraphim newly assigned to Earth that "How are you?" and "See you later," aren't meant to be taken literally. That is, the Truth is that those words *don't mean what they sound like*. This is an explanation that a Seraph can understand, even if it makes his head hurt.

Seraphim can learn to avoid blurting out tactless observations, and even to endure lies in silence, but they cannot say something that is even a little bit dishonest. Thus, they could not answer, "How do I look?" with, "You look fine," if they think the person actually looks overdressed and tawdry. They can, however, focus on one aspect of the truth, "I like that color," or answer indirectly, "You'll make quite an impression," or even provide the literal truth, "You've never looked lovelier." Seraphim find Fast-Talk useful, though easily abused.

Seraphim avoid situations where they may be asked difficult questions. They can deal with blatant attempts by other celestials to take advantage of them; they can always simply refuse to answer. But diabolicals delight in engaging Seraphim in conversation, and trying to lead them into situations where they either give up valuable information or lie. Wise Seraphim simply walk away.

SPECIAL DISCORDS

Forked Tongue (Celestial)

Whenever the Seraph speaks, make a reaction roll, reduced by the level of this Discord. If the roll fails, the listener believes the Seraph is lying. If the Seraph *is* lying, add the level of his Discord to all Detect Lies rolls. If what the Seraph is saying is obviously true, the listener still believes the Seraph is being dishonest about *something*. Forked Tongue does not mislead the resonances of other Seraphim. This Discord can afflict other Choirs.

Painful Lies (Corporeal)

The sound of a lie becomes unbearable. Any lie spoken in the presence of the Seraph presence inflicts so much pain that he subtracts the level of this Discord from *all* target numbers until the next round ends. He must make a Will roll minus the level of the Discord to avoid visibly flinching. Television becomes an instrument of torture.

Truthfulness (Ethereal)

This Discord can afflict any celestial, but it most often afflicts Seraphim. A victim of Truthfulness must make a Will roll minus the level of his Discord whenever he

speaks; failure indicates he must say *exactly* what he thinks, unedited. Subtract the level of this Discord from Fast-Talk and Lying Skill, or from Emote when trying to counterfeit emotions. Balseraphs must include the level of this Discord with their dissonance rolls!

WORDS

Seraphim are especially suited to Words that serve the truth. Dominic, Archangel of Judgment, and Litheroy, Archangel of Revelation, have typical Seraph Words. Michael earned his Word by defending God's truth against Lucifer. Any Word related to communication, divination or knowledge is suitable. Some Word-bound Seraphim include the Angel of Astronomy (and his rival, the Angel of Astrology), the Angel of Dictionaries, the the Angel of Navigation and the Angel of Statistics (the Demon of Statistics is a Balseraph, naturally).



SUPERIORS AND SERAPHIM

Blandine: Even truth twists and shifts in the Marches; these Seraphim understand context more than most.

David: Using Chemistry Skill with their attunement can spot mineral compounds or combinations, such as gunpowder.

Dominic: Prudent use of their enhanced resonance *can* stretch its effects, such as in detecting celestials . . .

Eli: Detecting "potential" in a Skill essentially reveals the highest controlling characteristic (since it assumes the maximum Skill/6). For instance, rolled on Electronics it reveals the higher of someone's Intelligence or Precision.

Gabriel: These Servitors' job often requires that they move in lower social circles than normal for their Choir.

Janus: The few Seraphim serving the Wind must be very wary to remain honest in their helter-skelter ways.

Jean: Their video displays let them invoke resonance on someone later, at their leisure, at -1 to the check digit.

Jordi: Note that vessels must breathe; living underwater requires an aquatic vessel.

Laurence: Their attunement does not specify *foes* are good or evil, it says whether their *motive* for fighting is.

Marc: This attunement allows the Seraph to recover use of his resonance in *minutes* where normally the effect would last *hours*, seconds if it would last for minutes.

Michael: The Archangel of War attracts many of his fellow Seraphim to his service. Many enjoy expressing their distaste for the earthly in earthy fashion.

Novalis: Their aura does not require line of sight. It automatically fails if the modified Will roll would be at 13+. Roll once per attempt at violence.

Yves: Their attunement gives no extra benefit vs. "mundane" illusions (disguises), but *will* reveal a celestial's true name and Word, if any.

THE SERAPH PERSPECTIVE

Cherubim: Make sure they are not deceived, so their loyalty is never misplaced.

Ofanim: To be true to themselves, they must remain in motion. In their haste, they may overlook other truths.

Elohim: We admire their ability to mingle with humans and still retain their divine perspective. Value their counsel, but remember: the truth is not subjective.

Malakim: Their incorruptibility means they always merit trust, but the judges must guide the executioners.

Kyriotates: Confusing and disturbed, they immerse themselves too much in their hosts. They need a fixed point of view to know what the truth is.

Mercurians: Keep a close eye on them. They spend too much time enjoying themselves with mortals, and not enough time teaching mankind the truth.

Balseraphs: No greater abomination exists in the Symphony than our Fallen brethren. They take the truth and twist it beyond recognition. Expose their lies, then destroy them!

Djinn: By lying to themselves about their true feelings, they punish themselves more than we ever could, but they are exceedingly dangerous nonetheless.

Calabim: Reeking of Discord and living only to destroy, truth matters not to them. Use extreme caution.

Habbalah: They have actually convinced themselves that they still serve God! If only they could be made to see the truth . . . but they are almost beyond redemption.

Lilim: They are honest only when forced to be. They deceive themselves and others about the nature of their bargains; they claim to trade for equal value, but they will lie, cheat and steal just like any other demon.

Shedim: Foul, violent monsters, sowing chaos in the Symphony. Try to undo their damage by revealing them for what they are.

Impudites: This is what happens when a Mercurian loves his work too much. They lie with pleasant smiles; they can be more harmful than a Balseraph, because *no one* recognizes them for what they are.



CHERUBIM

THE GUARDIANS

"For he shall give his angels charge over thee, to keep thee in all thy ways. They shall bear thee up in their hands, lest thou dash thy foot against a stone."

— Psalms 91:11-12

Only a step below the Seraphim in divinity, the Cherubim have always been much more active on Earth, protecting all God's creations. No Choir works harder (only the Malakim are their equals in relentless devotion to duty). If humans knew just how much the Cherubim have done for them, they would occupy the most privileged station in angelic lore.

Cherubim are the guardian angels of myth, the heavenly hosts who surround and protect God's chosen ones. Yet older myths portrayed them more accurately – as fierce, even monstrous, beasts who would devour anyone who threatens that which they protect. Novalis and Blandine, the two greatest Cherub Archangels, reflect the "kinder, gentler" Cherubim of modern times, for they are the friendliest toward Man. The relentless David is of the older breed; he was a Cherub, guarding civilization, before the Choir of Malakim was created.

Some Famous Cherubim

Anafiel, who brought the prophet Enoch to Heaven; Christopher, Archangel of Children; Jophiel, a Servitor of Judgment who guards the gates of Eden; Kerubiel, who died rather than surrender to Lucifer and so was one of the first angels killed in the Revolt; Raphael, Archangel of Knowledge; Ridwan, who admits Archangel Khalid's Soldiers to Heaven; Zadkiel, Archangel of Protection; Zephon, who was responsible for keeping tabs on Lucifer when the War began.

NAMES

Like Seraphim, the Cherubim are partial to Enochian true names, often ending in "-el." Like Mercurians, on Earth the Cherubim use names appropriate for their duties; especially those evocative of guardianship. Unlike Mercurians, the Cherubim prefer names that won't stand out.

Sample Cherubim Names

Typical true names include Aluriel, Hutriel and Yrian. Earthly names often used include Angus, Howard, Leal, Pat, Parker, Raymond, Salik, Sergey and Ursula.

TRADITIONAL DUTIES

Unlike other Choirs, Cherubim are rarely sent to Earth as "free agents." Other angels may simply wander around looking



for trouble, but a Cherub would feel uncomfortable with such an open-ended assignment. Give a Cherub something to protect, and he is content; his purpose is served.

Cherubim are seldom leaders, and because their activities are more often defensive than offensive in nature, it's easy to take them for granted. But they are vital to every Archangel's plans. There are always individuals, mortal and celestial, who are particularly important in the War at any given time. Whenever possible, Cherubim will be assigned to watch over an Archangel's most important resources. This can include other

angels! These "guardian angels" must protect their charges from all harm, mundane and diabolical (and sometimes even from the machinations of other angels)!

Not everyone who will play a role in the Symphony is obvious, and not every battle is won with weapons. For example, an author of children's books whose work affects thousands of innocent mortal minds can be very important. If that author were in danger of succumbing to her fate, she might meet a new friend, who would talk her out of signing with the agent who wants her to "move on" to writing true-crime novels.

The Cherubim don't like to think of themselves as hunters – that's a Malakite's role, and Cherubim can't stand to see the objects of their attunement harmed. Despite this attitude, they do excel as trackers, especially of those who harm their charges (see p. 30). The Cherubim are known – not always affectionately – as "the Hounds of Heaven."

CELESTIAL DUTIES

Cherubim are the gatekeepers and sentinels of Heaven. Malakim are posted to cathedrals, too, but their presence is more military than custodial. A Cherub will contentedly watch the same spot for centuries, pleased with his purity of purpose.

Anyone visiting an Archangel's cathedral probably will be greeted by a Cherub, and a Cherub will escort him into his Superior's presence. In Heaven, Cherubim make up the largest part of an Archangel's retinue. With their infinite patience and devotion, they will watch whatever they're told to watch, and note *everything*.

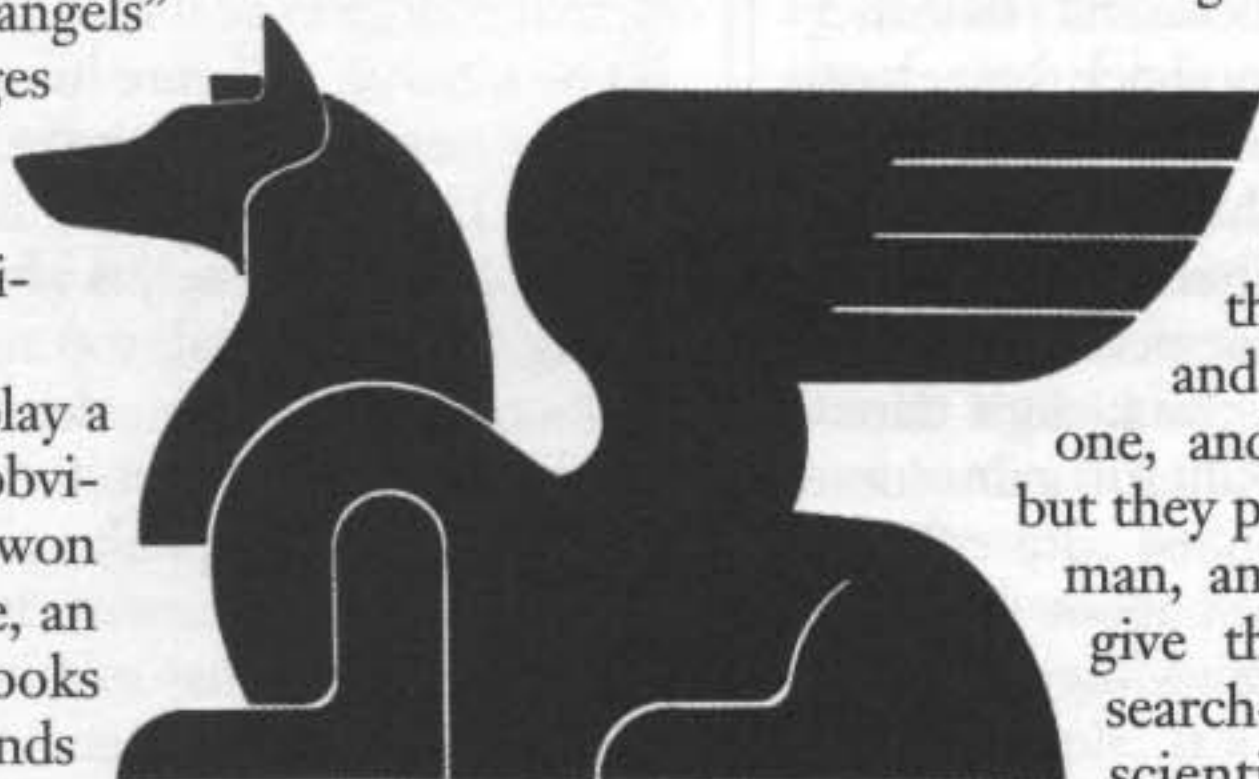
If an Archangel is worried about a particular Servitor – such as when an angel is unusually dissonant – he may assign a Cherub to watch that angel's Heart. If the angel risks becoming Outcast, or Falling, that Cherub may be dispatched to rescue him, or to drag him back to Heaven.

TYPICAL ROLES

Cherubim take Roles that will facilitate their protective duties, but not all their Roles are overtly protective in nature. Certainly, a Role as a professional bodyguard can be awfully convenient, but it's also a bit obvious. You'll find a lot more Cherubim working as janitors. Janitors can go *everywhere*, and they're rarely noticed, allowing them to unobtrusively stay near the object of their attunement. And unlike some other angels, a Cherub won't consider it beneath his dignity to mop floors.

Private investigator, bounty hunter and photographer

are also jobs that give Cherubim the freedom to travel and loiter in places most people shouldn't. There are many other human occupations that satisfy a Cherub's need to protect and serve; police officer is an obvious one, and some Cherubim become soldiers, but they prefer emergency services (EMT, fireman, ambulance driver), or professions that give them a custodial role (park ranger, search-and-rescue worker, lifeguard or EPA scientist). Less glamorous, but equally important, are teachers, crossing guards, nurses and other "care-giving" professions.



CHERUBIM AND HUMAN SOCIETY

The Cherubim like human society almost as much as the Mercurians, but they are frustrated by the moral decay that has subverted Western civilization. Those who were unable to see the underlying hypocrisies (or willing to overlook them) fit in very well in America during the notoriously staid 1950s. In their opinion, a nice little house in the suburbs with a two-car garage, a stable job with a big company, a loving wife, two children, a big friendly dog and church every Sunday were about as close to Heaven on Earth as mortals were likely to get.

The duties of the Cherubim don't leave them much time to indulge in the countless diversions offered by modern man. Those who do are very fond of movies (particularly love stories), but are dismayed at the infidelity and duplicity that seem acceptable in mature relationships. Cherubim *love* video games. No one is sure exactly why this is, but it is a nearly universal passion. When they have the time, they can sit for hours playing the same game over and over again to get it "just right."

MORE SOPHISTICATED USES OF RESONANCE

The Cherubim resonance allows them to attune themselves to any physical object, including people and places.

Experienced Cherubim can also use their resonance to learn more about their charges than listed on the Cherubim Check Digit Results chart (*In Nomine*, p. 96).

At a -2 to their target number, Cherubim can use their resonance to determine whether anything or anyone else has taken a special interest in the object of their attunement. For example, they can find out if a Djinn is also attuned to their subject, or if the subject is being watched by any celestial or mortal agency. This includes indirect observation, such as by bugs or video cameras. A Cherub must declare that this is the information he is looking for before invoking his resonance. On a successful resonance roll, consult the *Special Use at -2 Penalty* check digit chart:

Very perceptive Cherubim can divine a little more information about the object to which they are attuned. With a -4 to the target number, a Cherub can spend a turn focusing on the object of an attunement and invoking his resonance. If successful, the check digit determines the amount of information the Cherub gains (note that information about people, if applied to a celestial with a Role, will only gain information about the *Role*). Consult the *Special Use at -4 Penalty* check digit chart.

Self-Sacrifice

A Cherub who is present when his charge is attacked in any fashion may make a Dodge roll (plus his Celestial Forces) to interpose himself between his charge and the threat. If this roll is successful, he becomes the target of the attack, but still gets his own normal defense roll. (Think of a knight jumping in front of the prince in battle, and *then* trying to catch the blow on his own shield.)

A Cherub adds his Celestial Forces to any skill roll that is made in *direct* protection of his charge, including his attacks on anyone *immediately* attacking or threatening his charge, and his own defenses against such an attacker. Again, this is the GM's decision. A Cherub who *really* does nothing except watch and defend his charge will receive a bonus on almost everything he does, as is appropriate for Heaven's guardians. But the bonus does not apply to a preemptive strike, or to retribution against someone who has already destroyed his charge.

Nemesis

Another reason that Cherubs are such effective guardians is their ability to hunt down those who injure their charges. This makes Hellspawn wary of attacking a Cherub's charges just to harass him. It can backfire. It also means that if a demon *needs* to kill someone the Cherub protects, it will probably attack the Cherub first. That's fine with the Cherub.

Should the object of a Cherub's attunement be destroyed or *severely* harmed (GM's decision), he will know something of when and how it happened, and may attempt a Perception roll to link to the antagonist

through the Symphony. (Note that unless the check digit is 6, he does not know exactly *who* he is linked to – he still has to find them!)

If he makes this roll, or if he actually observed the destruction, he then has the option of attuning himself to the antagonist, then and there, without physical contact. But the Cherub is under no requirement to *protect* that person! Otherwise, this "nemesis attunement" follows all the regular Cherub attunement rules, but is not affected by any of the special Superior attunements (especially that of Janus)! This attunement replaces the one to the original charge only if the charge was actually *destroyed*.

The Cherub will cure his note of dissonance (and lose the new attunement) if the malefactor is punished appropriately. If the transgressor is a demon, then destroying it, or at least its vessel, is always appropriate. But when dealing with a mortal, too much punishment can be as bad as too little. A murderer deserves death; the child who broke the relic in the museum might be better served with a good spanking . . .

A nemesis attunement is always optional on the Cherub's part. He may end it at any time without roll or penalty. Note: if the Cherub has the ability to repair his original charge, he can and should choose to do so. Saving his charge is more important than retribution, and will also cure his dissonance. However, this is a question of individual judgment and roleplaying.

Clever mortal players will immediately think of ruses – for instance, attuning to a pop bottle and tricking a demon into breaking it, thus acquiring a permanent line on him. But a Cherub would never think of this, and would react to the idea in horror. A Cherubic attunement is not a matter of convenience; it becomes a part of the

CHERUBIM CHECK DIGIT RESULTS (SPECIAL USE AT -2 PENALTY)

- 1 You only have a vague sense if someone else is watching your attuned object.
- 2 You know for certain if someone else is watching it.
- 3 You have a good idea of who is watching it.
- 4 You know exactly who is watching it.
- 5 You know exactly who and to what extent someone is watching your attuned object. (This includes the location of bugs and cameras.)
- 6 You know exactly who, to what extent and why someone is watching it.

CHERUBIM

CHECK DIGIT RESULTS

(SPECIAL USE AT -4 PENALTY)

- 1 You learn the name of the object of attunement, or its basic function.
- 2 You learn basic facts about a person (age, profession, city of residence, etc.), the name of the person who owns an object or the significance of a place.
- 3 You learn the above, plus a person's basic personality, an object's advanced functions and the major events of the last year at a place.
- 4 You learn the above, plus a person's basic desires, the last year of an object's history and the major events and visitors of the last five years at a place.
- 5 You learn the above, plus a person's basic fears, the last five years of an object's history and every detail of its operation, and the major events and visitors of the last 10 years at a place.
- 6 You learn the above, plus every significant event in the lifespan/history of the person, place or thing.

Cherub, more important to him than his own life. And if he *did* it, he'd get *two* notes of Dissonance – once just because the bottle broke, once because he acted against its best interests by arranging for its destruction!

Earthly Location

Heaven's hounds can't always rely on their resonance to hunt things down – they might need to find something *in order to* attune themselves to it. When attuned, though, the resonance is almost fail-safe. Even at the lowest check digits, a Cherub can use triangulation to get a very good idea of an attuned item's corporeal location. This does not work in the higher realms, of course.

Similarly, a Cherub attuned to two or more locations can use those attunements to figure out his *own* location, provided the attuned locations aren't close to each other in relationship to the Cherub's distance from all of them.

DEALING WITH DISSONANCE

A Cherub's self-image is a direct reflection of his devotion to duty. Because of this, dissonance strikes the Cherubim particularly hard. A dissonant Cherub may

become depressed, and a severely dissonant Cherub will lose his self-confidence. In turn, this will lead to his being afraid of attuning himself to new subjects, as he might let them down. From here, it's a downward slide to apathy and Falling. A Cherub who starts accumulating dissonance will try to convert dissonance to Discord as soon as possible; better to admit failure and do penance than allow themselves to sink even lower.

There are a few things Cherubim can do to erase dissonance. If they earned dissonance for letting an object of attunement be destroyed, making the object whole again will remove the dissonance. It's hard to do much about a living being who's been killed, though. When a Cherub earns dissonance for trying and failing to erase an attunement, it's the attempted "betrayal" of the subject that causes harm. In such cases, the Cherub can erase the dissonance by taking elaborate precautions to ensure that he leaves the subject in a *better* state than when he tried to remove the attunement, and then making a second attempt. On a second failure, he's stuck with both notes of dissonance *and* the attunement, until he tries yet again. Eventual success removes only *one* dissonant note.

For example, if a Cherub is attuned to a person and unsuccessfully tries to remove that attunement, he must improve that person's situation, whether it be by arranging for a better job, finding a love match for the lonely-hearted, remedying whatever personal problems are currently plaguing him or removing a long-term threat to his safety. For someone living in a crime-ridden neighborhood, for instance, the Cherub might find a way to help them move to a better area.

If a Cherub earns dissonance for betraying his Superior, his friends or his own morals, he can shed the dissonance only by remedying whatever harm he has done by his betrayal *and* receiving forgiveness from those he let down. It's often easier for a Cherub to receive forgiveness from his Superior than from himself.

TOUCHY SITUATIONS

The greatest danger to a Cherub is an ill-thought attunement. His resonance can be very convenient for "keeping tabs" on things, but a Cherub becomes *devoted* to whatever he has attuned himself to. He becomes honor-bound to protect it; he will suffer if it is harmed, and earn dissonance if it's destroyed. Only a foolish Cherub uses his resonance as a celestial locator for a foe, or attunes himself to more objects than he can defend.

A Cherub doesn't have to be attuned to someone to suffer dissonance. A Cherub's word is his bond, and promising to do something and failing can inflict dissonance as well. Likewise, pledging loyalty to a cause and then abandoning it violates a Cherub's steadfast nature. For this reason, they choose their friends carefully, and

they are almost as careful as Malakim about making oaths (though a Cherub doesn't care much about wording; it's the spirit of the oath that matters). A Cherub must carefully consider all his obligations, and his ability to fulfill them, in order to avoid painful conflicts of duty, or worse, an inability to make good on his word.

SPECIAL DISCORDS

Life-Linked Attunement (Corporeal)

When an object to which a Cherub is attuned is damaged, he will feel the loss as a sharp pain in his gut, inflicting Body hits equal to the number of Forces destroyed plus the level of this Discord. If the object is *destroyed* (or a living being is killed), damage is equal to the total Forces lost *times* the Discord's level!

Overzealous (Celestial)

A form of externalized Paranoia in which the Cherub becomes convinced of imaginary threats to his charges. He loses his perspective, and will take preemptive action against perceived threats before they pose any real danger. The Cherub must spend a minimum of *twice* the Discord's level in hours per day hovering near objects of his attunement and looking for threats. (Tariel, in the *A Bright Dream* segment of *In Nomine*, was definitely Overzealous!) Word-bound angels sometimes display a form of this Discord, spending the time seeking out and striking at threats to their Word that only they can see.

Ritualized Responsibilities (Ethereal)

A Cherub with this Discord has lost confidence in his innate sense of duty. In order to reassure himself that he is performing his duties correctly, he must engage in ritual acts that serve no real purpose other than to make the Cherub feel better. The complexity and inconvenience imposed by the rituals increases with the level of the Discord, and if the Cherub wants to forgo them, he must make a Will roll at minus the level of Discord.

Ritualized Responsibilities/1 might entail compulsively straightening picture frames, or always making sure that he tips waitresses *exactly* 15 percent – not a penny more or less. Ritualized Responsibilities/3 will force the Cherub to waste significant amounts of time, and probably be noticeable to others – counting his steps out loud, for instance, or breaking into cars without a handicapped sticker to drive them out of handicapped parking spaces. At level 6, the Ritualized Responsibilities will be a constant burden that impedes any interactions with others, such as never facing east or traveling in an eastward direction, or refusing to speak to *anyone* without first singing the Song of Harmony. Other angels sometimes gain this Discord, as well.

Trenchant Bond (Ethereal)

A Cherub with a Trenchant Bond is unable to stray very far from things to which he is attuned without acquiring dissonance for a perceived betrayal of his duty. The Cherub must stay *within line of sight*, or within a number of yards equal to the Cherub's Forces, of anything to which he is attuned, or else begin taking dissonance! The level of the Discord determines how quickly dissonance accumulates when the Cherub is separated from his subjects:

Level	Time	Level	Time
1	1/day	4	1/hour
2	1/12 hours	5	1/10 minutes
3	1/6 hours	6	1/1 minute

A Cherub with Trenchant Bond and more than one attunement obviously has a serious problem, unless he can keep them all within range!

WORDS

Cherubim are assigned Words that give them custodianship over some aspect of the Symphony. Few Words are especially "Cherubic" in nature – what makes a Cherub's Word special is the way that he serves it. The Seraphim Council, mindful of how devastating failure is for Cherubim, is very careful to assign Words no broader than the Cherub's ability to maintain and defend. Dreams, Flowers and Children are examples of Words fit only for Archangel Cherubim. Among lesser Words defended by Cherubim are Pets, Ships, Archaeology, Factories, Subways and Mountain Climbers.

CHERUBIM AND SUPERIORS

Blandine: These Servitors must take care to protect someone *secretly*, since even a glimpse will make the person realize they've seen the angel in their dreams. Using multiple vessels is one way to avoid this problem.

David: Stone and Cherubim resonate – David was a Cherub before becoming one of the first Malakim. Anyone attempting to use a weapon on the same round that they successfully resist these Servitors' attunement must lower its Accuracy by 6 minus the check digit of their Strength roll.

Dominic: They are the *true* Hounds of Heaven; their attunement excuses them from any duty toward a charge who is a subject of inquiry. They can track him down, restrain him, and bind him over for trial and potential execution, all without incurring dissonance. However, their protective talents still function with respect to such a charge, and few of Dominic's Cherubim would let anyone *except* the Inquisition harm one of their charges.

Eli: This Choir Attunement requires a resonance roll. The standard check digit table on *In Nomine*, p. 96, can then be used on the item, or to locate its creator by substituting "creator" for "attuned object" on the table.

Gabriel: These Servitors often attune themselves to the parties betrayed by those they hunt.

Janus: These angels must be careful not to abuse their enthralled attunements. The Choir Attunement does not exempt them from their normal dissonance rules.

Jean: The Archangel of Lightning uses these servants to maintain instant, nearly foolproof lines of communication. Often he will precisely direct his Cherubim in whom they will attune to.

Jordi: These angels can use a big cat vessel to quickly and quietly dispatch humans, but their usual urban setting means they'll still have to find a quiet way to dispose of the corpse.

Laurence: Also a favored Superior for Cherubim, the Archangel of the Sword attracts them with his non-nonsense manner.

Marc: Their "true ownership" attunement makes these Servitors truly excel in real-estate transactions. They can clear up boundary-line disputes – or penetrate layers of holding companies – with a touch.

Michael: Their attunement – to know when, barring celestial intervention, the attuned party will die within 24 hours – doesn't identify the nature or exact timing of the fatal stroke. Acting on its warning, though, a Cherub of War *can* alter events to keep the attuned person alive.

Novalis: These angels often have very powerful vessels, to better allow them to suffer others' wounds.

Yves: The Cherubim of Destiny and War share similar Choir Attunements, but those of Destiny know when death is supposed to occur. They also can alter events to protect their charges.



THE CHERUB PERSPECTIVE

Seraphim: The purity of their devotion to the truth is admirable, but they tend to lack sympathy for those who must live with their proclamations.

Ofanim: Their freedom of thought and action is as frightening to us as our single-mindedness must be to them. We are called to very different duties and play very different roles in His plan, but it is hard not to admire them . . . preferably from afar.

Elohim: It is enough for us to know that something must be done, but it is within their power to know *why* it must be done, which must be a terrible burden. To actually *feel* the struggle as acutely as they do, without losing sight of your duty, is a conflict that we could never resolve.

Malakim: They are as devoted as we, but in an entirely different way. When we work together, there is no better partnership, but when our goals conflict, the results can be tragic.

Kyriotates: We have faith that they serve a purpose in His plan, and we wait patiently for the day when that purpose will be made clear to us.

Mercurians: Fascinating. They tend to be distracted by minutiae, but their insight into the mundanes is indispensable. Those who aren't busy preening their vessels can make useful allies.

Balseraphs: Terrifying. They have the power to confound the truth, which can obscure your duty and divert you from your purpose. Without purpose we are lost.

Djinn: Weep for the Fallen. They are tortured by loss of purpose and pretend not to care, but we understand their conflict better than our brethren.

Calabim: Very, very dangerous. Be wary of these servants of chaos or they will undo all we defend.

Habbalah: Like us, they are wholly devoted to their purpose, but that purpose is as dire as it is insane. These foul creatures have Fallen so far that they have forgotten the Fall. The Malakim are right; they must all be destroyed.

Lilim: Perverse and foul. They seduce and distract, leading mortals away from the bright path of their destiny. Close yourself to their insidious lies or your purpose will be lost to a bad bargain.

Shedim: Even worse than the Lilim, because they don't bother dickering for your soul. They simply take it, blacken it and move on. Destroying them without harming their host is difficult but worthwhile.

Impudites: The Takers are very dangerous to those we are sent to protect. Stay alert. Their taint is subtle, but vile.



OFANIM

THE WHEELS

"And as for their appearances, they four had one likeness, as if a wheel had been in the midst of a wheel. When they went, they went upon their four sides; they turned not as they went, but to the place whither the head looked they followed it; they turned not as they went. And their whole body, and their backs, and their hands, and their wings, and the wheels, were full of eyes round about, even the wheels that they four had."

— Ezekiel 10:10-12

The Ofanim, known also as Thrones, Galgillim or – most commonly – the Wheels, are God's fastest creatures. They embody the dynamic, primal energy of the universe. Try to restrain an Ofanite at your peril! Nearly every Ofanite has at least one Song of Motion.

Some angels believe the Ofanim are heedless of their duties, and indifferent to the work of others. They're wrong; the Ofanim are as dedicated as every other Choir to Heaven's cause. They just don't believe convictions can be adequately expressed in words; actions count! Janus and Gabriel are the greatest Ofanim in Heaven, both of them ancient, powerful beings, and both misunderstood and often mistrusted by their peers.

Some Famous Ofanim

Ambriel, Angel of Last-Second Rescues; Galgaliel, who has represented the Ofanim for centuries in the Seraphim Council; Io, the Angel of Dreams of Flight; Ofaniel, leader of the Wheels who are responsible for conveying messages between cathedrals in Heaven; Orifiel, Uriel's highest-ranking Ofanite, who Fell when Uriel was recalled; Raziel, Angel of Mysteries (things which keep mankind questing for knowledge); Rikbiel, Angel of Ascension (who transports select mortals to Heaven in a chariot of fire); Sandalphon, the fastest Ofanite in Heaven; Tychagar, Angel of Heavenly Communication, in charge of making sure all Archangels can easily communicate with their Earthly Servitors.

NAMES

Ofanim like short names – quick to say and easy to pronounce – often in Heaven as well as on Earth.

Sample Ofanim Names

Typical true names include Arah, Gil, Haya, Llew and Zaza. Earthly names often include Bess, Dean, Flo, Rick, Tim and Wes. If forced to use surnames, they indulge their Wheel sense of humor: East, Upp, Jett, Wheeler . . .



TRADITIONAL DUTIES

Other Choirs do things thoroughly, thoughtfully, creatively or subtly. Ofanim do things *quickly*. This is not to say an Ofanite can't be thorough, thoughtful and creative (subtle *is* difficult), but their primary virtue is speed. They perform their tasks with consummate speed and skill, and they never complain about being overworked.

Ofanim are most often used as messengers. They understand how to move things quickly and efficiently – they are transportation specialists who can set up a supply line overnight, and in the information age they have a real knack for networking. If you want an assembly line to run efficiently, or an organization to run smoothly, let an Ofanite draw up the flowchart – just

don't let him actually manage it!

Ofanim also make excellent navigators, and in this capacity, they often act as guides. The best way to learn a new territory is to have an Ofanite show you around; just make sure to fasten your seat belt!

While not usually combat monsters, the Ofanim resonance gives them a definite edge in battle; an Ofanite devoted to combat can be deadlier than any Malakite! The war hosts of Heaven are made up mostly of Malakim, but there are many, many Ofanim among their number.

Superiors usually include Ofanim in a group when they have a specific goal in mind that requires immediate action. It is unwise to give Ofanim long-term assignments, or assignments which require subtlety. Patience is not an Ofanim virtue.

CELESTIAL DUTIES

Ofanim do much the same thing in Heaven that they do on Earth: carry messages and act as guides. Some cathedrals are so vast that only the Ofanim assigned to it really know where *everything* is. Heaven also has some wild, unexplored places, and there are times when Archangels need to send someone into those regions. Nearly always, their first choice for such a task will be an Ofanite. And because they are so fast, and can find their way around unfamiliar territory, Ofanim also have the unpleasant duty of bearing the occasional communication to Hell and back. (This assumes the errand involves only carrying a message and possibly a reply; if there's actual negotiating to be done, someone else will go. Ofanim do *not* make good diplomats.)

TYPICAL ROLES

In the old days, the Ofanim were most often messengers of one kind or another, though some were soldiers, tinkers and sailors. The fast-paced modern world offers them many other options, particularly in an urban environment. Few Ofanim enjoy maintaining Roles; they seldom have one above level 3. Any Role that lets them travel and doesn't require much in the way of maintaining social ties is ideal: bounty hunter, private investigator, truck driver, cycle-gang member, bush pilot, wilderness guide, photojournalist . . . just to name a few.

A lot of earthbound Ofanim are pizza-delivery men. Pizza men are ubiquitous and have a reason to be almost anywhere, so it is a useful Role and gives them a reason to keep moving. No Ofanite has ever had to discount his pizza for failing to deliver on time.

Cab driving is another ideal Role. Cabbies are expected to know their way around the city and get from point 'A' to point 'B' as fast as possible. No sweat; it's in their blood. Ofanim cabbies are just as rude and pushy as the mundane ones. Being *expected* to run lights and ignore lane markings is a sweet deal by Ofanim standards.

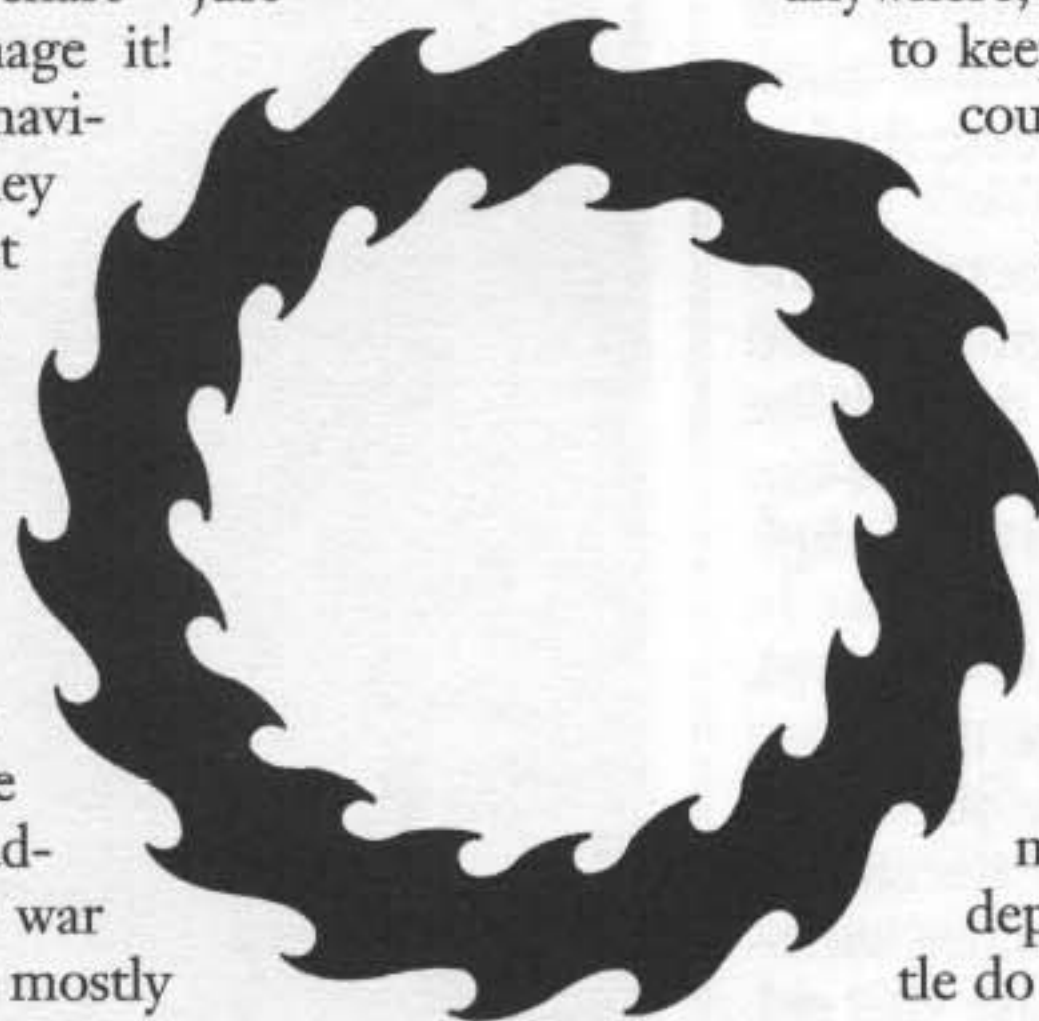
Soldiers and sailors still get plenty of opportunity to travel, but Ofanim in the military will only be content in elite, rapid-deployment forces. Ofanim with a taste for battle do better as mercenaries than regular soldiers.

OFANIM AND HUMAN SOCIETY

The breakneck pace of the modern world suits the Ofanim perfectly. They feel right at home on the streets of cities that never sleep, like New York and Chicago. Hustle and bustle are second nature to these angels, who are wound tighter than margin traders.

The Ofanim have loved cars since the Model T. Most angels blame Vapula for the automobile; the Ofanim believe it to be Jean's creation and are grateful for it. Whenever they can, they cruise with the top down at speeds only an immortal would dare. Few Ofanim have to rely on public transportation. Some even bond themselves to their vehicles, turning them into prized artifacts.

Prisons frighten the Ofanim. The whole concept of incarceration chills them. They definitely favor the death penalty over life imprisonment, seeing it as the more merciful option. Unfortunately, they have a similar view of relationships . . . Ofanim can be as loving, passionate and loyal as any other angel, but what humans consider "commitment," Ofanim consider "entrapment." Angels aren't usually encouraged to marry humans, even to maintain a Role, but with Ofanim it would be a disaster.



MORE SOPHISTICATED USES OF RESONANCE

Ofanim are at their most brilliant and most reckless when in motion. To watch the Wheels spinning at maximum speed is to be awed by their grace and terrified by their raw energy.

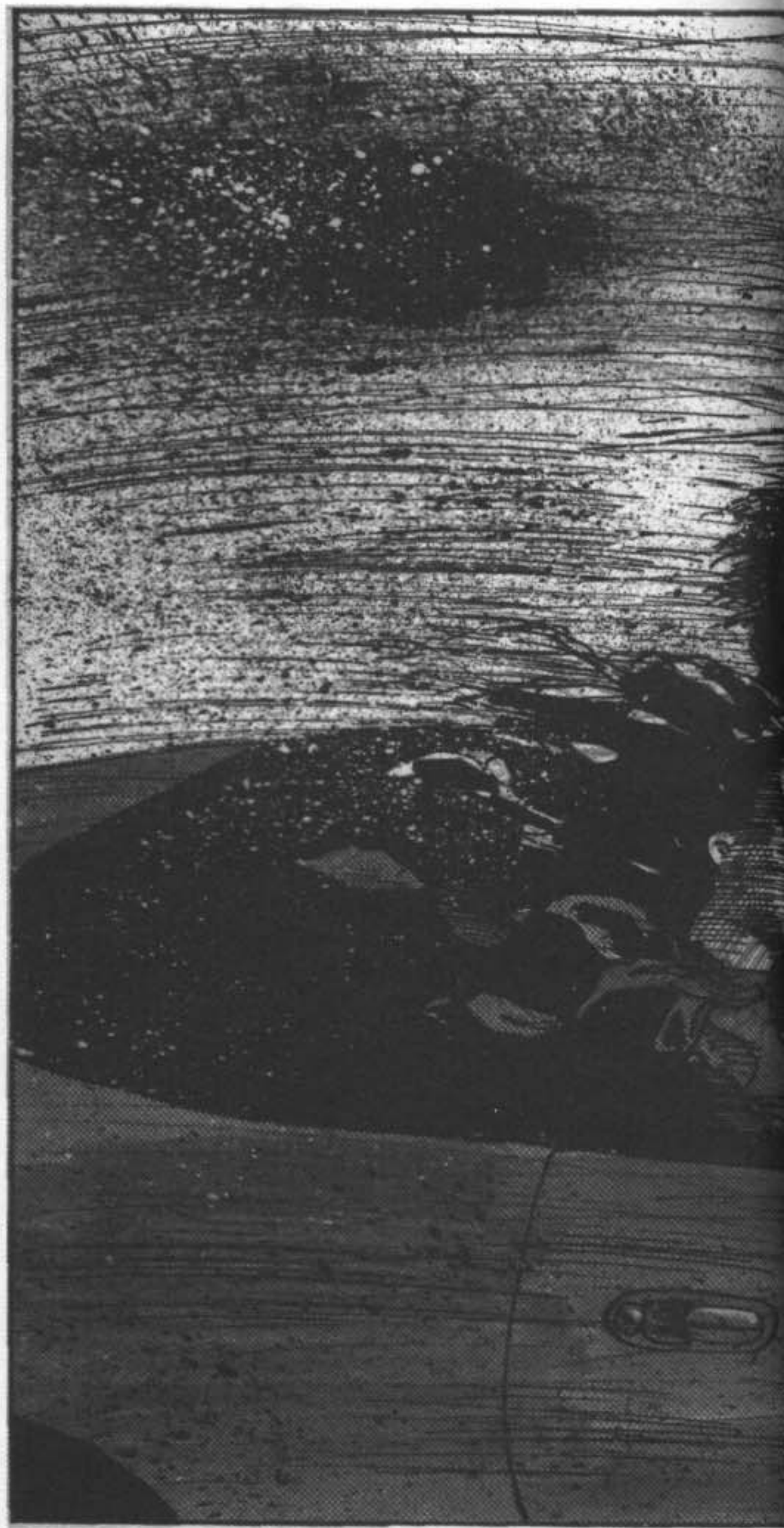
To better elaborate this concept, the definition of their resonance as it applies to Agility and Agility-related rolls has been modified. These rolls must involve the Ofanite, himself, moving in some fashion – and movement-related rolls not linked to Agility can benefit from their resonance as well. In game terms, this means the resonance can be used with non-Agility-based Skills such as Driving, but won't apply to Agility-based Skills such as Throwing. The Game Master rules in doubtful cases. For consistency, the resonance will still be described as relating to Agility.

A successful resonance roll allows an Ofanite to add the check digit to the target number of an Agility-related roll, as explained on *In Nomine*, p. 97. If the Ofanite elects to make the resonance roll at a -2 penalty, he can add the check digit to the Agility-based roll's check digit (for success *or* failure), as well as the target number. In effect, this allows Ofanim to take a far greater level of risk than normal, even for them. (This cannot be combined with the general risk modifier on *In Nomine*, p. 39.)

The results can be awesome, but failures are equally spectacular, and much more likely to produce dissonance. Even the rashest Ofanite will only take this risk when success is assured, or when he *must* succeed phenomenally.

Ofanim can use their resonance to move more quickly in celestial form, but they can also move at superhuman speed in their corporeal form. This movement is too fast to follow, and because corporeal vessels weren't meant to move at such speeds, it can be dangerous. By spending a point of Essence and making a resonance roll, the Ofanite moves a number of yards equal to his Celestial Forces times the check digit almost instantaneously – this does *not* take an action. If the resonance roll fails, the angel takes Body hits equal to the check digit of the failed roll, and may not try this trick again for an hour.

All Ofanim have a knack for direction, but some are so attuned to the Symphony that they instinctively know the shortest path to any destination – even figuratively! Ofanim who make a resonance roll at -4 can use their resonance to shorten the time needed to perform any task. An Ofanite trying to research something will know exactly what book to pluck off the shelves – and on a high enough check digit, what page to turn to! Fixing a car, hacking a computer system . . . the Ofanite's resonance can find "shortcuts" for any task that can possibly be



completed more expediently. The exact game effects are up to the GM, but as a rule of thumb, add the check digit of the Ofanite's resonance roll to any other applicable Skill, only for the purposes of determining how long it takes the angel to finish the job. The check digit can also be used as a divisor when determining how long a task will take.

Note that some tasks have minimum times – preparing a meal, for instance, can be done more quickly with speedy kitchen techniques, but Ofanite resonance will not make food cook faster!



Example: Giliean the Ofanite is trying to sneak across a parking lot. There are demons nearby; she can't spend Essence! She has already applied her resonance to her Move Silently Skill, but she also needs to get across the parking lot *quickly*. She makes a second resonance roll at -4 to move faster, and succeeds with a check digit of 5. While the GM had already reduced her movement rate for being stealthy, he rules that Giliean may add 5 yards per round to this speed, as she doesn't have to stop and look for the best shadows. She instinctively takes the stealthiest route as she hurries across the lot.

ON EARTHLY MATTERS

On the Road

While turning passengers' hair gray and terrorizing pedestrians of all stripes, Ofanim can perform minor miracles behind the wheel of an automobile (see p. 119). But as with other applications of their resonance, they can only enjoy so much of a good thing.

A competent Ofanite often can – and will be tempted to – cut travel times to 50 percent of normal or less. In an automobile, a 50 percent reduction means the angel is traversing pedestrian malls to avoid backups at red lights and/or exceeding 150 mph on the interstate! Obviously, slashing vehicular travel time *too* far will invite unwanted attention from mortal “servitors of judgment” wearing badges and driving black-and-white cars . . .

Fast Facts

Moving on foot or in celestial form, Ofanite speeds lend some stealth benefits as well – but only to a certain extent.

Any Ofanite in celestial form moving at a resonance-based miles per minute enjoys a -4 modifier on others' chance to perceive him. He simply flits by too fast for most to notice. Generally, the GM can rule that humans won't perceive him, but other celestials along his path should still get a roll.

Any Ofanite using his resonance-based “instant move” in corporeal form is, indeed, effectively invisible along his path of travel, and can seemingly disappear by ducking around a corner. But he can't safely open a door, window or the like while traveling at this speed – if he doesn't stop, he'll rip it from its frame and probably shatter it, taking some small damage from fragments.

DEALING WITH DISSONANCE

Ofanim earn dissonance through inactivity, or by stumbling. To reassert their nature, they must regain their equilibrium and act. An Ofanite who earns dissonance for failing to act may erase it if he can *immediately* – that very moment – undo what his inaction allowed to occur. *Example:* An Ofanite sees an elderly woman stepping into a busy street, but doesn't stop her. He stands idly by when he could have used his God-given speed to avert harm to a (presumed) innocent. This is very un-Ofanite, and when the old lady is hit by a car, the Ofanite takes dissonance. If she survives, the Ofanite could erase the dissonance if he can immediately apply the Song of Healing and heal her completely. He must also be able to fix any collateral damage, including to the car!

An Ofanite who earns dissonance for failing a resonance-enhanced Agility-based roll can erase it with a second resonance-boosted attempt at the same action – this

must succeed with a check digit equal to or greater than the failed roll's. A failed second roll will add more dissonance! A success that isn't spectacular enough to remove the initial dissonance does not add more dissonance. Repeated attempts can be made, but repeated failures will add dissonance while a success more spectacular than the initial failure will remove just the first point. *Example:* Lia just used her resonance to give herself a +4 to the check digit on a Skiing roll. She failed, badly, with a check digit of 9. Besides probably taking Body hits, she earns dissonance. If she's able to get up and try again, she can erase the dissonance by repeating the same maneuver she just attempted, but she needs to succeed with a check digit of 9 or higher! Less spectacular successes have no effect one way or another, while more failures will increase her dissonance.

TOUCHY SITUATIONS

The most painful situation for Ofanim is to be constrained. They can't stand waiting in line. They avoid any situation in which they might have to wait on someone else, which means they don't work well in organizations, especially tight, hierarchical ones. Ofanim are not natural team players. This is a problem when they *have* to function as part of a team. When working with Ofanim, wise angels try to give them as much leeway as possible, and never assign them to any kind of static activity.

Ofanim are also notorious for taking risks, and it's their ability to pull off foolhardy, death-defying stunts that makes them what they are. But foolish risks can result in dissonance; they must learn when it's worth invoking their resonance and when it's not. The best way to avoid failing is to become as skilled as possible – Ofanim always try to perfect their Skills at any Agility-based task. They also become very good at calculating odds.

Most of all, Ofanim must recognize situations in which they will be helpless, and avoid them. There are times when nothing can be done about this, but an Ofanite must try never to place himself in a no-win situation.

SPECIAL DISCORDS

Claustrophobia (Ethereal)

This is a variation of the Fear Discord (*In Nomine*, p. 87) which is particularly horrifying for Ofanim, because it will cause them to take dissonance if they're trapped in

an enclosed space! The level of the Discord, in yards, is the radius of "personal space" that a Claustrophobe requires. At level 2, an Ofanite will even have to avoid his beloved cars, while above level 4 it becomes difficult to stay inside buildings. Anyone can have Claustrophobia, which is worth 1 point per level, but Ofanim get twice the points, because it can cause them dissonance. Binding or imprisoning a Claustrophobic Ofanite will eventually send him screaming to Hell.

Combustible (Corporeal)

This Discord causes deterioration of an Ofanite's corporeal vessel through vibrations at high speeds. Any time the Ofanite moves quickly for an extended period of time (a foot chase, for example), his vessel will actually begin to smoke and its physical features will begin to melt. If the angel doesn't slow down, he will take a number of Body hits equal to his Combustion level each minute.

Hyperactive (Celestial)

A Hyperactive Ofanite can't stop moving. Ever. He *cannot* stand or sit in one place, but must have an area equal to the Discord's level in yards to move around in. Otherwise, he becomes useless, a frantic, spastic cripple.

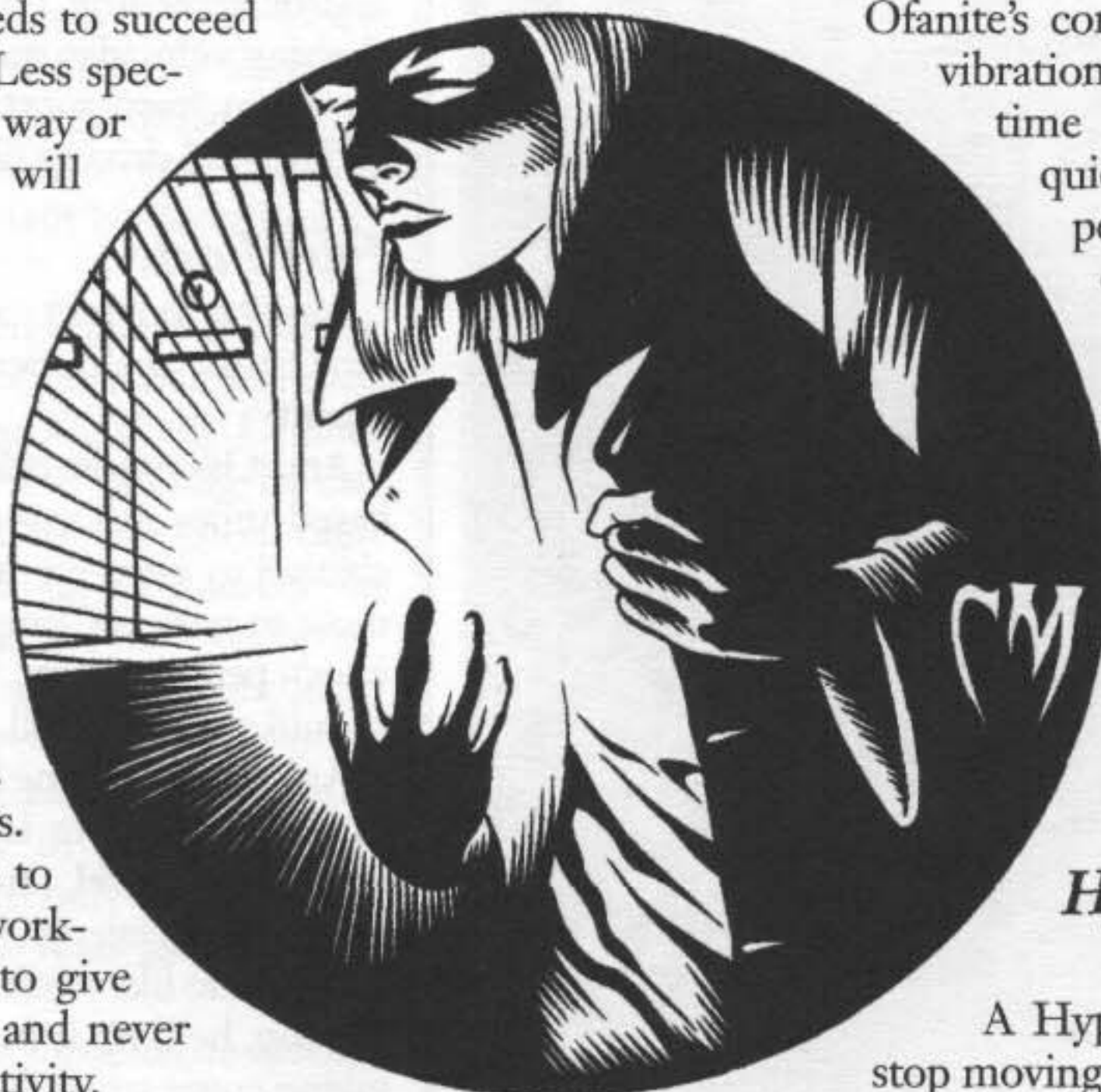
Given their resonance, this is more than just jitters; it is downright unnerving. This Discord makes it very difficult for the angel to maintain a Role, because his hyperactivity is clearly unnatural. (He can make a Will roll, at a penalty equal to Discord level, to suppress his Hyperactivity for a number of minutes equal to the check digit.)

Twitchy (Corporeal)

This Discord from *In Nomine*, p. 86, is a common (and terrible) affliction among Ofanim.

WORDS

Ofanim are assigned Words that deal with action and change. They like to keep the Symphony in motion, and their Words reflect that. The angels of Highways, Radio, Roller Coasters, Tornadoes and Travel are all Ofanim.



OFANIM AND SUPERIORS

Blandine: The reason for Ofanim's ability to remain in dreamscapes longer than other angels is that dreamscapes' constantly shifting nature means *they* move around *the angel*. The ethereal realm, as a whole, appeals to Ofanim for this reason; most of its components manifest their constant change in a form of motion.

David: The Ofanim who serve Stone must beware that most interior walls have a non-mineral layer – paper, wood or paint – they must destroy to pass through.

Dominic: These servants see Discord in anyone within the angel's Celestial Forces in feet – but humans don't suffer true Discord. Many mortal afflictions have effects similar to those of Discord, but mortal afflictions are *not* Discord, and are not detected by these angels.

Eli: These angels stay busy, giving an old man a little more time here, a lost baby bird a better chance there. They can't "turn back the clock" and resurrect the dead.

Gabriel: These hunters also automatically detect their targets on sight, as do Fire's other Choirs.

Janus: These Ofanim may accept brief confinement (up to their Forces in hours) in order to use their attunement to free *others* from confinement. Failure creates the expected dissonance, of course.

Jean: Using their attunement disturbs the Symphony in line with the damage done to the Ofanite's conductor.

Jordi: As they usually inhabit flying vessels, these angels truly excel at traveling quickly, "as the crow flies." With their resonance they can fly a straight line at top speed indefinitely. Bird watchers may find this peculiar!

Laurence: The benefits of the Running skill may be added normally to this attunement; note that it doesn't apply when the angel is being pursued. These angels often test the patience of the Archangel of the Sword.

Marc: This attunement requires that the angel personally escort the package. It modifies his resonance to take into account the logistics of moving (for instance) a tankful of dolphins when determining the best technique and route.

Michael: These Ofanim are usually mighty fighters, comparable to the Malakim. They favor hit and run and hit again tactics. Running, with the intent of circling back and striking again, does not generate dissonance for Michael's Ofanim.

Novalis: Fewer Ofanim than might be expected serve the Archangel of Flowers. It's not that they can't show kindness; it's just that gardens and speed often don't combine well.

Yves: These Servitors often seem the ultimate trivia masters. Knowledge clings to them like lint – random and uncoded – and no one can ever really know what fact or Skill they'll pull out next. Whatever it is, it can usually be taken as accurate, though . . .

THE OFANITE PERSPECTIVE

Seraphim: They've usually got good advice, but try to get information from them in as few words as possible. Let them get started on a lecture and you'll be listening forever.

Cherubim: Single-minded, loyal, dependable, dull. We admire their fidelity and respect their service, but Lord, are we glad we aren't them!

Elohim: Don't they ever get tired of being disaffected and aloof? At least they aren't as judgmental as the Seraphim. They really understand us, so they're easy to get along with, and they're willing to try new things, so they won't cramp your style. Don't expect them to act thrilled or grateful, though.

Kyriotates: Now these are some interesting folk. Can you imagine moving in six directions at once? That *must* be an incredible sensation! In their own way, they're as quick and versatile as us, but not as focused.

Malakim: They think we're trying to annoy them – we're really trying to get them to lighten up! All work, no play, makes Malakim obsessive and boring except when they're killing people, and *no* fun at parties.

Mercurians: These angels know how to have fun, but they spend too much time posturing. Style over substance doesn't get the job done. C'mon guys, humans are important, but there are other things to see and do.

Balseraphs: They're dangerous, but only if you listen to them. Clock 'em before they have a chance to open their mouths, and they're just another Fallen punching bag.

Djinn: Depressing, nasty, really unpleasant. You could almost feel sorry for them, except they love wallowing in self-pity. And when they aren't moping around, they're dangerous. They're not very fast, but they're relentless, so be careful if you have one stalking you.

Calabim: The very thought makes us shudder. All that energy, turned inward . . . if they don't destroy things, they tear *themselves* apart. They're like Ofanim with their feet nailed to the floor. No wonder they're so vicious – how can they stand resonating with entropy instead of motion?

Habbalah: Creepy little psychos that always know what buttons to push. They think they're angels? Run far, run fast, before they get their hooks in your mind.

Lilim: They're cute, but don't taste the forbidden fruit. Nothing will stop you in your tracks like a Geas. No matter what she did for you, it won't be worth it.

Shedim: Cry for their victims. If the Malakim ever mount a campaign to obliterate the Shedim, we'll be right beside them.

Impudites: Cunning as Lilim and often less noticeable, they rarely pose an overt threat, so we don't worry about them too much.



ELOHIM

THE POWERS

"Let all bitterness, and wrath, and anger, and clamor, and evil speaking, be put away from you, with all malice . . ."

— Ephesians 4:31

Often cold and seemingly aloof, the Elohim are unique among angels in their carefully cultivated detachment. They see the truth of the soul by freeing their reason – if not their entire mind – of anything that would color their perception, striving to transform themselves into divine mirrors. This outlook can be very useful, but is alien to most humans and even to celestials such as the passion-fueled Ofanim.

In Heaven, the Elohim are represented by Jean, a patrician technocrat whose demeanor is the Elohite ideal – objective and rational, but not without its personal quirks.

Some Famous Elohim

Camael, the first Habbalite – once the highest-ranking non-Seraph in the Seraphim Council, he was the first Elohite to Fall; Dokiell, Angel of Weights and Measures; Haniel, a warrior Elohite, notable for his valor during the Revolt; Johab, Angel of Salvation; Khalid, Archangel of Faith; Lailah, the Angel of Conception, a Servitor of Yves who records the destinies *and* fates of all mortals before they are born; Mihr, the Angel of Mercy – a Servitor of Dominic! – whose role is to ensure no angel is sentenced too harshly; Sophia, who earned the Word of Enlightenment for carrying on the work of her destroyed Superior, Raphael.

NAMES

Elohim don't give much thought to names – a name has only as much importance as you attach to it. To the Elohim, they are designators, nothing more, even when spoken in the celestial tongue.

Sample Elohim Names

Nearly any, whether true or earthly. The Elohim would much rather be judged by their actions than their names.

When dealing with mortals, they'll always pick a simple, pleasant name that fits the Role they are playing, preferably one with no prejudicial associations attached.



TRADITIONAL DUTIES

Elohim can serve in many roles; an objective opinion is useful in almost any situation. But their primary purpose is to act as counselor. Every Choir recognizes the objectivity of the Elohim, which means they are trusted by everyone. Elohim are not the flashiest angels; in fact, they dislike disturbing the Symphony more than any other celestial. But whenever there's a "gray area" to be dealt with (and what earthly mission doesn't have gray areas?), the Elohim are the ones who provide the best and most sought-after advice. Other angels won't always take an EloHITE's advice, but they'll always listen to it.

Because of their detached reverence for the Symphony, and their desire to leave it as God made it, Elohim are most often employed where they can work subtly. If an Archangel wants something done with a minimal amount of disturbance, preferably with no one else knowing celestials were involved at all, he'll put an EloHITE in charge. Elohim are also the best angels to handle assignments that would upset other angels; if an EloHITE can see the greater good in something unpleasant, he'll perform deeds with equanimity that would distress other angels to the point of dissonance. For instance, an EloHITE will not hesitate to sacrifice one life to save a dozen, even if that means taking the one life himself. This is what frightens other angels about the Elohim; an EloHITE will be cool, calm and collected as he smothers a man because his Superior has explained how the death is necessary in the "greater scheme of things."

The resonance of the Elohim makes them very useful when dealing with unpredictable, inscrutable humans. And Elohim work well paired with just about any other Choir. An EloHITE can warn a Seraph when a subject is likely to lie, so the Seraph knows to apply his resonance. An EloHITE can warn a Cherub when someone is likely to threaten the Cherub's object of attunement. They can act as an interface between Ofanim and those who can't keep up, and they not only know *why* someone has done the deeds a Malakite detects, they know under what circumstances he's likely to do them again. An EloHITE can find the best subjects for a Kyriotate to possess, and an EloHITE and a Mercurian working together can learn more about a human than he even knows about himself.

This ability means Elohim make excellent interrogators (even torturers). They also make good judges, though they usually leave that role to the Seraphim.

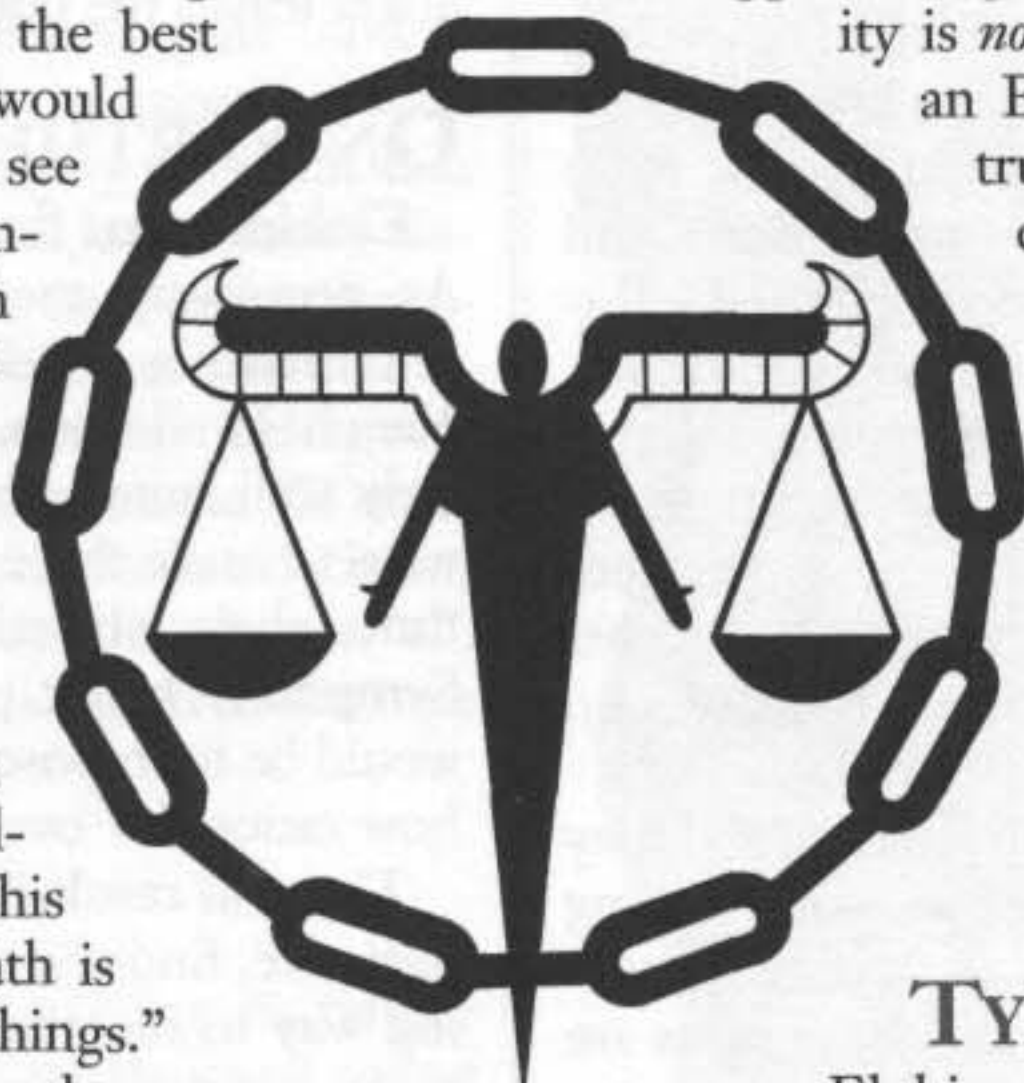
CELESTIAL DUTIES

Elohim serve an important role in celestial trials; a Malakite will measure a defendant's character and a Seraph can discern the truth of the matter, but only an EloHITE will determine the defendant's motives. If there are any mitigating circumstances, the best testimony for the defense will probably come from an EloHITE.

There are many other tasks for Elohim in Heaven than to help pass judgment on angels, though. They are counselors in Heaven as well as on Earth; even Archangels (*especially* Archangels) need advice, and the wisest of them have a few trusted Elohim Servitors who may always speak their mind, even if it's to tell their Superior he's acting foolishly. Lesser angels need the advice of Elohim too, and dissonant angels more than most.

Many Archangels appoint a cadre of Elohim to act as "confessors" for Servitors who need guidance but fear approaching their Superior directly. Confidentiality is *not* always guaranteed (and remember, an EloHITE can lie if ordered to!), but a truly penitent angel who seeks EloHITE counseling can usually expect fair treatment.


More important, Elohim have a knack for figuring out what an angel needs to do to rid himself of dissonance. Some Elohim have even become "missionaries," and go looking for Outcasts in the hopes of guiding them back to the path of righteousness.



TYPICAL ROLES

Elohim often take similar Roles to those they serve in Heaven. Elohim make good doctors, counselors, psychologists, therapists and advisors of all kinds. They perform well in environments where emotions run high, providing the much-needed voice of reason. Elohim can do nearly anything well, really, as long as they aren't required to become emotionally involved. They can work equally well in very social professions, doing anything from waitressing to diplomacy, and very technical ones, such as accounting, engineering, and computer programming.

The Elohim are not just good for support roles. Because their resonance gives them the ability to see into the hearts of mortals and read their emotions and motivations, they make excellent detectives. Michael's Elohim are famous for their courage under fire, and those sitting across from an EloHITE who serves Marc should expect to stay at the table until the deal is signed.



Elohim are not chameleons, however. They rarely make good artists, novelists or actors. Creativity and imagination are not beyond them. They just don't come easily. Likewise, they are rarely good journalists. Their objectivity allows them to avoid opinionated writing, but they don't have the desire to change society that drives most of the best reporters. Most of them also are not very good in combative roles – while they may have the technical expertise, and they certainly have the necessary level-headedness, they're much too meticulous. Policemen and soldiers often have to trust their gut, and for the objective Elohim, instincts are too fickle to be relied upon.

ELOHIM AND HUMAN SOCIETY

Elohim like variety. There is no part of human society that they particularly like or dislike, as a Choir, aside from those things that are obviously harmful or diabolically inspired. Elohim accept humans as the free-willed, complex beings they are, and regard every human invention as a product of God's greatest experiment, not to be tampered with lightly. Their mission is to observe and understand, and intervene only to remove celestial influences or, rarely, to change things for the better.

Elohim don't seek out things they find desirable, so much as things they find . . . interesting. Sporting events, political rallies, religious revivals and other events where emotions run high provide some of their best insights into human nature. But they also appreciate humans who seek the rational objectivity that they personify.

No one can argue philosophy like an Elohite, and they like to explore human intellectual activities, participating in everything from literary societies to Internet flame wars (the Elohite will always be the one whose posts are polite and rational, no matter what the provocation).

Some Elohim deeply admire Eastern meditation techniques. Zen and yoga masters can approach a tranquil and ordered mental state similar to that of the Elohim.

MORE SOPHISTICATED USES OF RESONANCE

The basic use of an Elohite resonance allows him to take a "reading" which gives him limited insight into the thoughts, feelings, motivations and desires of a subject. With a high check digit the resonance will even allow the Elohite to know the subject's reaction to a given action. (Though it *won't* divine the action(s) that would provoke a given reaction.)

If the Elohite has time, he can conduct a more thorough examination that will allow him to predict far more than how the subject will react to an action or two. By spending a week or more observing a mortal and using

his resonance at least three times each day, the Elohite will begin to sense patterns in the subject's life that will say a lot about where he has been and where he is going. Once this foundation of familiarity has been established, the Elohite needs to establish significant interaction with the mortal on at least three occasions to achieve a sympathetic state.

This interaction must allow the angel to question the subject freely, so he will often have to befriend the subject or work his way into the subject's life as a counselor or analyst. Once a sympathetic state is achieved, the Elohite can spend a point of Essence to develop an almost clairvoyant sense about the subject and how he lives his life. By making a resonance roll he will know where the subject is, what he is doing, how he feels about what he is doing and what he is likely to do next. This sense can be maintained as long as the angel doesn't use his resonance for anything else, but will be broken if the angel leaves the corporeal realm for any reason.

ON EARTHLY MATTERS

Elohim often find themselves at a strange crossroads. As previously mentioned, their objective perspective often reaches conclusions that would make other angels blanch. In addition, their resonance makes them particularly well suited for finding subtle but terribly effective ways to make these conclusions into fact. Yet at the same time, their objectivity stems from a sense of God's Symphony being perfect as is. What foolish hubris it would be to impose the Elohite's perspective – no matter how rational – over that of God himself!

The end result is that most Elohim, left to their own initiative, find the most subtle, least Symphony-disturbing way to manifest their goals on Earth. But even the most inconspicuous Elohite can and will take extreme measures when under orders from a superior (who, after all, represents an aspect of God's will).

Under these conditions, an Elohite will prefer to use his resonance to maneuver humans into accomplishing his goals – this disturbs the Symphony less than other methods. If a superior has ordered the angel to make sure a porn-video store closes down for good – and make sure the process sets an example for other peddlers of filth – the Elohite could buy a gallon of gas, a Zippo and a cat o' nine tails and do it himself. But he won't. He might motivate some human crusader, even a murderous one. He's even likelier to manipulate the store owner into "seeing" the error of his ways and publicly expressing remorse – by burning his *own* store down. But where another angel might give up if he couldn't reform the store owner, the Elohite won't hesitate to manipulate him into a temporary, false feeling of self-sacrifice and virtue . . . as long as it gets him to light the match.

DEALING WITH DISSONANCE

Elohim who lose their way tend to lose their detachment, and may start to express their emotions in very brief but intense bursts (dissonant Elohim have been known to develop road rage). Dissonant Elohim may work off a point per week by retreating to a state of total calm. It is important to remember that the calm applies to the Elohite, not necessarily his environment. While many prefer to spend their retreat time in the wilderness, libraries or monasteries, this isn't required. Some Elohim find great personal peace in bustling places. An Elohite could meditate while sitting on a Times Square park bench, affecting nothing, just listening to the Symphony.

Subjectivity is the other major danger for Elohim. An Elohite who earns dissonance for acting according to his desires must restore the Symphony to the state it was in before he imposed his will upon it. Sometimes this is possible; often it is not.

Example: James, an Elohite, has become quite fond of a mortal named Cathy, though he's managed to keep from showing it until now. When Cathy tells him that she's been offered a job in another state, James subtly dissuades her from taking it, with insinuations and unintentional manipulation, rather than deliberate persuasion. Nonetheless, he has allowed his personal feelings to affect a mortal destiny, and he takes dissonance. To erase it, he would have to get Cathy to reconsider her decision, *without* simply talking her into taking the job after all. Not an easy task – for an Elohite, working off dissonance requires a great deal of finesse.

TOUCHY SITUATIONS

An Elohite requires a light touch. Trying to refrain from taking sides is very difficult, especially when trying to balance one's own nature at the same time as balancing one's influence on the world.

Elohim do have emotions (though many strive to strip these away). They can express their emotions (and freely *fake* them with Emote) without dissonance – but expressing emotion without letting it influence their reasoning is very tricky.

Many risk losing their perspective if they become overzealous in suppressing their feelings, so they hold opinions as completely subjective as having a favorite color. Many others fear letting their interior bias creep into their exterior objectivity, so they attempt to cleanse themselves of all potential for any bias.

Likewise, Elohim can form opinions, and express them – they simply must be sure that their opinions are based on wholly objective criteria, after gathering as many facts as possible. Wise Elohim never trust the “obvious” conclusion.



Even when maintaining an “objective” perspective, Elohim walk a fine line between objectivity and amorality, dispassion and heartlessness.

Some Elohim start rationalizing a little bit of subjectivity for “the greater good,” allowing themselves some private, selfish gratification when it “won't do any harm.” These Elohim, if they don't realize the slippery slope they are on, will become increasingly emotional and opinionated, and they may never quite realize exactly when they transform from Elohite to Habbalite.

Some players of Elohim use the third person when speaking in character. This will create a sense of detachment that is entirely appropriate.



SPECIAL DISCORDS

Emotional Static (Ethereal)

The EloHITE loses control of his resonance and will start "picking up" information from everyone in the immediate area, making it very difficult for the angel to concentrate on anything but the voices in his head. An EloHITE suffering from Emotional Static receives a penalty to all rolls equal to the number of other people within range of his resonance, up to a maximum penalty of the Discord level.

Also, whenever he applies his resonance to someone, he will receive information from a number of subjects (within range) equal to the Discord's level, and be unable to tell which data came from which person.

Empathy (Celestial)

When an EloHITE with this Discord fails a resonance roll, he will pick up more of his subject than he intended. Instead of reading thoughts and emotions, he *experiences* them as if they were his own, for a number of minutes equal to 10 times the check digit. The angel doesn't actually think he *is* the subject, but he will have the same personality traits, which will most likely cause him to accumulate even more dissonance. A Will roll, at a penalty

equal to the Discord's level, can suppress these emotions for a number of minutes equal to the check digit.

Oversensitive (Ethereal)

Normally, the EloHim use their resonance to perceive what others feel, and they distance themselves from it with a practiced mask of objectivity. When an EloHITE develops this Discord, his protective barrier of reason will fail from time to time, subjecting him to a terrifying rush of emotions that would delight a Habbalite. Whenever an Oversensitive EloHITE fails a resonance roll, he will be assailed by his subject's emotions. Fears and anxieties will swell until they are overwhelming. Even joy will seem terrible. The angel will be stunned for a number of minutes equal to the check digit, and will be unable to bring himself to attempt another resonance roll for a number of hours equal to the Discord's level.

WORDS

There are many Words appropriate for the EloHim; in fact, an EloHITE can serve nearly any angelic Word, so long as it can be served objectively and impersonally. Major Words served by EloHim include Determination, Teaching, Repentance and Guilt.

ELOHIM AND SUPERIORS

Blandine: If these Servitors attempt to improve their default check digit, they use the better of the default or the roll's result.

David: The Archangel of Stone is served by many Elohim. A favored Role for these servitors is master or teacher . . . whether of contemplative philosophy, bare-handed combat techniques, or those schools that combine the two.

Dominic: Another favored Superior, Dominic will listen to carefully phrased dissent from an EloHITE that he would never tolerate in another servant.

Eli: Makers of relics and reliquaries, these are perhaps the most welcome of those Servitors of Eli who are "on loan" to other Archangels.

Gabriel: Charged with perhaps the broadest category of cruelty to punish, these Servitors are left to their own devices when it comes to ensuring that they don't over-react to wickedness.

Janus: Surprisingly, many Elohim serve the Wind. Capricious acts don't generate dissonance if they are truly done for no reason at all except to increase the chaos that their Superior serves.

Jean: The computers they create work incredibly quickly, and will store any amount of data between manifestations, making them the perfect storage site in regards to security and accessibility. Veteran Elohim of Jean can access all sorts of information wherever they go.

Jordi: These Servitors hold a – markedly deserved – reputation for being even more "cold blooded" than others in their Choir. Actions that might curdle other angels' sensibilities rarely cause an EloHITE of Jordi to so much as blink – provided his vessel even *has* eyelids.

Laurence: The Archangel of the Sword attracts relatively few Elohim. His passionately subjective outlook warns many of them off. Those that do serve him find a niche: it's not dissonant to follow orders, regardless of the reasoning of the Superior behind those orders.

Marc: Natural merchants, made more so by the Archangel of Trade's Choir Attunement, Elohim find a natural home in this organization, and tend to advance quickly to the celestial equivalent of a corner office.

Michael: Unlike Jordi's Elohim, these Servitors don't register as cold-blooded so much as at peace with violence. They're devastating warriors, calmly walking into a pack of demons and popping off rounds (beginning with those they know *will* fight first, and leaving the gun-shy ones for later, of course). A band of demons double-teamed by the opposing styles of an EloHITE and an Ofanite of Michael could almost elicit sympathy from a Malakite. Almost.

Novalis: Relatively few Elohim serve the Archangel of Flowers. Many find it hard to reconcile her blanket con-

demnation of violence – particularly against demons – and their objective natures. They don't endorse violence, but they can't summarily dismiss it, either.

Yves: Many Elohim like to think that Yves represents the archetypical EloHITE, though he belongs to no Choir. His ranks are full of Elohim, though.

THE ELOHITE PERSPECTIVE

The Elohim have no negative feelings toward any particular Choir, but they do have a general outlook on the advantages and disadvantages of dealing with each:

Seraphim: We value their ability to see the truth; this can be as important as knowing the reasons for that truth. We hope they find our insights equally valuable.

Cherubim: Their dedication and goodness is beyond reproach. It is unfortunate that they are incapable of objectivity where the objects of their attunement are concerned; misplaced loyalty has led many astray.

Ofanim: Act in haste, repent at leisure. They are the most passionate of all angels, which makes them fascinating to observe. It can be difficult getting them to listen to our advice, however.

Malakim: They serve a grim but essential purpose. Most of them respect the work we do, and believe their own resonance tells them everything they need to know, although they are willing to listen to us.

Kyriotates: They do not know true objectivity, but they are uniquely gifted in their ability to hold multiple perspectives. Truly getting to know a Kyriotate is a difficult, but rewarding task.

Mercurians: They are almost as varied as humans, and sometimes almost as flawed. We understand that subjectivity is part of what they do, but find it hard to understand their ability for closeness to their subjects.

Balseraphs: Their lies pose no threat to those who know the truth. . . but if you are not careful, they can deceive even the most stalwart angel.

Djinn: We would help if we could, but their inner conflict is self-inflicted; only they can redeem themselves.

Calabim: Their violence and chaos is almost unbearable. Fortunately, they are unsubtle and easy to spot.

Habbalah: It is uncomfortable to think about them . . . but sometimes it is valuable to contemplate the price of passion. Without objectivity, this is what we become.

Lilim: We understand them better than most. Their bargains are usually a bad deal; rarely are they able to tempt us, but they should not be underestimated.

Shedim: There is little we can say about them, and even less we can do. We usually try to undo their damage, and leave more direct measures to others.

Impudites: We spend much time foiling their machinations. A mortal acting inconsistently may have fallen under their spell.



MALAKIM

THE VIRTUES

"Suffer not thy mouth to cause thy flesh to sin; neither say thou before the angel, that it was an error: wherefore should God be angry at thy voice, and destroy the work of thine hands?"

— Ecclesiastes 5:6

The Malakim are virtues embodied. They were not created with the other Choirs, but came into being during Lucifer's rebellion. The noblest and purest angels, led by Uriel, became a new kind of celestial, warrior angels so resolute that they could not Fall. Since then, they have been Heaven's first and last line of defense against the diabolical hordes. In Heaven, they are represented by David and Laurence, two Archangels with very different temperaments, but identical in their passion to eradicate the forces of Hell.

Some Famous Malakim

Barbiel, Angel of Divine Wrath (a very ancient Servitor of Jean); Ithuriel, the first Malakite to do battle with Lucifer personally (and die); Orion, Angel of Hunting, a Malakite of Purity who hunted many mythical beasts to extinction; Peliel, Angel of Righteous Vengeance (a colonel in Laurence's ranks); Raguel, Dominic's chief executioner; Sorush, another Servitor of Judgment, who executes *Fallen* angels; Tarshish, Angel of Wisdom, and the highest-ranking of Yves' Malakim; Uriel, Archangel of Purity; Soldekai, Gabriel's chief lieutenant; Uzziel, another of Gabriel's lieutenants, said to have been slain by Belial; Zuheyr, Angel of Cleanliness (that which is next to Godliness).

NAMES

Malakim often take the names of virtues for true names. If a Malakite's true name doesn't fit earthly naming conventions, then on Earth he'll take the name of someone he admires for embodying that virtue, often a saint, king or hunter.

Sample Malakim Names

Typical true names include Annabella, Bronwen, Jochebed, Jubal, Timotheus, Tobit and Yamin. Appropriate earthly names include Alexander, George, Katherine, Stephen, Ivan, Sterling and Paul.



TRADITIONAL DUTIES

Malakim are creatures of honor first, warriors second. They fight, not because they are born killers, but because their honor demands that they oppose evil in every possible way.

Every Malakite is dedicated from the moment of his creation to fighting evil in all its forms. Other angels may investigate demonic plots, monitor the foe's activities and work to counter them without disturbing the Symphony too much, but when it's time to stop playing games they send in the Malakim. No Choir is more feared by the enemy; sometimes just the threat of facing Malakim will send demons scurrying for cover.

Every Archangel, even Novalis, has an elite cadre of Malakim reserved for situations requiring extreme force. These "rapid deployment forces" often destroy nests of diabolicals, sometimes rescue angels in trouble, or recover (or steal) important artifacts.

Not *every* Malakite is a killing machine; some prefer cunning to large calibers. But in one capacity or another, they are always on the front lines of the War, seeking evil to expunge.

Their talent for violence belies the fact that the Malakite nature and resonance are *not* inherently combative. Honor – the nobility of souls both mortal and celestial – is what they measure; violence is simply how they register their disapproval.

Like sharks swimming in the pool of humanity, Malakim can sniff out the deceitful, depraved and psychotic in any crowd of "upstanding citizens," and often uncover many details related to their sins. They are invaluable in investigations that must unearth secret sins. They can't automatically detect demons, but they can detect the signs of diabolical influence.

One use for Malakim that most would not think of – especially Malakim themselves – is blackmail. When angels need to coerce information or force cooperation from a mortal, they may call in a Malakite to confront him with his darkest secrets. The Malakite might present a problem himself, though: their appreciation of *self-discipline* limits their appreciation of mental persuasion.

Malakim also serve a darker purpose that most angels don't like to think about – as Heaven's internal security. Not only do they police themselves, but other angels, too. Most Malakim don't think of themselves as looking for traitors among the Host; they protect their brethren from corruption. The effect is the same; they deal with dishonorable angels almost as ruthlessly as demons.

CELESTIAL DUTIES

Malakim don't have much to do in the celestial realm. They were created to fight demons, who are scarce in Heaven and can rarely be brought to bay in Hell. Most Archangels' cathedrals are guarded by a few Malakim, often the force used for quick strikes on Earth. They rarely must act as police, but keep visitors on their best behavior.

Seasoned Malakim train younger angels in the art of divine warfare, especially in the Groves. As important as it is, few veterans can stand this duty for long. They would rather be down below, leading by example. Malakim hate to be out of the action.

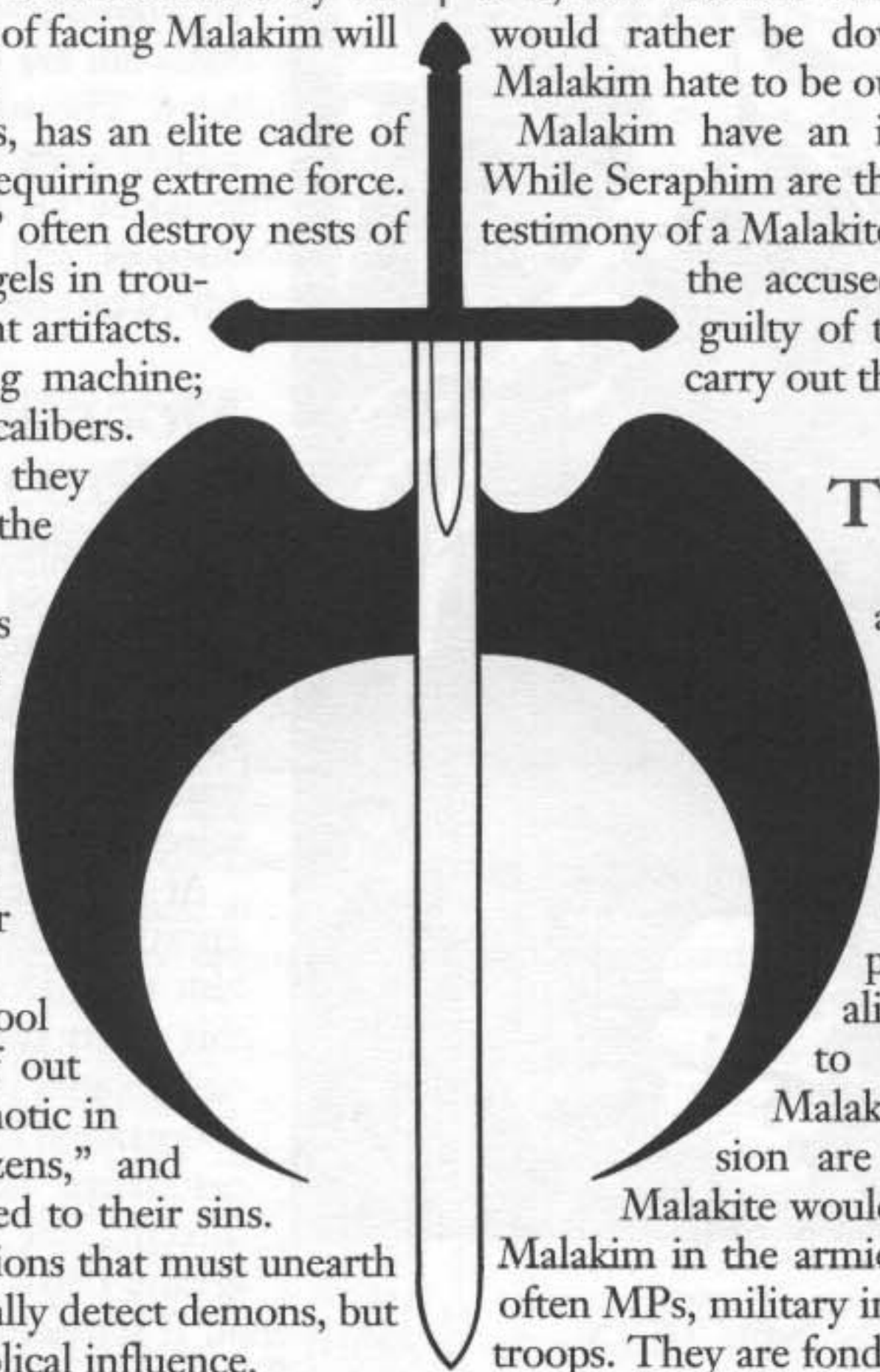
Malakim have an important role in angelic trials. While Seraphim are the judges, they always listen to the testimony of a Malakite who has applied his resonance to the accused. And when an angel is found guilty of the most severe crimes, Malakim carry out the punishment.

TYPICAL ROLES

Next to the Kyriotates, Malakim are the angels most likely to have no role. They do just fine as drifters, wandering from town to town, from one target to the next. Despite that, they often find positions in human society that allow them to seek out and punish sinners, mortal and celestial alike. While soldiering would seem to be an obvious profession for Malakim, the constraints on this profession are actually more limiting than a

Malakite would like. To be sure, there are many Malakim in the armies of the world, but they're more often MPs, military investigators or scouts than regular troops. They are fond of the Special Forces, though.

A much more natural role for Malakim is police officer. Especially as plainclothes detectives, they have access to the dregs of society, and with skill and a few Songs they can do a little cleansing and get away with it. They also use their resonance to ensure the police themselves are not corrupt. Any role that allows lots of travel, and/or frequent contact with people from all walks of life, suits them. While not on a specific mission, a little random screening of the people he meets will inevitably reveal someone needing a Malakite's divine justice. Thus, Malakim often function as journalists, traveling salesmen and truckers, as well as bartenders, counselors and even priests! (Some Malakim have administered their own penance for what a worshiper *didn't* confess . . .)





MALAKIM AND HUMAN SOCIETY

Malakim believe strongly in moral values. Without a standard of behavior, how can one judge whether someone's actions are right or wrong? They hate relativistic arguments, and are usually in favor of rules that draw lines one should not cross. This makes them somewhat reactionary, but they don't really care *what* the rules are – *if* they are not diabolically inspired, are accepted by the community as a whole and everyone knows them. They *do* hate unjust laws. Civil disobedience isn't a Malakite's style, but he understands and admires those who practice it. They value all virtues: honesty, decency, charity, courage, patience and everything in the Boy Scout Oath. They approve of the Boy Scouts, too, and any other hierarchical organization that teaches moral values. Etiquette

is important to them, not so much because they're offended by rudeness, but because etiquette provides another framework for determining what's right. Malakim hate choosing "the lesser of two evils," but they believe the greater good is more important than individual rights. Eastern philosophy is more appealing to them in this respect.

Very few Malakim display much of a sense of humor. They especially dislike levity at inappropriate times (of course, almost no time is appropriate as far as they're concerned). Malakim are also almost incapable of compromise. The need to do so to "get ahead" in human society disgusts them. A Malakite will stand by his opinion regardless of the consequences, and will have no respect for anyone who won't do the same.

MORE SOPHISTICATED USES OF RESONANCE

The Malakite resonance for honor provides a great deal of information about people. Not only does it tell a Malakite about someone's past deeds, but it also tells him about the person's values. They use their resonance to pick out transgressors worthy of punishment, but also to select potential servants, even Soldiers.

At a crime scene, a Malakite can pick the guilty individual out of a crowd, and confront him with details of his crime. Used in private this ability can generate useful blackmail material, though most Malakim would rather force cooperation the old-fashioned way. A Malakite's resonance cannot detect another celestial directly, but many celestials are involved in greater deeds, for good and evil, than the average mortal. If someone's noblest deed in the past week was killing an angel, or his most ignoble deed was befriending a demon, then he *might* be a mortal, but you can be sure the Malakite will find out quickly.

Malakim serve as Archangels' internal police for this reason. Though most can't automatically detect dissonance, they know that (for instance) if firing a pistol was someone's most ignoble act of late, this strongly suggests an angel of Stone who's been dissonant.

ON EARTHLY MATTERS

Malakim *don't* judge morality as part of their celestial duty or Choir nature. They simply perceive how a person relates to the code of morality they believe in; in other words, how selfless or selfish they have been.

This doesn't hinder them with demons – even the most disciplined are paragons of selfishness – but can cause great discomfort on Earth. They *really* advocate just societies because they *really* loathe working in unjust ones.

Hitler served as a prime example of the agonizing restraint Malakim must sometime show. By an infinite number of standards Hitler was evil – by all save the single standard that matters to a Malakite. Hitler strictly adhered to his own grotesque sense of morality. Only in this way did he survive with thousands of Malakim clenching their teeth at the thought of his actions. (Likely some Malakim would have traded a point of dissonance for der Fuhrer's head, if the diabolical schemes that followed the Nazi initiative had not diverted them.)

On a smaller scale, Malakim often encounter “noble” humans whose values constitute evil from other outlooks. How they react depends on circumstances, the Superior they serve and the Malakite's *own* values . . .

DEALING WITH DISSONANCE

Malakim take dissonance very seriously. A single note will make them a pariah among their Choir – and often is grounds for termination, depending on their Superior.

When a Malakite incurs dissonance, either by breaking one of his oaths or by breaking his Superior's rules, there are some ways he can get rid of it. In typical Malakite fashion, all are extreme. First, a Malakite can purge one note of dissonance by destroying a greater source of the evil that caused his dissonance. The most obvious way to destroy evil is to kill a demon, but not just any demon will do. It must be a demon serving a Word opposing the principle the Malakite violated.

For example, a Malakite of Dreams who generates dissonance by taking celestial form on Earth can remove it by killing a Demon of Nightmares (thus removing a more evil celestial form from Earth). A Malakite of Laurence who takes dissonance for disobeying one of his Archangel's commands must slay an Outcast or Fallen angel of Swords; they have, by falling from Laurence's service, committed a greater act of disobedience.

Secondly, Malakim can remove dissonance by binding themselves in even more rigid codes of honor. For every two additional oaths a Malakite takes, he can remove one note of dissonance. Each oath is as permanent as all the others, so a Malakite who repeatedly transgresses, and takes more oaths to purify himself again, will eventually find himself in a vicious circle, so honor-bound that it's difficult to act without violating one of his oaths.

The most extreme way for a Malakite to purge himself of dissonance is to die in combat with diabolicals. A Malakite engaged in mortal combat with demons loses a note of dissonance if his corporeal form is slain in battle. He must be killed while he is still fighting.

TOUCHY SITUATIONS

A Malakite cannot *choose* to suffer an evil to live. Many firebrand Malakim interpret this oath more strictly than their Creator perhaps intended. Some take it to mean they must delay an attack only long enough to unsheathe a sword. This perspective can lead to dissonance! Reflexively destroying the evil at hand and allowing greater evil to escape – or unwisely launching an attack that can't succeed – amounts to a choice that allows evil to live. The cold anger of their Malakite brethren is as harsh a punishment as the dissonance they gain.

Wise Malakim realize the oath enforces no time limit. They will reconnoiter, stalk and plan until they can launch their best attack, or until their hand is forced by circumstances. Once all leads and advantages have been explored, all hesitation ends, for an evil escaping while they wait also triggers dissonance.

This oath makes it hard for Malakim to ally with demons, but *not* impossible. A *temporary* alliance that offers an opportunity to erase greater evil is acceptable. If a Malakite is forced to choose *which* of two evils will escape, he earns no dissonance for choosing the lesser!

A superior's orders trigger the “when it's his choice” portion of the oath and allow a Malakite to co-exist with diabolicals, but he won't be happy and will impatiently await opportunity to “repair” circumstances.

What a Malakite will refuse to do is “see no evil” when other angels cultivate diabolical relationships that don't offer the opportunity to improve their body count. Breaking an oath would be bad enough; doing so in such an underhanded way would violate the very concept of honor. A Malakite can be duped in these circumstances; he simply can't be expected to help dupe himself.

The one case where a Malakite may *have* to suffer a demon is when his resonance picks up the noble act of seeking Redemption! A Redeemed demon is a permanently destroyed evil, rather than the “temporary” death of a slain vessel, so most Malakim feel they must not obstruct the effort (and sending a demon back to Hell's influences usually qualifies as bad for Redemption's odds). Some might even aid the demon in some *quick* fashion; Malakim don't have a nurturing nature.

Another danger for Malakim is getting tangled up in conflicting oaths, or foolish ones such as “Never lose a fight.” Even older Malakim can find it hard to obey all their vows, especially if they've added new ones to dispel dissonance. While Malakim cannot take spurious oaths, nor multiple versions of the same oath (“Never use a rifle,” “Never use a pistol,” etc.), wise Malakim take very specific vows, carefully considering how they mix with their other vows, and their Superior's dissonance rules.

A Superior can remove an oath. He will usually teach the Malakite a painful lesson before providing the ser-

vice. (But then, the Malakite's shame would be even greater if he *didn't* have to perform this penance.) A Malakite can never petition his Superior to remove one of his oaths, though. That vow has become integral to his nature, no matter how unwise. Asking to have one removed would earn the disdain of all his Choir.

When a Malakite's oath expires ("Slay all dragons" now that all dragons are slain), he must replace the oath immediately. He earns a point of dissonance at each sunrise in which he has failed to do so.

SPECIAL DISCORDS

Binding Oath (Celestial)

When a Malakite attempts to violate any of his oaths, he must make a Will roll minus the level of this Discord or he will be literally unable to act, paralyzed for a number of rounds equal to the Discord level. If the Will roll succeeds, he may act, but he will take celestial damage equal to the level of the Discord. This *can* cause the loss of a Force. Malakim must include the level of this Discord when making dissonance rolls!

Burning Touch (Corporeal)

Evil burns at the Malakite's touch, but so does the angel. In any physical contact with a demon (or an undead or a diabolical artifact), *both* take physical damage equal to the Malakite's Corporeal Forces, manifesting as bright green flames. This is in addition to any normal damage inflicted by hand-to-hand attacks.

Evil Warning (Ethereal)

This Discord makes a Malakite hyper-sensitive to the presence of evil, but warns demons more than it warns him. He can actually detect diabolicals by making a Perception roll as if sensing for a disturbance in the Symphony, with a degree equal to the combined Forces of all diabolicals in range. All he hears is an evil rumble in his ears, becoming louder the more demons there are and the closer they get. It is not directional, nor does it give specific information. Meanwhile, *he* creates an equal disturbance in the Symphony, perceptible only to diabolicals, and it provides full information according to a normal check-digit roll (*In Nomine*, p. 55).

WORDS

Malakim rarely ask for Words unless they can serve them by eradicating evil. Such Words guard the virtues, or relate to warfare. The Archangel of Purity was a Malakite; so are the Angels of Charity, Courage, Fortitude, Just Causes and Righteous Anger. As role models, the Angel of Kings, the Angel of Police and the Angel of Sunday School Teachers are all Malakim.

MALAKIM AND SUPERIORS

Blandine: Many a demon has thought himself safe on the nightmare side of the Marches, shortly before meeting these stealthy experts in ethereal combat. They fear to tread nowhere, prowling even into the Far Marches.

David: Stone's ranks are filled with Malakim, who generally favor unarmed techniques. They have been known to grapple an opponent prior to invoking their Choir Attunement, leaving him helpless for the duration.

Dominic: Malakim of Judgment are heavy-handed in their work; they might be better received if they didn't take others' dissonance so *personally*. Most are haughty even by their Choir's standards. Their attunement works on anyone within their Celestial Forces in feet.

Eli: These angels can use their Skill for any fairly similar *real* weapon when using an *improvised* one, or base their roll on Strength or Precision with no default penalty if their weapon defies comparison (say, a lampshade).

Gabriel: Her Malakim are assigned to specific targets; once this is done, a Malakite of Gabriel can detect it at a glance, as do her other Choirs. Their flaming-hands attunement uses Fighting skill.

Janus: These warriors have a lot of fun – but if they set an explosive themselves, the disturbance to the Symphony may resonate for miles and miles!

Jean: These fighters also lean toward weapons that blow up, as well as lasers and such. If they could just get their hands on a good, portable one . . .

Jordi: These Malakim enjoy the weapons of their canine vessels, but use their *own* Fighting Skill. A few rare Skills are inherent in an animal vessel's physique (for instance, Tracking for bloodhounds). These can be used by celestials in that form.

Laurence: A Malakite running a Malakite's dream organization, this Superior attracts many of his own Choir. They are noted for their rigidity, but also for suddenly providing the odd service for the odd human. Their enhanced resonance detects noble potential, and they feel compelled to foster its development if possible.

Marc: Their Choir Attunement *can* be used over and over again on the same person.

Michael: The Archangel of War has more Malakim simply roaming the Earth than do other Archangels. His gift of "danger sense" does not identify the nature of the threat in any but the most general terms

Novalis: She has few Malakim, but values those she has and uses them wisely. Their ability to move through forests allows them to team very well with servitors of her friend Jordi, especially in animal vessels.

Yves: Serving the Archangel of Destiny can complicate a Malakite's life. They must take care not to seal any mortal fates while dispatching evil.



THE MALAKITE PERSPECTIVE

Seraphim: They are very wise, and should be respected. Sometimes it seems like they'd rather fight the War with words than with action, though.

Cherubim: They are a virtuous Choir, and good to have covering your back. Sometimes their devotion makes them blind. If the object of their adoration is flawed, it may take drastic measures to shatter their misplaced loyalty.

Ofanim: Frivolous and unreliable. Their speed is useful in battle, but everything is a game to them. They should slow down and pay attention to what they're doing. Why do they seek to annoy us?

Elohim: We complement each other, but it's difficult to get over our differences. They cannot experience our righteous anger in the face of evil, and we cannot experience the *wrong* point of view – we don't care *why* people choose to do evil.

Kyriotates: They are very powerful, but difficult to deal with. They probably don't understand us any better than we understand them. Their need to protect their hosts inhibits them in a fight.

Mercurians: They love humans too much. We both teach lessons to mankind, but ours tend to be more permanent. They can be very helpful when we need to understand mortal society, but they're useless in a fight.

Balseraphs: The only demons so selfish we can smell their stink on the corporeal plane. They haven't the slightest shred of honor; Hell is too good for them.

Djinn: Brutal thugs who have turned away from the nobility they once possessed. We do them a favor by killing them.

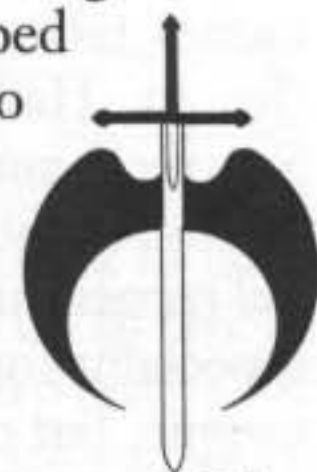
Calabim: The most physically dangerous of the Bands. They make formidable opponents. Kill them from a distance if possible; otherwise brace yourself, close in and finish them off quickly.

Habbalah: Sick, twisted liars. They love emotion unfettered by morality, and cause immense damage to human psyches. Put them out of their misery.

Lilim: They have their own kind of honor, but they are the spawn of a traitor, and almost all of them serve evil. Grant them the respect that they have earned for keeping their word, but remember they are the foe . . . and because they understand honor, they can use our own virtue against us in a way that no other Band can.

Shedim: They have absolutely no redeeming value. They usually leave their victims stripped of honor and self-respect, requiring us to destroy their mortal host along with them.

Impudites: These slimy predators take advantage of unwitting victims. Usually they're not worth much as opponents, but they can be very cunning.



KYRIOTATES

THE DOMINATIONS

"For the Lord seeth not as man seeth; for man looketh on the outward appearance, but the Lord looketh on the heart."

— I Samuel 16:7

Howling pack, buzzing swarm, ancient oak, modern computer, humans young and old; Kyriotates have been all of these things and more. The Dominations are gifted with the ability to take part in the different corporeal aspects of the Symphony; seeing the world through an endless array of eyes. They are the most alien of all of the Choirs, capable of experiencing life in ways other angels can only imagine, but they are also closest to the human experience in many ways.

Some Famous Kyriotates

Jordi, the Archangel of Animals (and many of his Servitors, such as Arael, the Angel of Birds; Manakel, the Angel of Aquatic Animals, and Shakziel, Angel of Water Insects); Orc, the Angel of Networks, who oversees the Internet; Hamonah, Angel of the South Wind; Och, the Angel of Alchemy, whose Word has all but vanished in modern times, and Zahun, the Angel of Scandal, whose Word definitely has not.

NAMES

Classical Kyriotate names usually relate to their role as Dominations. They often have names meaning "multitude," "cloud of God," "possession" or "domination."

Kyriotates also tend to refer to themselves in the plural, especially when inhabiting multiple vessels. Human language rarely contains the right pronouns for Kyriotates to describe their complex multi-dimensional existence and relationship with their various hosts.

Sample Kyriotate Names

Typical true names include Abraham, Aenon, Anastasia, Ardan, Candace, Edana, Enon, Forbes, Jerusha, Jolene, Kenah, Quentin, Sarah, Shamus and Zeredah. Kyriotates may use these on Earth, along with names taken from non-human things such as animals (Robin, Hawk, Fox), months or seasons (April, May, Summer) and natural phenomena (Stone, Rain, River). Some Kyriotates refuse to translate their complex celestial names into forms that humans can pronounce. Some, especially Jordi's servants, take no name in any human tongue, but only in the language of the beasts.



TRADITIONAL DUTIES

With their ability to possess and control multiple vessels, Kyriotates make the most capable spies and informants of the Heavenly Host. They provide true "inside" intelligence about Earthly goings-on, blending into an ocean of humanity and flitting from host to host to see and hear things of value to the forces of Heaven in the War.

Although Ofanim are the best messengers in Heaven, Kyriotates are very capable coordinators of information and activity between far-flung groups of angels and their allies. A Kyriotate can handle multiple activities at once, and is aware of everything going on around any of its hosts, so it can have one host working with a group of angels planning at the local Tether while another host hits the streets to gather information and another gives instructions to some Soldiers across town. Their resonance handles such multitasking smoothly and easily.

Although Heaven is officially against interfering with the free will of any creature, Kyriotates are sometimes used in sticky situations where direct control over a human being or some other corporeal aspect of the Symphony is necessary. Kyriotates are always careful to be sure their possession doesn't cause more problems than it solves. Kyriotates can often act where their human hosts cannot, allowing them to extract a host from a difficult situation. Many unexplained cases of people manifesting extraordinary abilities under stress, then "waking up" with no memory of what happened, are the result of Kyriotate intervention.

CELESTIAL DUTIES

In Heaven – though limited to their one, true form – Kyriotates remain masterful multitaskers and organizers. This makes them useful as clerks, record-keepers, researchers, administrators and many of the other scattered support tasks of Heaven. The Kyriotates keep all of the various wheels of Heavenly activity turning, juggling many different tasks at once.

The nature of their resonance draws most Kyriotates to some kind of Earthly service sooner or later, sent to gather information in the corporeal realm for their Superiors. They are one of the Choirs closest to the corporeal world, and so spend a great deal of time there.

TYPICAL ROLES

Most Kyriotates don't bother with Roles overly much; they're not usually around in one body long enough to use them effectively.

That's not to say Kyriotates can't have Roles to assist their work in the corporeal world, but they are generally limited to Roles that can be performed anonymously by a being that must change bodies every few days, like that of a computer consultant who works via e-mail. Some Kyriotates who specialize in possessing particular types of hosts have Roles suited to that type. A Kyriotate of Marc who specializes in possessing lawyers as hosts might have a lawyer Role to better assist his earthly work. A Kyriotate with a permanent vessel, such as a servant of Michael, can also have a Role for that vessel; those of Laurence must have one.

More important than a Role to a Kyriotate is their use of "tags" to allow others to recognize them in whatever forms they might be wearing at the time. This might be a favorite expression ("Oh, my stars and garters"), a symbol the Kyriotate always wears (or can have its host draw in some fashion), whistling a certain tune and so forth. For example, Joshiro the Kyriotate is something of a fan of *The Wizard of Oz* and often whistles "If I Only Had a Heart" in his various forms, allowing his angelic friends to know he's in control of a person.

Tags allow Kyriotates to identify themselves to allies without alerting enemies of their presence. Of course, a diabolical who discovers a Kyriotate's particular tag might turn it to his advantage, especially a Shedim who decides to confuse the opposition.

KYRIOTATES AND HUMAN SOCIETY

Kyriotates value individuality and subjectivity above all else. This makes them dangerously close to the selfish view of the Fallen in the eyes of some. For the Kyriotates, however, living in a hundred different forms, their individual nature and subjectivity is all they truly have to call their own. Kyriotates tend to develop very "defined" (some would say eccentric) personalities because of this.

Although they experience much of the corporeal world first-hand, Kyriotates are not of it. They sometimes become caught up in all of the fascinating minutiae of the world around them, and forget they are allowed to taste and feel earthly experience but not to hold on to any of it. Everything in a Kyriotate's life is transitory except for his duty to Heaven and his Superior. They are supposed



to leave things better than they found them, but Kyriotates are not supposed to become too involved.

This leads to two extremes in Kyriotate views of the Symphony. Some try to distance themselves from the lives they are entwined with, doing their work and moving on, retaining their individuality. They are perhaps the most cold and alien of the Dominations. Other Kyriotates throw objectivity to the winds and immerse themselves in the existences of their hosts. They see everything from multiple perspectives at once and are fond of the expression "on the other hand." Most Kyriotates hover between the two extremes, working to balance their subjective and diverse natures.

MORE SOPHISTICATED USES OF RESONANCE

Especially perceptive Kyriotates can use their resonance to learn more about their vessels than simple, basic instincts and innate skill. A Kyriotate who makes a resonance roll at -2 can use the check digit to determine what things are important to its host, the better to protect the host's interests. Consult the *Special Use at -2 Penalty* table.

A Kyriotate who makes a resonance roll at -4 can gain an even greater insight into a host, actually sharing some of its memories and Skills. This is similar to the ability

possessed by Kyriotates of Yves, except it is not automatic and the degree of access is determined by the check digit. Consult the *Special Use at -4 Penalty* table.

ON EARTHLY MATTERS

Kyriotates present more than their share of challenges and opportunities to Game Masters and players alike. Their abilities and limitations when using hosts on Earth require further elaboration.

The range of a Kyriotate's resonance is the same as other resonance abilities (*In Nomine*, p. 57) with the limitation that recordings and reproductions of a subject cannot be used. Live transmissions *do* work, so Kyriotates can attempt to use their resonance on someone over a telephone or a live video transmission. Kyriotates call this trick "reaching out and touching someone" and use it to get somewhere on Earth quickly without assuming their time-limited celestial form and disturbing the Symphony.

A Kyriotate gains all of the natural abilities of its host, including senses, natural weapons, movement abilities and the *minimal* base knowledge of how to use them. Skills and information are not accessed unless the Kyriotate is a Servitor of Yves or uses the advanced resonance technique described in this chapter. So, for instance, a Kyriotate possessing a bird can fly, but would not know any special aerial maneuvers that the bird has learned. Kyriotates have no access to a host's Essence, Songs, attunements, etc.

A Kyriotates' greatest advantage is the ability to inhabit and control multiple hosts simultaneously. Each one is a channel for the Kyriotate's Forces and can act independently of the others. This gives Kyriotates an incredible innate feeling for teamwork, coordinating different hosts to accomplish complex tasks together. A Kyriotate's hosts do not have to communicate, since they have the same mind behind them.

A Kyriotate suffers no disorientation in switching hosts. Masters of multitasking, the angels require only a moment to invoke their resonance and take control of a new vessel, then they can act normally. Using resonance counts as a Kyriotate's action in combat, just like other uses of resonance.

Kyriotates may not extend their stay in a host by "repossessing" it before their time expires. As long as they don't fail a resonance roll, thought, they could switch between two hosts indefinitely. Most Archangels frown upon relying too heavily on this method of operation, however; it's unfair to the hosts and contrary to true Kyriotate nature.

Often, questions concerning Kyriotates hinge on when to treat them as one being or many. Generally, the rules allow multiple actions per round for purely corporeal

KYRIOTATE CHECK DIGIT RESULTS (SPECIAL USE AT -2 PENALTY)

- 1 You can sense the one thing most important to your host in general terms, such as health, money, success, family and so forth.
- 2 You can sense all of the things important to your host in their order of importance.
- 3 You can sense the above in detail, learning your host defines success as becoming a Broadway actor, or a doctor or a millionaire before age 30, for example.
- 4 You can sense the above, as well as *why* each thing is important to your host.
- 5 You learn the above, along with the one thing that would cause the most harm to your host's interests, which you should avoid at all costs.
- 6 You learn all of the above, plus part of your host's destiny . . . the one thing the *Symphony* considers most important about your host, whether your host considers it important or not.

KYRIOTATE CHECK DIGIT RESULTS (SPECIAL USE AT -4 PENALTY)

- 1 You know what your host was thinking about when you took control.
- 2 You can access your host's memories of the last hour and use one of its Skills (your choice).
- 3 You can access your host's memories of the past week and use two of its Skills.
- 4 You can access your host's memories of the past month and use three of its Skills.
- 5 You can access your host's memories of the past year and use four of its Skills.
- 6 You can access all your host's memories and use any of its Skills for as long as you remain.

activities, but only one action for anything dealing with the ethereal or celestial. So a Domination can solve the New York *Times* crossword, duke it out with a Calabite and take a shower simultaneously in separate hosts. He can do any combination of those sorts of things *and* use a Song, attunement or distinction in the same round (originating from any single host or a celestial form). He *cannot* use any two Songs or other options of a celestial nature in the same round (*except* his resonance).

This does not prevent the Kyriotate (or any other celestial) from passively enjoying the benefits of celestial options simultaneously. He could have Numinous Corpus that were cast in different rounds sprouting from all of his hosts at the same time. Of course, this burns Essence. Kyriotates only regenerate Essence once per day regardless of how many hosts they inhabit – usually at sunrise at the location of their host with the most Forces. Kyriotates *can* hold back a small host to perform Rites while other hosts do other things, but any Rite only works once per day per Kyriotate, not per host.

Similarly, Kyriotates may not manifest in more than one place celestially. Only Servitors of Blandine may manifest in more than one place ethereally.

Kyriotates may manifest in two or three planes at once, but this challenges even their talent for processing in parallel. Those co-existing on two planes may only act on alternating turns; all corporeal hosts move on the corporeal turn. Those manifesting on all three planes alternate action on every third turn. Combat should be avoided under these conditions, since any hosts will be defenseless half or two-thirds of the time, but the Kyriotates may still *sense* things on turns in which they can't act.

Kyriotates use their own individual stats to mark off Soul hits, Mind hits and Essence use. They use their

hosts' Body hits, treating the host body as a vessel of level equal to the host's Corporeal Forces plus any Toughness. They do enjoy their own characteristics while in a host (with the exceptions for unusual vessels on p. 56).

Corporeal damage does not carry over from one host to another. Kyriotates only suffer Trauma if they are in a single host when it is killed. A Kyriotate in multiple hosts does not suffer Trauma if one is killed, although he normally gains a note of dissonance. If one of a Kyriotate's hosts is stunned or knocked unconscious, the Forces tied up in the stunned vessel are unavailable until the vessel awakens or dies, or the possession term expires, but the rest of the Kyriotate's Forces are not affected.

While under a Domination, host bodies are treated as vessels. The body still needs to breathe, but won't require food, water or sleep. However, any damage they take will disturb the Symphony normally (damage to a normal vessel does not disturb the Symphony at all).

Most hosts gain Body hits when possessed . . . so a host may die if the Kyriotate leaves it with more damage than it can endure normally! In the rare cases where Body hits *drop* during possession, any damage which reduces the host's new Body hits to 0 ejects the Kyriotate, leaving a wounded mortal, and probably a dissonant Domination.

Except when a Kyriotate takes celestial form, using their resonance does not disturb the Symphony. Taking celestial form creates a disturbance based on their total Forces, however, not just the 3 free Forces required to do so. Leaving a host causes no disturbance unless it is the angel's *last* host, and he does not simultaneously enter another one; this forces him into celestial form.

Leaving a host is automatic; in the case of humans, the host's soul immediately returns from the Marches to its body. A Kyriotate shifting from one host to another need not take celestial form in between, as long as the new host is within (Kyriotate's Forces) yards and the old host can see or touch him; the transition occurs instantly. (A failed roll just means the Kyriotate stays in the original host, unless his time there is up; in that case, he's in trouble!) Of course, a Domination with the Forces to spare may possess a new host without releasing the old one.

Manifestations on the ethereal plane require 3 free Forces per ethereal form. The angel may not enter the Marches by going to sleep in one of its hosts, nor need any of its hosts sleep. Instead, the Kyriotate must make a Will roll to place the invested Forces in a dreamlike state. The Kyriotate's appearance will be that of its current or last host with the largest number of Forces.

A Kyriotate *can* possess the vessel of another celestial. This displaces the owner into the Marches, as with human souls. From there, the preempted celestial can return to Earth if he has another vessel, travel to the celestial realm or wander the Marches for the duration.



If still in the Marches, the celestial returns to the vessel when the Kyriotate leaves it. Otherwise, the vessel simply vanishes when the Domination abandons it, just as if the rightful owner had gone celestial or switched to another vessel (which, in fact, he *has* done).

If several Kyriotates and/or Shedim struggle over the same host, roll resonance normally. Every combatant that makes his roll (and has the target fail its roll to resist if appropriate) carries over the struggle into the next combat round. The successful attempts don't "take" because of the other celestials' interference, but additional attempts may be made till only one celestial makes its resonance roll.

The one time when Kyriotate possession will change the physical appearance of a host is when the Kyriotate has a Corporeal Discord. This will manifest in every host! The effect may be as subtle as Twitchy ("Jeff seems awfully jumpy today") to as dramatic as Obsec (which instantly alerts those who know the host that something is very wrong). Discords like Crippled will have no permanent effect; limbs would just be paralyzed while the possession goes on. The one fringe benefit is that the Kyriotate could use this effect as his tag. ("Hey, that mailman just grew horns! That must be Xaausti!")

Human Hosts

In general, Kyriotates prefer willing human hosts and cultivate human friends, servants and Soldiers for this purpose. They will possess unwilling humans, but usually only to help them in some way. Kyriotates like to know what they are getting into with a host. The risk of harming an unwilling or unknown host is too great for most to risk on a regular basis. Only in the most dire circumstances, or for the briefest of "visits," will a prudent Kyriotate possess a completely unfamiliar body.

Kyriotates with permanent human vessels of their own (servants of Michael or Laurence) "tie up" some of their Forces in them. These Forces can't be used for possessing other hosts. For example, if a Kyriotate of Michael has a human vessel of 5 Forces, it has only 4 Forces free for true possessions. Servants of Michael do not have to generate a human vessel, or even use their Choir

Attunement at all. Once the vessel is generated, however, the Forces are tied up until the vessel is destroyed, even when the Kyriotate "vanishes" it and assumes celestial form. (Note that a Kyriotate with a true vessel may vanish it while possessing another host and *not* assume celestial form if it so chooses.) Except for these special rules, the vessels are treated like those of any celestial.

Animal Hosts

Animal hosts are useful to Kyriotates for many reasons: they're common, they're easy to control, they have fairly uncomplicated lives and many animals tend to be overlooked by humans and celestials alike, allowing the Kyriotate to operate without being noticed. Animal vessels are also quite useful in combat, although not as much as before the advent of modern weaponry.

An animal host allows a Kyriotate to make use of the animal's senses and other natural abilities. Animals are limited in their ability to operate in human society, although a favorite pet can be very useful for keeping an eye on a household. Or a guard animal can be possessed to keep it from raising an alarm.

Plant Hosts

Kyriotates of Novalis can possess living plants, and can imbue them with the ability to move branches and such, though rooted plants must stay where they are. A house plant or small lawn would be considered to have 1 Force, an average tree 3; a giant oak could be as many as 5 Forces. Though a Kyriotate normally uses its own characteristics while in a host, those possessing plants use the host's Strength, which is normally twice its total Forces.

Non-Living Hosts

Kyriotates of Jean have the ability to inhabit non-living objects. Inhabiting an object requires 1 Force; especially large or complex objects will require additional Forces per GM ruling. The GM also determines what sorts of object can be inhabited; something like an old log might not be what this Archangel had in mind . . .

The Kyriotate retains its normal senses of sight, hearing and touch while inhabiting the object, and gains any

special senses the object might have (e.g., a radio can "hear" radio waves). The Kyriotate's ability to communicate while inhabiting the object depends on the abilities of the object, much like living vessels. A stone won't be able to speak, but a radio or television could. A computer can communicate through any of its output devices. Motors, engines and other moving parts can click, whir or hum to provide crude communication, and lights can flash or blink. Kyriotates of Jean often know Morse code for situations like these.

The Kyriotate can only move the object in a way in which it naturally moves. A table cannot walk because its legs are not flexible, but a roundish stone can roll, a door can open or close, a car can drive, a puppet walk and so forth. The angel provides the motive force. Songs can impart movement abilities to object vessels normally, using Numinous Corpus to give an object wings or using the Corporeal Song of Motion to allow an object to fly. Otherwise, objects cannot be moved via "levitating."

Kyriotates of Jean do not gain dissonance for allowing an object-host to be damaged, but do disturb the Symphony if they inflict damage themselves.

DEALING WITH DISSONANCE

The cardinal rule of Kyriotates is they cannot leave a host body in worse shape than they found it. This also includes the host's mental, emotional and spiritual well-being. A Kyriotate cannot possess a human vessel, proceed to ruin that person's career and family life, then disappear and expect no repercussions. This is why Kyriotates prefer to know something of the hosts they take, so they are better prepared to protect the host's needs. Kyriotates must never forget the bodies they use are not their own.

Animal vessels tend to be less complicated. So long as they are not harmed and their survival is not threatened, a Kyriotate will not gain dissonance upon leaving them. Of course, taking an animal vessel and leaving it in a Human Society shelter is certainly not improving its lot if it is going to remain imprisoned or be put down.

If a Kyriotate makes a mistake and ends up leaving a vessel in worse shape than it was found, it can try and make amends and undo the damage that has been done. If successful, the note of dissonance gained is removed. Anything the Kyriotate does that makes the situation worse results in *another* note of dissonance. Some Kyriotates have Fallen because they were unable to admit some situations were beyond their ability to fix.

TOUCHY SITUATIONS

This need to protect host vessels can often cause Kyriotates' duty and nature to conflict. While other angels might sacrifice a vessel for the greater good, a

Kyriotate cannot do so without gaining dissonance. A Kyriotate also is far less likely to buy the argument that an individual should be sacrificed for the good of all, *especially* if said individual happens to be their current host!

Kyriotates are expected to respect the lives of their hosts, but (in general) not to get too involved with them. They must keep the greater good and the good of their host bodies in mind at the same time, acting locally while thinking globally, as it were. Kyriotates who become too distant, seeing individual humans as nothing more than pawns in the War, a means to an end, are well on the road to Falling and becoming Shedim. They use and discard host bodies at will, gaining dissonance along the way for each damaged host they leave behind.

SPECIAL DISCORDS

Fractured Forces (Celestial)

This Discord affects a Kyriotate's resonance, creating a break in its harmony with the Symphony. It "isolates" a number of Forces equal to its level. These Forces can still be used to control hosts, but cannot be combined with the rest of the angel's Forces. The Kyriotate can "under-spend" in either type of Force if so desired.

For example, Abdeel, a 9-Forces Kyriotate of Jordi, has Fractured Forces/2. Two of Abdeel's Forces are separated from the whole of his being, leaving him with 7 other Forces. Abdeel is no longer able to control a vessel with all 9 of his Forces. He could invest his isolated 2 Forces in a small vessel like a bird or a swarm while his other 7 can be divided and used normally. He can also divide up his 2 Fractured Forces to control two small 1-Force creatures, but he cannot combine any of his 2 Fractured Forces with any of his 7 normal Forces in the same host.

This Discord can be abused. Game Masters should be wary of PC angels beginning play with Fractured Forces.

Contrariness (Ethereal)

From time to time, some of the Forces of the Kyriotate with this Discord will act *against* the Kyriotate's desires. Any time the Kyriotate controls a host with a number of Forces less than or equal to the level of the Discord, the GM can call for a Will roll when the Kyriotate wishes the host to act. If the Will roll fails and the check digit is equal to or less than the level of the Discord, the vessel will act in a manner *opposite* the Kyriotate's wishes. This *can* cause the Kyriotate to earn additional dissonance.

Inner Echoes (Ethereal)

A Kyriotate with this Discord acquires some of the worst traits of its host bodies. While inhabiting a host, the Kyriotate suffers from another Ethereal Discord of the same level as Inner Echoes. This Discord is based on one of the host's own personality quirks, brought out and

magnified by the angel's presence. For example, a normally timid host might cause the Kyriotate to suffer Cowardice, a violent host would cause Anger and so forth. A Kyriotate with this Discord inhabiting multiple hosts can seem almost schizophrenic, suffering from multiple, wildly different Ethereal Discords at once!

Inseparable Forces (Celestial)

Similar to Fractured Forces, Inseparable Forces *can* be combined with regular Forces, but can't be split up. The Discord makes Forces equal to 1 + its level inseparable. For example, a Kyriotate with 9 Forces and Inseparable Forces/5 could still use all his Forces to possess a 9-Force subject. But whether a lesser host had 6 Forces or only 1, all 6 Forces must be invested in the same host.

WORDS

Kyriotates are most suited to wide-reaching Words that draw on their resonance for multiplicity. Jordi's Word of Animals is one example. Other Kyriotates are given to overseeing Words with a similar broad scope, such as Orc, the Angel of Networks, whose Word includes the vast and growing Internet.

Their nature also suits them for Words alien to human experience. Words of plants, geographic features, machines and similar non-human things fit well.

KYRIOTATES AND SUPERIORS

Blandine: On leaving their last earthly host, these angels can make a Will roll to manifest in the Marches for up to 8 hours, suspending the normal time limit to find a corporeal host. They *must* do this to invoke their Choir Attunement.

David: These angels *may* have one or more stone vessels (essentially, living statues), but it's not required; a Kyriotate of David may also possess no vessel at all. If he has one, he may leave it, causing it to disappear like other celestials' vessels, and freeing up the invested Forces – *unlike* other Kyriotate vessels. The Forces invested in their operation equal those required to possess a host of the same form; a human statue would require 5 Forces, a very small gargoyle as few as 2.

Dominic: Human hosts never have Discord, but this attunement also applies to truly *evil* human hosts. A human's evil is ruled on by Heaven's representative, the Game Master. The Kyriotate doesn't instinctively detect humans who qualify as evil, so caution is warranted.

Eli: The Kyriotate *does* need to know the Celestial Song of Form to use its attunement! The Song disturbs the Symphony aside from the waived Essence cost, so extended use trades corporeal guile for celestial noise.

Gabriel: Her command to punish the cruel doesn't mean her Kyriotates may simply possess their target and

mete out damage without taking dissonance! They must act through other channels.

Janus: The general outline of the Kyriotate in gaseous form can be any shape the angel desires. Humans may find this form disturbing, but not horrific as they would its celestial form. The normal travel rates can be exceeded if riding along with the wind. The gas can slip through cracks, etc. These Servitors can arrive on Earth in this form rather than their celestial form.

Jean: See *Non-Living Hosts* on p. 56. Note that possessing an item does require a Will roll – per the Kyriotates' normal resonance rules – even though most Choir Attunements do not.

Jordi: These Kyriotates' attunement extends to arachnids, scorpions and similar "bugs." Non-swarming bugs can be taken over as individual creatures for 1 Force (spiders, for example, are usually lone hunters). Treat a swarm as one host for generating dissonance from damage (the swarm can be healed as a "unit," even though damage may have meant some members were killed). The solitary sorts of insect host will generate dissonance if destroyed! A swarm should remain fairly cohesive (members within easy sight of each other), but separate swarms can travel independently.

Laurence: See *Human Hosts*, p. 56. Most celestials who lose a vessel must petition their Superior for a replacement. Kyriotates of Laurence simply spend character points. This represents the effort it takes to find the right candidate. Theoretically, if a campaign lasted long enough for a Kyriotate's vessel to reach retirement age, a replacement might be provided without the normal 5-point cost for the Choir Attunement.

Marc: These Kyriotates are especially adept at riding willing hosts for extended periods, shuttling between two or more. Marc doesn't normally frown on this – but ensuring that the hosts' personal lives don't end up in tatters can be tricky and is the Servitor's own problem.

Michael: See *Human Hosts*, p. 56. A favorite tactic is to use the Howl Attunement from one host while inflicting various nastiness from another host or the Kyriotate's vessel. These Dominations must take care in battle, as they earn dissonance if the vessel is destroyed.

Novalis: See *Plant Hosts*, p. 56. Note that plants are essentially completely corporeal, so their "vessel level" for calculating Body hits likely will be high. Some large trees can require 10, 20, even 30 Forces to possess! Only living plants may be possessed.

Yves: See *More Sophisticated Uses of Resonance*, p. 54. Once the Kyriotate exits the host, it loses all skills and memories immediately. However, the memory of what it did while in the host remains. So if it used a host's memories to call a phone number (or even just brought it to the forefront of its mind), it has a chance to remember it.



THE KYRIOTATE PERSPECTIVE

Seraphim: They know nothing of tact or subtlety. They know the truth without recognizing truth can be relative. Truth, like beauty, is in the eye of the beholder.

Cherubim: How they stand being tied to a single charge is completely beyond us. They are steadfast and devoted to their duty, but their single-mindedness blinds them to seeing the bigger picture.

Ofanim: They understand our need for movement. If they could experience what is like to be in many different places at once, they would like it. They just need to learn patience to go with their boundless energy.

Elohim: If any of the Choirs can understand the challenge we face, it's the Elohim. The Powers know how difficult it is to avoid drowning in all of the different feelings and perspectives of humanity.

Malakim: They only understand one point of view, honor. They are like lasers: intensely focused and burning hot. They are powerful allies when you need a job done, but don't try reasoning with a Malakite or getting in his way, or you'll regret it.

Mercurians: They share our interest in humanity and the corporeal world. They are *smooth*. They should give lessons on how to work a crowd.

Balseraphs: They know a little *too* much about subtlety. They can tell you night is day and make it seem true. Learning to see things from different perspectives can help expose some of their lies.

Djinn: Perversity incarnate, they take the holy guardian role once theirs and twist it until it is unrecognizable. We must protect humans from their gentle "care."

Calabim: They take the easy way out. They know it is easier to destroy than to create. We help build up what they tear down.

Habbalah: These are sad creatures. They lost their hold on reality, and subsequently lost their place in the Symphony. Do not become drawn into their twisted beliefs.

Lilim: Beware their webs or you'll end up losing the freedom they claim to spring from.

Shedim: They are our dark reflections. They use mortal lives without any concern for their well-being, trying to draw humans down into Hell with them. They've lost their divine multiplicity . . . it's up to us to protect humanity from their ever-increasing corruption.

Impudites: They may be good at taking, but we're better at giving.



MERCURIANS

FRIENDS OF MAN

"But the angel said to them, 'Do not be afraid. I bring you good news of great joy that will be for all the people.'"

— Luke 2:10

The Mercurians are the angels charged with relations with mankind, and thus the least divine of all the angelic Choirs. Although most at home on Earth, they are represented by the Archangels Eli and Marc in Heaven.

Some Famous Mercurians

Marc, the Archangel of Trade, and many of his Servitors such as Ipatriel, the Angel of Haggling; Eli, the Archangel of Creation, and many of his Servitors such as Elysia, the Angel of Toys; Nisroc, the Angel of Spies; Requel, the Angel of Counsel; Lang, the Angel of Foresight, and Etienne, the Angel of Diplomacy.

NAMES

Mercurians' true names vary widely, especially since many younger ones choose a current Earthly translation to better reflect their nature. When choosing an earthly name, Mercurians make certain it is appropriate and essentially normal – but also has a certain style or flair. Mercurians will never choose a name that is out of date, threatening or simply too unusual.

Sample Mercurian Names

Typical Mercurian names – used both in Heaven and on Earth – include Gilchrist, Maximillian, Salvatore, Valentine, Angel, Echo, Celeste, Dominique and Lacy. Some very old Mercurians retain very Enochian-sounding names. This has become a symbol of age and experience. These angels will alter their true name (for instance, Rumieli to Remy, Asisya to Alicia or Sahriel to Sarah) for use in dealings on Earth.

TRADITIONAL DUTIES

Mercurians typically hold any duties that deal with blending into, interacting with, observing or influencing human society directly from within. They are often utilized as spies, propagandists or envoys. In more mundane capacities, Mercurians usually choose to fulfill roles that place themselves as patrons of the arts or preachers of true faith.



It is interesting to note that many Mercurians do not like the large organized churches of the corporeal realm. With their innate sense of politics and relationships, they see them as being instruments of control rather than true instruments of faith. They visibly blanch upon mention of televangelists.

CELESTIAL DUTIES

Within the celestial realms, Mercurian duty lies almost solely in the realm of politics. It was the Mercurians who attempted to stop the War, although their peaceful accords were, in the end, futile. The Mercurians are now mainly charged with helping and advising the human souls, saints and the bodhisattva. They also act as the specific eyes of their Archangel, keeping tabs on other Archangel's plans and making sure that no one group or individual's plans are counterproductive to their own machinations.

TYPICAL ROLES

Mercurians tend to hold Roles that put them into contact with lots of people. These Roles reflect their duties, leaning toward positions that allow them to gather information or directly influence. Some applicable roles include administrator, bartender, courier, detective, doctor, entertainer, journalist, lawyer, politician, psychologist and religious figure.

MERCURIANS AND HUMAN SOCIETY

Mercurians simply love humans, especially their capacity for intense emotion. They love all forms of artistic expression, be it painting or drawing, music, writing, dance or what have you – that is, as long as the emotion and motivation behind the expression is pure.

They openly curse any artistic endeavor born of impure emotions, such as hate or greed, and any art in whatever form it takes that encourages evil behavior. And more than anything else, they weep for the degeneration of artistic culture that has taken place over the last half-century.

Since Mercurians are so closely connected and enamored with humans and human society, they overlook nothing. To them, humanity and society are both much like art; they are to be studied and experienced in their fullest. In this capacity, they serve the War greatly.

MORE SOPHISTICATED USES OF RESONANCE

Under normal circumstances, the Mercurian resonance detects patterns of politics within the Symphony. Simply by looking at people, they are able to determine social standing, name and peripheral relationships. More experienced and perceptive Mercurians are able to use their natural resonance to determine other things about the humans they so love.

By concentrating their resonance on a particular individual, a Mercurian may be able to discern other characteristics about that person. While an EloHITE is able to determine a person's emotional state and motivations, a Mercurian may be able to discover what a person enjoys or desires. To do this, the Mercurian must choose his target and make a successful resonance invocation. The check digit determines the degree of precision with which he is able to read such things. A Mercurian

must roll at -2 to his target number in order to use this function of his resonance, consult the *Special Use at -2 Penalty* resonance table.

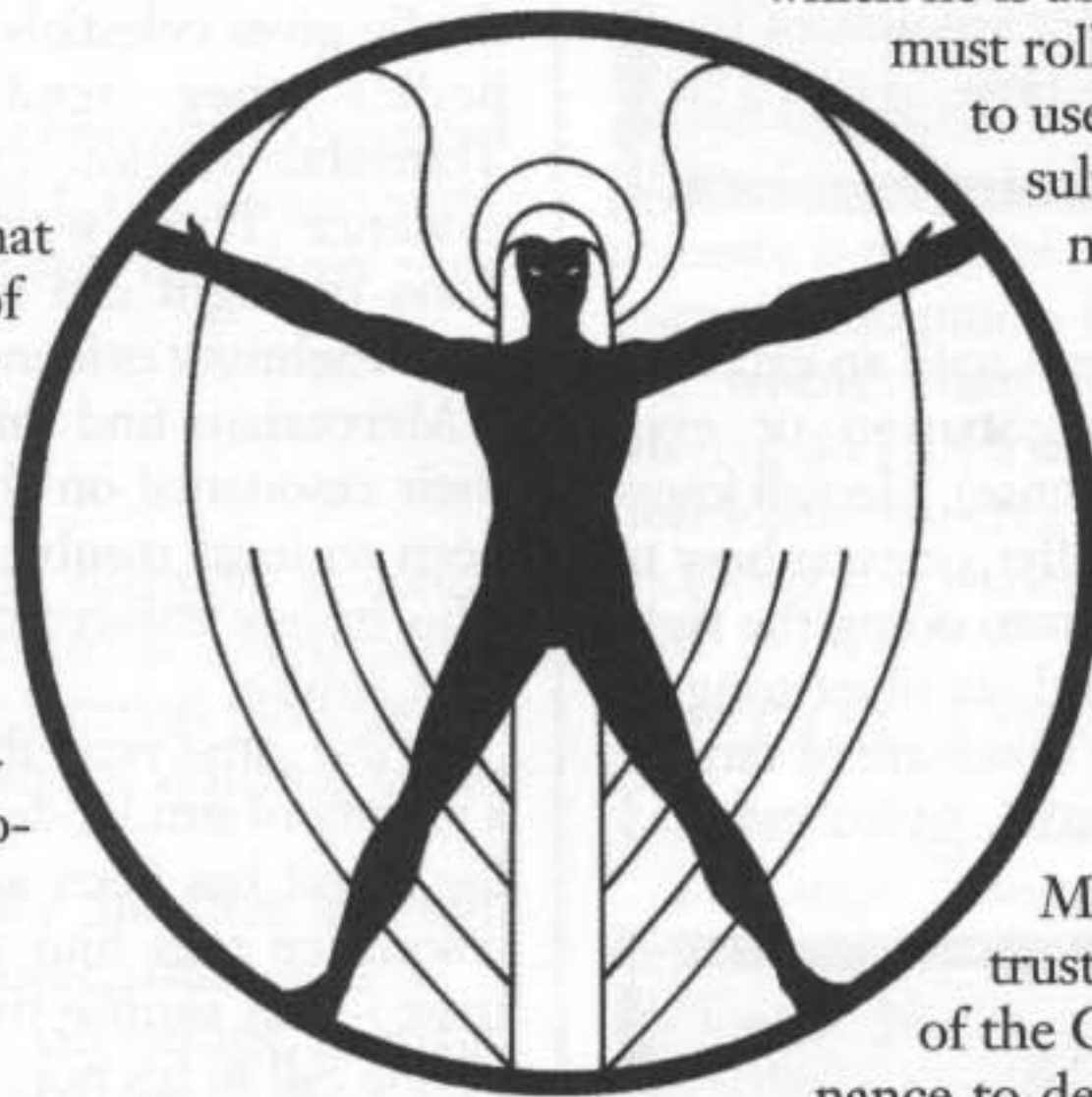
In some cases desires can be simple necessities, such as eating or sleeping, or basic motivations such as meeting a deadline. Furthermore, it is sometimes better not to know someone's secret desires, since the subconscious can be a nasty, base place.

An even more sophisticated use of Mercurian resonance is determining trust. A particularly perceptive member of the Choir may be able to utilize his resonance to determine what exactly must be done

to gain an individual's trust, either temporarily or permanently. The check digit determines the degree of precision with which he is able to read such things. A Mercurian must roll his resonance at -4 in order to use this function. Consult the *Special Use at -4 Penalty* resonance table.

Of course, it may be impossible for the Mercurian to actually gain this trust; it depends on what has to be done.

Essentially, a Mercurian's resonance should potentially tell him everything he needs to know when approaching an individual, including that person's social standing, the respect he commands, his relationships, how he perceives others, how others perceive him, his level of societal acceptance, his prejudices, his desires in life and what can be done to make him trust the angel. This date should, at a minimum, clearly steer the angel in steering the person.



MERCURIAN
CHECK DIGIT RESULTS
(SPECIAL USE AT -2 PENALTY)

- 1 You can sense a person's most immediate desire; what he most obviously enjoys or needs.
- 2 You can sense a person's current motivating desire; what would bring a smile to his face.
- 3 You can sense a person's basic desires; what would bring him joy for a couple of days.
- 4 You can sense a person's deeper desires; what would bring him joy for an extended period.
- 5 You can sense a person's deepest desires; what would make him a very happy creature.
- 6 You can sense an individual's secret desires; what would bring the greatest amount of joy or fulfillment for a very long time.

These factors provide the Mercurian with an excellent base point for encouragement, negotiation or even manipulation (in the most altruistic sense). He will know what to say, how to say it, what to offer or even how to threaten (to coerce resistant persons into doing the right thing). Their nature combined with their silver tongues allows Mercurians to sway the most obstinate of targets, even angels and demons.

MERCURIAN
CHECK DIGIT RESULTS
(SPECIAL USE AT -4 PENALTY)

- 1 You know how to gain the person's trust for at least the next short conversation.
- 2 You know how to gain the person's trust for the next day.
- 3 You know how to gain the person's trust for the next couple of weeks with intermittent contact.
- 4 You know how to gain the person's trust for a couple of months of intermittent contact.
- 5 You know how to gain the person's trust as long as a close relationship is maintained.
- 6 You know how to gain the person's trust permanently.

ON EARTHLY MATTERS

Though they would rather help than hinder, sometimes a Mercurian has to take an aggressive stance. In these rare instances, their true forte is creating trouble of the social kind for those that deserve it. An inspired and gifted Mercurian can take a human – or another celestial – out of action for as long as necessary with his resonance and the right Skills and Songs.

Law enforcement serves the Mercurians as a favorite tool, here. If someone needs to be out of the angel's way, he can fabricate a trumped-up accusation to have them arrested, or at least detained for questioning for the rest of the afternoon.

For most people, this isn't simple. While some hot-button accusations – such as child abuse – will eat up a few hours in interviews without a shred of proof, most require some sort of evidence. The person fabricating the accusation may need to plant this evidence – which finally gives celestials a use for those hard-to-dispose-of bodies they tend to accrue. Celestials with Transubstantiation can always trump up drug-related evidence. Those with excellent timing and the Ethereal Song of Light can make a police officer *think* he saw overwhelming evidence!

Mercurians find this job much simpler, because using their resonance on the target can tell them if he's ever been in legal trouble before, what kind of trouble and who in law enforcement might be waiting for another shot at him.

In the same vein, their resonance can open the way to a variety of similar distractions. A Mercurian who knows his target has been an unfaithful husband – and whose resonance tells him the target highly values his wife's trust – can shuffle the human's priorities with a single phone call to his home. If his resonance tells him his target lusts after baseball cards, he might be able to trade a Ken Griffey rookie-season for a life.

Overall, some celestial philosophers theorize that the Symphony prohibits Mercurians from violence as a sort of cosmic balance, because their resonance offers so many *other* ways to manipulate people. Mercurians may combine their gambits with appropriate Skill and/or Song use, but their resonance doesn't really improve the odds of a given course of action. It holds the more powerful effect of pointing out the most effective courses of action. Perhaps a given human wouldn't listen to Heaven's needs if they were presented by any celestial short of God himself – but would readily agree to meet those needs if asked by his 3-year-old son. Only a Mercurian would divine this truth.

Mercurians' lives on Earth can be *very* interesting, even by angelic standards, as a result of this use of their

resonance. Politics makes strange bedfellows, and these angels routinely end up "in bed with" the strangest people during their assignments. A Mercurian assigned to ensure that a nursing home obtains its state license might find himself convincing a wino to show up on a certain street corner one morning wearing nothing but happy-face boxers, because his resonance indicates the inspector greatly respects the opinion of his co-worker in the assessor's office, and that the co-worker only gives great weight to her family life, and that her husband's background included a painful childhood period in which his impoverished grandfather cheerfully displayed his senility by wandering around in his undergarments. Game Masters can mine this resonance for a huge variety of plot hooks.

TOUCHY SITUATIONS

Mercurians generate dissonance through violence, unless the object of their rage is Hellspawn. Unfortunately, their duties . . . or infernal plotting . . . often put them into a position where violence seems unavoidable.

For any variety of reasons – for instance through greed, necessity, hate or demonic influence – a Mercurian may be attacked by human beings. In many cases, the angel may be able to solve or avoid these situations through non-violent means. In these cases, the Songs of Charm, Form (Ethereal), Harmony (Corporeal and Ethereal), Light (Ethereal), Motion (Corporeal and Celestial) and Shields (Corporeal and Celestial) become particularly useful.

Soldiers of Hell are still humans; Mercurians generate dissonance if they act violently against them. They will have to resolve the conflict non-violently, hope that one of their associates is better suited for violence . . . or bite the bullet and generate a dissonant note.

In some situations, a Mercurian will have no option but to act violently. Sometimes a human will have left them no other course, or perhaps an individual is so evil or wicked that he needs to be destroyed right then and there. In these situations, as long as the Mercurian is sure that he is doing the right thing, he will simply have to accept the dissonance and hope he can remove it later.



DEALING WITH DISSONANCE

The best way for Mercurians to rid themselves of dissonance is to atone directly for their sins. Since they love humanity so much, they must prove it by trying to right the wrongs they have done to their victims. If a Mercurian kills a human, no atonement is possible. But non-lethal violence can be atoned for, by seeking and receiving forgiveness, and mending any damage done.

SPECIAL DISCORDS

Unnerving Stare (Corporeal)

The angel develops an unnatural stare that unnerves onlookers. Perhaps his eyes open too wide, perhaps he no longer blinks or his gaze just appears murderous. Regardless, he suffers a penalty to all die rolls for interpersonal relations equal to the level of this Discord. Other Choirs have exhibited this Discord, as well.

Tongue Tied (Ethereal)

No matter what the angel tries to do, he has great difficulty speaking. Either his mouth is simply not cooperating with him, he's saying stupid things or he develops a speech impediment. Regardless, this greatly hampers his ability to communicate verbally, causing a -1 to all die rolls per level of Discord in these situations.

Oblivious (Celestial)

The angel becomes increasingly blind to the emotional states and desires of those with whom he interacts. At level 1, the angel might miss subtle cues he normally would have noticed, while at level 6 he appears to be downright callous or clueless. Sometimes angels from

other Choirs display a version of this Discord, tied to their own resonance of course. For instance, a Seraph would become Oblivious to lies or deceitful conduct.

WORDS

Mercurians are naturals for any Word that deals with human politics, relationships or emotion. Word-bound Mercurians include angels of Good Neighbors, Reunions, and Consolation to the Bereaved, Truces and Elections.

MERCURIANS AND SUPERIORS

Blandine: The theory of "six degrees of separation" – which posits that any two people are linked by a chain of acquaintances no more than six links long – applies in dreamscapes, as well. These angels can end up in just about *any* dream by exploring the network of human relationships.

David: Many Mercurians serve Stone, bolstering humanity's spirits through the trials that their Archangel inflicts.

Dominic: Of all their Choir, these Servitors often love humanity least, thanks to their ability to see its sins so clearly. In return, many of their brethren don't fully trust these Mercurians – especially given their limited license to kill.

Eli: Other archangels appreciate the loan of these makers of talismans, who often must campaign stridently to see any real "action."

Gabriel: They are the kindest servitors of the Archangel of Fire; they don't punish, but rather deter humans from punishing themselves. The task fits the Mercurian nature well, making Gabriel a favored Superior for the Choir.

Janus: The Mercurian nature is flexible enough to enjoy this service, particularly since it offers a host of non-violent yet high-profile ways to gain humanity's attention.

Jean: More and more Mercurians have joined Lightning's ranks since technology has become more vital to society. The Archangel of Lightning often assigns these telepathic Servitors to espionage roles, which can conflict with their Choir natures.

Jordi: These Servitors often display a wry sense of humor about human foibles, being so familiar with the similarities in behavior between the average human and chimpanzee . . .

Laurence: These artful dodgers often specialize in hunting demons who are actively inflicting misery among humanity. Many have well-developed combat skills for this purpose.

Marc: Mercurians love Trade, since it brings people together peacefully. Those in Marc's ranks tend to be active, boisterous proponents of free markets, quality-of-living issues and the like.

Michael: These powerful angels can boil almost any assignment down to its essential components with their attunement – but often must spend too much time convincing their own side that they're



right, especially if working with their fellow Servitors of War.

Novalis: A very popular Superior, the Archangel of Flowers boasts more Mercurians than any other Choir and more than most other Superiors. She never keeps these angels from spreading joy in their celestial forms – but Servitors of other Superiors keep a wary eye out that things don't get out of hand and threaten the secrecy of the War. These servants need to be a bit subtle and secretive as they go about their work.

Yves: Powerful diviners, Mercurians of Yves can perceive the results of celestial influence in a person's fortunes, and thereby pre-identify the targets of demons or other angels. Acting on their attunement, these angels *can* change its findings.

THE MERCURIAN PERSPECTIVE

Seraphim: When we talk about the "straights," this is who we mean. They just don't get it. Why can't they learn to deal with mortals?

Cherubim: They show admirable dedication and are pretty cool guys, but they're so darn focused. Cherubs should look up from what they're protecting for once, and experience the world in which their wards live.

Ofanim: Whoo-hoo! Slow down, Tex! The Ofanim are a bit frazzled, but they can be a lot of fun.

Elohim: How can they live like that? There's a place for objectivity, but all the time? The Elohim need to let their hair down, so they can enjoy God's creation. That's what it's here for.

Malakim: Surprisingly enough, we get along. We do the talking, and when the talking doesn't work they come in and clean things up. Not to mention the fact that they cut out the cancer within society.

Kyriotate: They know how to experience. Rock on. They're probably our favorite teammates when a job needs to be done.

Balseraph: As if there weren't enough problems in society without some demon who can make his lies real.



Loathe them, for their work makes life more and more difficult for those humans they affect.

Djinn: Yes, they understand dedication. But a Djinn's understanding of dedication is sick.

Calabim: Life is about creation, not destruction. Works of art that took a lifetime of inspiration and dedication to complete withstand but a thought from these monsters.

Habbalah: Emotions are sacred, part of what make humanity special, and not to be toyed with. People have enough trouble keeping control of their emotions without the Habbalah to make things worse. "Oh, you're an angel, eh? Come here, I'll show you an angel."

Lilim: They may be fun, but keep two things in mind about the Lilim. One: wrong kind of relationships, kids. Two: beauty is only skin deep.

Shedim: There are some things people need not experience.

Impudites: Our Fallen brethren are sick perversions of what we are. We hate them, and reserve our repressed violence for them.




MEETING YOUR BOSS



66

MEETING YOUR BOSS



Archangels are some of the busiest beings in creation. As the embodiment of a fundamental concept, an Archangel must maintain his Word across the Symphony, and defend it against attacks. He must concentrate on every aspect of his Word, and still pay attention to the "big picture," his role in the War.

Many Archangels are preoccupied with Heavenly politics, and celestial duties fill the time of even those who avoid the political arena. Every Archangel's cathedral is teeming with Servitors, from anonymous relievers to influential Word-bound ambassadors, all requiring a certain amount of direction from the top. And lastly, there are hundreds, if not thousands, of earthly Servitors to worry about, many of them clamoring for attention at any given time. Although Archangels transcend time and space, and can appear in more than one place at the same time, they cannot divide themselves infinitely. Considering the scope of their duties, Archangels make themselves pretty accessible to their Servitors, but they prefer not to be troubled unless it's *really* important.

Assignment to Earth is one indication that the player characters have earned their Archangel's favor, but even the most important Servitors rarely have much personal contact with their Superior. Every angel has met his Archangel at least once, and some have enjoyed a long relationship. (Archangels *always* know their Servitors on sight, and can address even the least of them by name.) However, once an angel is sent to Earth, he is supposed to be fairly self-sufficient. Visits by one's Superior should be few and far between. An angel who needs close supervision will probably be assigned to a lesser Word-bound superior, and if the Servitor doesn't benefit from such guidance, he will likely lose his autonomy altogether and be recalled to Heaven for less independent tasks. The same goes for an angel who summons his Superior too often; the whole point of placing Servitors on Earth is to keep the Archangel from *having* to take care of everything himself.

YOUR SUPERIOR

While Archangels are too busy to receive daily progress reports from all their Servitors, they don't want anyone to be out of touch too long. Granting too much autonomy can be worse than not granting enough, and several Archangels have learned to their sorrow that an angel who doesn't check in often enough may have run afoul of a diabolical plot and been eliminated, or worse, be in grave danger of Falling.

When it comes to directing their Earthly Servitors, most Archangels delegate as much as possible; micro-managers like Dominic and Jean are the exceptions. This means that most angels will not be reporting to or receiv-

ing their orders directly from an Archangel under normal circumstances. Their immediate "superior" is more likely to be a Word-bound intermediary. Some angels are assigned a minor superior on a semi-permanent basis; others may be transferred from one superior to another for each mission. And some Servitors may not know who their Archangel has assigned to supervise them, until the angel in charge shows up, demanding a status report!

An angel's relationship with his supervisor may be very close, even to the point of becoming his direct Servitor and serving his Word. Or your supervisor might just be someone you call once a week to give a progress report, and receive any recent directives from On High.

If an angel becomes a Servitor of his Word-bound superior, then he takes that superior's Word, and has access to the rites of that lesser superior *as well as those of his Archangel*. For instance, if a Cherub serving Jean becomes a permanent Servitor of Orc, the Angel of Networks (*In Nomine*, p. 194), then the Cherub would now be a "Cherub of Networks." Both of them still ultimately serve Lightning, but the Cherub would be more directly serving the Word of Networks, and receiving his instructions from Orc rather than Jean.

All Servitors still have the ability to invoke their Archangel directly, of course, whereas most lesser Word-bound superiors cannot be summoned in the same manner. Archangels like to have some contact with all their Servitors from time to time, so even if you are an Ofanite, serving the Angel of Falcons, who serves the Angel of Birds of Prey, who serves the Angel of Birds, who serves the Archangel of Animals, Jordi himself may still appear to you directly now and then.

Some angels do operate outside their Superior's normal chain of command. Every Archangel has a few favored Servitors that are assigned special missions, and who report only to the Archangel himself. The PCs may be such angels. Even if they don't have a regular intermediate supervisor, however, favored Servitors still should not expect to see their Superior on a regular basis. There are only two times an Archangel usually wants to see his Servitors; when he's giving them orders for their next assignment, and when they are reporting to him at the end of that assignment (hopefully to inform him of its successful conclusion)! If the Archangel needs to communicate with them in the interim, he may send another Servitor to deliver his message and receive their reply (usually a messenger Ofanite; possibly just a reliever, if the message is simple). Likewise, not all successful invocations result in the personal appearance of the Archangel. If the angels are asking for something relatively minor, the Archangel is likely to send an intermediary to deal with the request (or to tell them to stop bothering him with trifles).



MEETING AN ARCHANGEL

Almost every Archangel briefs his Servitors personally before they are sent to Earth for the first time. And almost every angel on Earth will see his Archangel again sooner or later. For some (such as Servitors of Dominic), this is a regular occurrence. For most, it is rare. It's possible for an angel with a well-established Role, engaged in a long-term assignment, to go for years without hearing from his Superior. Most Archangels will make sure that such Servitors are staying in touch with someone, however. The situations where Archangels are likely to appear in person are outlined below, but here is some advice every angel should keep in mind during any audience with his Superior:

Be Discreet

If an Archangel assigns a mission to a group of Servitors, he may speak to them all at once for the briefing and debriefing. But even the friendliest Archangels prefer to keep "house business" between themselves and the angels who serve them, and no Archangel wants to give rewards or punishments to a Servitor in front of others. (Public praise may be part of a Servitor's reward, but what is bestowed in private may be something that the Archangel doesn't want known to others, even his other Servitors. Archangels dislike it greatly when their servants start comparing their rewards.)

Thus, when invoking an Archangel, it's better to do it in a secluded spot with no one else around. And if you dare to question or *criticize* your Superior, or even worse have bad news to give him, it's definitely better to wait until you're alone together.

Be Brief

The busy Archangels hate having their time wasted. Even when they're happy to see a favorite Servitor, they rarely have time for a lengthy chat. It should be obvious that summoning a Superior unnecessarily is bound to irritate him. When it is necessary to speak to your Archangel, keep it brief. He'll appreciate it.

Be Reasonable

Archangels have finite resources. Every angel they place on Earth is an investment; they expect their Servitors to get the job done with a minimum of assistance. If you really need help, ask for it, and if you *really* need a flight of Malakim armed with holy relics to storm an enemy Tether, in order to preserve the very integrity of your Superior's Word, then he'll probably provide them. But anything you ask for should be something you can't get anywhere else, and further, is vital to your mission. If you're constantly needing information, weapons, backup or Essence, your Superior will find someone else who can get the job done without being so demanding.

By the same token, if your Archangel grants a boon for meritorious service, don't be greedy. A Rite, Song or Porsche (some angels do like to get around in style) is probably a reasonable request after successfully completing a mission of moderate importance. Don't ask for more than you expect to get; Archangels don't haggle with their Servitors, and they value humility over pride.

Be Polite

Some Archangels are more formal than others when meeting with their Servitors (see p. 72), but even the most casual Superior expects respect. Expressing dissent

may be permitted (though not by every Archangel), but it should be done tactfully. Being rude will earn you a frosty dismissal at best, and possibly much, much worse. No Archangel tolerates outright insubordination. On the other hand, while most Archangels like humility in their Servitors, none of them like groveling.

REASONS FOR AN AUDIENCE

In general, the GM should keep audiences with an Archangel very rare. If the PCs interact directly with their Archangel for every mission, then meetings should still occur only at the beginning and end of the adventure. Most angels will not see their Archangel every adventure, or even more than once during the campaign. Don't let player characters get away with summoning Archangels on a regular basis. The invocation rules are to be used to contact their Superior only under unusual and extremely important circumstances. Archangels are not technical-support hotlines. The average angel has direct personal contact with his Archangel about as often as the average Archangel has direct personal contact with God. Even He usually uses intermediaries.

Nonetheless, Archangels don't absent themselves entirely from Earthly affairs, or the day-to-day lives of their Servitors. They will probably put in a personal appearance now and then during the campaign; the situations where this might occur are described later.

Although Archangels cause quite a disturbance in the Symphony when they descend from the celestial plane (see *Invocations*, below), an appearance by a Superior need not always cause ripples. Some Archangels have special abilities to mask their presence, and they don't always have to jump between the corporeal and celestial planes. Some spend a lot of time on Earth in corporeal form, and may visit their Servitors the same way everyone else does, using mundane transportation. This also means your Archangel might visit without your knowing about it!

Invocations

The most likely reason an Archangel will appear during an adventure is because an angel summoned him. A successful invocation roll means you have caught the Archangel's attention, and will receive a response, but it doesn't always mean the Archangel will manifest in person. Although an Archangel doesn't automatically know why his Servitor is calling him, he can usually figure it out with a glance from afar.

If it's evident that a corporeal manifestation is not necessary, and the invocation

takes place somewhere that wouldn't be conducive to the sudden appearance of a Superior, there are a number of other ways an Archangel can respond. First, it's trivial for an Archangel to project an image, or simply speak mentally with the Servitor, using Superior equivalents of the Songs of Projection and Tongues. Second, the Archangel can send another minion to interact with his Servitors. Third, if the Archangel already knows what the summoner wants, he may simply provide it. The angel can thank him later.

The check digit of a successful invocation roll indicates the mood of the Archangel (*In Nomine*, p. 109). This can also be an indicator of how likely the Archangel is to appear in person. All of the guidelines given above for addressing a Superior are especially relevant after an invocation; displaying foolishness or a bad attitude will earn double the displeasure if he shows up because *you* called him.

Remember that invocations can cause a lot of disturbance! The manifestation of a Superior rarely goes unnoticed. Some Archangels have ways of cloaking their presence, but some won't bother; they'll assume that you will take into account the disturbance they'll cause when you choose to summon them. If you're invoking your Superior in an area with a high population of celestials, it's a very good idea to use the Celestial Song of Shields first. (Some Archangels will do this as they appear, but again, some won't bother.)

Mission Briefings

If you're one of those Servitors who receives your orders directly from your Archangel, then you'll probably see him before each mission. Here, the time and place of your meeting is chosen by your Superior. He



may let you know beforehand when to expect him, or tell you to report to a Tether for your next briefing, or he might just drop in unexpectedly to give you new orders. Usually the Archangel will be willing to answer a question or two, but don't bother him with requests for information you can obtain on your own. It's not uncommon for Archangels to assign tasks that don't make much sense to their Servitors. If you really want to know how your mission is relevant to your Superior's goals, it's better to ask after you've successfully completed it. (Even then, you may not get an answer.) Questioning your orders is a bad idea, while refusing a mission will earn an immediate recall to Heaven, or possibly Outcast status!

Mission Debriefings

If your Archangel assigned your mission personally, then it's him you'll probably see when you're done. Obviously, this audience will be more pleasant if your mission was successful. The Archangel may expect you to summon him when you've completed your assignment, or he may schedule a meeting afterward. It's also not uncommon for Archangels to keep an eye on their Servitors' progress, and appear at mission's end, before the Servitor has even had time to call. Some Archangels hold these audiences in their cathedral, and present awards and penalties in a formal manner, while others will show up at your apartment, receive your report and then let you know what they think of the job you did.

If your mission was an overwhelming success, it's all right to be proud, but don't be arrogant, or expect profuse thanks from your Superior. After all, you are just doing what he expects you to do. On the other hand, if you bungled it badly, it's time to walk that fine line between abject humility and groveling. Archangels aren't much moved by apologies, and they hate excuses. The best thing to do, in such a situation, is to accept full responsibility for your failure, show that you understand why you failed and plead for another chance to prove yourself. Suggest a way that you can do this, and you *might* get off more lightly than if you leave it up to your Archangel to devise a suitable mission of redemption.

Unexpected Visits

Busy as they are, Archangels like to drop in unexpectedly from time to time. Nothing keeps an angel on his toes like knowing that his Superior could be watching, and at any time might make an appearance. Often, these visits are to check on a Servitor's progress, or to demand

an explanation for questionable behavior. But remember that Archangels have relationships, too, and many of them are genuinely fond of their Servitors – sometimes they just want to see how you're doing. A surprise visit by your boss might be cause for anxiety, but it never hurts to invite your Superior to join you for dinner when he shows up . . . every now and then, even Archangels just want to relax and socialize. Keep in mind that Archangels do nothing without a reason; as friendly and casual as an Archangel might be during such a visit, he probably has something else on his mind as well. The angel should wonder about that.



Audiences in Heaven

Some Archangels prefer to meet with their Servitors in their cathedral. Audiences in Heaven tend to be more formal. An Archangel is rarely alone there; a host of other Servitors are always standing by, taking notes, relaying messages and implementing every command the Archangel gives. A much greater degree of etiquette is imperative. Since both Archangel and Servitor are in their celestial forms and speaking the angelic language, not even the slightest deception is possible.

An angel can choose to ascend to Heaven (and sometimes is forced to, such as when suffering corporeal death, or in the case of Kyriotates who don't find a host in time). Archangels always know when one of their Servitors has arrived in Heaven, but usually won't see them immediately, if at all. If it's a Kyriotate who was forced out of the corporeal plane, an intermediary will probably demand an explanation and then send the angel back to Earth. (The Kyriotate *will* hear about it from his Archangel later!) If it's a celestial form in Trauma, there are divine "nurses" who tend to these poor souls until they've recovered and are ready to return.

An angel who ascends to Heaven because he wants to speak to his Archangel in person can expect a long wait

(see *Seeking an Audience*, p. 71). No one but another Archangel can walk into a cathedral and expect to see its master without an appointment. Of course, when the Superior does see his Servitor, he'll want an accounting of the time the angel wasted while waiting to see him.

SETTING YOU UP TO FAIL

There are times when an Archangel may assign a mission that he expects to fail. Usually he won't disclose as much, though there are ways of finding out. Sometimes he'll explain afterward why he did it. Other times, the angel may never know that success was never expected.

Archangels are juggling many schemes at any given time. Even their most important Servitor is just another resource in the War. Angels don't like to think of themselves as expendable, but to some Superiors, that's just what they are. Most Archangels won't send their Servitors off to die as readily as their diabolical counterparts, but there are times when it's necessary to sacrifice a few angels for the greater good – or so Archangels tell themselves during strategic planning sessions.

Some missions are just distractions, to divert the attention of the other side while the real mission takes place elsewhere. Sometimes Archangels are even trying to mislead other Archangels. Servitors sent on such missions are basically being used as bait; their objectives may be valid, and they might even succeed in their mission, but they might just be drawing fire. And sometimes Archangels need to know what's going on in a particular area. The enemy may be suspected of harboring unusual defenses, or the Archangel might just want to test their interest in something, by seeing what kind of a reaction he gets by sending angels after it. Feints provide valuable information, but they're hard on the angels who are being used as celestial guinea pigs.

Even afterward, it's rare for Archangels to inform their Servitors that they were on such a mission. It's bad for morale, and even Heaven has security leaks. There is also the danger of an angel being captured, or having his mind read. The angels chosen for such missions may be dissonant troublemakers that their Archangel doesn't mind risking, or they may be proven warriors, guaranteed to cause a lot of chaos and provoke a major reaction. In either case, should the angels make it out alive, successful or not, their Archangel will reward them. Success, especially when it's unexpected, will be rewarded more than usual. After an incredibly hard mission that may have ended in disaster, an Archangel's favorable reaction may be the only clue that something else was going on.

Another reason to set an angel up for failure is to teach humility. Any angel getting too full of himself may be reminded of the saying, "Pride cometh before a fall." Archangels worry about any Servitor who's earning dis-

SEEKING AN AUDIENCE

Angels who seek a Heavenly audience with an Archangel should make a reaction roll (*In Nomine*, p. 44). The target number is 4 plus the Archangel's Chance of Invocation. (For Dominic, the target number is 4.) Use normal celestial reaction modifiers. (Discord gives a penalty; Status has no effect. Trying to Fast-Talk an Archangel's secretary is *not* recommended.) The following modifiers also apply:

Seraphim get +1. Angels with Distinctions get a bonus equal to the Distinction's level (i.e., Vassals get +1, Friends get +2 and Masters get +3). Word-bound angels get an additional +2. Outcasts (seeking redemption, presumably) get -4. If seeking an audience with an Archangel other than your own: -2 if the Archangel is allied to your Superior, -3 if he is associated, -4 if they are neutral and -6 if he is hostile.

The GM may assign other modifiers, based on the angel's current status in the eyes of his Superior.

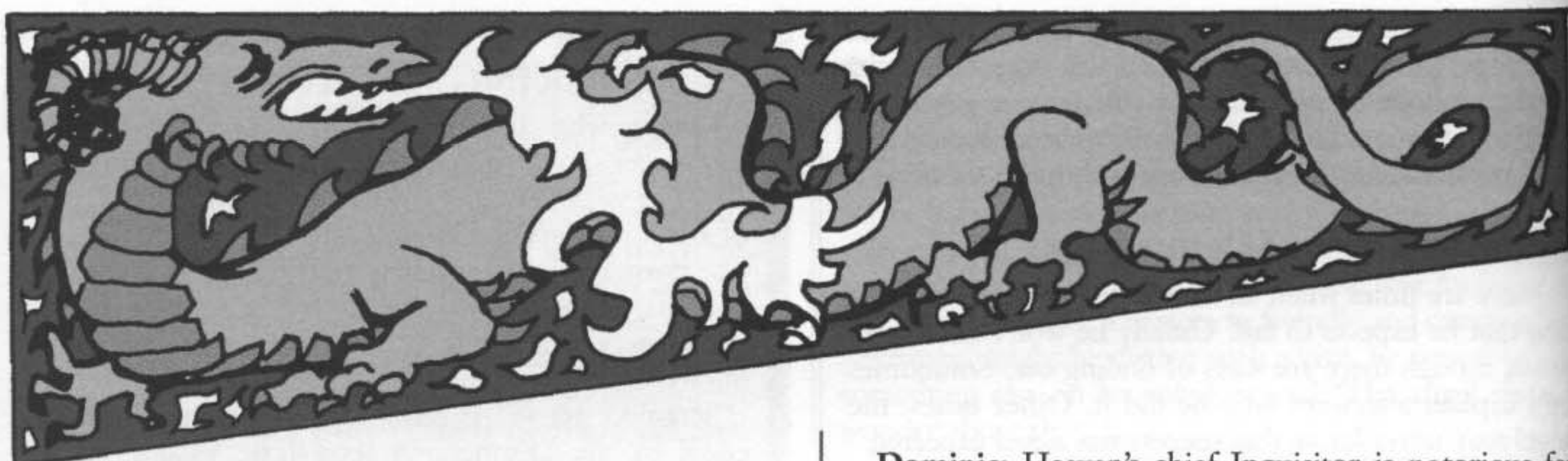
On an unsuccessful roll, the angel is denied an audience and sent away. The check digit is the number of days before the angel can come back and try again (trying again sooner will result in expulsion from the Archangel's cathedral).

On a successful roll, the Archangel will see the supplicant in 6 days, minus the check digit. On a check digit of 6, the angel gets an audience that very day (but will still probably have to wait a few hours).

Like every other meeting with an Archangel, formal audiences should be kept brief. Archangels are usually more accommodating when a Servitor has asked permission to see them and then waited patiently for his turn, as opposed to summoning the Archangel to Earth, but they still don't expect an angel to take up more than a few minutes of their time.

sonance too often. A mission specifically designed to teach an errant Servitor a lesson may be hard on his ego, but it can spare him far greater suffering later.

Lastly, Archangels may just want to see how their Servitors react to being set up. The harder an angel's trials, the higher his Superior will regard him, especially if he endures without complaint and accepts the Superior's wisdom in the end. This does not mean the angel will be rewarded; sometimes surviving an impossible mission only earns a nod and new orders. Angels who lose their faith, or hurl recriminations at their Superior when they find out they were being tested, become suspect. The Archangel will keep a close eye on them, and probably will not select them for greater responsibilities until they have had more seasoning and gained greater wisdom.



ARCHANGELS IN PERSON

Each Archangel has a different style when it comes to manifesting on Earth. Archangels also interact with their Servitors according to their individual personalities.

Blandine: Blandine rarely manifests on the corporeal plane. If summoned, she prefers to appear in celestial form, unless there is a need to reduce the disturbance. Her usual vessel is described in *In Nomine*, p. 110, but she uses it only for answering invocations. Blandine does not hold formal audiences; if an angel really wants to speak to her, he can travel to the Marches and climb her Tower to summon her (*In Nomine*, p. 138). She usually talks to her Servitors in their sleep, appearing before them when they walk the Marches, or sometimes while they are in the dreamscape of a sleeping mortal. For less urgent communications, she sends her Menunim. Blandine is polite but reserved when speaking to lesser angels. She treats them with respect, but expects them to humbly accept orders, just as she accepts her own duties. She doesn't like arguments, and usually has too much on her mind to chat. She always seems a bit distracted.

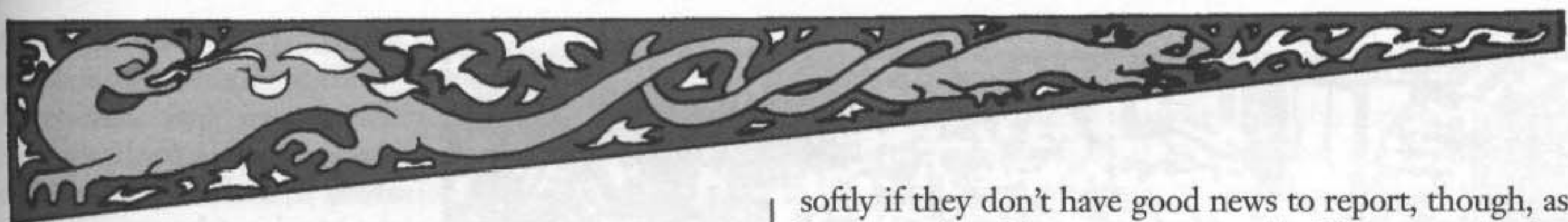

David: He meets his Heavenly Servitors in the Catacombs beneath the Groves, on the rare occasions when he must return there. Any request for an audience takes twice the usual wait . . . although his Servitors will relay the request to him, and if the requester returns to Earth to wait, David might drop in on him there. When appearing in a human vessel, David is always male; mankind has always identified masculinity with strength and power. He prefers to be invoked where he can manifest in mineral form. David spends most of his time on Earth, supervising the testing of humanity. More than any other Archangel, he expects his followers to be self-sufficient. Servitors should think very hard before asking David for aid. As blunt and uncompromising as he is, he values his Servitors' opinions. With the Archangel of Stone, angels should feel free to speak their minds . . . until he makes a decision. The conversation is over then.

Dominic: Heaven's chief Inquisitor is notorious for keeping a close eye on everyone, including his own Servitors. Although his angels are organized into a complicated hierarchy, with everyone reporting to at least one higher-ranking supervisor, Dominic visits each and every one of his earthly Servitors in person, about once a week. Most of these visits are extremely brief; Dominic appears, examines his Servitor for dissonance, listens to anything the angel may have to say and then moves on. If necessary, he'll stay longer, to demand a detailed explanation if he finds fault with his Servitor's report. He tolerates no dissent, no excuses and nothing that even remotely resembles insolence – but Dominic is nothing if not just. He will give legitimate complaints a fair hearing, and he does allow for mitigating circumstances when a Servitor errs. This won't absolve an angel for making a mistake, but it might reduce his punishment.

The Archangel of Judgment may appear in human form as a man or a woman; whether the Archangel manifests as Dominic or Dominique depends on which appears more authoritative to the person she/he is visiting. In either vessel, the Archangel is usually dressed in judge's robes, or occasionally severe, conservative formal clothing. Dominic doesn't create a disturbance in the Symphony with his Earthly rounds; just how he does this is none of his angels' business.

Eli: Eli's cathedral is empty; the Archangel of Creation has not been to Heaven in many years, and he holds no audiences there. Eli can be summoned, but otherwise, one doesn't find him; he finds you. Eli travels the world in corporeal form, usually a human male vessel, but he's been known to appear as a woman, a bird and even as a Grecian urn. He changes his form at will, and is rarely recognizable as an Archangel unless he chooses to be.

An angel can get away with a lot when speaking to Eli. He's not bothered by contrariness, or even insolence. Disobedience might annoy him (and when Eli is annoyed, he is capable of devising very creative ways to teach a disobedient angel a lesson), but he might forget about it. Eli doesn't feel an obligation to explain himself to anyone, however, nor will he stand still while someone



is verbally abusing him. If a Servitor wants to vent his spleen, Eli will let him, but he'll probably disappear before the angel is finished.

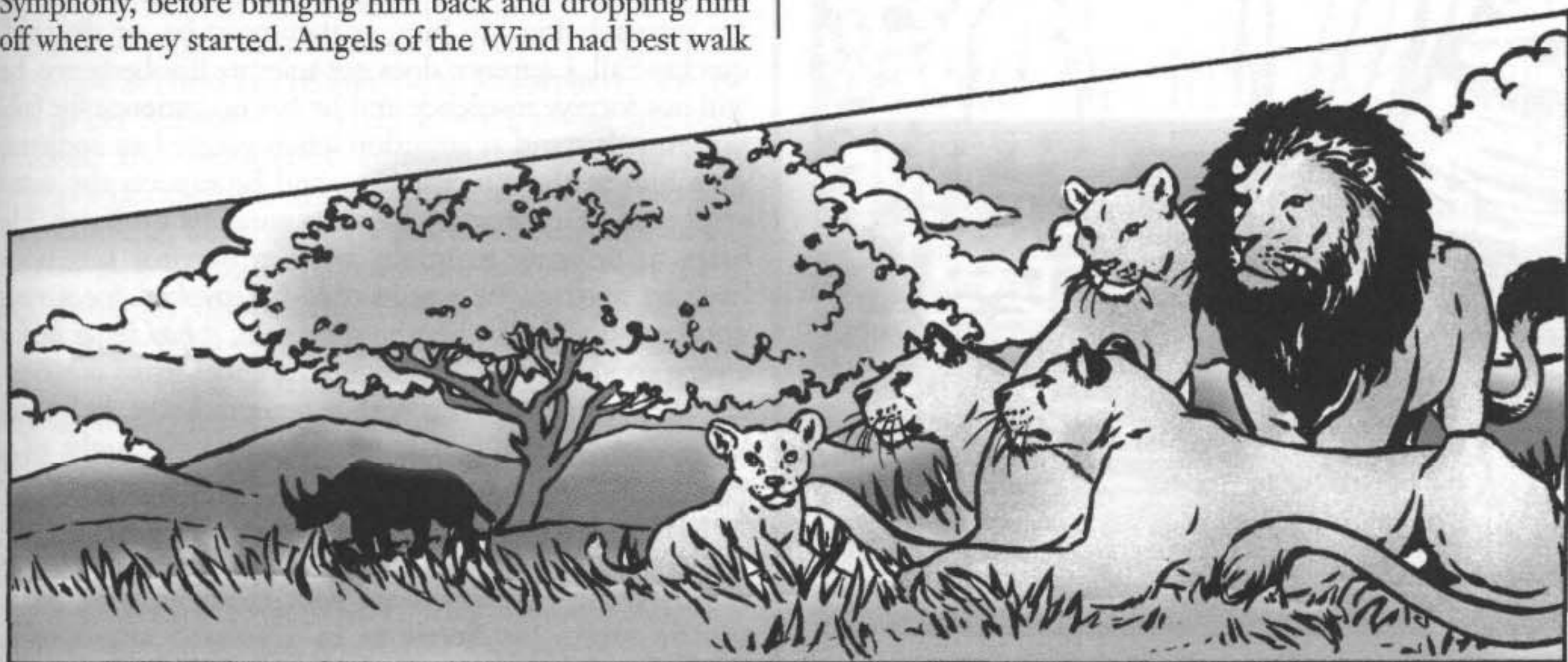
Gabriel: Gabriel doesn't receive visitors in the Citadel of Fire. She goes there only to retreat for a time from Earth. Instead, she has Servitors who are empowered to speak on her behalf. These same Servitors are likely to answer her invocations, though Gabriel is just as likely to answer them herself. If her Servitors invoke her near a fire, she may speak to them from the flames. She usually wears a human vessel, and though in ancient times Gabriel most often appeared as a man, she now prefers a female body. She also appears in vessels of living flame. She loves her followers, but can be capricious and unforgiving. Her Servitors are usually too loyal to question her, or too frightened, which is good, because while Gabriel will rarely notice a lack of courtesy or tact, she will punish disobedience instantly.

Janus: High in the treetops of the Heavenly Groves, Janus holds infrequent meetings with his Servitors, but usually he is traveling the world, sometimes flying a jet or driving a fast car, but often in a vessel of wind. When invoking Janus, angels may hear his voice carried on the wind, or he may manifest as a whirlwind, playful and generous or temperamental and destructive, depending on his mood. If Janus shows up in person, chaos is sure to follow. When he visits a Servitor, for any reason, he's likely to invite the angel along on a wild ride through the Symphony, before bringing him back and dropping him off where they started. Angels of the Wind had best walk

softly if they don't have good news to report, though, as Janus can lose his temper very easily. He may apologize later, but that's small comfort to a Servitor who's borne the brunt of the storm.

Jean: Jean prefers to stay in his laboratories in the Halls of Progress, but when he's on Earth he can be found answering summons or checking up on his Servitors' work. Unlike most Archangels, Jean's advice is, "When in doubt, call me." He's much more forgiving of being summoned unnecessarily than he is of an angel who doesn't summon him and makes a mistake. Of course he doesn't have to appear in person; Jean loves the information age, as all his Servitors are just a phone call or e-mail away. On Earth, his vessel is usually that of a middle-aged man. Some of his older Servitors say that Jean used to appear as a female vessel, but he hasn't done so in centuries. On rare occasions he'll remind his Servitors that his Word is far more ancient than mankind, and descend as a bolt of lightning. Such a flashy appearance is probably a sign that Jean is displeased, since he'd never express emotion any other way. He has other ways of letting his Servitors know he's dissatisfied, though, and won't hesitate to do so. Jean punishes incompetence harshly. He doesn't care much for servility; he wants to hear the facts, unadorned by apologies or false modesty. He doesn't tolerate back talk.

Jordi: Jordi divides his time evenly between his Savannah and Earth. He rarely makes his Servitors wait long for an audience; as a Kyriotate, he exists simultaneously on even more levels than most Archangels. If an






angel successfully petitions Jordi's Servitors for an audience in Heaven (see *Seeking an Audience*, p. 71), Jordi will know about it, and arrive to speak to the angel in 6 hours, minus the check digit. On a check digit of 6, a manifestation of Jordi is nearby and willing to immediately arrive. Jordi doesn't care about social niceties at all, but he does demand his own kind of courtesy. A Servitor who disobeys Jordi or fails because his own animal passions got the better of him will be treated mercifully, but anyone who willfully violates Jordi's rules, or fails to give the Archangel proper respect, will be cast out and possibly devoured. The law of the jungle can be harsh. On Earth, Jordi usually answers invocations personally. He may appear in any animal vessel: a mouse or a whale, it makes no difference to him. He *never* takes human form. Angels usually get a better reaction from him when they are wearing animal vessels themselves.

Laurence: The Archangel of Swords is one of the most demanding, inflexible and unforgiving Superiors in Heaven or Hell. His Servitors

are intensely loyal to him, as they must be, or they will quickly Fall. Laurence does not tolerate disobedience, he will not forgive insolence and he has no patience for failure. Angels stand at attention when granted an audience with him in the Eternal City, and he expects the same respectful bearing when he visits an angel on Earth. He hates to delegate to others when a Servitor summons him; he assumes he would only be invoked for a very good reason. (And when he shows up, *it had better be* for a very good reason.) Although Laurence's usual corporeal vessel is a small man with a fencer's build, he's been known to wear a female vessel, when the sight of a woman bearing a sword may be more inspirational (or fearsome!) to his audience.

Marc: In Commerce Park, Marc's scribes very efficiently record appointments with their Superior. Marc usually meets his Servitors in a relaxed atmosphere,



though the tone is like that of a performance evaluation with your boss. It's all right to be somewhat casual, but don't forget who you're talking to. Marc fines his Servitors for minor errors, while more severe mistakes can result in a demotion, probation or in extreme cases termination (casting out; Marc doesn't believe in executing angels). On the other hand, he rewards his "employees" extremely well for good performance. Marc doesn't mind letting intermediaries handle his calls, though he doesn't hesitate to answer important ones himself. On Earth, he usually wears a male vessel, but female vessels aren't uncommon.

Michael: The Archangel of War is a no-nonsense kind of Superior. He gets straight to the point when speaking to his Servitors, and expects them to do the same. Be respectful and speak plainly, and you're all right with Michael. Start trying to equivocate, or get defensive when he tells you something you don't want to hear, and you're in big trouble. Michael can be very forgiving up to a point. Unlike Laurence, he doesn't expect his angels to be infallible, but he won't put up with incompetence or blatant stupidity. He'll grant reasonable requests for aid, and he'll even listen to complaints. He understands that every soldier needs to vent now and then. When he holds audiences in the Groves, he's a little more formal, because he wants himself and his Servitors to set an example for all those who are watching. He doesn't waste time. Michael doesn't spend much time in Heaven. He's usually on Earth, fighting one battle after another. Once he appeared to certain individuals on Earth as a woman, but now his vessels are always male, and he may appear as a youth who's little more than a boy, or as a grizzled old soldier. Sometimes he will show up to fight alongside his Servitors without revealing his true identity.

Novalis: The kindest of all Archangels, Novalis prefers meetings to be more like a garden tea party than an interrogation or a gripe session. Even her formal audiences in the Glade are held in a relaxed party atmosphere. She listens to her Servitors' complaints, offers advice and consolation, and will gently admonish those who have strayed from the path of righteousness. Novalis can forgive anything, but she's not a pushover. Angels who are rude or lack humility are dismissed from her presence, and extremely disobedient Servitors may be cast out, much as she hates to do it. While celestials have no true gender, Novalis is as female as an Archangel can be. In human form, her vessels are always female, and are always adorned with a flower motif. She also has some plant vessels, and if you invoke her in a forest, it may be the trees that speak to you.

Yves: Yves does not hold formal audiences per se; if someone seeks him out in his Library, the time before an audience is granted (see *Seeking an Audience*, p. 71) is the

amount of time the seeker must search the Library before it (and Yves) will allow the Archangel to be found. If the reaction roll is unsuccessful, the Library simply expels the petitioner as if he were lost (*In Nomine*, p. 139). Once an angel comes across Yves, browsing in the stacks, he will always be friendly and willing to talk. Yves always acts as if he has all the time in the world to chat, though if someone is really wasting his time, he will eventually say a polite farewell and disappear. He doesn't mind helping his Servitors, but like the teacher that always says, "Look it up!" he prefers that they find the answers themselves; he may hand you a book to get you started. His earthly vessel is always the same, a kindly old man, which is exactly how he appears in Heaven.

DIVINE INTERVENTION

Divine intervention can strike at any time. There are dramatic moments when the Hand of God will drastically alter the outcome of a scenario . . . but there are also times when someone will roll '111' while trying to jump over a fence. Should the Hand of God descend from Heaven and lift him over the obstacle? The guidelines presented below are merely to give the GM some ideas for how to use divine intervention – these are *suggestions*, not rules! (If you want the Hand of God to flatten that fence, then do it . . . just remember that frequent, dramatic interventions will have increasingly less impact on the players.)

NATURE OF INTERVENTION

God works in ways both mysterious and profound, but for game purposes, most interventions can be classified into one of the following types. It is always up to the GM to determine what kind of intervention occurs (and nothing precludes the Holy Spirit from intervening in more than one way simultaneously!), but some interventions are more common in certain situations.

BENEFICIAL COINCIDENCES

This is probably the most common type of intervention; the beneficiary may not even know that an intervention has occurred! A beneficial coincidence gives someone a bit of unexpected "luck." The car he's chasing blows a tire, he finds a vital clue lying directly in his path

DIVINE INTERVENTION



or a noise distracts the security guard who's looking for him. Beneficial coincidences most often occur in low-key situations, but a dramatic coincidence can occur in the heat of combat, too – such as when an opponent's weapon backfires, or a damaged wall collapses on the enemy.

AMPLIFICATION

An amplification temporarily increases someone's power or ability – whatever he's trying to do, he'll not only succeed, but with results far better than expected. A mother who lifts a car to free her trapped child may be the beneficiary of this type of divine intervention. Amplifications won't usually be obvious as divine intervention, but they will be noticeable. A typical amplification might increase the characteristic that was being used, or the Power of an attack. As a rule of thumb, an amplification will effectively give the beneficiary a check digit of *at least* 6 on whatever he was attempting to do.

RESPITE

Respite gives the beneficiary divine relief. It most often occurs when he is wounded, or badly in need of something he's lacking. (Essence, money, time, etc.) Suddenly, he has what he needs. Wounds may be supernaturally healed, an angel may receive an instant Essence recharge, money will be in his wallet that wasn't there before or an empty gas tank is suddenly full. This type of intervention is rarely dramatic, but the beneficiary will certainly know that God has smiled upon him.

INTERCESSION

One of the most overt forms of divine intervention is timely aid. When an angel or Soldier is hard pressed, a divine intercession may bring the cavalry to the rescue. This can take the form of angels descending from Heaven to join him in battle, but it can also be the sudden arrival of a friendly police officer (who turns out to be a Soldier of God), or an angry bear attacking the hunter who's chasing him. (This might also be a sort of beneficial coincidence, of course – remember that the different types of divine intervention are not hard and fast categories.) Usually, aid sent by God will return from whence it came once it is no longer needed, but some helpers might stay longer, even joining the angel on his mission.

THE HAND OF GOD

Divine miracles are rare in the modern age, but contrary to popular belief, they do still occur. The rarest and most dramatic form of divine intervention is the proverbial "Hand of God." The miracle may not be dramatic,

and it may not even have an overwhelming effect, but everyone who witnesses it will know they have seen the Divine in action. This sort of intervention should *usually* be reserved for climactic events, but the Hand of God is capable of appearing at any time (whenever it suits the GM's purpose) . . . even to lift someone over a fence.

WHEN INTERVENTION OCCURS

The guidelines above suggest ways in which God may intervene in a situation; the other consideration is the degree of intervention. A divine intervention can occur *any* time someone rolls a d666 and gets three 1s, but rains of frogs or pillars of salt should not appear on a whim of the dice. When God intervenes in a situation, the result should be decisive, but rarely excessive. Usually, the intervention will be proportionate to the importance of the roll. Examples are given below, but feel free to improvise your own results, or change them completely.

TRIVIAL INTERVENTIONS

Properly speaking, no divine intervention is "trivial," but when the GM calls for a routine d666 roll when nothing of importance is at stake (a Fast-Talk roll against a nameless NPC, a routine search of an apartment, a Will Roll to assume celestial form during an unimportant scene), an intervention should usually be subtle.

Beneficial Coincidence

Something lucky happens, but nothing out of the ordinary. Someone recognizes the angel and becomes friendly, or the angel himself finds a useful clue.

Amplification

The PC succeeds very well indeed, but nothing spectacular occurs. Usually, a check digit of '6' and perhaps some small additional benefit is sufficient.

Respite

An angel who just spent Essence recovers it. He finds he has a little more ammunition than he thought. A minor wound heals.

Intercession

A friendly NPC appears to help out. A Reliever might happen by and assist the character.

Hand of God

Something miraculous occurs, but the outcome is no more than what the angels could have accomplished on their own. A ray of light might illuminate an important clue, or what the PCs seek appears before them. (Trivial interventions rarely involve the Hand of God.)

MINOR INTERVENTIONS

A minor intervention occurs when the situation is significant, but not urgent. The angel may not need God's help, but it will be appreciated.

Beneficial Coincidences

The angel has an extraordinary bit of luck. He finds a weapon he'll need later, an inconvenient device breaks down or one that was broken suddenly works again.

Amplification

The character succeeds spectacularly. The level of success should be greater than what he could normally accomplish, but probably not supernatural. A hacker trying to break into a computer system might suddenly bypass every security measure; an attempt to overcome Discord might banish it for hours, or even a whole day!

Respite

All wounds are healed, or the angel recovers all his Essence.

Intercession

The friendly NPC who shows up may be another angel, or someone with major influence.

Hand of God

The miracle that occurs does not have a major impact on the Symphony, but it will be impressive. Water turns to wine, a diabolical artifact bursts into flames or writing appears on a wall in glowing letters.

MAJOR INTERVENTIONS

A major intervention occurs during serious encounters, such as when life is at stake. Most combat situations fall into this category, as does any important interaction with a major NPC. A divine intervention in these situations should be decisive!

Beneficial Coincidences

The "coincidence" will be clearly out of the ordinary, even astounding. Lightning takes out a generator, or an unarmed fugitive discovers a powerful weapon while being pursued.

Amplification

The character will surpass his usual limits, and accomplish extraordinary feats. He might receive the equivalent of double the amount of Essence he spends on an action, or have his attacks doubled in power. This may last for one round, or for the remainder of a fight.

Respite

The PC is restored completely in every way; all Essence is recovered, all wounds are healed and he may, at the GM's option, lose all dissonance as well.

Intercession

Major reinforcements will arrive on the angel's behalf; this could be a powerful Word-bound angel, some heavily armed Malakim, or one of Archangel David's cycle gangs.

Hand of God

The PCs will witness a major miracle, and it will be awe-inspiring. *Everyone* in a fight on the side of the Divine may be bathed in a white light that heals all wounds; a sinking ship rises above the waves and floats to a safe harbor; a brand new divine Tether may be established on the spot.

CRITICAL INTERVENTIONS

A critical intervention occurs during decisive events that can impact the future of the War. An intervention rolled during the climax of an adventure may be of this caliber.

Beneficial Coincidences

Nothing is too outrageous; winning lottery numbers, randomly typed passwords, even flash floods, volcanic eruptions or meteor strikes.

Amplification

The lucky servant of God will become a living vessel of divine power. Whatever he's trying to do will automatically succeed, at miraculous levels. Opponents may be slain by a single blow – the mortal David rolled one of these against Goliath.

Respite

Everyone on the divine side will receive healing and an Essence recharge; the PC who rolled the intervention will not only lose any dissonance, but may have some of his Discord taken away as well.

Intercession

The situation will attract the attention of an Archangel, who will either appear in person or send some of his hand-picked Servitors.

Hand of God

The issue will be settled by a miracle of Biblical proportions. Seas part, fire rains from the sky, Demon Princes are banished to Hell. Time and space can be altered; the only limit is in how much impact the GM wants to allow on his campaign.

DIFFERENT DRUMMERS



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DIFFERENT DRUMMERS

INTRODUCTION

No two angels strike the same chord in the Symphony. Members of the same Choir serving the same Archangel can differ as night and day. There are kindly Malakim, single-minded Ofanim and even a few Mercurians who love mankind but don't really *like* people. There are newly-created angels and ancients who witnessed the Fall. There is more to an angel than just Forces and Resources.

Angels are *people*, even if they aren't alive in the same sense as humans. They have personalities, histories, likes and dislikes – perhaps even free will. The enormous variety among the Host makes it possible for just about any sort of personality to manifest in an angel – but only just about. Some personality traits (or the character concepts behind them) simply won't represent the divine.

This chapter further describes the variety of angels, from newest to oldest, and shows how they ascend through Heaven's hierarchy by gaining a Word. It also discusses how an angel might change his allegiance to a new Superior.

The chapter's purpose is to stimulate the imagination. What challenges would a naive newborn angel face on his first mission to Earth? Or an angel who has changed Superiors and now has a vengeance-seeking Archangel to worry about? What if an angel character is the child of another angel – or even of a demon? Angelic character possibilities number as the grains of sand . . .

YOUNGER ANGELS

"Young" is a relative term. To the oldest angels, born before the creation of the Universe, even some of the Archangels are still a bit wet behind the ears. But some members of the Host are young even by human standards.

The youngest angels are either those created to replace casualties in the War, or else candidates for a Word that didn't exist in the past. A few are the children of celestial parents (see p. 84, for details). A few are relievers who have worked their way up to full angelic status. The Archangels don't whip up new Servitors as readily as the Princes of Hell. They prefer quality to quantity.

CREATING YOUNG ANGELS

Creating a young angel player character is done using the standard rules from p. 27 of *In Nomine*, with a few minor exceptions.

Angels only a few years old have 9 Forces, just like any other starting character. What they lack are Resources. New angels just haven't had enough time to acquire most Resources. Archangels tend not to give a lot of attunements to their newest Servitors, and reserve distinctions for those who have done their jobs well. Most of the other Resources have to be acquired by experience, or by carefully developing a human persona.

Generally, a newborn angel spends his first few years in Heaven before getting an assignment on Earth. This initial period gives the new being a chance to become accustomed to his powers and abilities, and lets him develop a personality. Young angels have lived a sheltered existence in Heaven, under careful supervision. They cannot begin with Discord of any type, not even a Geas. (The only possible exception is Mercy, and even that would only be allowed for a servant of one of the pacifist Archangels like Novalis or Yves.)

A young angel on his first assignment to Earth has only one vessel; he's going to have enough trouble learning to act like a human in one form to worry about juggling multiple identities. (Kyriotates, of course, are a natural exception to this rule.) His Role shouldn't be more than level 2 at best, as maintaining a solidly rooted persona takes more knowledge of humans and the world than most rookies possess. The Status of a new angel's Role can be any level – it isn't any harder to maintain the identity of a vastly rich human than it is to be a working stiff.

Superiors are extremely unlikely to entrust their newest Servitors with any artifacts, and the naive youngsters probably won't realize how useful they can be anyhow. Nor are young angels likely to have any servants. An experienced Soldier of God may be assigned to help out a first-time angel, but the Soldier probably answers to a different angel rather than the newbie.

Even some Skills are hard for a young angel to acquire. A young servant of Laurence can get plenty of practice in swordsmanship in Heaven, but there aren't too many opportunities to develop one's Lying or Seduction Skill in the divine realm.

Because they can't acquire many other Resources, young angels don't have much to spend character points on except Skills and Songs. This can create a very unbalanced character, but there are two ways for the Game Master to prevent that. One is to reduce the character points available to a young angel during character creation. Instead of points equal to 4 times the character's Forces, the Game Master can reduce the multiplier to only 2, or even 1. The disadvantage to that method is that the character is obviously going to be weaker than the other angels in the party.

To solve this problem, the GM may "bank" the young angel's character points. At character creation the young



angel's points are reduced as above, but the balance of the points are kept in reserve by the GM. Whenever experience is awarded, the young angel gets double experience, with the extra points coming from his unspent reserve. This continues until the reserved character points are used up. This way the youngster is weaker than the others at the beginning, but if he learns fast, after a few adventures will be the equal of anyone else in the party.

ROLEPLAYING YOUNG ANGELS

One advantage to playing a newly created angel is that the character and the player are equally ignorant of the universe. The mortal player certainly doesn't understand all the subtleties of power struggles among the Superiors, or the tricks and dodges one can do with attunements and Songs. As the character learns, the player learns also.

A corresponding disadvantage to playing young angels is that the player is likely to know a lot more about the way the "real world" works than his character would. Even ancient celestials sometimes have trouble understanding human society; a newborn is likely to be entirely mystified by such baffling human practices as drive-by shootings and confessional talk shows. The Game Master must constantly remind the player that his character is naive and inexperienced about human behavior and mundane realities.

Inexperienced but not ignorant – a celestial's powerful mind can easily absorb vast amounts of facts; it's the interpretation of those facts that requires experience. For

example, a new angel performing a mission in modern-day America knows that interstate buses are a method of transportation, and that they begin and end their trips in metropolitan bus stations. A servant of Yves might even know all the bus schedules by heart. But the angel is unlikely to realize that it's a bad idea to spend the night in a bus station, or that the nice man who offers to watch your luggage while you get a drink won't be there when you get back (and neither will your luggage).

Young angels tend to take things at face value. Nobody lies in Heaven (well, hardly anyone), and consequently young angels have difficulty with the concept of falsehood or hypocrisy. Those with resonances or attunements that allow them to detect lies or deceptions are not impaired. It's just that rookie angels have a hard time realizing that a nation's government might not always act in the best interests of its citizens, or that charities might spend more money on "administrative expenses" than on helping people. For players with a satirical bent, a young angel character provides a great opportunity to question some of the idiocies and stereotypes of modern life.

Young Angels in the Campaign

Superiors prefer to assign young angels to work with an older, more experienced member of the Host, who acts as a kind of mentor. Often these mentors are of the same Choir as the trainee, in order to show the youngster how to get the most out of his resonance and Servitor Attunements. The mentor can teach his trainee

useful Songs, and can keep the newbie out of trouble. Frequently the mentor is less than overjoyed at being ordered to baby-sit a fledgling, and the duty is sometimes used to punish angels whose obedience is lacking.

In game play, a mentor and trainee make a great couple of characters. They have a good reason for hanging around together, and there are plenty of opportunities for character interaction and roleplaying. This kind of relationship would be a good way to pair a new player with a more experienced *In Nomine* hand, so that the players' roles in the gaming group mirror their characters in the adventuring party.

Rookie celestials are seldom assigned to missions of crucial importance. A young angel may be the "only ship at sea" when a crisis appears, but it's rare. This doesn't mean new angel characters can't handle missions of great significance — just that their missions should *seem* innocuous at first. Often their assignments are the dull but necessary work that older angels avoid, like watching over important mortals, or diabolicals and their allies.

But what starts out as a routine assignment may wind up dumping a young angel into the middle of some world-shaking diabolical plot. The inexperienced youngster will have to do some fast learning when a powerful demon shows up, bent on some horrible plan. And when the youngster tries to warn his Superior, the reaction may be a patronizing pat on the head and "run along now." The Game Master can milk the situation for all the Hitchcockian paranoia and desperation he wants.

And sometimes a young angel has been created for a specific task, custom-designed by his Superior to go on a mission of great importance. In that case the young celestial may well have a rather high opinion of himself, creating headaches for his comrades as they must keep the youngster from getting into trouble and put up with his colossal ego at the same time!

Being the only young angel in a party of wiser elders does have its disadvantages. Often the youngster can wind up being ignored or pushed aside. The GM might want to be careful that the player of a young angel is sufficiently assertive to make sure that doesn't happen. One useful technique is to make sure the young character does have at least one ability that the other angels in the party lack. The other characters may all be invincible Malakim of Michael out to destroy diabolicals, but only the young Mercurian of Marc can do the detective work needed to find the demon they're out to destroy.

An especially poignant situation can arise when a young angel is created to replace one slain in the line of duty. The replacement angel may have to work with the dead celestial's old comrades. Players who enjoy character development and dramatic roleplaying will find plenty of opportunities for both in such a case.

YOUNG ANGELS AND DIABOLICALS

Demons naturally like to pick on the weak, and young angels freshly arrived from Heaven are a favorite target. The cruder sorts of diabolicals simply try to get new angels alone and give them a first-hand taste of what Trauma feels like. The more sophisticated infernals prefer the joy of taking someone innocent and idealistic and rubbing his face in the gritty realities of the War.

Fortunately, young angels are remarkably resistant to corruption. They are still idealistic and see everything in black and white. Of course, this gives them a sometimes unhealthy rigidity. Compromises and moral gray areas that older angels have learned to live with are hard for the young ones to tolerate. They frequently wind up lecturing their elders and criticizing their laxness and tolerance of evil. Sometimes this can revive an older angel's sense of commitment; more often it only deepens the elder's cynicism.

Diabolicals sometimes try to play on this, sowing distrust between fledgling angels and their more experienced comrades. If done properly, their victims can be rendered almost completely useless in the War, spending all their time bickering while the plots of Lucifer go unopposed.

OLDER ANGELS

Long-time veterans of the War, those angels who have lived for centuries without becoming Word-bound form the backbone of the Host. The best way to describe these celestials is as Heaven's NCOs. They lack the prestige of the Word-bound "officer class," but their experience is invaluable. Like tough old sergeants, they train new recruits and try to prevent their Superiors from leading them into disaster.

CREATING AN OLD ANGEL

There's a lot more room for creativity in making up an older angel character. When a celestial's been around for a long time, he's had the chance to pick up all kinds of obscure Songs, odd Skills, rare Artifacts and spare attunements. Of course, this doesn't mean the player has carte blanche to start trying to create an invincible rules-abusing monster character.

MEET THE NEW BOSS

Some angels are as old as their Superiors, and a few are older. Many of Laurence's soldiers were Uriel's troops before the Archangel of the Sword was promoted to command Heaven's army. Some of Marc's servants remember back when he was just another Word-bound angel himself, and a few of Dominic's angels were once his equals in the days before the Fall. These grizzled oldsters occasionally have a difficult time adjusting to the new boss.

It's not that they're disobedient or disrespectful – these are angels, after all. But they lack the awe that some younger celestials have for the Archangels. Some of Laurence's new tactics and methods have been met with mutters of “Uriel never did it that way,” from the long-serving veterans of the legions of Heaven.

Some of the Superiors don't mind a little familiarity from those who knew them when. Marc has gathered some of his most senior angels into a kind of “board of directors” and actively solicits their advice. But Laurence has little patience for grumbling in the ranks, and Dominic is unusually strict when judging cases involving older angels questioning younger Superiors.

Many older angels have gained extra Forces beyond the standard 9. (Some have near-Archangel power levels, but those won't show up as player characters.) But there are just as many who aren't any more powerful than ordinary characters – experience doesn't always translate into raw Forces. And several veteran warriors have lost Forces in the course of battling the diabolicals. It's quite possible for an angel who's been fighting the War for eons, since Lucifer first started thinking about relocating to a warmer climate, to have 9 Forces just like any other starting character. He's simply gained many additional Forces, and lost them again in celestial combat, over the course of the centuries. Age and power are not the same.

Being an older angel still provides several advantages. Such characters have probably had the opportunity to acquire attunements from other Archangels, and plenty of Resources. Their Roles can be carefully anchored with a high level of “reality” and their Skill levels may be quite impressive. The angel purchases all of these normally with character points.

Another perquisite of age is that senior angels may have been granted distinctions or special Rites by their Superiors. A sufficiently well-regarded celestial might even have distinctions or Rites from other Archangels. As always, none of these can be bought with character points; the Game Master must decide if an older angel player character should have them. In general, an older angel with a good character concept might be allowed to

start play with a distinction or extra Rite. An excellent character concept might even justify an extra Force, especially if an experienced player who will be helping the GM introduce the game to new players will be portraying the older angel. For a GM concerned about play balance, Rites are the best way to give an older character something extra without affecting the game much.

Older characters have also had more time to accumulate flaws and shortcomings – and these can be used to balance any extra Rites, Forces or distinctions. An old angel character may well begin with some dissonance, or even a level or two of Discord. Of course, any Discord should be carefully concealed from the angel's Superior, or else he may not get any older! Older Malakim may have to take extra oaths; an ancient Seraph might have such an odd name that it impairs dealings on Earth (see p. 22). Most importantly, any older angel has likely irritated many a demon, who will reserve an especially hard place in their heart for that angel. The angel might even have displeased an Archangel, perhaps his own!

The Old Guy, in the supplement *Night Music*, is a perfect example of an old angel character. He's got a huge list of Songs, Skills and attunements, but damage to the Tether of which he is the Seneschal has knocked him back down to 9 Forces.



ROLEPLAYING

Running an older angel character is best left to players who've had some experience with *In Nomine*. It destroys the image of a wise, grizzled elder if the player has to keep asking the Game Master questions. An old character is great for the sort of player who enjoys getting totally immersed in the game world.

The most important thing for players to keep in mind is that elder celestials have had enough time to develop a personality. Newborn angels are much alike, at least within their Choir. Only with time do celestials gain likes and dislikes, personal quirks and opinions of their own. An old angel *must* have an interesting personality.

The Malakite who's tired of killing, the Ofanite who spends his time flying antique planes, the servant of Novalis who has become fascinated by technology –

OLD FRIENDS (AND ENEMIES)

A character who's been on Earth for centuries is likely to have lots of friends and foes, both mortal and celestial. Sometimes personal ties can complicate assignments from an angel's Superior. Angels form friendships, fall in love and occasionally have long-running feuds. Just because they're all on the same side in the War doesn't mean all angels have to like one another. An older angel is especially likely to have friends and enemies elsewhere in the Heavenly hierarchy. Sometimes this is useful (an old comrade-in-arms now tends the library of Yves and can look up things for the character). Sometimes it is a disadvantage (the Seneschal of an important Tether holds a grudge against the character and won't let him take refuge there). And sometimes it can simply be a headache (an old love is wanted by Dominic's Inquisition for questioning; does the angel help his lover or do his duty?).

Given enough time, celestials can form ties with mortals as well. This can sometimes cause conflicts. An angel who's guarded the people of a logging town for decades will have a hard time agreeing when servants of Novalis try to preserve the forest. Some long-serving Kyriotates have become "family angels" rotating among members of a single human family for generations. An angel who has become involved in the lives of humans may try to protect them even when it's not in their best interest. ("He's not really bad – just confused! I'll have a talk with him, try to reason with him. Maybe he's got a good reason for trying to kill all those people.")

And of course an angel who spends any time on Earth will meet diabolicals. The relationships between long-serving angels and demons can range from obsessive, deadly hatred to grudging respect and even love. Sometimes angels and demons who work in the same area arrange an unspoken truce. They still plot and counterplot, but there are no direct assaults; everybody "plays by the rules." Often this kind of arrangement draws heavy criticism when new angels are sent to the area.

Despite the ongoing War, angels and demons can fall in love. This happens more often than the Celestial Inquisition cares to admit. Older angels are perhaps more vulnerable to this than their younger comrades. They've watched generations of humans fall in love and grow old together, and they know firsthand that the War is turning into an endless stalemate. So it's not too surprising if some old warriors on both sides find solace in the arms of the enemy. Naturally, this is entirely forbidden by both sides, but a couple working together can keep an affair very well hidden. The conflicts of loyalty, moral qualms and opportunities for blackmail that an angel-demon love affair can create are endless.

GMs can use an older angel's diabolical acquaintances in all kinds of ways. They can be recurring villains. Sometimes they can be untrustworthy allies. Or, best of all, a combination. Do you trust your old friend the Balseraph? Is he really your friend? Or has he spent the past 60 years setting you up only to betray you?

older characters will have paradoxes and contradictions, just like mortals. If the player isn't prepared to give his older angel a personality, maybe he should run some other character and not even attempt to squeeze out some extra character points.

Older angels are also more likely than most to be independent-minded and assertive. Superiors who value individual valor (like Michael or Gabriel) may not mind a headstrong servant, but a boss like Dominic or Jean is likely to be constantly jerking the leash.

Many celestials who've spent a lot of time on Earth are somewhat burned out and apathetic about the War. They are slowly drifting down the path of Eli or the Grigori – so in love with the world that they no longer really care about celestial politics. Being an angel is now just a job.

An older angel typically has the same duties as any other member of the Host. The difference is that they often get handed the tougher jobs. When it looks as if a Word-bound angel's gone rogue, and the Inquisition is sniffing about, no Archangel (sane or insane) is going to turn for help to some kid whose wings are still damp.

When things look bad, they call on their oldest servants.

Older celestials frequently get handed tasks that require some finesse and discretion. Negotiations with the Other Side, or ticklish bits of inter-Superior diplomacy require an angel of some maturity. In roleplaying groups, the older angel character may be in charge of the other player characters – at least in theory.

Older angels don't need to have Words to be very competent. Not every angel is capable of becoming Word-bound, and not every angel wants to be. Word-bound angels are specialists, tightly focused on a single part of the Symphony. Many angels hold a wide range of interests and prefer to remain generalists, paying attention to the overall sweep of the Symphony (and the War).

Finally, the older angel could be a fanatic. He's low-powered because battles against the diabolicals have stripped away some of his Forces. He doesn't have a Word or a high position in the hierarchy because he's too busy fighting the War (kind of a celestial Dirty Harry). Servants of Michael or Laurence would be good for this type, particularly Malakim or Cherubim.

Angel REPRODUCTION

As a rule, angels are made, not born. Archangels create servants by an act of pure will, binding together the appropriate configuration of Forces and imbuing the new being with all the knowledge necessary for its job. The Superiors don't create a lot of angels – most are made to replace members of the Host slain in the War. Archangels prefer to have fewer high-quality Servitors, rather than the hordes the Princes of Hell command.

That's the usual way angels are created. But now and then a pair of celestials fall in love and wish to create a child of their own. This is most common among angels who serve a Word related to families or children. Servitors of Eli, Christopher and Novalis are the most frequent "breeders" in Heaven. But no Archangel's servants have a monopoly on reproduction – even some of Michael's angels have started families.

MAKING AN ANGEL

When a pair of humans want to have a child, the only thing they need is some time alone together. For angels it's a bit more complicated. Most celestials don't have the power to bind Forces together into a new being, so prospective angelic parents need the help of an Archangel. (The Grigori were an exception to this rule.) Eli always agrees, Novalis almost always; the other Superiors will ask a lot of questions, especially Dominic, who feels that just making the request is grounds for suspicion of some sort of irregularity! A couple who serve different Superiors can ask either one to help; it's prudent to seek permission from both.

Note that it isn't necessary for the Archangel to be either parent's Superior. That's just tradition and good Heavenly manners. Angels sufficiently desperate to have a child can approach any Archangel. Of course, this is highly irregular, and few Archangels want to meddle with another's servants. They feel that defiance indicates an angel on the verge of Falling. Eli is the exception, of course – he would never refuse to help create new life.

Once an Archangel's cooperation has been secured, the two angels join their celestial forms in glorious union. Each parent contributes Forces to make up the new being. A parent must give at least 1 Force, and can voluntarily give up to 1 of each type. The Archangel binds the Forces from the parents and loose Forces drawn from the Symphony to create a new celestial with 9

Forces. (It might be possible to create a new "child" with fewer Forces – a reliever, for instance – but it isn't done.)

The newborn angel's choir depends on what his parents are. Parents of the same choir automatically have a child of the same type. When the parents belong to different choirs, the newborn takes after whichever parent contributed the most Forces to his creation. If both parents gave up equal Forces, then it is up to chance (or *He* decides; no angel really knows).

The sex of a newborn angel is entirely up to that angel. An angel's sex is a reflection of outlook and personality, with no biological importance. Many angels don't bother to have one at all.

It is traditional for a newborn angel to join the service of the Archangel who presided at his creation. Archangels sometimes permit their "godchildren" to serve other Superiors, if the newborn shows a particular talent toward another's Word.

The only angels who don't need the help of an Archangel to reproduce were (or, just perhaps, *are*) the Grigori. Their vessels are part of the Symphony, just like humans, so they can reproduce freely.



Angel Children

The process of child-raising among angels is of course very different from that among humans. A newborn angel is a fully functional celestial, able to survive and serve in Heaven as well as any adult. What a celestial child does need is training. The parents must instruct their offspring on all the things an angel can learn only through experience – tricks in using one's attunements, the unwritten rules of the Host, the ins and outs of dissonance and Discord and how to get along with other Choirs. The most important thing angelic parents must teach their child is how to avoid the snares of diabolicals.

Most angels are made. "Natural-born" angels are a rarity among the Host, and this sometimes affects the way other celestials react to them. The infinitely compassionate angels are of course far beyond things like prejudice or discrimination, but still there is a certain feeling

THE SONGS OF FRUITION

These Songs are the only way for most celestials and ethereal spirits to reproduce with human beings. Only the Grigori could interbreed with mortals without the help of the Songs. Since the fall of the Grigori, the Celestial and Ethereal Songs of Fruition have been kept secret, and knowing them is now a serious crime for angels. Only the Corporeal Song is safe to know.

✧ *Corporeal* – This Song allows mortals to be fruitful and multiply. Any coupling between male and female humans (or animals) within a number of yards equal to the Essence expended by the singer *automatically* results in conception. This is true even if one of the couple is normally infertile, or if contraceptives have been used.

✧ *Ethereal* – This allows ethereal beings to interbreed with mortals. This Song was once used frequently by the Pagan divinities to sire human children, but nowadays is seldom employed. If the check digit of the singer's performance roll comes up 5 or 6, the resulting child is a monster, one of the Gorgons of myth.

✧ *Celestial* – This allows celestials to interbreed with mortals. If the check digit of the performance roll is 5 or 6, the child is one of the monstrous Nephallim.

Essence Requirement: 1 per hour of effect

Degree of Disturbance: 10, at the moment of conception (the Corporeal Song creates no disturbance).

among the Host that angelic offspring are somehow . . . different. They have a reputation for independence, which sometimes verges on rebelliousness. Many older angels claim that angel children act more like humans than other celestials.

CELESTIAL CROSSBREEDS

The above procedure is the norm when two angels have a child together. But angels have been known to fall in love with other celestials, even with mortals. Such loves are strictly forbidden, and offspring extremely rare.

Momma Was an Angel, Daddy Was a Devil

Since angels and demons are both celestials, the process for a "mixed marriage" creating an offspring is fundamentally the same as that for two angels. The difficulty is finding a Superior willing to assist.

Of the Archangels, only Eli would even consider assisting in such a union, and even he would be reluctant. The demon must be at least a Renegade, and must show signs of being sincerely on the road to redemption. Princes of Hell aren't so picky. They'll gladly help a demon-angel couple have a child. It gives Hell a hostage, and is a good step toward corrupting another one of the Host. Only Saminga would never help create new life.

The newborn is automatically an angel, since he hasn't had a chance to Fall yet. His Choir is that of whichever parent contributed the most Forces. If the newborn takes after the diabolical parent, then he belongs to the angelic Choir corresponding to the demon's Band. Lilim are an exception: a child born of an angel and a Lilim always takes after the angelic parent. The newborn half-breed has no Heart, and belongs to neither the Host nor the Diabolicals. He is an Outcast or a Renegade at birth.

Newborn half-breeds won't survive long without help. They have all the problems of Outcasts and Renegades, with no experience and only their parents for help. A half-breed needs to choose a side and get a Superior, fast. Usually they choose Hell; often the Prince who presided at the creation insists on that as the price of his aid. A few choose Heaven, appealing to the mercy of one of the more charitable Archangels. A very few remain unattached, surviving with the help of mortal allies and friendly celestials.

Half-breeds who live in Hell generally become demons fairly quickly. Those who dwell in Heaven naturally remain angels, but must endure extra scrutiny. The Celestial Inquisition constantly watches them for signs of backsliding, just as it monitors Redeemed Diabolicals.

Touched by an Angel (or a Demon)

Celestials in corporeal form can mate with humans, in the usual way. Normally such unions are not fruitful; a celestial's vessel is sterile. (Kyriotates are a special case, described below.) There are two ways for celestials to interbreed with mortals. The first method is the one of the Grigori – they are as "alive" as normal humans and can interbreed with them in the usual manner. The second way is more difficult, and is the only way non-Grigori celestials can have children with mortals. They must use the Song of Fruition, which will temporarily make a celestial fertile (see *The Songs of Fruition*, above).

Angels, of course, are absolutely forbidden to interbreed with mortals. Even knowing the Song of Fruition in any of its forms is grounds for trial by the Celestial Inquisition. If the angel somehow manages to avoid punishment, he is still liable to be monitored as a suspected Grigori sympathizer or a demon's dupe.

The Princes of Hell aren't quite so strict about their Servitors interbreeding with humans, but there still

aren't very many demon children out there. There are good practical reasons for a demon *not* to have mortal children. First of all, the child (and the human parent) become a big vulnerable target for anyone who wants to hurt the demon or compel him to do something. Second, wanting to have a child with someone requires a level of affection and commitment few demons can even understand. And third, angels really don't like demons breeding with mortals, and do their best to see that all children of demons grow up orphans.

Human children take nine months to gestate.

An angel in a female vessel who has gotten pregnant via the Song of Fruition must somehow conceal her "delicate condition" until the child is born. A servant of Eli or Gabriel might be able to pull it off, but avoiding Dominic's scrutiny during his weekly visit would take some doing. A pregnant angel cannot enter her celestial form until the baby is born. This is why most angel-human matings involve human women and male vessels.

The offspring of a celestial and a human is itself human. Mostly. Human-celestial children are mortal; they must grow up and grow old. They are confined to a physical body like all humans. But the children of celestials aren't entirely normal. They have the potential to gain extra Forces, making them ideal Soldier of God candidates. With a little training they can expend Essence with the same control as a celestial.

Kyriotates are a special case of angel-human mating. Their vessels are living mortal humans, and can reproduce in the standard way. No special Songs are required. A child conceived by a Domination is simply the offspring of the angel's host body. While most Kyriotates try not to leave their hosts pregnant or the unsuspecting father of a child-to-be, they *don't* create dissonance by doing so (servants of Eli are especially lax about this). It is interesting to note that humans conceived by Kyriotates often turn out to be exceptional individuals, and frequently get involved in the War themselves.



RELIEVERS

Kori watched the little boy wander off from his family in the park and into the woods. She followed along discreetly to make sure nothing happened to him. As the sun dropped toward the horizon and the shadows of the forest darkened, it was obvious the boy was lost. He wandered around in circles for a while before throwing himself down at the base of a towering tree and starting to cry. It was time for Kori to take a hand.

The boy looked up when he felt the warm, golden light. The beautiful winged figure hovering in the air in front of him smiled at him and his fear and sadness were replaced with wonder. "Don't worry," she said. "I'll get you home. Just follow me."

Angels and Archangels are by no means the only servants of God. Many greater and lesser heavenly spirits carry out various duties in the celestial and corporeal realms. The lesser ones are called relievers. They are not a Choir, but rather a classification for heavenly celestials of 3 to 8 Forces who befriend humanity and serve angels.

Relievers are only sent to Earth with a specific, small goal. A reliever might watch over a particular person, place or thing important to his Superior, but not significant enough to require an angel. Relievers also aid angels on Earth. Once the task ends, a reliever is drawn back to Heaven.

Relievers generally do not have corporeal vessels, though some do if their mission calls for one. Most relievers with a vessel become Familiars (*In Nomine*, p. 192), but some (such as player characters) get a human vessel for use on Earth, using them just like angels.

USING RELIEVERS

Relievers will show up most often as servants of angels. They can go unseen into places where human servants might not be able, and have their own Songs and celestial abilities. Human servants, on the other hand, do not disturb the Symphony and are generally not vulnerable to celestial combat, which destroys a reliever fairly easily.

Celestials can also encounter a reliever performing a duty for another Superior. Relievers usually watch over particular people, places or things, performing small, helpful deeds to help ease the lot of humanity. While watching over a household, soup kitchen or kindergarten might not carry the prestige of guarding an important human or Seneschal of a Tether, every task is important in the eyes of Heaven. A reliever knows his assignment very well and can be a valuable source of information.

RELIEVER PLAYER CHARACTERS

Reliever player characters can be built on anywhere from 3 to 8 Forces. The player chooses how powerful and experienced the reliever should be, with the permission of the GM. They can learn any Song of which their Superior approves; typical reliever Songs include Songs of Dreams, Harmony, Healing, Light and Motion. Relievers can also purchase any attunements of their Superior, although they do not earn distinctions.

Although they are weaker than starting angels, many relievers are at least as capable as normal humans (more so with their ability to control their Essence and use Songs) and some relievers are a match for a fledgling demon (7 Forces). Most of the demonic enemies of relievers are their opposite numbers, Gremlins and Imps (*In Nomine*, p. 192) who are no more powerful than they, although they are usually more numerous.

A reliever player character could start out as the servant of an angel player character if both players and the Game Master are in agreement. This gives the players an interesting opportunity to play out the Servitor/Superior relationship and may provide a reflection of the angel's relationship with his own Superior. For instance, a reliever could be involved with a group of angels as a "local expert" on their charge, which has now become more important in the overall scheme of things. Relievers might also be assigned to work with groups of Soldiers of God, allowing Game Masters to run a "low-power" *In Nomine* campaign with PCs of 6 or fewer Forces.

GRADUATION DAY

Eventually, relievers can gather additional power and additional Forces through faithful service. A reliever with 9 Forces becomes an angel of whatever Choir the player and GM feel is appropriate. Usually the choice of Choir is determined by the reliever's personality, the attunements he has acquired and the types of assignments he has performed. The occasion of a reliever "earning his halo" is a joyous one for Heaven because it means another celestial spirit has entered God's service in the cause of Heaven.



An interesting campaign could start the players out as relievers who must earn their angelic status. This will eventually yield 9-Force angels with more experience and background than most starting player characters, and who have truly *earned* their heavenly status. It allows inexperienced players to learn about the Symphony before becoming angels, providing a better opportunity to choose the Choir they wish to play and some idea about their character's role in the War. PCs might value the power and status of full-fledged angels more.

SAMPLE RELIEVERS

KORI, RELIEVER OF DESTINY

Corporeal Forces – 1 Strength 1 Agility 3
Ethereal Forces – 1 Intelligence 2 Precision 2
Celestial Forces – 1 Will 2 Perception 2

Vessel: None

Skills: Emote/2, Singing/1, Tracking/2

Songs: Attraction (Celestial/2), Healing (Corporeal/2), Light (Corporeal/2), Motion (Ethereal/1)

Kori is a very new celestial in the service of an angel of Destiny. Her duty is to watch over a young boy named Colin Galeba and his family, ensuring Colin does not come to harm. She handles most of the day-to-day stuff herself and alerts her superior immediately if anything more important happens. Kori has no idea why Colin is important, but she has grown fond of the boy and will do what she can to keep him safe to follow his destiny.

TAMAR, RELIEVER OF FIRE

Corporeal Forces – 2 Strength 3 Agility 5
Ethereal Forces – 3 Intelligence 6 Precision 6
Celestial Forces – 2 Will 3 Perception 5

Vessel: Human/2

Role: Social Worker/2 (Status 3)

Skills: Detect Lies/2, Emote/2, Fast-Talk/1, Language/2 (Spanish)

Songs: Attraction (Celestial/3), Harmony (Ethereal/2), Healing (Ethereal/2)

Attunements: Mercurian of Fire

Tamar has been a reliever for some time. He is in the service of Gabriel and works as a social worker at a suicide-prevention clinic in his human vessel. He is attuned to the suffering people inflict on themselves and does his best to help alleviate it. At 7 Forces, he is close to becoming a full-fledged angel – most likely a Mercurian – if he continues to serve his Superior well. Tamar has encountered two cases of suicidal depression caused by servants of Tania, Demoness of Suicide, but he has not encountered any demons personally. Those tasks are left up to others serving his Superior.

FIXED PARTIES

Inevitably, players of *In Nomine* will want to try a campaign in which some of the player characters are angels and some are demons. A mixed party provides plenty of opportunities for roleplaying and character interaction, but it also presents a lot of new challenges for the Game Master.

Exactly how difficult it is depends on the tone of the campaign. A humorous, satirical campaign will usually be less trouble than one intended to produce intense stories of the conflict of Good and Evil. But even in a completely goofy campaign there are some hurdles to overcome. The two most important things to consider when setting up a mixed group of player characters are *who* and *why*.

"Who" means that the members of the group should be selected with an eye toward compatibility. This is mostly the responsibility of the players, who must decide (with help from the GM) on characters that can work well in a mixed group. "Why" means there must be a good reason for these particular celestials to be working together. That is the responsibility of the Game Master.

FIXED CAMPAIGN TYPES

Most campaigns that include both angel and demon characters are likely to fall into one of four basic types: Freeform, Allies of the Moment, Outlaw Celestials and Enemies Together.

In each type, the angelic and demonic player characters will relate in different ways (and those relationships almost certainly will shift as the campaign progresses).

FREEFORM

I waited in the corner booth at Burger Hut. Raggai came in at a quarter to twelve, right on schedule. He ordered six Gutbusters and sat down to shovel them in, making as much noise as possible. One guess which Prince he serves.

When he left, picking his teeth and belching, I followed. On the corner, a small dog sat watching traffic. As I passed it, I nodded. The dog winked back and ran off. Fersaith is a nice



guy for a Kyriotate, even if he does work for that fascist Dominic.

Raggai waddled back to his foul little apartment and unlocked the door. I stayed as close behind him as I dared. He stepped inside and stopped. His prisoner was gone; in her place stood Clariel, Blanche and Fersaith (in a big Rottweiler host).

"Hi, Rag," I said from the door. "Long time no see. This is probably going to hurt a little."

Then we jumped him. He fought like, well, a demon, but there's only so much a single overweight Djinn can do against a Malakite, a Seraph, a possessed Rottweiler and an Ofanite with a gun. We sent Raggai back to Hell in short order.

"Score another one for the home team," I said cheerily when it was done.

"He'll be back," growled Clariel. "He always comes back."

In a "freeform" situation, the angels and demons aren't working together at all, at least not most of the time. Instead, they are doing their best to carry on the War like good little celestials. The player characters are adversaries rather than comrades in arms. They come up with various plots and counterplots, striving to advance their own cause and foil the opposition. The campaign is simply the story of the interactions among one small group of celestials trying to do their jobs.

A freeform campaign works best if the characters are all assigned to the same setting. The GM can develop the background in some detail as the stage for the shenanigans of the player characters. The easiest kind of common setting is a geographical location; the angels and demons have the same "territory" and fight for control. The setting could also be a human subculture – motorcycle gangs or science-fiction fans or a large organization, such as a giant corporation or a government.

In this sort of campaign, the initiative lies with the players rather than the Game Master. Angel and demon characters devise their own plans, and react to the activities of other characters. The GM acts more like a referee than a storyteller. Now and then he may decide to stir things up a bit by tossing in a party of visiting Malakim, or a fugitive Renegade with an important secret.

The intriguing and subtle battles don't all have to be straight angels vs. demons fights. Servants of rival Superiors can wind up plotting against each other, and even seeking allies from the Other Side. An angel of Gabriel would certainly help some of Kobal's demons harass the minions of Belial, for example. And Lilim will help any celestial – if the price is right.

It may be redundant to point out that a freeform campaign requires players with a certain level of experience and subtlety; otherwise it can become nothing but a series of battles between player characters. A great deal of gaming in a campaign of this type can take place between play sessions, as players outline their plans to the Game Master via phone or e-mail.

A big potential problem in any angels vs. demons campaign is that one side may be able to outmaneuver the enemy and gain a substantial advantage in the local theater of operations in the endless War. The characters on the losing side may find themselves on the run, their plans in ruins and unable to seriously threaten the enemy.

That's the time for the Game Master to throw in an unexpected development. If the angels have been having things all their way, then maybe two Archangels have a serious falling-out, and their player-character Servitors find themselves on opposite sides of an internal battle. The diabolicals might be able to make a deal with the weaker faction, or at least take advantage of the confusion to regain lost territory.

ALLIES OF THE MOMENT

When Blandine finished briefing us, I was shivering with fear and anticipation. This was more than just big – it was terrifying. What could even angels do against something that was dissolving the very fabric of the Marches?

But the boss wasn't done yet. "You will have help on this job. Other . . . entities are aware of this threat and have offered to pool information and resources in order to stop it. Salac will be your liaison to these allies."

The chamber fell silent as a Habbalite came strolling in, cool as you please. His flawless EloHITE skin was all scarred and cut in a pattern of inverted pentagrams. He grinned, showing teeth filed to points. "Howdy."

Blandine continued speaking. "Naturally, you must keep this demon under constant watch. Do not permit him to bother any mortal dreamers, and be alert for treachery."

The demon only grinned wider.

From time to time, angels and demons wind up working together because they're ordered to by their Superiors. Nobody likes to talk about it, but it happens more often than most Archangels admit. Orders from above make a very simple way for a Game Master to bring together the Host and the Fallen.

Of all the Superiors on opposite sides, Asmodeus and Dominic have the best working relationship. Both have a strong interest in tracking down Outcasts and Renegades, and in finding out if any of the *other* Archangels and Princes are working together. But they aren't the only ones who sometimes cooperate. Andrealphus has forged a tentative, very secret alliance with Novalis in the interests of holding back the war hawks on both sides (she knows he's trying to dupe her, but for now it's convenient for her to pretend he's succeeding). And Marc and Lilith have occasionally found it profitable to do a little business together.

In an allies campaign, the celestials don't have to like each other much, but they are under strict orders to cooperate, at least until the mission objective is achieved. Often there are secret orders and hidden objectives on both sides. There are plenty of opportunities for treachery, double-crosses and spying.

From the Game Master's perspective, the difficulty is that eventually the objective will be achieved, and then the characters have no further reason to remain together. If he's running a one-shot adventure or a "mini-series," that's not a problem. But if the players want to keep adventuring together, then he must keep coming up with increasingly improbable reasons to make the demons and angels work together. If the characters have somehow managed to strike up friendships, the campaign might become more like an "Enemies Together" scenario, p. 91.

OUTLAW CELESTIALS

I brought the package of greasy chicken back to the van.

"A couple of guys in the chicken place were watching me," I said. "More than just the usual once-over for strangers."

"Malakim?" asked Nagor, nibbling his skinless drumstick. Later he'd insist on going jogging to burn off the extra fat. Even though Andrealphus wants him dead, Nagor still follows his Prince's rule and keeps himself looking gorgeous.

"No, they looked like local folks. Kyrios, maybe."

"Or Shedim." Alashae reached past me to snag a drumstick. "I find it hard to believe Asmodeus would give up so easily after his goons almost got us last time."

"Whoever they were, we can't stay here long. Where to?" I climbed into the driver's seat and started the van.

"There's a Lilim in Vegas who still owes me a little favor," said Nagor. "Vegas is Mammon's town; he wouldn't like a bunch of Asmodeus' boys muscling in there."

"Fine for you," said Alashae, "but what about us? Vegas is a dangerous enough place for angels who haven't been kicked out. Daraul and I wouldn't last a minute there."

"I'm not so sure," I said. "We would be relatively safe from the Inquisition in Las Vegas. As long as Nagor's friend can keep us safe from other diabolicals, we shouldn't have anything to worry about." I started the engine.

Alashae leaned forward to whisper. "And what do we do if Nagor's leading us into a trap?"

"It's a gamble. But isn't that why everyone goes to Vegas?"

A fairly simple way to combine demons and angels is for some members of the party to be Outcast angels or Renegades from Hell. There are a number of possible permutations – an Outcast angel working with demons, a Renegade demon hanging around with angels, or Outcasts and Renegades banding together.

Renegades Among Angels

A Renegade demon in a party of angels is perhaps the easiest to justify. He's no longer welcome in Hell, but that isn't nearly the same thing as being good enough for Heaven.

The Renegade might actually be trying to reform. That makes the angels' task easy. A demon trying to become an angel may have a lot of reforming to do, but redemption is certainly a worthy goal, and it's a fine thing for angels to help with (especially Malakim; see p. 49). Besides the sheer moral goodness of the project, helping one of the Fallen rejoin the Host has some tremendous practical benefits, in the form of inside knowledge of Hell's plots, and contacts among the minions of Lucifer.

Of course, there are dangers involved when angels take a Renegade under their wings (so to speak). Unless the angels themselves are absolutely untainted and free of dissonance, having a demon friend can bring down the

wrath of the Celestial Inquisition. The angels will almost certainly have to face an investigation by Dominic's agents. Another problem is that the Renegade is, well, still a demon. It's his nature to be selfish. He may not be ready for redemption yet – indeed, his private rebellion against Hell might stem more from pure selfishness than a desire to reform. The angels can risk dissonance by standing by and doing nothing while the demon misbehaves, but if they force the Renegade to stay on the straight and narrow he's going to pile up Discord in a hurry (Shedim are especially vulnerable to this).

Nor is the Renegade's former Prince likely to let him go with a smile and a wave. The party will certainly have to worry about diabolical hit squads, and infiltrators from Asmodeus' secret police. Between righteous Malakim on one side and bloodthirsty Calabim on the other, a Renegade in a party of angels will have an interesting life.

There's one other peril to consider – just how Renegade is the demon, really. Sure, he *says* he's broken with his Prince, but is he telling the truth? Or are those Calabim hit men and Shedim assassins just fakes, intended to convince the demon's angel pals that he really is on the run from Hell? Pretending to be a Renegade would be a great way for a demon to associate with angels, learn some of Heaven's plots, and make contacts among the servants of the Host. Only the Renegade's player and the GM can know for sure.



Outcasts Among Demons

It's much harder for an Outcast angel to be part of a group of demon characters. Demons aren't as *nice* as angels. They're more likely to stomp an Outcast's face into the ground than to help protect him. And if they do

have some good reason for not wanting him dead, making sure he Falls all the way to demonhood is an obvious precondition for his continued survival. So an Outcast among demons has to worry about vengeful angels, killer demons and the plots of his friends. Rival Princes will be trying to woo or destroy him, and if Dominic learns he's preparing to go over, he'll have the Inquisition to worry about.

There is always the possibility that an Outcast could be a double agent, just like a Renegade. His Discord was deliberately gained as a cover, and his Archangel is in on the plot (as probably is Dominic as well). Such an assignment is insanely dangerous, but an angel who could pull it off is likely to be rewarded by his Archangel with greater power and responsibilities. Naturally, no angel would be asked to take such an incredible risk unless the situation was particularly dire.

All Outlaws

If *all* the player characters are Outcasts or Renegades, the group has all the problems listed above, *plus* a few extras. They're going to be on the run from both the host and the diabolicals, with nobody to help them at all.

An interesting campaign could be built around a "Dirty Dozen" group of Outcasts and Renegades who do the dirty work for an angelic patron. Even grittier is the idea of a band of celestial mercenaries, who undertake jobs for *both* sides!

A party of Outcasts and Renegades would be the perfect group to discover the secret of the Grigori, and the characters might be able to strike up some kind of alliance with the Watchers and their human descendants. Or the outlaw celestials could league themselves with the old pagan gods of the Marches.

Again, there is always the possibility for duplicity in such a group. What if one of the angels is actually a secret operative for the Inquisition, under deep cover as an Outcast in order to penetrate the party and learn what no member of the Host could ever see? Or perhaps one of the Renegades is a servant of Kobal, setting everybody up for a deadly joke?

ENEMIES TOGETHER

He was sitting by the Picasso statue in Daley Plaza, feeding the pigeons. I sat down next to him. "Nice day," I said.

"Nice enough. How've you been?"

"Tired. I'm working double shifts trying to catch that crazy Shedite who's been causing all the gangsta shootings lately."

He tore off a bit of crust and tossed it to an old bird with one eye. "I saw him this morning down at the Point. He's living in a big kid named Rabeem."

"Thanks. Oh - I almost forgot. Someone's been careless. David knows about the Tether to Tartarus in Hyde Park. He's

got a bunch of Kyrios disguised as gargoyles watching the place. Anybody who tries to use it will get jumped."

"I'll pass it on. Had lunch yet?"

"No, thanks. I've got to go find Mr. Rabeem. Maybe next week."

I got up and hurried to my car. Behind me the demon tossed more bread to the pigeons.

Finally, the characters may be angels and demons in good standing who nevertheless have formed friendships with those on the other side. An alliance of this sort is possible only if some or all of the characters have become a little disillusioned with their side in the War. Perhaps they have turned pacifist, and are cooperating in the hope of someday ending the fight. Or perhaps they are all warriors, tired of the stalemate. Or just old friends who nowadays have more in common with each other than with the folks back in Heaven or Hell. The Austin celestials described in *Night Music* are a good example of this kind of group.

Naturally, the friends will have to work hard to keep their fraternization a secret. Big problems can develop if the Inquisition learns about an angel's little devil pal. Seraphim and Elohim in particular must worry about gaining dissonance by trying to keep secrets from their Superiors. Demons can lie all they like, but the Princes of Hell aren't going to be any happier to learn their underlings are keeping company with the Host.

In an Enemies Together campaign, the celestials must constantly juggle their own duties with helping their friends, and there is always the need for secrecy. This sort of campaign can occasionally resemble a Freeform, as even good friends may wind up plotting against each other if the War requires it. In an Enemies Together campaign, loyalties are always being tested.

MOTIVES

When angels and demons work together, they need a very good reason. "Nothing on TV that night" isn't enough. They must have a common enemy, or face some menace that threatens both Heaven and Hell. If friendship or love is the reason, then it can't be any mild affection, but a bond so strong the partners are willing to defy Heaven and Hell because of it. Or maybe, just maybe, angels and demons might come together to do something because it's right.

THREATS AND MENACES

At first we thought the War was starting to turn hot. Angels were dropping left and right on Earth; whole cities were completely cleared of the Host. It seemed the Fallen were gearing up for the Final Battle.



But then the reports started coming in about diabolical Tethers blown to bits, our human agents finding piles of bodies that were known to be demonic vessels.

So when the demon appeared in the Marches, waving a white flag, asking to speak with Michael, we didn't blast him where he stood. It was definitely time to talk.

Common enemies are always a good reason to work together. The ancient saying "the enemy of my enemy is my friend" applies to celestials as well as mortals.

Seeking out or stopping a rogue Archangel or Prince would be serious enough to involve both angels and diabolicals. The Superior can't simply be about to Fall or be Redeemed – the other side wouldn't try to prevent that. Rather, the rogue being must threaten the entire Symphony. Imagine Gabriel deciding to wash all sin from the Earth in a bath of fire, or Jordi trying to get rid of humans to protect his beloved animals. Or think of Saminga plotting the ultimate triumph of Death, or Kobal devising the final punchline. There is a precedent for such an alliance of convenience – Heaven and Hell joined forces to defeat the rogue demon Legion during the Middle Ages. GMs who want to crank the moral ambiguity up to a fever pitch might select the Superior of one or more player characters as the rogue to be stopped.

There are more things out there than angels and demons, after all. The old pagan gods still lurk in the outer edges of the Marches; they may have discovered a way to regain their lost dominion. Or there may be

PLAYER CONFLICT

In almost any mixed party of celestials, there's a good chance somebody has a hidden agenda. Demons betray angels, angels outwit demons and sometimes people get hurt. In most role-playing games, the player characters are assumed to be on the same side. Treachery can come as a shocking surprise.

It can also be a shock to the players. Most gamers identify strongly with their characters, and a fictional act of betrayal can cause some very real hurt feelings. Game Masters should make sure the players understand that character conflict cannot spill over into the real world.

In particular, the Game Master should avoid seeming like a "co-conspirator." Often simply because of his position, he knows about an impending betrayal in advance. At the very least, he will not have moved to make the treachery impossible – some players won't understand why he didn't.

The GM must stay rigorously impartial. Congratulating a sneaky player on a well-executed bit of treachery should be done in private. Sympathy and sincere regrets for the victim will help keep things from getting too hostile.

strange beings with unknown powers lurking in the ethereal realm.

And don't forget humans. They can sometimes achieve remarkable things, without any celestial meddling at all. A group of humans could somehow pose a threat to both sides – a madman with a deadly plague, or a scientist about to discover the truth about the Symphony. Perhaps the Grigori and their children are poised to rise and turn humanity away from both Heaven and Hell. How do you fight against people you're sworn to protect?

CHARACTER TYPES

When creating a mixed party, it's important to choose angels and demons that can work together. Some Choirs and Bands are just not "team players" when the Other Side is involved.

As a rule, all celestials reserve their strongest hatred for the Choir or Band that corresponds to their own. Seraphim hate Balseraphs most of all, and Shedim particularly despise Kyriotates. Naturally, some are better at restraining their dislike than others, but GMs should probably try to keep from having celestial opposites in an adventuring party. Unless one of the characters has unique knowledge for the mission, no sensible Archangel or Prince would assign someone to a group if his presence makes the mission impossible (unless, of course, the Superior *wants* the mission to fail).

Similarly, angels and demons whose Superiors are directly opposed have a hard time getting along – servants of Gabriel and Belial, or Jean and Vapula are not going to be pals, and it's unlikely that their bosses would agree on anything. All of Gabriel's servants have difficulty working with demons, since most of the Fallen are cruel enough to spark the wrath of Fire. Dominic keeps a tight enough rein on his servants to ensure that they would follow orders, but angels of Judgment who haven't been specifically told to work with demons are very likely to deal out summary justice to diabolicals.

Certain Choirs and Bands are more suitable for a mixed party than others. Cherubim can get along with demons provided their object of attunement isn't threatened, and could even be commanded to protect a diabolical if necessary. Elohim are excellent angels to work with demons, as their clear objectivity lets them ignore their natural dislike for the Fallen. Mercurians are another good choice, as they prefer cooperation and diplomacy to conflict anyway.

On the demonic side, Impudites are probably the best to deal with angels. They don't gratuitously harm humans, and if they can resist the urge to siphon off Essence, their conduct won't arouse the ire of the Host. Lilim are another good choice – they have no opposed Choir to be automatically hostile, and they tend to have very good social skills. A Free Lilim who doesn't owe any allegiance to a Prince of Hell might not even count as a demon to some angels. After all, Lilim aren't fallen angels, so they aren't automatically traitors to the Host.

Some Bands and Choirs are extremely poor choices for a mixed group. Malakim are difficult to run in a group that includes demons – unless the Malakite has received orders to leave them alone, or the diabolicals have some means of concealing their nature. A Balseraph might simply convince the Malakite that he isn't a demon, and a servant of Asmodeus could mask himself with the attunement of Humanity. Otherwise, a Malakite's vows make it hard for him to refrain from bashing a demon

even if the mission is very short . . . unless, of course, he has received direct and careful orders from his Superior.

Shedim also have big problems in a mixed group. Their need to make their hosts commit more and more evil makes them utterly abhorrent to most angels. For much the same reason, servants of Haagenti, Kobal and Malphas have difficulty coexisting with the Host for very long, since they must constantly cause harm to humans. Of course, the diabolicals could slip away from the rest of the party for a little moonlight mayhem, but the angels are liable to be watching out for that sort of thing.



CLIMBING THE LADDER

"And he dreamed, and behold a ladder set up on the earth, and the top of it reached to heaven; and behold the angels of God ascending and descending on it."

— Genesis 28:12

ANGELS AND ORGANIZATION

The Heavenly Host is a vast and complex hierarchy. Except for divine intervention, which is rare, the Archangels are the highest authorities in Heaven. Below them are their various Servitors, arranged in ranks according to each Archangel's particular nature.

What lies above the Archangels is unknown, perhaps even to them. Certainly there are many, many levels of Heaven beyond the lowest where the angels serve, and perhaps the Heavenly hierarchy stretches up for a very great distance before finally reaching the throne of God.

Heaven's organization is hierarchical; lesser angels serve Superiors, lesser Words serve greater Words and so



CLIMBING THE LADDER

IT'S LONELY AT THE TOP

Generally speaking, it isn't a lot of fun for an angel to end up with a desk job in Heaven as a reward for all of his hard work for his Superior. Although angels might aspire to become commanders themselves, the GM should carefully consider how this will affect the campaign if one of the player characters is placed in charge of other angels, or even the other player characters! The highest ranked superiors spend very little time on Earth, so involved are they in the politics and day-to-day activities of Heaven. Promoting an angel to a higher position in his Archangel's hierarchy can shift the focus of the campaign, but it is a good way to provide a needed change or to retire a player character who has become too powerful or needs to leave the campaign.

on up to the ranks of the Archangels. Some Archangels prefer to have many different ranks for their Servitors, arranged in structured levels. Others have a more freeform attitude about the arrangement of their personal Servitors. In all cases, there is a clear system of advancement and rank among angels. Ideally, the hierarchy of Heaven rewards hard work and loyalty with advancement in the ranks, punishing incompetence and disloyalty with lack of advancement or even demotion. In practice, things don't always work out that way.

As agents on the front-lines of the War, player-character angels quickly become involved in the heavenly climb up the ladder of rank and distinction in service to their Archangels and immediate superiors. Angels who serve well and succeed in the tasks given to them can get on the fast track to success and promotion in the ranks of Heaven, while angels who regularly disappoint their superior can slide to the bottom of the heavenly food chain. Even if things are going well, it's a good idea to be polite to other celestials on the way up; you might be meeting them again on the way down.

Superiors

The basic building block of the heavenly hierarchy is the Superior/Servitor relationship. Each angel is assigned a superior they report to; that superior has his own superior and so on up to the Archangels, the only true Superiors. Some truly favored Servitors are allowed to bypass this structure and report directly to an Archangel, but this is the exception rather than the rule. Archangels are busy, and cannot oversee the activities of all angels under them personally. They delegate most of this work to other Word-bound angels serving them.

Most Superiors entrusted with command over other angels will have at least a distinction or two and will most

likely be Word-bound to a lesser Word in service to their Archangel's own Word. This may constitute a divine chain-of-command. For example, Calliel, a Kyriotate, reports to Morrigen, the Angel of Ravens, who reports to Arael, the Angel of Birds, who in turn reports to Jordi, the Archangel of Animals. Calliel may have no contact at all with Jordi directly, receiving all of her orders through her immediate superior, Morrigen.

Although they are expected to follow the chain of command, each angel has the right to invoke his Archangel directly to hear a request or to offer some information the angel feels is important. The Archangel's reaction will vary depending on the results of the invocation and the reasons for it.

Distinctions and Rank

When an angel first enters an Archangel's service (either from creation or, more rarely, coming from the service of another Archangel) he starts at the bottom of the ladder. Through loyal and diligent service, the angel proves his worth to his Superior and is granted distinctions, attunements and other rewards. These advance the angel's standing in the eyes of his Archangel, allowing him to take on more important duties, gaining further distinctions and so forth.

Although angels are expected to follow an established chain of command, Archangels feel free to move things around when they choose. Player characters are usually favored servants of their respective Archangels, on the heavenly fast track. Their successes tend to reap great rewards, but their failures earn equal punishments. Great things are expected of them and failure to deliver can mean a loss of status in the eyes of a Superior.

It is expected for angels to defer to other angels who have achieved great distinction and for angels of lesser rank to defer to those with greater rank. This is not a hard and fast rule, and a lesser-ranked angel of Judgment is not going to defer to even a Master of the Realms of Night or a Friend of War if there is justice to be served, but generally angels are taught to respect and obey their superiors.

The commands of an angel's direct supervisor always take precedence over those of another angel of equal, or sometimes even greater, rank. Archangels are expected not to interfere with each others' Servitors and their hierarchies, and generally they respect this. The prime exception is the Divine Inquisitors of Dominic, who have the authority to bring other angels before the Seraphim Council for judgment if they feel it necessary. Angels are also expected to defer to any of the Archangels. Even if Laurence isn't an angel's own Superior, he is Master of the Armies of God, and if he gives an angel an order, it had better be obeyed.

Promotion

As angels gain distinctions and rise in the ranks of the Host, they are given command over servants of their own by their commander. At first, these will be typical Servants (*In Nomine*, p. 45) like Soldiers, relievers and other non-angels. As the angel gains experience as a leader, he will be placed in command of other angels, given greater responsibility commensurate with greater rank and experience.

Not every angel who gains favor in the eyes of his commander is given command duties. Some experienced angels best serve their Superior as "field agents" who need a great deal of autonomy to operate effectively. These angels are not given command duties, but their rank and experience is such that they can usually expect cooperation from any of their Superior's other Servitors when they require it.

GAINING A WORD

The ultimate goal of many an angel is gaining a Word, becoming a living embodiment of an aspect of the Symphony, a soloist in God's great opus. As the saying goes, some angels are born to a Word while others have a Word thrust upon them.

A Word is the embodiment of a concept, a strain of the Symphony. It can be *anything*, from the great to the seemingly insignificant. There are Words for things, people, places, philosophies, ideas and abstract concepts. New Words are appearing all the time as the Symphony continues to become more and more complex and God adds new parts for angels to play. Every part of the Symphony is important in some way, or at least that's what the angels tell themselves. If a Word seems insignificant, it simply means the angel has a tough job ahead. Certainly no one expected Words like Internet or Animation to take off like they did!

An angel who is Word-bound becomes the embodiment of his Word. As the power and influence of the Word grows, so does that of the angel. But if the power of an angel's Word begins to wane, so does he. This means angels aggressively promote the cause of their own Word in the Symphony, which is just what they are supposed to do. Many celestials see gaining a Word as the ultimate means of rising in the ranks, and every truly influential celestial in Heaven has a Word to call his own.

Chosen for a Word

With new Words appearing in the Symphony all the time, many Archangels will have lesser Words filled by their Servitors.

The Archangel will consider the ranks of his Servitors first to see if there is someone suited to taking on the Word. If so, the Archangel will begin grooming the angel for the Word. Many Archangels do this without the knowledge of their Servitors, to avoid showing too much favoritism and to curb the candidate's pride. When the

Archangel feels the candidate is ready, he is approached and offered the opportunity to apply for the Word with the Archangel's blessing. The Seraphim Council usually approves such applications.

If the Archangel does not have a clear choice among his Servitors who is best for the Word, then the potential pool of candidates will be narrowed through careful observation and testing to weed out the unworthy and choose a few possible candidates to compete for the Word (see *The Testing*, p. 96).

Some Archangels prefer this method, since it relies on merit, ability and the judgment of the Council, while others like to have a single candidate to present for a Word, and weed out all of the competitors before presenting the petition.

Occasionally an Archangel will have a Word to fill and no suitable Servitor to take it up. In these cases the Archangel may actually *create* an angel to take on the Word. Such cases are quite rare, but they do happen. The Archangel will usually keep from the new celestial that he is being groomed for a Word, giving him assignments to test his suitability for the Word and provide the instruction the angel will need to fulfill his role. Then, at the proper time, the Archangel approaches the Servitor and offers the opportunity to apply for the Word.

Applying for a Word

Any angel may apply for any vacant Word by petitioning the Seraphim Council. If the Word falls under his Superior's Word, that Archangel's support is needed. If it falls under another Superior's Word, then *that* Archangel's support is needed – not just for the Word but for the petitioning angel to switch Superiors (see p. 97)



as well. The angel can't gain the Word without transferring to serve the Archangel it falls under. If the vacant word doesn't readily fall under *any* Superior's word, then the angel is free to apply for it. If he gets it, his Word becomes a facet of his Superior's Word. This can result in some seemingly strange combinations . . .

The applicant petitions publicly. Any other angel may speak for or against him. Multiple applicants offer their petitions in turn. The Seraphim Council considers the petitions and chooses whether or not to grant the Word.

Not all Words are granted. The Seraphim Council must first consider whether or not there is a need for the Word to be directly overseen by an angel or whether it is best to allow that part of the Symphony to play on without accompaniment. Every possible Word does not have an angel – only those most important to the overall cause of the War. The Seraphim Council has no desire to see the resources of Heaven wasted on trivial or needless Words, so the applicant must clearly demonstrate how granting them the Word will further the cause of Heaven.

A desired Word may also run counter to the policies and plans of the Heavenly Host and the Archangels, in which case the Council may prefer to leave the Word vacant. For example, the Seraphim Council has declined to grant the Word of Purity to any other angel since Uriel's Purification Crusade resulted in the Archangel of Purity being called to the higher levels of Heaven.

The Testing

Provided the Word is vacant, and granting it will further the cause of Heaven in some way, the Seraphim Council will then determine if the applicant is worthy of the honor through a Testing.

The Test helps determine if the applicant possesses the ability to serve the Word that he desires in the best manner possible. It is also used to sin-

gles out an angel in those cases where more than one heavenly celestial applies for a particular Word.

The specifics of the Test are entirely up to the Seraphim Council. It usually involves the applicants' ability to serve their chosen Word in the manner they have described in their petition. The Test may require each applicant to undertake a separate quest or task to prove their worth, or it might involve a single task which can be accomplished in different ways; the angel who comes up with the approach most appropriate to the contested Word succeeds. Very important and hotly contested Words may require multiple Tests to determine the most worthy applicant. Every effort is taken to ensure the Test is as fair and impartial as possible, but Tests are very difficult and some even prove fatal to angels attempting them. There is no room for the incompetent among the Word-bound.

When the testing is complete, the surviving applicants appear before the Seraphim Council again and present their story of the Test and the final arguments for their case. Once again, any angel is allowed to comment or speak before the Council on the matter. After all of the testimony and testing is complete, the Council makes its decision regarding the disposition of the Word.

Becoming the Word

If the Seraphim Council chooses to grant the Word, the chosen applicant comes forward and sings the portion of the Symphony representing the Word, bringing his Forces in resonance with it. The heavenly chorus of Seraphim joins in the Song and binds the Word to the angel's Forces, making him the living embodiment of that aspect of the Symphony. The angel is now Word-bound and gains the resonance and a special Rite associated with his Word. The player and GM should jointly design these based on

examples such as Orc, the Angel of Networks (*In Nomine*, p. 194), and other Word-bound angels.



SWITCHING SUPERIORS

Gladriel was terrified. Talking to Yves had never frightened her before, but she did not know how her Superior would react to what she had to say. Was it hubris on her part? She held the rare-edition Bible tightly to her chest as she completed her invocation, breathing deeply of the musty scent of the library stacks.

"Can I help you find something?" a kindly voice said from behind her. Gladriel spun to see Yves standing there, holding an open book in his hand. She hoped she hadn't interrupted him reading something important. She bowed her head at once, unable to meet the timeless wisdom and compassion she saw reflected in those eyes. The words seemed to stick in her throat.

"What is it, child?" Yves asked, his voice soft and tender.

"I . . . you know I have been working a great deal with the angels of Michael." It was a stupid thing to say. Of course her Superior knew about her working with Michael's Malakim. He was the one who assigned her, wasn't he?

Yves just smiled and nodded, indicating she should continue.

"I've been most . . . impressed with their work, master. The song of the Malakim of Michael is most . . . compelling. I've given it a great deal of thought . . ."

"And you wish to serve Michael," Yves said softly. It was not an accusation, merely a statement of fact. Gladriel felt her face grow hot and she looked away again.

"Yes, master. Can you forgive me?"

Yves gave a quiet sigh. "Have you been unhappy in my service, Gladriel?"

Her head snapped up to look him in the face. "No, master! Not at all! I have learned so much . . . it's just that . . . I feel I can do so much more . . ." She trailed off and Yves smiled.

"Are you sure this is what you want?" he asked. Gladriel pressed her lips into a hard line and nodded.

"And Michael is amenable to the idea?"

Again the angel nodded.

"Well, then, I will speak to him and we'll see what we can do. You have served me well, Gladriel; I will be sorry to lose you."

"I am sorry to go, but I feel it is something I have to do. Thank you so much for understanding . . ."

"Tut, tut," Yves said with a smile and a wave of his hand. "Go about your business. You can return to Heaven soon and speak with Michael."

As Gladriel withdrew, Yves glanced down at the book he held and turned the page on the last chapter of Gladriel's time with him to see again what her destiny with Michael might be. There was a trace of sadness in his smile.

If there is one thing the War provides, it's job security. As long as an angel does a good job, remaining both loyal and fairly free of dissonance, he can continue to serve his Superior for a very long time. There is always a need for capable and experienced celestials on Earth, and the Archangels carefully manage their most capable servants.

There are two occasions when an angel may find himself faced with the possibility of working for a different Superior. In one case the angel has no choice; his original Superior may have suffered some difficulty or elected to trade him to another Archangel for a different reason. In the second case, the angel might want to change Superiors, due to some problem with his present Superior or because he is Outcast and seeking shelter and succor from another Archangel. Either way, changing Superiors is not an easy task, nor is it something that is done lightly. It is a major change in the angel's life, and should be treated accordingly.

SEEKING CHANGE

An angel who is dissatisfied with his Archangel can seek to leave that Superior's service and become the Servitor of another. This is a very serious decision. Usually – though circumstances often vary – the first step requires the angel to petition the Superior he desires for the privilege of serving him. Then he must ask his current Archangel for permission to leave his service. In most cases, an angel's Superior will want to know exactly whom he expects to serve.

The reaction of an Archangel to a servant's petition varies greatly depending on the standing of the Servitor, the views of his Archangel and, finally, whom the petitioner wants to serve. If it is an Archangel who has little rapport with the current Archangel, the reaction is likely to be negative. If the two Archangels get along well, things may go more smoothly. No Archangel likes to lose a Servitor, especially a valuable one. The petitioner will be thoroughly questioned and asked to provide all his reasons for wanting to serve another Archangel. If the Archangel finds the petitioner's reasons to be flawed or selfish (and Archangels are *very* perceptive about such things) the petition will be denied.

In all cases, a frustrated angel seeking to serve another Superior has one other option: to bring his petition directly before the Seraphim Council and request their judgment on the matter. This is considered a last resort. The Council will hear the angel's case and their judgment on the matter is *final*. The angel must have the backing of the Archangel he wishes to serve if he is to have any chance of gaining a judgment in his favor, and such cases often result in bad blood between the angel and his former Superior, and between the Archangels involved in the case.



BEING TRADED

On rare occasions, an Archangel will loan a Servitor to another Archangel. This is usually a temporary matter. The angel still serves his original Archangel; he is simply serving another for a while. The servants of Eli are currently in this position. Although they are technically angels of Creation, they are in the service of other Archangels and required to obey them.

It is very rare for an Archangel to make such an arrangement permanent. In rare cases, an Archangel might trade a Servitor because of a favor owed to another Archangel, or out of a desire to be rid of a particular Servitor. Some Archangels are more likely to declare a troublesome Servitor an Outcast than to give him away and lose all chance of redeeming him personally. In all cases, any exchange is only likely between Archangels who are allied or at least on speaking terms.

An angel will be forced to seek another Superior to serve if his current one is no longer available. When Uriel, the Archangel of Purity, was called by God to the higher levels of Heaven, his former Servitors became the Servitors of Laurence. Although a few chose to become Outcasts or to serve another Archangel, most swore loyalty to Laurence as the Master of God's Armies.

In any of these cases, an angel can appeal to the Seraphim Council for judgment if he feels he is being treated unfairly. The angel must have the support of *some* Superior if he wants his case to be successful. The Seraphim Council is not likely to rule in favor of an angel if both Archangels are in agreement about the trade and no other Archangel speaks out in support of the petitioner, nor is willing to take him into their service.

STARTING OVER

An angel who changes Archangels will find his personal resonances with the Symphony altered by the experience. The angel loses all of the attunements of his former master, although he *may* be allowed to retain distinctions or Rites – perhaps even a Servitor Attunement – if the parting was cordial. Any character points invested in the lost attunements are lost. Depending on the circumstances, the GM may “pool” the lost points for rapid replacement, as with young angels (p. 79).

The angel's new Archangel grants him the appropriate Choir Attunement. The angel must purchase any other attunements for himself or have them granted by the new Archangel over time. The new Servitor usually starts out with no distinctions and a fairly low standing in the new Archangel's hierarchy until he has proven himself through service and loyalty. The new Archangel may require some difficult and dangerous assignments from a new servant in order for him to prove his worth. Other angels will tend to look on the newcomer with some amount of suspicion for a while, depending on how he happened to leave the service of his former Archangel.

Archangels know that servants may sometimes want to switch their allegiance, and each one feels somewhat differently about it. An angel who tries to change Superiors more than once is almost certain to become Outcast for his presumptive and rebellious attitude, and the angel will suffer many trials to gain his former Archangel's forgiveness and trust. Not being able to work within the hierarchy of Heaven was what led the forces of Lucifer to Fall in the first place, and Superiors are very careful about angels who seem to have the same qualities.



OUTCASTS

"Peradventure thou wouldest say unto me, I never went down into the deep, nor as yet into hell, neither did I ever climb up into heaven."

— Second Book of Esdras, 4:8

BROKEN HEARTS

It isn't easy being an angel. Embodiments of Heavenly Essence, angels can only stay in tune with the Symphony by remaining true to their divine nature. But every angel experiences the same temptations that led their diabolical brethren to Fall: conflicting loyalties, the unyielding demands of a Superior or one's own selfishness can drive an angel to act against his God-given nature. When an angel's personal melody is no longer in tune with that of his Choir, or his Superior, dissonance occurs. When this dissonance becomes too great, the angel experiences a painful fracture in his soul. The dissonant angel has become Outcast, not yet Fallen, but no longer completely divine.

This fracture manifests physically in his angelic Heart. An Outcast's Heart does not shatter, but cracks appear on its surface, spreading and growing deeper as the angel accumulates more dissonance. The bond between an outcast and his Heart has been broken; it no longer acts as a beacon for his celestial form. Thus, the angel can no longer ascend to Heaven, nor can anyone use it to locate him on the corporeal plane. Though ridding oneself of dissonance will partially mend a broken Heart, only an Archangel can make it whole again. The Outcast can ascend to Heaven, but it's up to his Superior to let him back in.

Archangels always know when one of their Servitors has become Outcast, but it is forbidden even to them to deliberately shatter an angel's Heart. Some Archangels leave the fractured Hearts of their Outcasts lying where they are, hoping the lost ones will return to the fold, while others consider disfavored Servitors to be traitors, little better than one of the Fallen, and hide their Hearts so as not to be reminded of their flawed creations. Only the angel's own actions can cause the final destruction of his Heart. Until an Outcast Falls, his Heart is sacred and inviolable, even to his Superior.

TRIPPING: BECOMING OUTCAST

The mechanics of becoming an Outcast are described in *In Nomine*, pp. 57-58. An angel who fails a dissonance roll suffers the consequences of his own actions. It's

important to remember that an angel doesn't become an Outcast just because of an "unlucky roll." An angel has to accumulate *at least* three notes of dissonance before it's possible to fail a dissonance roll and suffer a fall from grace. This requires repeated unangelic behavior. And an angel with this much dissonance always has the option of converting it into Discord. Some angels may risk Falling in the hopes that they can rid themselves of their dissonance first, rather than turning it into Discord, which is much harder to lose and far more damaging. But no one ever said it's easy having free will.

The exception to the above, of course, is a dissonance roll of 666, which can cause an angel to become an Outcast with just a single note of dissonance. This possibility should keep PCs from being too complacent about committing acts that will go against their angelic natures.

An angel who reasons, "I don't have enough dissonance to be in danger yet; I can get away with bending the rules a little," risks infernal scrutiny. The GM should consider just how this act brought the angel to the attention of the infernal powers. Perhaps he has been singled out to be tested, or perhaps with a seemingly minor act he inadvertently advanced Hell's cause more than he could ever have imagined.

Sometimes, an angel becomes so rebellious and dissonant that his Superior can no longer stand the sight of him, even though he hasn't yet tripped on his own. Or a single mistake may be so grievous that an Archangel expels his flawed Servitor as punishment. It's very rarely done, but an Archangel can cast a Servitor out of Heaven, as a sign of extreme displeasure. Sometimes an Archangel does this as a severe lesson in humility, expecting the angel to work to be redeemed. Breaking an angel's Heart is the second-greatest punishment a Superior can inflict, next to destroying the angel outright. By striking his Servitor's Heart, an Archangel inflicts Discord and turns the angel into an Outcast at the same time. Once this is done, the fractured Heart can no longer be used to track the Outcast angel, and the Superior cannot use it to inflict further Discord.

Players whose angelic PCs begin the game as Outcasts should consider carefully how they fell from grace. Were they faithful Servitors who just had trouble following the rules? Did one note of dissonance too many fracture their Heart? Or did they commit some crime that so enraged their Superior that they were cast out as punishment? Remember that it's important to note who your Archangel was. If you are a former Servitor of Dominic, it's not likely that you became an Outcast as punishment: Dominic doesn't turn his disobedient Servitors into Outcasts, he destroys them! And the dissonance rules for some Superiors are harsher than others. A Servitor of Novalis may have become an Outcast because she kept

resorting to violence, possibly after extreme provocation. Anyone who has trouble with unquestioning obedience is likely to become an Outcast in Laurence's service. And an angel of the Wind may have fallen in love with a particular locale (or something/someone *in* that locale . . .) and lingered there a little too long.

You should consider how your PC feels about his status. Since an Outcast begins the game with three levels of Discord, but no dissonance, theoretically he can try to summon his Superior and beg forgiveness. This might be how you wish to begin the game for your PC, with his first mission being one of redemption. Alternatively, there may be some reason why he cannot, or *will not*, seek redemption yet. Perhaps he *likes* being an Outcast (see *Outcast Motives*, p. 101).

ON BEING OUTCAST

Outcasts still regenerate Essence at sunrise, but they do not have access to any Rites, either those of their own Superior or those they may have been granted by some other Superior. There are two exceptions to this rule: first, a Word-bound Outcast may still use his own Rites. Secondly, Word-bound Outcasts, and *diabolical* Superiors, may grant Rites to an Outcast! However, an Outcast greatly diminishes his chances of redemption by using the Rites of another Outcast; most Archangels will be tempted to write their former Servitor off as a lost cause. And using diabolical Rites virtually guarantees permanent exile from Heaven, and a short Fall to Hell; every time an Outcast uses a diabolical Rite, he gains another note of dissonance. Princes are usually only too willing to grant Rites to Outcasts whom they think will use them, for exactly this reason.

Outcasts still have all their Songs, and keep their Choir and Servitor attunements, but they lose any distinctions they may have had when they become Outcasts. A Superior may or may not restore these when the Outcast is restored to grace, depending on the circumstances of his fall. An Outcast can try to invoke his Superior *only* if he has no current dissonance.

Outcasts do have one advantage; while they're still subject to the dissonance rules of their Choir, they are no longer bound by the dissonance restrictions of their former Superior. Despite that, Archangels have a way of knowing when one of their former Servitors is violating their Word. An Outcast who

hopes to regain favor would be wise not to flaunt the fact that the rules no longer apply to him.

Possibly the most crippling disadvantage for an Outcast is the inability to ascend to the celestial plane. (*Exception:* an Outcast can *follow* another celestial to Hell! But he'll probably regret it . . .) An Outcast will not be readmitted to Heaven until he is free of dissonance, and even then, his Heart will not call to him until his Superior mends it. Thus, dissonant or not, the celestial forms of Outcasts in Trauma don't return to Heaven to recuperate; they go to a different place.



Limbo and Trauma

Outcasts have no Hearts. Therefore, death of a vessel, which would return a normal angel to his Heart, will send an Outcast to Limbo (*Heaven and Hell*, pp. 79-80). This effectively takes an Outcast out of play for an indefinite period of time. Although it's a desperate measure, some Outcasts have been known to put *themselves* into Limbo, to escape Servitors of Judgment who were on the verge of capturing them. The best way to stay out of Limbo is to have an extra vessel ready for *instant* use *elsewhere*, through a Body Bag or similar artifact.

The Kyriotate Dilemma

Because they cannot remain on Earth without a borrowed vessel, Kyriotate Outcasts have special problems. A Kyriotate Outcast who exceeds his time limit (10 times Celestial Forces, in minutes) without a host can't be forced back to Heaven. Instead, he remains on the corporeal plane, suffering damage as the Symphony tries to expel the aberration.

When an Outcast Kyriotate goes too long without a host, he must make a Will roll. If the roll is *successful*, he

suffers one note of dissonance. If he *fails* the Will roll, he gets a note of dissonance *and* takes Soul hits equal to the check digit *plus* his Celestial Forces. (More powerful Kyriotates are causing a greater disturbance in the Symphony, and the Symphony reacts with equal force).

Either way, he must roll again after a number of minutes equal to his Celestial Forces, until he finds a host, loses all his Forces or, laden with dissonance and Discord, finally Falls.

Kyriotates do not go to Limbo – except for Kyriotates of Stone and War, who *are* able to form their own vessels and can attempt to do so while in Limbo. Other outcast Kyriotates whose last vessel is killed are simply lost. They have no Heart to go to; Limbo is closed to them; their Forces disband and return to the Symphony.

OUTCAST MOTIVES

There are many of reasons why angels become Outcasts. Some are paying a heavy price for a few minor errors in judgment; others are willfully disobeying the mandates of Heaven. Some may think they know better than their Superior how to fight the War; some just don't care anymore. When playing an Outcast, you may wish to consider which of the attitudes below most closely reflects his own nature.

The Repentant

"Oh, how I have learned my lesson! Give me one more chance, my Lord, and I will never stray again!"

The repentant Outcast regrets whatever he did that made him Outcast. He now acknowledges that he was wrong, although he may not completely understand why.



The repentant wants nothing more than to get back in his Superior's good graces and be readmitted to Heaven. He will probably be struggling to behave in a scrupulously angelic manner, to prove himself worthy of forgiveness, and he will avoid anything that might lead to dissonance; a repentant Outcast is terrified of Falling.

It's said that no one is more intolerant of sin than a reformed sinner. This is often true of the repentant, after having experienced first-hand the price of dissonance. This remains true even after they are restored, and for this reason alone, Dominic will sometimes forgive a passionately repentant Outcast.

The Self-Pitying

"Yeah, I made a mistake. So has every other angel on Earth, at one time or another! I was just unlucky enough to get slapped down for it. Here, but for the grace of God, go you!"

The self-pitier regrets becoming an Outcast, but blames it on his Superior, Heaven's inflexibility or fate. He will argue that he is no more dissonant than many angels who haven't tripped, and may believe that he's been unfairly singled out. He may crave forgiveness and may work to be restored, but until he accepts responsibility for his own failings, most Superiors are unlikely to help him. If the Outcast gets over his self-pity and becomes a true penitent, he stands a good chance of being restored; otherwise, this attitude usually leads to resentment and bitterness, and from there to Falling. Angels who are friends of the self-pitier may counsel him to reform. Demons, of course, encourage self-pity in Outcasts (it's how many of them became demons, after all), and some Princes assign their minions to "befriend"

Outcasts, to foster this attitude and push the angel yet closer to Falling.

The Defiant (but Still Angelic)

"Damnit, they don't play by the rules! How can we possibly win the War by tying our own hands behind our backs?"

The defiant Outcast knows he broke the rules, but believes he was in the right nonetheless. He still considers himself on the side of the angels, but he's fighting the War on his own terms.

Some defiants are would-be reformers, trying to make Heaven see the light, while others are arrogant and self-centered, believing their judgment superior to the Seraphim Council's. A few brave and foolhardy members of the Host may *choose* to become Outcasts, believing they can fight the War more effectively without being



want to be demons, either. Such Outcasts try to maintain their precarious status as long as they can, and rather than opposing either side, may succumb to apathy, and try to retire from the War completely.

LIFE AS AN OUTCAST

"Take counsel, execute judgment; make thy shadow as the night in the midst of noonday; hide the outcasts, discover not the fugitive."

— Isaiah, 16:3

constrained by an inflexible Superior. They are Heavenly vigilantes, and while some angels may (quietly) sympathize with them, the defiant Outcast's methods are inevitably destructive and dissonant. Sooner or later, a defiant usually goes too far, and Falls to the side he was fighting.

The arguments of a defiant Outcast may be very alluring to frustrated angels who are experiencing doubts about their own effectiveness, and the course of the War. For this reason, Dominic considers these sorts of Outcasts to be the most dangerous. Conversely, they are also the sort of Outcast some of the more militant Archangels recruit for special missions (see *Outcast Missions*, p. 102).

The Defiant (Hellbound)

"This is my reward for centuries of faithful service? Cast out, damned, shunned by all my former friends? Well, if I'm sliding towards the Pit, I won't go alone..."

Some Outcasts are neither sorry nor sympathetic. They know they're just a step away from Falling, and they don't care. Or perhaps they've just given up all hope. A self-pitying Outcast may eventually sink to this level, and so may a defiant Outcast who once fought for righteousness, but now believes it's a lost cause. How long an Outcast can remain in this state without Falling depends on how determined he is to avoid it. An Outcast who truly doesn't care will probably Fall quickly; it's not hard for someone who *wants* it to become a demon. But many defiants are rebellious toward Heaven and resentful of their fellow angels while still dreading the final plummet to Hell. They no longer want to be angels, but they don't

Some Outcasts go into hiding and avoid other celestials. Others are still active participants in the War, whether they are fighting for their own redemption or waging a personal crusade that is dragging them ever closer to the Abyss. What all Outcasts have in common is that they are targets for both sides, and they have very few friends. They have been thrown out of Heaven, and angels who consort with them risk their own divinity. Dominic considers Outcasts to be fugitives from justice, who must be destroyed before they Fall. Even an Outcast who is trying to redeem himself faces prosecution by the Archangel of Justice and his Servitors, and Dominic's judgments are rarely merciful.

Not all Archangels persecute Outcasts. Some have a hands-off policy, believing a wayward angel should be left alone, to redeem himself or Fall on his own. Others actually try to help Outcasts achieve redemption, though they do so quietly, to avoid Dominic's wrath. And some Archangels actually *employ* Outcasts at times, when they need something done their own Servitors can't touch.

Outcast Missions: Celestial "Black Ops"

There are times when an Archangel finds his interests are in conflict with those of one of his allies. Janus may need something belonging to a Servitor of David which will not be given willingly, but to send one of his own angels to steal it risks turning David hostile to him. There are also acts of espionage, sabotage and even assassination that certain Superiors will engage in to further their Word, or to harm a rival. It isn't always Archangels who employ Outcasts; a lesser Word-bound angel may also need to have something covert done, perhaps to cover up a mistake before his own Superior finds out!

Archangels rarely approach an Outcast directly. Usually they recruit these celestial freelancers through intermediaries, and often they try to keep the Outcast from even knowing who is behind the mission. It goes without saying that should the Outcast fail in his mission, the Superior who employed him will deny any knowledge of his actions (as will most intermediaries who aren't Seraphim). Usually the Superior will deny any connection even should the mission succeed.

The rewards offered vary. Often, an Archangel will recruit an Outcast who is trying to redeem himself, and offer to put in a good word for the angel, either with his Superior, or with the Seraphim Council. The support of an influential Archangel can be helpful when seeking redemption. Sometimes, the reward is covert protection from Dominic. Rarely, an Archangel will offer a Song or even an attunement as payment, but only for Outcasts that aren't likely to ever work *against* the Superior. And often the reward is simply Essence, or perhaps an artifact.

Needless to say, Dominic despises the practice of employing Outcasts, and even an Archangel who is caught doing this may face a divine Inquisition. For this reason, an Outcast who screws up badly may find himself targeted by the Superior who employed him!

Of course, Hell also has an interest in Outcasts. Usually, the "Tripped" are just victims for demons to terrorize, while they try to lead the angel further down the path to damnation. But Princes will employ Outcasts for special missions also. They are eager to employ expendable agents to strike at their rivals, and especially to strike at angels, if an Outcast can be persuaded (or tricked) into doing so. There is hardly a demon who *wouldn't* take advantage of an Outcast for hire, if given the opportunity, but obviously, any Outcast who works for diabolicals is just a step away from joining them. Princes will always offer their Rites as a reward to any Outcast foolish enough to accept them. They may also pay off Outcasts with the usual material rewards of artifacts, favors or Essence. But any payment a diabolical offers will be calculated to cause dissonance, and tempt the Outcast into a

Fall. An angel has virtually no way to come out ahead in dealings with diabolicals, unless he is already determined to Fall and is just trying to secure a better place in Hell when he gets there.

Word-Bound Outcasts

It's rare for a Word-bound angel to stray so far as to become an Outcast, but it happens. Word-bound Outcasts *do* keep their Word; the Seraphim Council cannot take away a Word by decree. They can award the Word to another angel, but it creates severe conflict in the Symphony for two celestials to resonate with the same Word. Thus, the Council will usually only award an Outcast's Word to another angel who is capable of seeking out and destroying his rival. Since the Word-bound Outcast's former Superior may object to this, given any hope of the Outcast redeeming himself, usually Outcasts are allowed to retain sole custody of their Word until they die, redeem themselves or Fall.

Word-bound Outcasts are persecuted by Dominic's Inquisition just like any other. They may display any of the attitudes described under *Outcast Motives*, but most often, one of the Word-bound who trips has become the defiant sort of Outcast, who chooses to wield his Word on his own terms, instead of obeying an Archangel.

Word-bound Outcasts can grant their Rites to other Outcasts. (They can also grant them to non-Outcasts, but few angels would accept.) Thus, a few disfavored Word-bound angels have formed networks in the Outcast subculture. Associating with them may endanger an Outcast's chances to ever be restored to favor, but it could be an Outcast's only chance of survival.

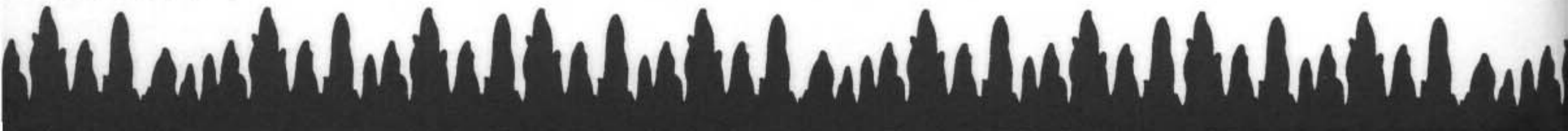




FALLING

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FALLING



GOING DOWN

THE GRASS IS GREENER

Yes, it really is like falling. The term came from the creation of Hell, when Lucifer and his Renegades were thrown "down" from the walls of Heaven. And falling is only the beginning.

Originally, I was working for the Archangel Michael. Being a Mercurian, I belonged to the only Choir of angels who could not lash out against humans, even when it was necessary. Even with my temper, even if I didn't think I should, I was directed to keep the peace.

At first, I always did what I was told and I kept my temper in check. After spending many centuries working in the celestial realm, I was finally chosen to go to Earth. I guess my mindless devotion paid off.

So there I was, among the race I was born to protect. Like any good soldier, I immersed myself in studying the enemy. It took quite a few years, but I came to a conclusion that I still hold to this day – humans are their own worst enemy. True, they have a great capacity for good, but most are basically selfish and therefore evil. Regardless of what we do, they are destined to destroy themselves.

I took it upon myself to begin removing the cancer, so that the race might be saved. I followed orders when they made sense, but when any of the humans I dealt with showed their true colors as selfish (and a surprisingly large number did), I killed them. This didn't go over too well On High, so I was told to spend some time tending Tethers and listening to lectures. That kept me from thinking for a while, I guess, but sooner or later I went back to doing what made sense.

During all of this, I was generating dissonance like nobody's business. A Mercurian is not supposed to take violent action against humans, but again I could see that they needed it. My vessel started warping as Discord set in and I had to go on the run from Michael. Eventually, the boys upstairs stopped talking to me altogether. I continued my work, convinced that I was right and they were wrong.

Not long after that, it happened. I was pulling my sword out of a serial rapist I had cornered. Instead of the usual dissonant note I had become so accustomed to, I was struck with pain so profound that no description can really do it justice. Humans describe instances where their nerves feel like they're on fire,

but that's nothing compared to this. Imagine the very core of your being suddenly stopping and doing a 180. Everything changed – my perceptions, my thought patterns, my form. I felt I was rapidly descending into darkness, and the divine music of the Symphony was fading from my ears. It didn't take a giant leap in logic to guess that I had Fallen. I was absolutely incensed that Heaven would turn its back on me while I was working so hard to fight the good fight.

Eventually, after I wandered in a daze for months trying to reorient my existence, Baal approached me. I was still convinced that Heaven would open its doors to me, but Baal said that he would make me an offer I couldn't refuse. That, and he threatened to destroy me himself if I didn't listen. So I listened.

During our long talk, I finally realized that it was pointless of me to try to save humanity. It was a completely futile fight, so I would let them self-destruct. In fact, since this was most assuredly their collective destiny, I'd help them along. I joined up with Baal and got a new purpose in life.

Nowadays, I get to kill any human I want, as long as I give them a fighting chance. They still lose, and I don't generate dissonance. I happen to enjoy my work a great deal.

*It's not like you wake up one day and decide that you're going to Fall. As an angel, you would never consider going over to the other side. But then you find that you have a closely held idea or attitude that doesn't work with your "holy" nature. And you're willing to break the rules. Arrogance is the key. You have to believe that you're right and that you can get away with whatever you're doing, and that everyone else, even the Archangels, are wrong. And remember, God's unavailable for comment. Maybe you **are** right.*

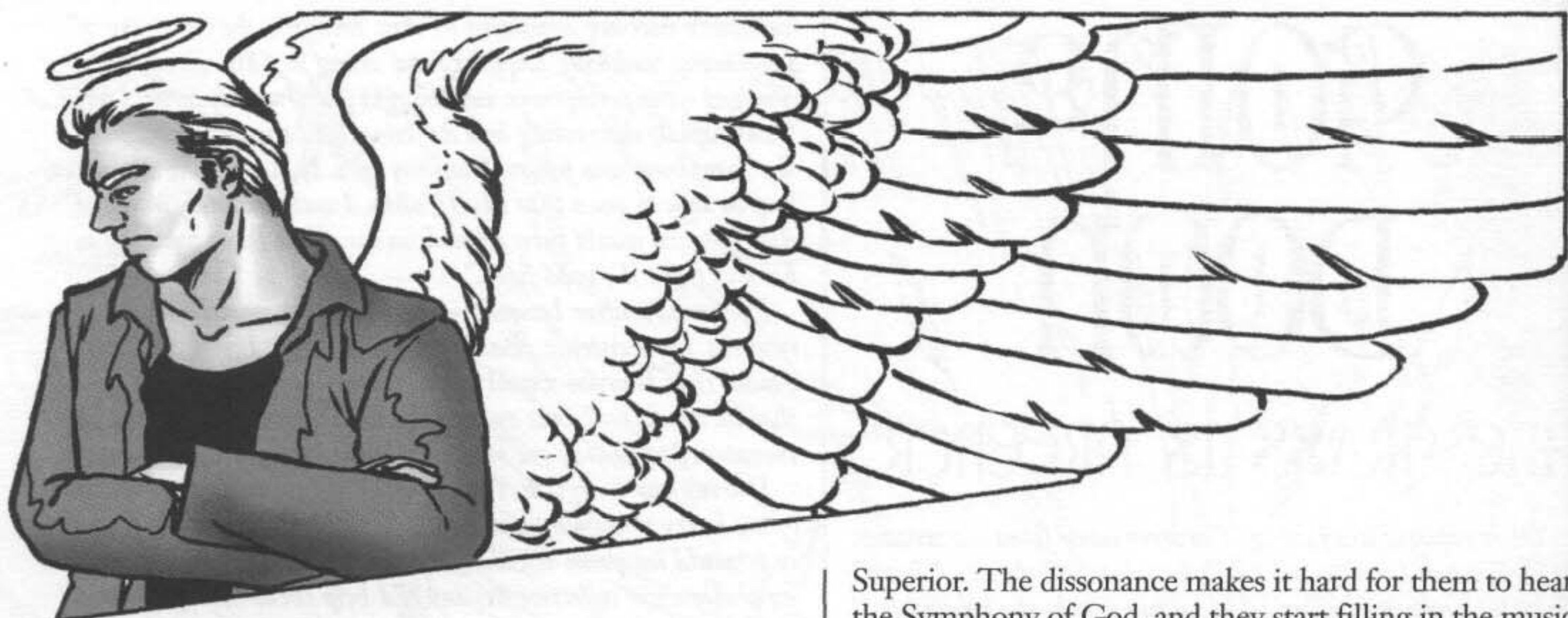
Heaven isn't any better than Hell. They backstab just as much up there, they just do it in different ways and call it part of the Divine Plan. They're just a bunch of pretentious snobs working for an absent deity.

YOU'RE ASKING FOR IT

Falling isn't as easy as it might sound. For starters, an angel must be acting against his very nature. Sometimes this is unavoidable, but the odds of any serious repercussions happening after generating only a few points of dissonance are slim – especially if he doesn't hold onto these points and immediately tries to work them off or convert them to Discord.

The first step toward Falling involves a drastic failure or Infernal Intervention when an angel acts against his nature. If he's been holding on to more than a couple of points of dissonance, the odds of this happening increase dramatically. Even at this point he won't Fall, but he will become an Outcast.

If he continues acting against his nature even as an Outcast, he's asking for trouble. Another episode of drastic failure or Infernal Intervention and he will Fall. If he hasn't tried to repair the breach with Heaven and hasn't



tried to work off his dissonance as an Outcast, he was *asking* to Fall.

If an angel finds himself in several situations in which he cannot avoid generating dissonance, then he might wish to consider Discord. It may be a more permanent and inconvenient way of removing dissonance, but at least it lessens the chance of Heaven closing its doors on him. On the other hand, he might be willing to take his chances or he might be absolutely convinced that he's right regardless of what the powers of Heaven say.

THE DISSONANT MINDSET

Dissonance, by definition, is very stressful. It almost always comes from an angel's conscious decision to ignore either his own inner nature or his Superior's most sacred rules. As "sin" is to a religious mortal, so are such decisions to an angel – and dissonance is the punishment.

An angel suffering from dissonance will probably feel guilty and ashamed – and frightened! He's likely to undergo changes in personality and behavior . . . but then, he may do his best to hide these changes from those around him. And a behavior change doesn't have to indicate dissonance. The angel might be worried about a friend, or bearing up under the weight of new responsibilities . . . or just having a bad week.

Of course, some angels (like Ofanim and Malakim of Judgment) have attunements that let them detect the exact level of dissonance or Discord lingering on another celestial . . . and a Seraph can just use his resonance and ask, "How much dissonance are you carrying?" Those without such attunements should be careful of judging, lest they someday be judged.

Angels react to dissonance in different ways, governed as much by personality and circumstance as by Choir or

Superior. The dissonance makes it hard for them to hear the Symphony of God, and they start filling in the music in their heads (taking the first step on that road to a personal symphony). *How* they fill in the music can vary immensely. This is very much a roleplaying issue: how does your character deal with a contradiction at the very core of his being, a contradiction that represents a risk, however remote, of Falling?

The greater the dissonance, the stronger its effects. An angel with a single note of dissonance will rarely show any outward effect at all. Most angels understand that single bits of dissonance can happen to anyone from time to time, and won't torture themselves (though they should do their best to cure the problem, all the same). Malakim are an exception; even a single note of dissonance makes a Malakite feel like a pariah (see p. 115).

With two or three notes of dissonance, the effects are subtle but visible. If you are playing an angel with this level of dissonance, his personality should be clearly "off key" in some way. He's under stress; he should show it.

An angel who gets four or more notes of dissonance, but manages not to Fall, will really show it. He is in constant danger of losing his divine nature. Not only will the core of his personality be twisted; he will probably feel live in fear of both Dominic's Servitors and the Pit.

CONFESSION IS GOOD FOR THE SOUL

Some angels, especially Seraphim, simply come clean to their friends every time they get any dissonance. They may be matter-of-fact about it, or emotional. (This can be stressful to others . . . which, of course, makes it fun to roleplay.) The group then must decide: help out its troubled member or go on about their business? Remember: not all your fellow angels are your friends. If you admit dissonance to the wrong person, you may get a visit from Dominic's inquisition, or your own divine boss.

OVERCOMPENSATION

The wise angel, once dissonant, will do his best to avoid further dissonant behavior . . . but many go overboard. They become not just good examples, but caricatures, of their Choir. For instance, a subtly dissonant Ofanite may pace constantly, while an extremely dissonant one may literally never stop moving at all . . . not even to eat or sleep within a Role. An EloHITE may react to dissonance by refusing to make any decisions at all; even agreeing that the weather is nice might be considered subjective by that deadly inner censor. A Kyriotate may spend as much time as possible divided between the maximum number of vessels he can control, whether he gets anything done that way or not. ("But I *like* being nine rats!")

TESTING THE LIMITS

Some angels, on the other hand, respond to dissonance in exactly the opposite way. They push the limits, as though they want to defy their own natures. They seem to be testing how close they can come to further dissonance without actually going over the edge. For some angels, this limit-testing serves a valuable purpose, teaching them about themselves. For others, it becomes a feedback spiral that pulls them straight to Hell.

For instance, a slightly dissonant Seraph might seem to become more reasonable and grounded, when actually he's mentally testing the concept of the "social lie." He may learn . . . or he may Fall. A dissonant Mercurian may become grouchy; if he is very dissonant, he may even offer violence to an annoying human. An Ofanite might take the scenic route.

FALSE DISCORD

The angel has a neurotic response to his guilt and worry, which manifests itself in a way that would be considered a "mental problem" in a human. This is pure roleplaying. Pick an appropriate personality-related Discord and act as though you had it already! This may be a Discord that you would choose if you had to trade off dissonance for it . . . or one you hope *not* to get. Should you ever actually acquire Discord, the GM can keep in mind how good, or bad, a job you did with its neurotic imitation.

CARELESS USE OF RESONANCE

A dissonant angel may react to his anxiety by overusing his Choir abilities. A Seraph may truth-read everyone he meets, even though he risks blinding his abilities. A Cherub may attune himself to more and more targets, spreading himself impossibly thin.

OVERLOYALTY

An angel who acquired his dissonance by breaking one of his Superior's strictures, rather than his Choir rules, may fixate himself on that Superior's rules and Word. He may become overenthusiastic, exaggerating his Superior's wishes and personality. Angels of Jordi may look for excuses to attack humans; angels of Laurence may act as though they had lost all self-will, living only for orders. Dissonant angels of Michael pick fights, while Novalis' dissonant servitors may be saying, "Can't we talk?" even as the talons rip their throats.

This provides a sense of stability for the emotionally flailing celestial and – more pragmatically – may be done to entice the Superior to remove the dissonance.



DISLOYALTY

The other side of the coin is the angel who earned dissonance by breaking a Superior's rule . . . and resents that. He may neurotically flirt with the borders of the rule . . . or he may just lose his faith in his Superior's wisdom or importance. Servants of Marc fast-talk mortals into questionable deals to get a bit of extra Essence; angels of Gabriel make excuses for the cruel.

The best thing that can happen to such an angel, if he doesn't come to his senses, is to manage a transfer to serve another Superior – see p. 97. The worst thing that can happen is for their Superior to notice his attitude!



WHEREFORE MIGHT I FALL?

The key to Falling is arrogance. People have always called pride a sin, but pride in and of itself is not a sin. Pride can simply mean integrity in some closely held ideal, or dignity and self-respect. Arrogance, on the other hand, is what people mean when they discuss sinful pride. Arrogance is unerring self-righteousness. Self-righteousness, when dealing with the origin of righteousness, is very dangerous.

An un-Fallen angel would never truly wish to act against the divine. It is simply not within his capacity as a creature. But (and this is an important but), he may believe that what he feels is in the best interests of the divine is what is right, regardless of what he is told or what other angels and Archangels might say or do.

The question remains, how can an angel believe that he alone is right when many of the holiest among creatures, the Archangels, are guiding the War and making the decisions? The answer is simple. What if an angel thinks he might have the answer, and that the Archangels might have overlooked something in their excessive capacity or that they might simply be wrong? God isn't available to ask. The holiest of the holy, the one being who knows all, doesn't take an active role in Creation. He

leaves the daily operations of things to his Archangels, and he rarely, if ever, checks in on them. Heaven guesses that the Archangel Yves talks to God, but there is no confirmation of that rumor. If an angel assumes that he is right and the Archangels assume that they are right, who's there to definitely say who is really wrong?

If an angel believes that he has the answer, and the only being who can say for certain whether or not that answer is right won't listen, the angel may hold that belief strongly enough to act upon it. This, routinely, is a simple way to become an Outcast, if not to generate a significant quantity of dissonance. It is primarily in this way that angels Fall from grace.

THE FALL

It's a long way – metaphorically as well as in other senses – from Heaven to Hell. And it takes an angel in good standing a goodly amount of time to make that plummet.

Before an angel can Fall, he is cut off from Heaven and dubbed an Outcast. At this point, the angel has a warped view of the cosmos. The dissonance he carries causes him to think and act contrary to his nature by Choir; it may also cause him to overcompensate in his assigned duties according to the Word he serves. Indeed, he is a wretched thing to behold.

As an Outcast, he no longer has direction, but hopefully has the presence of mind to attempt to rid himself of the offending dissonance and redeem himself.

If the Outcast continues to accumulate dissonance, he is likely to Fall from Grace. When he finally does Fall, the sensation is disorienting and painful. First, the angel often feels as if he is falling from a great height, feeling himself diminishing as the divine music of the Symphony slowly fades, although he never physically moves.

Second, the pain strikes. Imagine white fire coursing through every cell of your being – mind, body and spirit. This is the closest approximation that can be made in human terms, but it pales in comparison to the celestial reality. The very core of what makes an angel an angel is being twisted into its polar opposite. This pain truly lasts but a minute, even though it seems like an eternity.

As the pain subsides, the former angel wakes to a completely different outlook. The saddest part is, most of them don't realize how twisted it has become.

THE FALLEN ELOHIM

No angel falls in more bizarre fashion than the Elohim. While the fact that Hellspawned Habbalah believe themselves to be angels is hard enough to believe, it is even more difficult to understand how the Fallen Elohim, who once served the forces of Light and basked in the divine glow of Heaven, could persist in this folly.

The answer lies in their "repressed" nature. Even though the Elohim are expected and need to be wholly objective at all times, they are still emotional beings. They fully feel emotions and passions, but can never express or act on any of them. Even as angels, it is difficult to always keep these things in complete check, therefore sowing the first seeds that can lead to damnation.

As an EloHITE first begins to accumulate dissonance, his objective resolve begins to weaken. He will slip and show his feelings on rare occasions. Finally being able to personally express oneself can be addictive, and it takes the utmost application of will to control this addiction.

As dissonance accumulates, the EloHITE finds it difficult to maintain his necessary objectivity. He no longer appears as a "cold fish," but as a being desperately trying to keep the raging emotions within him in check. A very dissonant EloHITE is a bomb waiting to explode.

By the time an EloHITE becomes an Outcast, his emotions are dangerous. They will be uncontrollable. He won't simply like something, he will love it. He won't simply desire something, he will lust after it. Unless he can regain clarity and – with great effort – force everything back down, he will surely Fall.

Once the EloHITE has Fallen, it is like a breath of fresh air after all he has suffered through in his dissonant decline. He is finally able to act on and experience all of his emotions and passions to their fullest. So, how does he still believe himself to be an angel, even though he is now, by all definitions, a demon?

Strangely enough, the EloHITE believes he has received Heaven's blessing. He believes that Heaven has placed its stamp of approval on his emotions, passions and opinions, and that he has been charged with a new duty. The example of his existence will teach others what is right and how to live. His life is therefore right in the cosmic sense. He is to simply lead by example. The Fallen EloHITE is still an angel, but is now an angel who has been planted within the other side.

They are, of course, quite insane.

HOW DO I LOOK?

As an angel begins to behave differently because of his accumulated dissonance, other beings may notice the angel's warping personality. Those who do will act differently toward him, especially those from Hell.

YOUR FRIENDS

Since an angel's friends know him better than anyone else, they are going to be the first to notice his decline into dissonance. Of course, each angel is an individual, but there are a few basic consistencies we can examine.

As the angel becomes subtly dissonant, he will receive some sideways glances as his personality slips against his nature. As with any friend who's acting completely out of character, they'll start to watch him more closely to find out what's up. At this point, they are not worried about the possibility of Falling; it is simply friendly care and concern.

If an angel becomes very dissonant, his friends, if they are indeed divine, will take direct action. Their first step will be to confront him. If he does not take direct action to rectify his behavior and dissonance, his friends will most likely begin treating him like a junkie. Some may even keep him under virtual lock and key, and force him to "clean up." But, like any junkie, he may become very clever about fooling those who love him.

If he ultimately becomes an Outcast, his friends will almost certainly abandon him. They may have done everything within their power to help him, but now he is too far gone. In fact, he is downright bad news. The powers of heaven, particularly Dominic, frown heavily upon association with angels that close to Falling.



THE CHOIRS

Each Choir reacts to a dissonant angel in typical ways, though the reacting angel's Superior and his own personality will modify the Choir-standard reaction greatly.

Seraphim

Seraphim will help a comrade who is trying to help himself. But if they don't feel that the dissonant angel is being completely honest with himself and others about the problem, and working to fix it, they will lecture him mercilessly, and may report him to "higher authority."

Cherubim

Cherubim are very caring and do their utmost to assist a dissonant friend in any way they can. They favor a "tough love" approach. They are the ones guarding the locked door while the junkie rages through withdrawal.

Ofanim

The manic Ofanim are lucky if they even notice that another angel has become dissonant. If they do, they usually look puzzled, say something ineffectual like, "Hey man, get straight," then forget about it as they travel on.

Elohim

Elohim don't like dissonance anywhere in the Symphony. It makes them nervous. Elohim are not judgmental, but they will go to great lengths to help a dissonant angel back onto the right path.

Malakim

The Malakim are in no way caring or understanding toward those with accumulated dissonance. They have a very simple position – get rid of it or die.

Kyriotate

A Kyriotate will simply venture his opinion as to the situation and what he would do to fix it, and then leave the angel to do what he feels is right.

Mercurian

Mercurians are much like the Cherubim, caring and understanding. They will listen for however long it takes as an angel discusses his problems, and then do their best to help them remove their dissonance.

DISSONANCE AND YOUR BOSS

Each Archangel reacts to the dissonant in his own fashion. Some Archangels might be too busy at first to notice the angel's decline, some will assume he will work it out on his own and some will be decidedly less tolerant.

Blandine

The Archangel of Dreams pays little attention to dissonant Servitors, unless their dissonance is corrupting



her orders and goals. Since her angels work largely in the Ethereal realm, many forms of dissonance may not become readily apparent. If a dissonant Servitor's dissonance becomes a noticeable problem, she will most likely give him a chance to redeem himself and to remove his dissonant notes. If this fails, she will alert Dominic.

David

The Archangel of Stone does not tolerate corrupt Servitors. He gives his less dissonant Servitors the opportunity to work things out for themselves. If they do not remove their dissonance, or if they become very dissonant, he will have them destroyed.

Dominic

The Archangel of Judgment treats dissonance among his Servitors with less tolerance than any other. Subtly dissonant Servitors are given the opportunity to redeem themselves, but are under constant watch. If they stray from their redemption, they are destroyed. The moment one becomes very dissonant, he is marked for doom.



Eli

The Archangel of Creation figures his Servitors will work everything out for themselves. Besides, he isn't often around to deal with it, anyway.

Gabriel

The Archangel of Fire is under too much mental strain to notice her highly dissonant Servitors. If one of them were to attract the unwanted attention of Dominic, she would eliminate the problem rather than rehabilitate it.

Janus

The Archangel of the Wind is difficult to predict. Depending upon his mood, he might simply remove dissonance from a Servitor, if they ask nicely, or he might destroy them utterly.

Jean

The Archangel of Lightning may be a micromanager, but as long as his Servitors are doing their job, he's will-

ing to let them work. If he talks to the dissonant angel or the angel's behavior becomes troublesome, he'll tell him exactly what he needs to do to remove his dissonance. As long as the angel obeys, his dissonance is removed along with most of Jean's ire.

Jordi

The Archangel of Animals is primal; if a Servitor becomes so dissonant that he ceases to be useful, he is destroyed. Otherwise, he assumes they will fend for themselves.

Laurence

Working for the Archangel of the Sword, an angel is expected to do as told. Acting against his nature is not following expectations. Laurence will let dissonance slide for a short time if a Servitor is trying to remove it, but will have him destroyed if it goes too far.

Marc

The Archangel of Trade has a simple rule when dealing with dissonant Servitors – if one starts acting stupidly, he is obviously bad for profits. He will counsel his dissonant Servitor in an attempt to rehabilitate and rededicate him. He will work closely with the angel, for Marc hates wasting valuable resources. Sometimes a Servitor is too far gone or thoroughly resistant to counseling, and must be “let go.”

Michael

Michael, surprisingly enough, is among the most forgiving Archangels. This is not to say that he takes dissonance lightly, but when one of his Servitors trips, Michael sometimes displays unusual compassion. If the Outcast gets rid of his dissonance and asks for forgiveness, Michael will be firm but fair. The mission to regain favor will probably be difficult and dangerous, but if the angel succeeds, all will be forgiven. Michael very rarely employs Outcasts, but there have been times when he needed to put a hurt on somebody, and politics prevented him from being able to act directly.

Novalis

The Archangel of Flowers always has compassion for her Servitors. She takes dangerously dissonant Servitors in, and does what she can. The angel may or may not survive the experience.

Yves

Strangely enough, the Archangel of Destiny does nothing in regard to his dissonant Servitors. Some take this as a sign of his divine wisdom and knowledge of the future, while Michael sees this as an ill omen.

REACTIONS TO FALLING

Different angels have different reactions to their Fall. Some relish their new-found freedom, while others are deathly afraid of their new existence, while others mourn their fate. Some common reactions:

✦ I am free! Heaven will be sorry they didn't listen to me. (Common.)

✦ I am free, and the Earth is now my playground. (Common, with a low survival rate.)

✦ The Almighty has finally freed me to serve him as I know best. (Typical Habbalite reaction.)

✦ What will I do now? I have no true purpose. (Uncommon; Fallen angels usually find their purpose in either self-protection or self-aggrandizement.)

✦ What will I do now? I must protect myself by finding allies. (Fairly common.)

✦ What will I do now? I must hide. (No one knows how common this is.)

✦ I'm damned! I must seek forgiveness. (Rare.)

✦ I'm damned and an abomination. I must destroy myself. (Rare.)

A few recently Fallen angels still hold some of what they once were and mourn their fate, but in the end, their self-pity is impractical. If they truly cared, they would have taken steps to prevent this from happening. Now they must either come to grips with their new existence and survive, or die at the hands of other demons who mock the newly Fallen angel's pitiable existence.

THE OTHER SIDE

As an angel's dissonance builds, he becomes undeniably attractive to the hosts of Hell. Many demons lack the vision to fully understand the opportunity that a highly dissonant angel presents; they simply revel as their enemies are smitten from within. On the other hand, there are demons, particularly those higher up the chain, who understand the angel's position in one simple term. Recrutable.

Most demons are small-minded. They won't understand the symptoms of dissonance in an angel, and won't take any action until an angel has become an Outcast. Woe betide the Outcast angel who falls into the clutches of demons. The Outcast angel has no friends and waning power, and demons enjoy nothing more than spending a Friday night torturing an angel who has lost his focus. Their death will neither be pleasant nor quick.

Those demons who truly understand approach things from a different angle. They learn to recognize the symptoms of dissonance. Demons who are indeed true

Fallen angels are singularly useful in this capacity. When a highly dissonant angel comes to their attention, they will most assuredly watch more closely.

If possible, demons will attempt to subtly manipulate situations to cause the dissonant angel further turmoil and lead him to further dissonance. Their goal is to make the angel exceedingly frustrated, so that he becomes more approachable and suggestible. They want to encourage the angel's warped perspective in any way they can. They want Heaven's doors to close to the dissonant angel, so he will become an Outcast. While a highly dissonant angel represents a possible recruit, an Outcast angel represents a *probable* recruit.

Once the target angel becomes an Outcast, efforts are doubled. The attending demons do everything in their power to further the decline. They reinforce the angel's beliefs, and prey upon his insecurities. After all, it's clear that Heaven doesn't want him anymore, but Hell is always open. They may go so far as to fully present themselves and attempt to "befriend" him, providing him with the aid and protection he so sorely lacks. Since no other angels will associate with the Outcast, and he is on the run from both Dominic's Inquisition and all other demons, this will present an attractive proposal. Even if the Outcast is attempting to regain favor, he understands that it will never happen if he is dead.

Here's an example of how this might work. Quaiel, a very dissonant EloHITE, has been targeted by a small group of demons. They recognized his dissonance when he made the mistake of letting his feelings be known. Since he's still a full-fledged angel, the demons won't come out in the open and compromise their position. Instead, they will make sure everyone around Quaiel reinforces him every time he makes a personal observation. Quaiel finds that expressing himself is addictive, and is having great difficulty holding back. The demons keep up their work, but never reveal themselves openly. Quaiel might gain resolve if he discovers infernal influence, and his companions would certainly hunt them down. Quaiel continues to decline into dissonance.

If the angel continues to work toward redemption and shows progress, he is not spared. Hell would rather lose a potential recruit than let one more angel fly again. Conversely, if the Outcast does finally Fall, mayhem ensues. No matter how arrogant any one of Hell's royalty may be, all understand the benefit a Fallen angel will provide. They gain a new troop with insight into enemy plans and machinations. They gain a turncoat. It isn't just a moral victory, it is a practical one. As a result, the newly Fallen angel will be up for grabs. The demons attending him will fight among themselves to claim him. The winner will bring the Fallen angel to his Prince, and the angel will be indoctrinated as a new demon.



If the newly Fallen angel does not consent to being presented by any of his attendants, or the angel Fell all by himself, then the Demon Princes work very hard to recruit the new demon. The Princes, in an amazing show of civility, attempt to cajole, coerce or bribe the Fallen into their service. The formerly divine free-agent finds himself caught up in an infernal bidding war.

Regardless, a newly Fallen angel creates chaos in Hell. Everyone wants to get their hands on him. A newly Fallen angel can provide any Demon Prince with a much desired edge. Depending upon the favor the Fallen angel once had in Heaven, the Princes of Hell may pull out all the stops trying to induce him to their side or making sure that none of the other Princes get their hands on him.

There are normally two ways in which Fallen angels are treated: first, with suspicion. They won't have had time to prove their loyalties, and will be watched. They will probably be powerless for a time. Their brains will be picked mercilessly for knowledge.

Second, they can be treated with preference. If they are an attractive find and they are useful, they will be treated with great care and given much freedom and power. A newly Fallen angel's treatment depends upon the Prince who claims him. While Baal understands the value they present, and treats them with care, Saminga invariably treats them with suspicion and threats.

Quaiel eventually Falls and is brought to Hell. He is presented to Baal, for the majority of Quaiel's attending demons serve Baal. Baal is very pleased to have him among his Servitors, and wants him to join under the most positive light a Prince of Hell can muster. Quaiel is treated very well and provided with more attunements than he had as an angel! This acts as a sort of "signing bonus." Quaiel is very pleased with this treatment, although he still feels disdain for the demons since he, of course, knows he is still an angel.

WHAT DO I GET?

When angels Fall, they immediately become the infernal analog of their former Heavenly Choir. They lose all their attunements save their newfound Band attunement, cannot descend into Hell and only regenerate Essence at nightfall. Many things change once Hell courts the angels into service.

While an angel cannot initially descend into Hell on his own, he can follow another demon down to it. He may also enter Hell through the Marches, but must pass through Beleth's Tower. This may not be the best idea, unless he wishes to serve Beleth or be destroyed. If the angel has been courted by demons during his Fall, it will not be difficult for him to descend. Otherwise, he must wait for the courting process to begin.

Once a newly Fallen has chosen his new Superior, he is given that Prince's Band attunement as well as access to his Rites. He also gains a Heart, which now allows him to personally descend to Hell at his whim. There are several factors that determine any other levels of power or favor the newly Fallen demon may receive.

During the courting process, a newly Fallen demon can use his unique position as bargaining power, working to gain the most power and favor from his potential new Prince. However, it is dangerous to try the patience of a Demon Prince just as it is dangerous to overestimate one's station.

The level of divine favor an angel held within his former Archangel's forces is very important. The more favor he was held in, the more privy he was to divine plans and schemes. In essence, he knows more and has more to offer. If the angel held distinctions from his former Superior, his new Demon Prince may offer him approximately equal distinctions within his Word. If the angel held bonus attunements from his former Archangel, his new Demon Prince may offer to match them in quantity and scope and may present an extra as a bribe. If the angel was Word-bound, the Demon Prince may offer to endorse the infernal analog of that Word outright. Of course, the newly Fallen angel must still work through the petitioning process for Words in Hell and must still impress Lucifer himself, but at the very least he is immediately given the opportunity. Lucifer has been known to grant Words more freely in these circumstances, since he enjoys the irony. Furthermore, the newly Fallen angel is more qualified than anyone else to support his own infernal analog Word.

THE UNKNOWN

Some of the newly Fallen become a strange sort of Renegade demon – one of the Unknown. The Unknown are Fallen angels who choose to remain on the fringes of Hell, having never had a master and never desiring one. They can remain unknown to the forces of Hell and stay thus for a long time. The Unknown are rare, but they do exist, hiding and living on their own terms.

Another important factor involves Heavenly opposed analogs. If a newly Fallen angel formerly served Michael, the Archangel of War, or Laurence, the Archangel of the Sword, then Baal, the Demon Prince of the War, will be especially interested in attaining him. This angel presents specific knowledge that will help him in support and the advancement of his Word. The same holds true with former Servitors of Gabriel, the Archangel of Fire, and Belial, the Demon Prince of Fire, and so on. Not

only is it in the best interests of these analog Demon Princes to acquire the newly Fallen angel, it is also easier for the angel to acclimate since his service would be very similar to his former divine duty (in *some* ways).

All in all, a newly Fallen angel should be able to gain at least some extra measure of favor, and not have to begin his days of service to Hell as a completely green recruit.



THE BOYS

The newly Fallen angel will have a rough time among his new comrades. At the very least, they'll treat him as an object of ridicule, and at the most, they'll fully and outwardly resent him.

If the new demon didn't receive any special favor or power during the courting process, he'll have to tolerate much ridicule. He will be hearing jokes about "tripping," "clipped wings" and "tarnished halos" for a long time. This doesn't necessarily mean that all the other demons won't welcome him as a new comrade, but, as with the new guy in any group, he'll be the brunt of some degree of their cruelty for a while. They are demons, after all.

Depending upon how much extra favor or power the newly Fallen angel received through the courting process, he may be outright resented by other demons. He may find jealous demons allying against him, and he may have to work twice as hard to get anything done because of this extra resistance.

This resentment is especially acute if the newly Fallen angel is endorsed for a Word. He will have to overcome much resistance as other demons who may have been questing for that Word come out of the woodwork with many of their friends in tow. Of course, in the end it really doesn't matter unless they kill him. Only Lucifer's judgment counts, and if Lucifer wants to give the newly Fallen angel the Word, no one's going to argue.

After time, all this ridicule and resentment will fade as the newly Fallen angel proves himself useful to others or establishes his personal strength. Depending upon how the new demon carries himself, this might take months or centuries.

THE DEGENERATION OF MALAKIM

The Malakim are a very special case among the Choirs of angels. Never in the entire history of Creation has a Malakite been damned. They don't Fall. Ever.

This does not mean that they don't generate dissonance like other Choirs of angels. In fact, the Malakim have many opportunities in which to gain dissonance, most of those based upon their own personal code of honor. But three important factors keep the vast majority of Malakim free of dissonance, much less free from a level of taint that would make other angels Fall.

First, the Malakim love their work. This is inherent in them all. They not only have complete and utter faith in their duty, their Superior and their God, they simply enjoy what they do. They are able to walk among men, purifying the impure and cutting out the cancer of the hopelessly unredeemable. Created to correct or kill, the Malakim are, more so than any other Choir, perfectly suited for their work. And they wouldn't have it any other way.

Second, Malakim will not accumulate dissonance unless they simply cannot avoid it. At the first opportunity, they will work to remove any dissonant notes. It is utterly important for a Malakite, for reasons of both pride and survival, to be clean of dissonance. If, for some reason, they are not able to remove their dissonance, because of a given assignment or situation, and they accumulate more than 2 points, most Malakim will immediately convert the dissonance into Discord. As horrible as a badge of shame is to a Malakite, it's preferable to running the risk of perverting their very existence.

Third, and perhaps most important, is that the Malakim police themselves very seriously. A Malakite with even one note of dissonance is a virtual loner among his own Choir. They keep an eye on each other, and those who serve Dominic are bound to report any Malakite with more than a single dissonant note to an Archangel. In this way, they assure that no Malakite degenerates too far. If a Malakite shows too much Discord or gains what others of his kind might feel is too much dissonance to be safe, he is destroyed. If a Malakite is ever Outcast, he is hunted relentlessly by each and



every Malakite who can be spared. They would rather slaughter a few of their less cautious numbers than run the risk of sullyng their ranks.

Even if a wayward Malakite were to slip by all these factors, he still simply *cannot* Fall. Any Outcast Malakite who fails a dissonance roll gains a level of Discord instead of Falling (*In Nomine*, p. 58).

SCRUTINY

As mentioned before, when a Malakite has accumulated more than one dissonant note, he is in danger of being reported. Any Servitor of Dominic is bound to report him, usually to the Archangel whom the dissonant Malakite serves. Each Archangel will react in a different way, as described on pp. 110-111, but this does not usually represent the full peril facing a dissonant Malakite.

A dissonant Malakite has one option to spare himself the threat of discovery – turn himself in. He can present himself to his Archangel, admit to his dilemma and outline what steps he will be taking to rectify the situation. Unfortunately, he'll have to swallow his pride, confess to

his wrongdoings and let everybody know. Then he'll probably be under observation for a while.

Malakim are a proud and holy lot, so some see this as a last resort. Most choose more difficult options:

CONCEALMENT

The greatest peril facing any dissonant Malakite is his own kind, so any subtle solution to dissonance involves concealing it from his Choir. This is tricky, because the Malakite can't act as if something's wrong. The more dissonant a Malakite is, the more nonchalant he needs to be. The whole point, for both pride and survival, is not to attract attention. The problem here is that Malakim have been hiding dissonance for millennia; no technique remains particularly clever.

If he is subtly dissonant, he needs to be nonchalant but not obscure. He should avoid other Malakim if he can, but if he does have to interact with them he may be cold and distant. He must avoid Servitors of Dominic at all costs.

His actions might tip his hand – if he starts hunting for a particular type of demon for no reason known to his comrades, for instance – but usually only after he's taken care of the problem. At that point, none of his fellow Malakim can be *sure* of why he went on his personal crusade.

If he is more dissonant, the Malakite should conduct himself as if he is an infernal himself. He will want to avoid all Malakim. If he can't avoid them, he should cut any confrontations very short. To remove his dissonance, he will have to be more than nonchalant; he'll have to be invisible.

Malakim who attempt to conceal their dissonance are usually in trouble if their efforts fail. If a Malakite is just a little dissonant, other Malakim are likely to give him a stern lecture if he is not obviously working to remove the accumulated dissonance. After that, they will not give him a second chance. If very dissonant, all it takes is for one of his comrades to discover what is going on, and he will either be hunted or sent running for a Tether.

Malakim rarely have to provide explanations to anyone for killing another Malakite at this point.

The Malakite also will be exposed if he has to talk to his Superior while dissonant. Perhaps a preoccupied Eli or Gabriel might not notice his condition, but most Archangels will. The advantage here – as compared to others of his Choir making the discovery – is that most Archangels will at least give the dissonant Malakite a chance, with the usual exception of Dominic.



REMOVAL

If successful in concealing his plight – and intent on surviving it – a dissonant Malakite must quickly get rid of that dissonance. The Choir-specific methods are detailed on p. 49.

The prideful reasons that many Malakim avoid the universal technique – working at a Tether – mirror those reasons they avoid turning themselves in to their Archangel (see p. 115). Note that a Malakite may be able

to avoid the shame and scrutiny if the Seneschal is a friend who is willing to cover for him, but this is more rare than one might think.

A Dissonant Malakite

Helmrich, a young Malakite of the Sword, has imperiled himself with a radical lapse of judgment. Assigned by Laurence himself to watch for and intervene in any breach of security at a New Orleans hotel, he left his post for a few minutes to chase a demon he recognized.

This bagged an infernal but gained a point of dissonance for disobeying Laurence. Then, compounding his error, Helmrich fudged his account of what happened to his immediate superior, the Angel of Sentries, after a purse snatcher scampered away with a valuable reliquary right in front of where Helmrich was supposed to be stationed. Despite his oath to “always speak the truth plainly,” Helmrich decided in *this* case he was better off with the dissonance.

Helmrich now has the option of confessing his condition to Laurence or working it out on his own. Since confessing would tear at his Malakite pride, usher in a

long period of suspicious observation by his fellow Malakim and summon the cold fury of his Archangel, Helmrich decides to fix things himself. Given his track record of late this might not be wise, but it is in keeping with his Malakite nature.

He now has several options – but only for as long as he can avoid discovery by the other two Malakim in his “long-range patrol,” any other randomly encountered Malakim or Servants of Judgment, or Laurence himself. (The GM might determine that the Angel of Sentries is hanging on to some suspicions, as well, and have him keep a close eye on Helmrich.) Obviously, the dissonant Malakite should work fast to avoid assuredly getting into even more trouble.

If Helmrich knew a friendly Seneschal and could find the time, he could quietly work the dissonance off at a Tether. Helmrich has that sort of a relationship – just down the road in Houston – but Laurence doesn’t leave any of his Servitors unoccupied for anywhere near the amount of time it would take. Asking for “leave” would raise too many (more) suspicions, so other methods must be pursued.

If he can locate an Outcast or Fallen angel of Swords and slay them, Helmrich’s prowess would remove 1 point of dissonance (the one gained by disobedience; see p. 49). Perhaps even a Servitor of Malphas or any Lilim would do, since Helmrich’s free will was factionalized by his Choir and Servitor agendas. Killing just about any sort of Balseraph should take care of the other point, as well.

Unfortunately, Helmrich’s inexperience means it takes him time to hunt down *any* demon; he certainly doesn’t have the luxury of being picky. Still, if he encounters any other sort of demon – preferably, several of them – he could strain to die in combat with them.

That would remove one note of his dissonance (provided the Game Master does not rule that he made it *too* easy for the infernals to slay him), but send his immortal soul back to Heaven with that remaining note of dissonance still staining it . . .

Lastly, he can take on more oaths, two for every point of dissonance he intends to dispel using this method.

Given that speed is crucial, Helmrich decides to make two more oaths (“never place my own needs above those of my Superior” and “never suffer a lie to go unchallenged”), then seek out a pack of tough demons. If all goes well, his purified (but more honor-bound) celestial form will be in Heaven before daybreak.

SLIPPING THROUGH THE CRACKS

At some point, there will be a clever Malakite who has continued on through great dissonance. That Malakite might even get to the point of being Outcast and somehow still stay alive. It will be cold down in the Pit when that day comes, but it bears exploration anyway.

An Outcast Malakite should be prepared to be completely alone. He will have it harder than any other Choir of Outcast angel. Every force that Heaven can muster will be hunting him to put him down like a rabid dog.

He will have no friends. Other Outcast angels won’t associate with him, for they know the forces allied against him. Renegade demons might want to work with the Malakite, but being who he is, he would never do that.

Other demons will take one of two courses of action when presented with this rare case. They

might do what they normally do to

Outcasts – hunt him and either torment or destroy him. If this

is the case, he has both sides working against him. On

the other hand, if the demons are smart and

resourceful, they might try to steer him fur-

ther astray. Hell is absolutely dying to

get a Malakite to Fall. They would try

convincing him that they aren’t as bad as

he’s been told. They would silently manip-

ulate him toward damning himself. They

would do whatever it takes.

While no Malakite has ever allowed himself to fall into the

clutches of Hell, one can never predict the future. Any who have been

Outcast have either been redeemed or destroyed by their own or other hands. No Malakite has

ever Fallen. At least, not yet.



THE ANGELIC ARSENAL

Some angels – such as Malakim of Janus – have a taste for explosive weapons. Some prefer to use non-lethal techniques when they do have to enter combat. And some place the highest value on a quick getaway.

These rules offer new weapons and flesh out the *In Nomine* mechanics of combat.

NEW RANGED WEAPONS

	Power	Acc	Range	Shots
Thrown rock	-2	-2	4	1
Bow	+1	-1	10	1
Crossbow	+2	–	12	1
9mm Pistol	+1	+1	12	13
.45 Pistol	+2	–	12	7
Pump Shotgun	+4	–	10	5
Light Machinegun	+5 (+9)	–	100	100 (16)
Grenade Launcher	*	-2	50	1

* Per grenade, see *Explosives*.

EXPLOSIVES

Celestials in general hesitate to use heavy weapons, since all collateral damage disturbs the Symphony regardless of the nature of the target. Sometimes, though, a little plastique or a well-timed grenade is just the thing to narrow the odds.

Most grenades are used with Thrown Weapons Skill. Treat a grenade as a thrown rock – and, if it really matters, hitting a target will inflict thrown-rock damage as well as the grenade's effects. Usually, though, a grenade is thrown at a spot, not a person. A spot can't Dodge.

Though the grenade goes off in the combat round it's thrown in, most varieties don't detonate exactly when they land. For this reason, those aware of the grenade may make a special Dodge roll. On a success, they move (check digit) in yards farther from the grenade. They may do this even if they've already moved; call it a side-effect of the adrenaline that grenades tend to stimulate.

A grenade does 2d6 damage within 2 yards, subtracting 1 point of damage for every additional 2 yards distance. Most of this is fragmentation damage. Anyone behind cover subtracts its Protection; often this absorbs

all damage. Those who throw themselves prone (which can be done at the end of a Dodge) take half damage. Other grenades deliver gas; see p. 119.

Use the Thrown Weapon mechanics for using a grenade launcher, but substitute Ranged Weapon (Grenade Launcher) and the Grenade Launcher statistics for Thrown Weapon and the thrown rock statistics. The same types of grenades are available, but launched grenades can't be thrown and vice versa. Launched grenades *do* explode on contact, so the special Dodge doesn't apply.

Other explosives don't come in set quantities, so damage can vary. Each pound of black powder, 1/4 pound of C4, 1/2 gallon of gasoline or stick of dynamite does 1d of damage. (Real-life gasoline is a more powerful explosive than in a cinematic setting such as *In Nomine*. It is also very difficult to detonate and rarely explodes accidentally. The listed power represents *cinematic* reality, with the accompanying hair-trigger nature.)

Every 2 yards, the damage decreases by 1 point for every 2 dice rolled; i.e., a 10d explosion loses 5 points every 2 yards. (This makes all explosions fairly short-ranged, another cinematic concession.) With all explosives not designed as armor-piercing, living creatures and fragile items (paintings, crystal sculptures, etc.) take full damage, while most objects of hard build (including cars) take half damage. Things inside other things don't take damage until the exterior item is destroyed.

Example: Hasha, a Malakite of Lightning, botches a Driving roll and sails her car off an overpass. The GM rules the fuel tank holds 8 gallons of gas that explode. Since the explosion is *inside* the car, the vehicle doesn't protect Hasha, but the portions of the car body between Hasha and the tank give her the car's full Protection (2).

The explosion does 16 dice of damage; a 54 is rolled. The car takes half damage ($54 - 2/2 = 26$), going from 16 hits to -10; it falls back to earth in pieces. Hasha subtracts the car's Protection, takes 52 points of damage and finds herself in Heaven. At least she won't have to listen to the awesome disturbance she caused in the Symphony . . .

A successful Knowledge (Demolitions) roll will increase the half damage that a hard object takes, up to 100% on a high check digit. A failed roll will merely cause the charge to fail to ignite on low check digits, and likely indicate a premature detonation on a 6!

NON-LETHAL WEAPONRY

A favorite accessory for the modern angel is tear gas.

Any pocket sprayer is a contact weapon (holding 2 to 5 shots depending on size) that requires a roll vs. Agility +2 to hit (no Skill applies). Any full-face Protection renders it useless. If it hits, the check digit both subtracts from all of the target's Skill or sense rolls and gives the number of minutes that the effect lasts. The target may Dodge normally, subtracting a successful Dodge check digit from the sprayer's check digit. Celestials may also subtract their Corporeal Forces. Any subsequent attack will not *add* to a previous attack's effect. If the results if a later attack are better, just use those results instead.

A tear-gas grenade works similarly, though more slowly. An average gas grenade will produce a cloud 4 yards wide by 15 to 20 yards long (8 yards by 8 yards indoors) in the round *after* it ignites. It can be picked up and thrown between landing and discharging, but inflicts 3 points of burn damage to the thrower. This requires any person wanting to throw a burning gas grenade to make a Will +3 roll to actually muster the courage to do it.

On top of the cloud's -2 to vision for anyone looking through, into or out of it, the gas inflicts a -1 to the Skill and sense rolls of anyone in it (to a maximum of -6) for every combat round they stay. The effects last 1 minute for every -1 suffered. No Dodge is possible, but not breathing the fumes will protect against some gases and a full-body covering protects against all. Some military gases inflict -2 per turn, to a maximum of -12, with effects lasting 15 minutes per -1 suffered! In all cases, celestials subtract Corporeal Forces from gas effects. Gas lingers about 20 combat rounds, much less in high winds.

Many celestials enjoy using flash-bangs. Something about a weapon so unsubtle, yet so invisible to the Symphony, appeals to many an angelic soul. These devices, usually grenades, produce a rapid series of explosions that mostly emit *bright* light and *loud* reports. Those in the area must roll vs. Corporeal Forces + vessel level or Toughness, at +1 per yard away from the grenade. The check digit of a failed roll indicates how many rounds the victim is stunned (*In Nomine*, p. 62).

NEW CONTACT WEAPONS

	Power	Accuracy	Skill Required
Hammer, Mace	+2	-1	Small Weapon
Spear**	+3	-	Large Weapon
Katana	+3	+1	Large Weapon
Halberd**	+6	-2	Large Weapon

* Power +1 if used with two hands or thrown.

** Requires two hands.

CARS AND CHASES

Driving can be handled in the abstract in *In Nomine*. To determine how quickly a person can get somewhere in a car, first calculate the base time:

Per mile of:	Driving time:	If new to area:
Interstate	5/6 of a minute	5/6 of a minute
State highway	1 minute	1 1/4 minutes
Rural road	1 1/2 minutes	2 minutes
Small town	2 minutes	2 1/2 minutes
Suburbia	1 1/2 minutes	3 minutes
Urban core	2 minutes	4 1/2 minutes

Multiply the driving times for suburbia and urban cores by 2 or more during rush hours. The "if new to area" times apply if the driver doesn't know the roads or have precise instructions on getting to his destination. It factors in the occasional wrong turn, failure to recognize a good alternate route, etc. Ofanim may use their Area Knowledge-based resonance to avoid using this column.

Law-abiding, careful drivers will use this calculated base time; others may attempt a Driving roll to get there quicker. Drivers of really quick cars may opt for a +1 to their check digit *before* the Driving roll is made. On a successful roll, shave 5% × the check digit off the base time. On a failed roll, add 5% × the check digit. A check digit of 6 also indicates a speeding ticket (explaining the delay . . .), while a check digit of 7+ or opposing intervention means an accident instead; the destination won't be reached in anywhere near the basic time!

Ofanim may apply their Agility-based resonance to Driving (per the elaboration on p. 36) to improve the skill roll. They may also apply the check digit of a successful resonance roll to determine the shortest path (see p. 36) to *further* shave the drive time! Apply the same mechanics as if a successful Driving roll had been made; the two can be combined.

For a more elaborate method, see the Austin map and driving rules in *Night Music*, p. 74.

In a car chase, establish how far apart the vehicles start out. Once per minute, the drivers should make Driving rolls; if one has a faster and/or more nimble vehicle he should get a bonus to his *target number* in this case. The pursuer subtracts 10 yards × the check digit from the "gap" on a successful roll, or adds the same amount on a failure. The pursued driver applies the opposite results. If either driver rolls a check digit of 6 on a failed roll, he suffers a wreck.

If the pursued driver can open the gap to 2,000 yards on an interstate, 1,000 yards on another open road or 200 yards on city streets, he gets away. If the pursuer can close the gap to 0 he can attempt to run his target off the road (another Driving vs. Driving contest, modified by vehicle size, road conditions and other factors).

ANGEL CREATION GUIDE

This step-by-step guide is for those players who are familiar with the rules and tired of flipping through big sections of *In Nomine* to create an angel character. It has all of the character-generation information listed in a succinct format. Note that this guide is not intended to replace the main rulebook for information, just to give informed players enough information to make appropriate character decisions.

I: CHARACTER CONCEPT

Come up with a character concept. Decide which Choir the angel belongs to, and which Superior he serves. Discuss your decisions with the Game Master and make sure they mesh with his campaign.

Following is a list of the Choirs, giving their resonance and dissonance. Make a note of these for your character's Choir; neither resonance nor dissonance costs character points. Information on Superiors appears in Step Four.

CHOIR MECHANICS

Seraphim

(*In Nomine*, p. 93)

Resonance: if the Seraphim are paying attention at all, no one – human or celestial – can lie to them without it ringing false.

Game Mechanics: Perception d666 roll, duration: 10-check digit minutes. Check digit chart on *In Nomine*, p. 94. Advanced uses on p. 24.

Dissonance: lying.

Cherubim

(*In Nomine*, p. 94)

Resonance: with just a touch they can attune themselves to something (or someone). If on the corporeal plane they will have a feel for its location and condition.

Game Mechanics: Perception d666 roll. They can attune themselves to as many different items/people as they have Forces. If an object is destroyed, the pieces can only be detected with a 6 check digit. Will roll needed to negate an attunement. Check digit chart on *In Nomine*, p. 96. Advanced uses on p. 29.

Dissonance: Betrayal of devotion to their attuned, superior, friends, ideals or self.

Ofanim

(*In Nomine*, p. 96)

Resonance: the resonance of Ofanim is motion and their divine perception of the Symphony will instantly reveal the quickest path.

Game Mechanics: Perception d666 roll. Check digit can be added to any roll against Agility or an associated Skill, to any Area Knowledge Skill roll to get a "feel" for the quickest/closest way, or to travel *quickly* in celestial form. Details on *In Nomine*, p. 97. Advanced uses on p. 36.

Dissonance: inaction.

Elobim

(*In Nomine*, p. 98)

Resonance: stripped clean of any personal prejudice, they are able to objectively understand the emotions and psyche of another and predict the reactions of the person to any given action.

Game Mechanic: Perception d666. Check digit chart on p. 99. Advanced uses on p. 42.

Dissonance: acting on emotions rather than fact, subjectivity.



Malakim

(*In Nomine*, p. 99)

Resonance: they can see in a human the purity of his nature and the virtue of his principle. Their resonance is honor more sacred than their own lives.

Game Mechanic: Perception d666. Check digit chart on *In Nomine*, p. 101. Advanced uses on p. 48.

Dissonance: Dishonoring themselves or others – they cannot Fall. They take four oaths; two are constant: never suffer an evil to live when it's your choice, and

never surrender in a fight or allow yourself to be captured by Lucifer.

Kyriotates

(*In Nomine*, p. 101)

Resonance: they can control multiple vessels, and must use these bodies to make their mark on reality.

Game Mechanics: Will d666. Unwilling subject can make a Will roll to reject for a number of hours equal to subject's Will check digit. Can control/possess creatures up to his Forces. They cannot spend more than 10 × Celestial Forces minutes in celestial form without any host vessels. Details on *In Nomine*, p. 102. Advanced uses on p. 54.

Dissonance: leave a host in worse shape than when you found it.

Mercurians

(*In Nomine*, p. 103)

Resonance: they comprehend the relationships and responsibilities of a person at a glance, and the importance of them to the person.

Game Mechanic: the effects last for 10 minutes minus the check digit. Check digit chart on *In Nomine*, p. 104. Advanced uses on p. 61.

Dissonance: violence generates dissonance, except against demons.

II: ALLOCATE FORCES

Allocate Forces (Corporeal, Ethereal, Celestial). Angels get 9 Forces, and must have at least 1 of each type.

III: CHARACTERISTICS

Assign characteristic levels, at 4 levels per Force:

Corporeal Forces control Strength and Agility

Ethereal Forces control Intelligence and Precision

Celestial Forces control Will and Perception

IV: ATTUNEMENTS

Note attunements. The Choir Attunement your Superior offers your Choir is free. You may buy additional attunements that your Superior offers other Choirs by spending 5 character points, if the attunement could logically be held by your character. You cannot buy a Choir Attunement that requires you to have the resonance of another Choir; an angel cannot have a resonance outside of his Choir.

To purchase Servitor Attunements, a player must spend 10 character points each. He can only buy Servitor Attunements of his Superior.

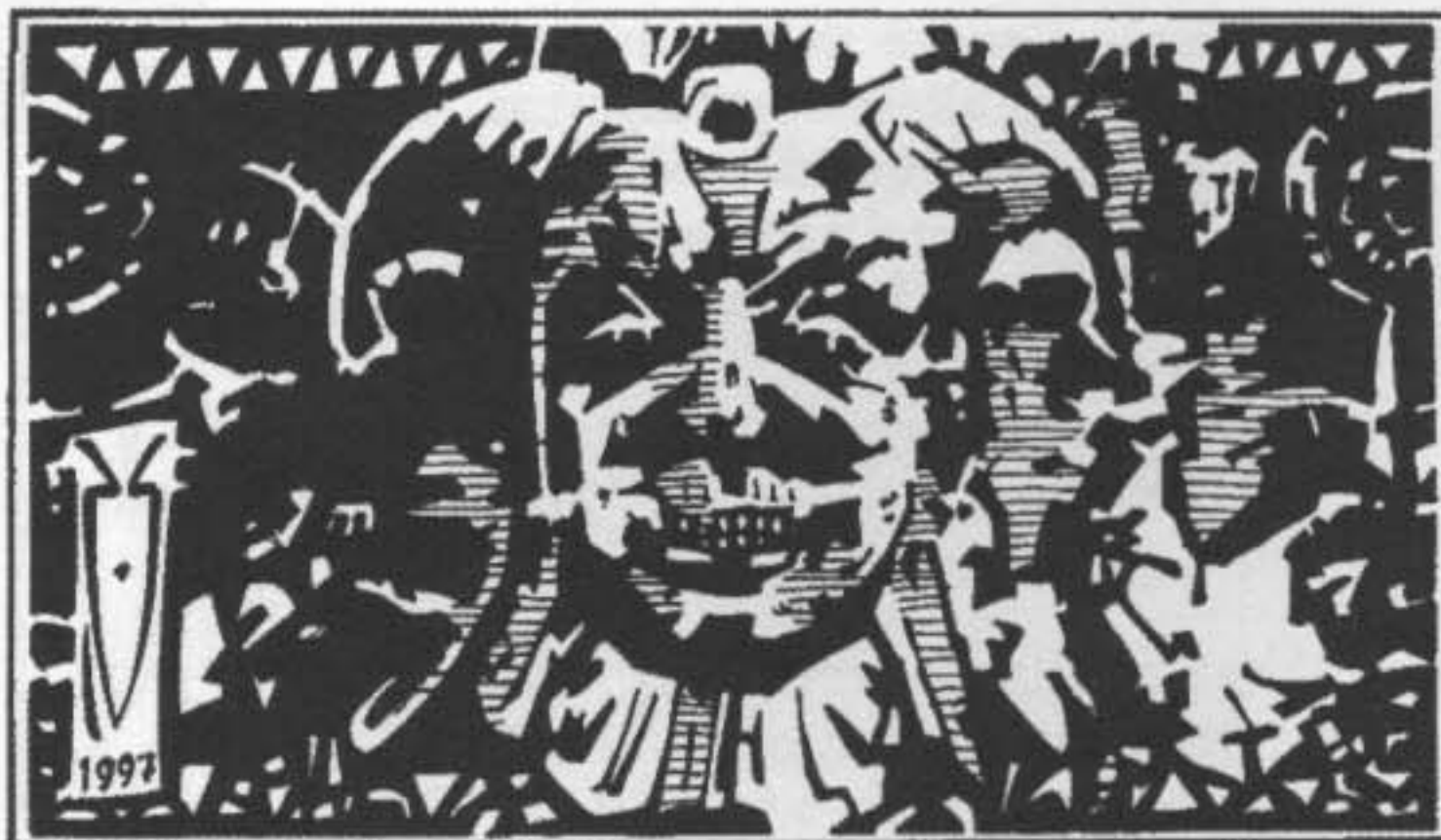
Listed below are summaries of the attunements and dissonance each Superior offers. Note down the attunements your character has, and the dissonance mechanics.

SUPERIOR MECHANICS

BLANDINE

(*In Nomine*, pp. 110-111.)

Dissonance: an angel of Blandine may not take his celestial form in the mundane world, nor use Celestial Songs on Earth.



Choir Attunements

Seraphim: recognize intruders in a dream. Add Ethereal Forces to Perception in the Marches.

Cherubim: automatically enter dreamscape of a person to whom they are attuned.

Ofanim: while Dream Walking they can stay in a dreamscape for a number of minutes equal to the check digit of their successful Perception roll times their Ethereal Forces.

Elohim: their resonance is constantly active in the Marches – “check digit” equal to their Ethereal Forces.

Malakim: they are not noticed in the Marches unless they wish to be (Perception penalty of minus Ethereal Forces of Malakite).

Kyriotates: while asleep, can be in more than one place in the Marches at a time – up to their Ethereal Forces.

Mercurians: can move between dreamscapes of people who are close and are on the same side of the Marches.

Servitor Attunements

Dream Walking: enter Marches through a dreaming human.

Healing Dream: allows modification of a person's memory.

DAVID

In Nomine, pp. 112-113.

Dissonance: Being provoked into attacking first, using distance weapons.

Choir Attunements

Seraphim: detect presence and quality of all minerals within 1 yard of their vessels for every Corporeal Force they possess.

Cherubim: create a pseudo-magnetic field that can pull into their hands any object made mostly from minerals.

Ofanim: move slowly through mineral matter taking along what they wear.

Elohim: absolute direction, always know where they are and what time it is.

Malakim: can become immovable and indestructible once per day.

Kyriotates: may create their own stone vessels.

Mercurians: can sense the way a building is made and put together, and its floorplan.

Servitor Attunements

Deep Gaze: see through minerals.

Cold Touch: turn a foe to stone.

DOMINIC

In Nomine, pp. 114-115.

Dissonance: inflicting a punishment greater than the crime, standing by while the innocent are punished unfairly, overlooking what they feel to be heresy in an angel.

Choir Attunements

Seraphim: bonus of the angel's Celestial Forces to any Resonance roll.

Cherubim: generates no dissonance due to a subject of inquiry being hurt.

Ofanim: can sense and understand another's Discord.

Elohim: can see guilt like bloody sweat on another's face.

Malakim: can hear dissonance in others.

Kyriotates: generates no dissonance for the poor care of a host who has Discord.

Mercurians: natural resonance also tells what most deviant act the target has done and the last time he committed it, and they don't generate dissonance by punishing the guilty as long as the punishment fits the crime.

Servitor Attunements

Incarnate Law: innate knowledge of rules.

Heavenly Judgment: summon a luminous sword that flies to the attack.

ELI

In Nomine, pp. 116-117

Dissonance: None generated from serving Eli's Word.

Choir Attunements

Seraphim: recognize gifted individuals.

Cherubim: know who created an item and when it was made, and if it was celestial (angel or demon) or human in origin.

Ofanim: adjust something or someone's age by a number of years equal to Precision, and their vessels heal fast.

Elohim: create relics and reliquaries by binding Songs into physical objects.

Malakim: anything picked up can be used as a weapon with a Power equal to the check digit of a successful Perception roll, for a single combat.

Kyriotates: may perform the Celestial Song of Form on their hosts at no Essence cost.

Mercurians: can make talismans.

Servitor Attunements

Abracadabra: Create base matter from nothingness.

Transubstantiation: Imbue inorganic elements with life.

GABRIEL

In Nomine, pp. 118-119

Dissonance: allow the cruel to go unpunished.

Choir Attunements

Most of Gabriel's angels detect various kinds of cruelty at a glance. Each choir detects:

Seraphim: those who profit knowingly from the suffering of others or lie to themselves about what monsters they really are.

Cherubim: those who within the last year have horribly betrayed someone devoted to them.

Ofanim: those who flee justice, whom they also pursue. Also, they are immune to damage from corporeal heat, radiation and electricity.

Elohim: those who delight in the pain of others.

Malakim: those whom Gabriel decides to target specifically. They also have the ability to encircle their hands with green celestial flames, burning everything they touch.

Kyriotates: those who enjoy inflicting physical pain upon others.

Mercurians: those who delight in being cruel to themselves.

Servitor Attunements

Dance of the Atoms: change ambient temperature.

Smite: a fiery ranged attack.



JANUS

In Nomine, pp. 120-121.

Dissonance: may not stay in one location for more than three days.

Choir Attunements

Seraphim: add the number of their Celestial Forces to their Fast-Talk rolls.

Cherubim: can only attune to one person at a time, but the subject of the attunement becomes enthralled with the Cherub.

Ofanim: add their Ethereal Forces to any roll involving breaking locks, opening doors or otherwise freeing themselves or others from corporeal restraint.

Elohim: can predict the weather.

Malakim: are good at demolitions, adding their Ethereal Forces to any rolls involving them.

Kyriotates: may assume a gaseous form.

Mercurians: crowds part for them, and they can tell whether something was stolen or not.

Servitor Attunements

Passage: open any lock.

Swipe: make an object vanish for a while.

JEAN

In Nomine, pp. 122-123.

Dissonance: let a technological secret or celestial technology fall into the hands of a human before Jean decides it is time, or to allow an infernally inspired innovation to go unopposed.

Choir Attunements

Seraphim: have photographic memory and can summon a video screen to show anything they have seen or heard. Costs 1 Essence.

Cherubim: can connect a phone call from any phone to any phone nearest the person to whom they are attuned. Spend 1 Essence for an instant cell-phone.

Ofanim: with a conductor may convert into electricity.

Elohim: may conjure a pocket-sized computer. Costs 1 Essence.

Malakim: add Ethereal Forces to any Chemistry, Electronics or Engineering roll, or to repair a technological object.

Kyriotates: can possess corporeal objects as vessels.

Mercurians: always succeed at the Ethereal Song of Tongues.

Servitor Attunements

Generator: create a lot of electricity through whatever you touch. Costs variable essence.

Remote Control: mentally control devices.

JORDI

In Nomine, pp. 124-125.

Dissonance: valuing human life over animal life.

Choir Attunements

They are attuned to animals – they can communicate to their attuned animal and they must purchase at least one animal vessel (except for Kyriotates).

Seraphim: attuned to amphibious and marine life.

Cherubim: attuned to cats.

Ofanim: attuned to flying animals.

Elohim: attuned to reptiles.

Malakim: attuned to dogs, wolves and pack creatures.

Kyriotates: serve as Jordi's eyes and ears, and able to control more animal hosts than human hosts.

Mercurians: attuned to apes.



Servitor Attunements

Call of the Wild: summon a small group of local animals, costs 2 Essence.

Animal Magnetism: charm any single animal within eyesight, costs 1 Essence.

LAURENCE

In Nomine, pp. 126-127.

Dissonance: disobeying word or spirit of his orders.

Choir Attunements

Seraphim: knows if foes are on the side of good or evil.

Cherubim: can use resonance on anything they see.

Ofanim: gain movement bonus in combat or pursuit.

Elohim: can feel emotions from people in the past as well as in the general vicinity.

Malakim: add their Ethereal Forces to the check digit of any successful resonance roll.

Kyriotates: are bound into a warrior who died a meaningless death, now renewed and living again.

Mercurians: may add their Corporeal Forces to their Dodge Skill roll or check digit.

Servitor Attunements

The Blade Blessing of Laurence: make a blade very sharp (+5 Power) for a time.

Hunt: track any being you've fought.

MARC

In Nomine, pp. 128-129.

Dissonance: breaking your word when it was given freely.

Choir Attunements

Seraphim: can tell how much a person will pay for something by looking them in the eye.

Cherubim: know any object's true owner.

Ofanim: know how to get anything anywhere, the fastest.

Elohim: can tell the fair market value of item they touch.

Malakim: after looking someone in the eye, can tell what something means to him.

Kyriotates: automatically enter hosts, although they can be resisted with Will.

Mercurians: can tell how much money a person has received and what they did to earn it.

Servitor Attunements

Divine Contract: write a contract that causes corporeal damage if broken.

Head of a PIN: withdraw free money from an ATM machine.

MICHAEL

In Nomine, pp. 130-131

Dissonance: retreating from any conflict without a direct order.

Choir Attunements

Seraphim: their targets Dodge at a penalty of the Seraph's Corporeal Forces.

Cherubim: know when an object of their attunement may die within 24 hours.

Ofanim: always go first in combat.

Elohim: can tell how serious someone is – how willing to risk their life.

Malakim: can sense danger coming.

Kyriotates: can generate their own vessels.

Mercurians: know the price of peace – what will resolve conflict.

Servitor Attunements

Proficiency: gives expertise with one type of weapon.

Howl: stuns others with a war cry.

NOVALIS

In Nomine, pp. 131-132.

Dissonance: allowing violence that is not necessary, especially from killing a human.

Choir Attunements

Seraphim: have an aura of peace that requires others make modified Will roll to commit violence.

Cherubim: can take upon themselves the corporeal damage of those they touch.

Ofanim: may travel via plant life, moving from any plant touched to any plant within (total Forces) miles.

Elohim: sense the feelings of plants, reading emotions of those around the plants for the past week.

Malakim: plants part for them, and entangle enemies.

Kyriotates: may take more than usual Forces in a plant or plants as hosts.

Mercurians: fill humans with great joy in their celestial forms – giving inspiration to excel.



Servitor Attunements

Nothing But Flowers: angel hiding behind or within plants cannot be spotted. If among flowers, he is completely invisible.

Crown of Joy: Creates a crown of flowers that, when shaken, causes a cloud of joy that makes people kind and peaceful, dancing about joyously.

YVES

In Nomine, pp. 132-133.

Dissonance: taking any action to move a person toward their fate.

Choir Attunements

Seraphim: know the true name of everyone they contact and every item they see clearly or handle.

Cherubim: know if and when a person will die within the next year of "natural" causes.

Ofanim: add their Celestial Forces to any Intelligence- or knowledge-based Skill roll.

Elohim: automatically succeed in their resonance when touching their targets.

Malakim: can tell divine disturbances of the Symphony from infernal ones.

Kyriotates: have access to the memories of their hosts, including any of their Skills while in possession.

Mercurians: can intuit a person's fortune.

Servitor Attunements

Divine Destiny: the angel can see the fate and destiny of a mortal in his face.

Divine Logic: the angel can make practically anyone concede practically anything that he believes himself.

V: RESOURCES

Select Resources. You have (4 × total Forces) in character points to purchase artifacts, vessels, Roles, Servants, Skills and Songs. You may take Discord, if you like and the GM allows, to get extra points.

ARTIFACTS

In Nomine, p. 41.

Corporeal artifacts cost 1 character point per level as a Resource.

Talismans cost 2 points per level.

Relics cost 3 points per level.

Reliquaries cost 3 points per level.

A celestial artifact that is both relic and reliquary, but with Essence only usable for Songs in the relic, costs 5 points per level.

A celestial artifact that is both, but with its Essence unrestricted in use, costs 6 points per level.

VESSELS

In Nomine, p. 48.

Vessels cost 3 points per level. Charisma costs another 2 points per level. Up to two levels of negative Charisma can subtract 2 points per level from vessel or Role cost.

ROLES

In Nomine, p. 43, p. 72.

Roles cost Status × level divided by 2, round up. Roles can only be bought at character creation. Some samples with requirements:

Archeologist (*Survival*, Status 3-4)

Bartender (*Fighting*, Status 2-4)

Doctor (*Medicine*, Status 4-6, *Precision* above 5)

Entertainer (*Performance Skills*, Status 3-6, *Charisma* useful)

Hacker (*Computer Operation*, Status 2-4)

Hunter (*Combat Skills*, any Status)

Journalist (*Fast-Talk*; also useful: *Move Silently*, *Lockpicking*, *Computer Operation*, *Dodge*, *Escape*; Status 3-6)

Lawyer (*Fast-Talk*, Status 3-6)

Policeman (Need 2 of following: *Detect Lies*, *Area Knowledge*, *Ranged*

Weapon (Pistol), *Small Weapon (Baton)* or *Tracking*; Status 3-4; *Charisma* can be useful).

Politician (*Lying*, Status 4-6, *Charisma*)

Private Detective (*No Skill required*, useful are: *Fighting*, *Escape*, *Lockpicking*, *Move Silently*, *Fast-Talk*; Status 3-4)

Religious Figure (*Emote*, Status 3-6, *Charisma* is useful)

Scientist (*One Skill in character's field*, Status 3-4)

Sports Hero (*One athletic Skill*, Status for a successful pro is 4+)

SERVANTS

In Nomine, p. 45.

Servants cost Class × level as a Resource, divided by 2 (round up).

SKILLS

In Nomine, p. 46, pp. 73-78.

Each level of a Skill costs 1 point.

Acrobatics (Agility), Default -3

Artistry (Perception), Default -2

Chemistry (Intelligence), Default -5

Climbing (Agility), Default -2

Computer Operation (Intelligence), Default -4

Detect Lies (Perception), Default -2

Dodge (Agility), Default -1

Driving (Precision), Default -2

Electronics (higher of Intelligence or Precision), Default -5

Emote (Perception), Default -1

Engineering (Precision), Default -4

Escape (higher of Agility or Precision), Default -3

Fast-Talk (Will), Default -1

Fighting (varies), Default -1

Knowledge (Intelligence), Default -4

Languages (Intelligence), Default -4

Large Weapon (Strength), Default -3

Lockpicking (Precision), Default -3

Lying (higher of Intelligence or Perception), Default -2

Medicine (Precision), Default -4

Move Silently (Agility), Default -1

Ranged Weapon (Precision), Default -2

Running (higher of Strength or Agility), Default -1

Savoir-Faire (higher of Intelligence or Precision), Default -4

Seduction (Will), Default -1

Singing (Perception), Default -2

Small Weapon (Precision), Default -2

Survival (higher of Will or Perception), Default -4

Swimming (Agility), Default -2

Tactics (Intelligence), Default -2

Throwing (higher of Agility or Precision), Default -3

Tracking (Perception), Default -2



SONGS

In Nomine, pp. 78-85.

Songs cost 1 point per level. Most Songs have three versions – one for each realm of existence. These must be purchased separately.

Attraction

Corporeal: Causes two items to “tug” toward each other, useful for making a “homing device.”

Ethereal: Makes the victim passionately attracted to a person or object of the singer's choosing.

Celestial: “Attunes” singer to something; gives a general feel for location and condition.

Essence Requirement: 1

Degree of Disturbance: check digit.

Charm

Each Song reduces one of two characteristics of victim by its check digit. Characteristics affected are:

Corporeal: Strength or Agility.

Ethereal: Intelligence or Precision.

Celestial: Will or Perception.

Essence Requirement: 2

Degree of Disturbance: check digit.

Dreams

Corporeal: per Dream Walking attunement (*In Nomine*, p. 110), the singer enters the Marches through the mind of a dreamer.

Ethereal: adds to or subtracts from Skill rolls within a dream.

Celestial: controls style and direction of subject's dream. Singer must be within subject's dreamscape.

Essence Requirement: 1

Degree of Disturbance: number of people affected.

Entropy

Corporeal: makes objects or people age or grow young.

Ethereal: a mental attack that inflicts terror on a single victim.

Celestial: causes breakdown of target's psyche, with hallucinations.

Essence Requirement: 1 for Corporeal/Ethereal, 2 for Celestial

Degree of Disturbance: check digit plus singer's Forces.

Form

These work on singer only.

Corporeal: adds Protection.

Ethereal: makes semi-invisible.

Celestial: alters appearance.

Essence Requirement: 1

Degree of Disturbance: check digit, but only after the Song's effects end.

Harmony

Corporeal: all in area become weak and sluggish, unable to attack.

Ethereal: renders people incapable of mental conflict.

Celestial: temporarily negates the effects of Discord.

Essence Requirement: 1

Degree of Disturbance: number of people affected (including performer).

Healing

Corporeal: heals Body hits.

Ethereal: heals Mind hits, insanity.

Celestial: heals Soul hits, Will.

Essence Requirement: 1

Degree of Disturbance: check digit.

Light

Corporeal: produces a glowing aura of light around the performer.

Ethereal: creates illusions.

Celestial: dazzling light attack.

Essence Requirement: 1, maximum 3

Degree of Disturbance: none.

Motion

Corporeal: lets performer fly.

Ethereal: lets performer move matter with his mind.

Celestial: lets performer teleport items.

Essence Requirement: 1

Degree of Disturbance: check digit.

Numinous Corpus

These corporeal songs create one of the following natural weapons:

Acid

Claws

Fangs

Feet (hooves or spurs)

Horns

Tail

Tongue (long and barbed)

Wings (non-weapon; allow flight).

Essence Requirement: 1

Degree of Disturbance: none.

Possession (Celestial only)

Performer wrests control of a vessel from its rightful owner.

Essence Requirement: 1

Degree of Disturbance: check digit.

Projection

Corporeal: projects singer to any place on Earth previously visited.

Ethereal: projects singer to any place in Marches previously visited.

Celestial: projects singer to a celestial level, and if in Heaven or Hell to any place previously visited.

Essence Requirement: 2

Degree of Disturbance: Celestial Forces $\times 2$.

Shields

Corporeal: protects from all physical attacks.

Ethereal: protects against any Essence-based attacks, including resonances and attunements.

Celestial: creates barrier to observation for celestial senses, and delays disturbances to the Symphony.

Essence Requirement: 1

Degree of Disturbance: check digit.

Thunder (Corporeal only)

Creates sonic explosion in the corporeal, ethereal and celestial realms.

Essence Requirement: 1

Degree of Disturbance: check digit plus user's Forces.

Tongues

Corporeal: subject can speak any human language.

Ethereal: subject can communicate telepathically.

Celestial: binds brief message to a bit of Essence that can be sent to anyone singer has previously met.

Essence Requirement: 1

Degree of Disturbance: none.



DISCORD

In Nomine, pp. 85-89.

Discord *provides* 3 character points per level. Unlike demons – some of whom *must* begin play with Discord – angels rarely may begin play with it (only with the Game Master's approval).

Corporeal Discord

Burning Touch (Malakim): touching demon damages both angel and demon (p. 50).

Combustible (Ofanim): quick movement causes burning (p. 38).

Damaged Sense: Perception rolls get more difficult.

Crippled: portion of anatomy lost.

Discolored: strange pigmentation.

Life-Linked Attunement (Cherubim): damage taken when attuned object damaged (p. 32).

Obese: unnatural girth.

Painful Lies (Seraphim): lies become painfully unbearable (p. 26).

Pallid: deathly appearance and odor.

Stigmata: open, bleeding wounds.

Twitchy: lower Precision, Agility.

Ugly: very ugly vessel.

Unnerving Stare (Mercurian)*: gaze causes others to avoid (p. 63).

Vestigium: supernatural growths that are useless and pathetic looking.

Vulnerable: specific physical weakness that causes damage.

Ethereal Discord

Angry: Will roll needed to avoid violence.

Aura: celestials sense more easily.

Berserk: Will roll to stop fighting.

Bound: Will roll to assume celestial form.

Claustrophobia (Ofanim): enclosed spaces generate dissonance (p. 38).

Contrariness (Kyriotate): own Forces rebel while in hosts (p. 57).

Cowardly: Will roll to seek danger.

Emotional Static (Elohim): emotional noise from vicinity disrupts concentration (p. 44).

Evil Warning (Malakim): evil makes noise in the Symphony that is audible to both Malakite and demons (p. 50).

Fear: modified Will roll to avoid fleeing object of fear.

Geas: a forced oath or promise.

Inner Echoes (Kyriotate): inflicts worst aspects of host (p. 57).

Oversensitive (Elohim): impairs control of perceived emotions (p. 44).

Paranoia: Will roll to believe anyone.

Ritualized Responsibilities (Cherubim)*: compulsive behavior (p. 32).

Tongue Tied (Mercurian): speaking becomes difficult (p. 63).

Trenchant Bond (Cherubim): cannot leave the sight of attunement without dissonance (p. 32).

Truthfulness (Seraphim)*: speaks truth bluntly and without tact (p. 26).

Celestial Discord

Binding Oath (Malakim): paralyzes when breaking oath (p. 50).

Celestial Blindness: weakens sensing of celestial beings and effects.

Empathy (Elohim): cannot distinguish between own and others' emotions (p. 44).

Forked Tongue (Seraphim)*: others always perceive lying (p. 26).

Fractured Forces (Kyriotate): Forces are separated and cannot be freely allocated (p. 57).

Gluttonous: morbid desire to eat.

Greedy: Will roll to resist expanding material holdings.

Hyperactive (Ofanim): requires constant movement (p. 38).

Inseparable Forces (Kyriotate): Forces combine with regular Forces, but cannot be split up (p. 58).

Lustful: Will roll to avoid seducing object of desire.

Merciful: morals impede killing.

Murderous: requires going for the kill, regardless of consequences.

Need: prevents regenerating Essence naturally.

Oblivious (Mercurian)*: obscures emotional status of others (p. 63).

Overzealous (Cherubim)*: duty performed to extremes (p. 32).

Slothful: Will roll to begin a new task or do any hard work.

** Although most common in the listed Choir, these Discords can at times affect others, perhaps with minor modifications.*

VI: BACKGROUND

Develop the character's background. Think about his appearance, the kind of food and music he likes, the hobbies he's picked up, how he gets along with others, etc. Show the character to the GM for approval.

VII: PLAY!

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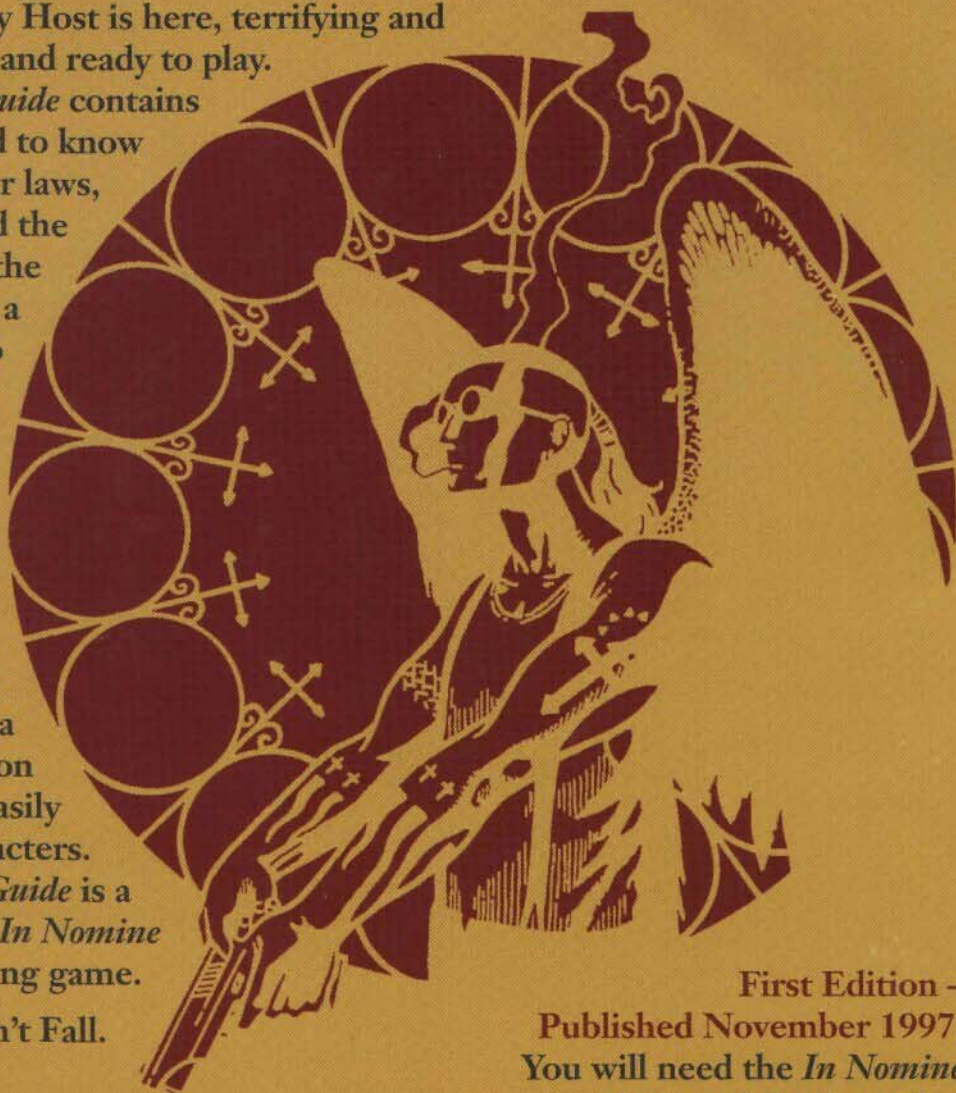
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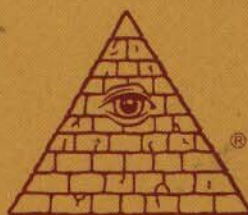
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