

GAME MECHANICS FOR FOURTH EDITION GURPS IN NOMINE

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This is not a stand-alone document. The *In Nomine* Core Rules, the *In Nomine Corporeal Players' Guide*, the *GURPS Basic Set*, *GURPS In Nomine* (for *GURPS* Third Edition), and *GURPS Thaumatology* are required to use this document. The *In Nomine Liber Canticorum*, the *In Nomine Liber Umbrarum*, the *In Nomine Ethereal Players' Guide*, all of the *In Nomine Superiors* books (and *GURPS Magic*, eventually) are also referenced by this document.

Note: Anything preceded by an "x" in the Contents has not yet been converted completely. This is version 0.005(alpha), released 28 September 2010.

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Artifacts.....	24	x Ethereal.....	25	x Celestial.....	26
Attraction.....	24	x Celestial.....	25	x Lending.....	26
x Banishing.....	24	x Celestial: Dream-Draining.....	25	x Corporeal.....	26
x Corporeal.....	24	x Celestial: Draining Touch.....	25	x Ethereal.....	26
x Ethereal.....	24	Dreams.....	25	x Celestial.....	26
x Celestial.....	24	x Ecstasy.....	25	x Life.....	26
x Battle.....	24	x Corporeal.....	25	x Corporeal.....	26
x Corporeal.....	24	x Ethereal.....	25	x Ethereal.....	26
x Ethereal.....	24	x Celestial.....	25	x Celestial.....	26
x Celestial.....	24	x Empathy.....	25	Light.....	26
x Beasts.....	24	x Corporeal.....	25	x Lightning.....	26
x Corporeal.....	24	x Ethereal.....	25	x Corporeal.....	26
x Ethereal.....	24	x Celestial.....	25	x Ethereal.....	26
x Celestial.....	24	x Enslavement.....	25	x Celestial.....	26
x Binding.....	24	x Corporeal.....	25	x Machines.....	26
x Celestial.....	24	x Ethereal.....	25	x Corporeal.....	26
x Blades.....	24	x Celestial.....	25	x Ethereal.....	26
x Corporeal.....	24	Entropy.....	25	x Celestial.....	26
x Ethereal.....	24	x Essence.....	25	x Memory.....	27
x Celestial.....	24	x Corporeal.....	25	x Corporeal.....	27
x Blood.....	24	x Ethereal.....	25	x Ethereal.....	27
x Corporeal.....	24	x Celestial.....	25	x Celestial.....	27
x Ethereal.....	24	x Exchange.....	25	x Might.....	27
x Celestial.....	24	x Ethereal.....	25	x Corporeal.....	27
x Cacophony.....	24	x Feedback.....	25	x Ethereal.....	27
x Corporeal.....	24	x Celestial.....	25	x Celestial.....	27
x Ethereal.....	24	x Fire.....	25	x Moodreading.....	27
x Celestial.....	24	x Corporeal.....	25	x Celestial.....	27
x Calling.....	24	x Ethereal.....	25	Motion.....	27
x Corporeal.....	24	x Celestial.....	25	x Nemesis.....	27
x Ethereal.....	24	x Forbidding.....	25	x Corporeal.....	27
x Celestial.....	24	x Corporeal.....	25	x Ethereal.....	27
x Castling.....	24	x Ethereal.....	25	x Celestial.....	27
x Celestial.....	24	x Celestial.....	25	x Nightmares.....	27
Charm.....	24			x Corporeal.....	27
				x Ethereal.....	27

x Celestial.....	27	x Corporeal.....	28	x Corporeal.....	29
x Nimbus.....	27	x Ethereal.....	28	x Ethereal.....	29
x Corporeal.....	27	x Celestial.....	28	x Celestial.....	29
x Ethereal.....	27	x Sanctity.....	28	x Storms.....	29
x Celestial.....	27	x Corporeal.....	28	x Corporeal.....	29
x Numinous Corpus.....	27	x Ethereal.....	28	x Ethereal.....	29
Acid.....	27	x Celestial.....	28	x Celestial.....	29
x Arms.....	27	x Seals.....	28	x Submission.....	29
x Barbs.....	27	x Corporeal.....	28	x Corporeal.....	29
x Claws.....	27	x Ethereal.....	28	x Ethereal.....	29
x Eyes.....	27	x Celestial.....	28	x Celestial.....	29
x Fangs.....	27	x Self.....	28	x Succor.....	29
x Feet.....	27	x Corporeal.....	28	x Corporeal.....	29
x Fins.....	27	x Ethereal.....	28	x Ethereal.....	29
x Flame.....	27	x Celestial.....	28	x Celestial.....	29
x Horns.....	27	x Sensation.....	28	x Symbiosis.....	29
x Legs.....	27	x Corporeal.....	28	x Corporeal.....	29
x Mouth.....	27	x Ethereal.....	28	x Ethereal.....	29
x Plates.....	27	x Celestial.....	28	x Celestial.....	29
x Rock.....	27	x Shadows.....	28	x Symphony.....	29
x Spines.....	27	x Corporeal.....	28	x Corporeal.....	29
x Tail.....	27	x Ethereal.....	28	x Ethereal.....	29
x Tentacles.....	27	x Celestial.....	28	x Celestial.....	29
x Tongue.....	27	x Shattering.....	28	Thunder.....	29
x Wings.....	27	x Corporeal.....	28	Tongues.....	29
x Ornamental.....	27	x Ethereal.....	28	Transferral.....	29
x Oblivion.....	27	x Celestial.....	28	x Transfiguration.....	29
x Corporeal.....	27	Shields.....	28	x Celestial.....	29
x Ethereal.....	27	x Sight.....	28	x Trisagion.....	30
x Celestial.....	27	x Corporeal.....	28	x Celestial.....	30
x Opening.....	27	x Ethereal.....	28	x Truth.....	30
x Corporeal.....	27	x Celestial.....	28	x Corporeal.....	30
x Ethereal.....	27	x Silence.....	29	x Ethereal.....	30
x Celestial.....	27	x Corporeal.....	29	x Celestial.....	30
x Pestilence.....	27	x Ethereal.....	29	x Truthswearing.....	30
x Corporeal.....	27	x Celestial.....	29	x Celestial.....	30
x Ethereal.....	27	x Sleep.....	29	x Unity.....	30
x Celestial.....	27	x Corporeal.....	29	x Corporeal.....	30
x Plagues.....	28	x Ethereal.....	29	x Ethereal.....	30
x Corporeal.....	28	x Celestial.....	29	x Celestial.....	30
x Ethereal.....	28	x Solace.....	29	x Virtue.....	30
x Celestial.....	28	x Corporeal.....	29	x Celestial.....	30
x Poison.....	28	x Ethereal.....	29	x Visions.....	30
x Corporeal.....	28	x Celestial.....	29	x Corporeal.....	30
x Ethereal.....	28	x Soul Binding.....	29	x Ethereal.....	30
x Celestial.....	28	x Celestial.....	29	x Celestial.....	30
Possession.....	28	x Souls.....	29	x Vulnerability.....	30
Projection.....	28	x Corporeal.....	29	x Corporeal.....	30
x Purity.....	28	x Ethereal.....	29	x Ethereal.....	30
x Corporeal.....	28	x Celestial.....	29	x Celestial.....	30
x Ethereal.....	28	x Speed.....	29	x War.....	30
x Celestial.....	28	x Corporeal.....	29	x Corporeal.....	30
x Retribution.....	28	x Ethereal.....	29	x Ethereal.....	30
x Corporeal.....	28	x Celestial.....	29	x Celestial.....	30
x Ethereal.....	28	x Spirit Speech.....	29	x Water.....	30
x Celestial.....	28	x Corporeal.....	29	x Corporeal.....	30
x Revulsion.....	28	x Ethereal.....	29	x Ethereal.....	30
x Corporeal.....	28	x Celestial.....	29	x Celestial.....	30
x Ethereal.....	28	x Stalking.....	29	x Witness.....	30
x Celestial.....	28	x Celestial.....	29	x Celestial.....	30
x Sacrifice.....	28	x Stone.....	29		

X UNIVERSAL

x Forces

x Ethereal Forces

x Attributes

x Strength

x Corporeal Forces

x Celestial Forces

x Agility

x Intelligence

x Precision

x Will

x Perception

x Symphonic Awareness

x Disturbance

x Essence

Rites

Each Rite is a Perk, costing one point.

x Interventions

[-- mention the natural 3 and natural 18 effects, and who gets them? --]

X HUMAN

Basic Mortal Package

In a default *GURPS In Nomine* game, adult humans are expected to have these skills:

- Area Knowledge (home town) at IQ
- a Professional skill at IQ+1 or DX+1
- a hobby skill at IQ-1 or DX-1 (or IQ or DX, if an Easy skill)
- Driving at DX-1
- Swimming at HT

x Soldiers

[-- add UB: a sixth Force and Symphonic Awareness --]

x Saints

[see CPG, pp 84-89]

x Undead

[-- see CPG, pp 89-92 --]

x Mummies

x Vampires

x Zombies

x Ghosts

[see Liber Umbrarum]

x Remnants

[-- see CPG, pp 92-93. Not really Human, but they fit here better than with the other Celestials. --]

x Human-Only Resources

IN Resource	GURPS Equivalent
Blessed	Increased Will, only to resist Fast-Talk, Seduction, mind-altering resonances, mind-altering attunements, and mind-altering Songs [varies]

Celestial Connection	Unusual Background: able to perform Celestial Songs * and Invoke a Superior [xx]
Ethereal Connection	Unusual Background: able to perform Ethereal Songs and the Celestial Song of Dreams * [xx]
Partial Celestial Connection	Unusual Background: able to Invoke a Superior [xx]
Sorcery	Sorcery 0 (as Magery 0, but for sorcery instead of magic.) [5]
Soul Link	Involuntary Patron (ethereal or celestial), plus [ability and possible requirement to give Essence to the patron]
Toughness	Increased HP [varies]

* The ability to perform particular Songs does not include knowledge of any Songs; these must be purchased separately.

x Sorcery

[-- see CPG, pp 31-46. Use Path/Book magic with Paths described in the CPG --]

X CELESTIAL

x Basic Celestial Package

x "Celestial" Power Modifier

[-- need to clean up this section – it's currently just a datadump of Kelly's forum post --]

Going over the guidelines in Powers, powers in In Nomine are

1. not generally affected by mundane countermeasures - no environments or naturally occurring phenomena will shut down all In Nomine abilities.
2. Sometimes countered by anti-powers,
 - a. in the form of supernatural anti-

powers such as the Song of Shields, which blocks perception-based powers, which gives -5%. However, I don't recall if there are any supernatural powers that would shut down attunements in general - does any remember any examples of such?

- b. There are not, however, technological anti-powers - there are no pieces of tech that will shut down most powers reliably, barring essentially supernatural one-offs, like a Vapulan computer that creates a Song of Shields.
3. Some powers (resonances, mostly), have required disadvantages, in the form of

prohibitions for angels, and required behavior for most demons (must make target believe your lies, must make target accept a Geas, and so forth). I think these can disadvantages can mostly be boiled down to a -15 point disadvantage (Vow of Truthfulness, in the case of Seraphim, for example). These required disadvantages

- a. do not cause the modified power to disappear immediately on violation, but rather only gradually (by imposing a -1 to use them every time you violate the disadvantage). This is worth +5% to the power modifier.
- b. require about a week's worth of effort at a tether to remove a failure, for

+0% to the power modifier.
Therefore, since a -15 point disadvantage would normally be worth -15%, this part of the modifiers is worth -10%.

4. Powers in In Nomine channel the essence of creation, which is everywhere, and cannot be cut off, which is worth -0% as a modifier.

Note that none of these modifiers apply to all In Nomine powers. Unless I'm misremembering, there are simply no powers that can shut down attunements that specifically effect only yourself: there's no "dispel magic" equivalent that would shut down a Malakite of Stone's invulnerability, for instance. That means that such powers would actually have a -0% Symphonic modifier. Powers that affect other people would have the -5% version of the modifier, since the Song of Shields can shut them out. And resonances, specifically, have the required disadvantage modifier.

I guess we should really split out the required disadvantages part of Symphonic into a Pact that just applies to the resonances. It doesn't change the cost of anything I've written up so far, just how it's described: it becomes Symphonic -5% and Pact (Dissonance Condition) -10%, instead of Symphonic -15%.

Symphonic should also include the following modifiers to all powers that have it (including the 0% version for strictly personal powers):

Symphonic powers are subject to crippling on a critical failure of an activation roll. A crippled power is disabled for a number of hours equal to the margin of failure of the activation roll, minimum 1 hour.

Activation rolls for Symphonic powers are subject to Divine and Infernal intervention, the direct attention of God and Lucifer, respectively. If a roll comes up all 1s on the dice is a Divine intervention,

and a roll that is all 6s is an Infernal invention. On an intervention, the relevant being intercedes, to good or bad effects based on how the being perceives the character who made the roll. Generally, angels and Soldiers of God benefit from Divine interventions, and suffer from Infernal inventions, while demons and Soldiers of Hell are the opposite.

An intervention is always has a powerful effect on the character who rolled it, and their allies in the vicinity. A favorable intervention should swing a situation towards the side of the character who rolled it, or come close to assuring victory if they were already winning, while an unfavorable intervention will leave the character who rolled it at a serious disadvantage, or come very close to outright defeating them if they were previously losing.

Success rolls to activate powers are:

- Not modified by multiple powers on.
- Not generally subject to the limitations on retrying: retries are not at -1 and do not cost FP.
- Subject to some Extra Effort rules: Characters can spend FP to boost their effective skill with using powers. Each FP spent boosts a roll by 1, with no Will roll required. However, such FP can *only* come from a Symphonic Energy Reserve, not from "physical" FP.

Resonances, specifically, receive bonuses or penalties to success rolls based on several factors:

- +2 if in direct contact with the subject.
- +1 if within 1 yard of the subject.
- -1 if the subject is within direct line of sight, but more than 10 yards away.
- -1 if an audio and video reproduction of the subject is available.
- -2 if only an audio reproduction is available.

- -3 if only a video reproduction is available.

Angelic resonances that gather information can work on recordings of a subject, although they only apply to the subject at the time of the recording, not as they currently are. Demonic information-gathering resonances cannot work through recordings, but they do function over live media.

Symphonic powers can be used to Power Block, Dodge, or Parry, if appropriate.

Symphonic powers can be resisted by spending FP, but only from an appropriate Symphonic Energy Reserve.

Symphonic powers cannot generally take advantage of power stunts such as combining powers, temporary enhancements, or using abilities at default.

x Vessels

x Roles

x Servants

x Discord

[-- include the Disadvantages from CPG, pp 29-31 --]

x Dissonance

X ANGELIC

x Choir Resonances and Dissonance Conditions

x Seraphim

x Cherubim

x Ofanim

x Elohim

x Malakim

x Kyriotates

x Mercurians

x Grigori

x Blandine's Angels

x Resonance and Dissonance Condition

x Choir Attunements

x Seraphim

x Cherubim

x Ofanim

x Elohim

x Malakim

x Kyriotates

x Mercurians

x Bright Lilim

x Servitor Attunements

x Bounded in a Nutshell

x Dream Sight

x Dream Walking

x Dreambook

x Healing Dream

x Lucidity

x Distinctions

x Vassal of Dreams

x Friend of Sleepers

x Master of the Realms of Night

Sentinel of (Word)

Angelic Rank 4 [+5]

x Warden of the Marches

Duty: Patrol and defend one's assigned section of the Marches [-- -? --]

x Christopher's Angels

x Resonance and Dissonance Condition

x Choir Attunements

x Seraphim

x Cherubim

x Ofanim

x Elohim

x Malakim

x Kyriotates

x Mercurians

x Bright Lilim

x Servitor Attunements

x Luck

x Memories of Youth

x Distinctions

x Vassal of Kids

x Friend of Infants

x Master of Clowns

x David's Angels

x Resonance and Dissonance Condition

x Choir Attunements

x Seraphim

x Cherubim

x Ofanim

x Elohim

x Malakim

x Kyriotates

x Mercurians

x Bright Lilim

x Servitor Attunements

x Armor

x Brotherhood

x Cold Touch

x Deep Gaze

x Geomancy

x Inevitability

x Rock Hard

x Distinctions

x Vassal of Stone

x Friend of the Subterranean World

x Master of the Granite Hand

x Master of the Earthly Armor

x Master of Geomancy

x Master of Celestial Integrity

x Silent Angel

x Dominic's Angels

x Resonance and Dissonance Condition

x Choir Attunements

x Seraphim

x Cherubim

x Ofanim

x Elohim

x Malakim

x Kyriotates

x Mercurians

x Bright Lilim

x Servitor Attunements

x Advocate

x Divine Meditation

x Incarnate Law

x Heavenly Judgment

x Distinctions

x Vassal of Conscience

x Friend of Judgment

x Master of Law

x Warder

[-- ____ --], plus a one-third-level of Angelic Rank [+2] which can be combined with Rank from any of Dominic's other Distinctions except Inquisitor.

x Inquisitor

[-- ____ --], plus a two-thirds-level of Angelic Rank [+4] which can be combined with Rank from any of Dominic's other Distinctions except Warder.

x Eli's Angels

x Resonance

x Choir Attunements

x Seraphim

x Cherubim

x Ofanim

x Elohim

x Malakim

x Kyriotates

x Mercurians

x Bright Lilim

x Servitor Attunements

x Abracadabra

x Grace of God

x Midwife

x Transubstantiation

x Uncommon Sense

x Gabriel's Angels

x Resonance and Dissonance Condition

x Choir Attunements

x Seraphim

x Cherubim

x Ofanim

x Elohim

x Malakim

x Kyriotates

x Cherubim

x Ofanim

x Mercurians

x Ofanim

x Elohim

x Bright Lilim

x Elohim

x Malakim

x Servitor Attunements

x Malakim

x Kyriotates

x Dance of the Atoms

x Kyriotates

x Mercurians

x Eyes of Fire

x Mercurians

x Bright Lilim

x The Last Spark

x Bright Lilim

x Servitor Attunements

x Smite

x Servitor Attunements

x Generator

x The True Shape of Flame

x Passage

x Remote Control

x Where There's Smoke...

x Swipe

Uncommon Sense

The game mechanics for this attunement are identical to those of the attunement of the same name granted by Eli.

x Whispers of Inspiration

x Distinctions

Distinctions

x Vassal of the Wind

x Vassal of Lightning

x Distinctions

x Vassal of Fire

x Friend of the Unseen

x Friend of the Illuminated

x Friend of the Divine Spark

x Master of Motion

x Master of the Machine

x Master of the Flame of Heaven

x Jean's Angels

x Jordi's Angels

x Janus' Angels

x Resonance and Dissonance Condition

x Resonance and Dissonance Condition

x Resonance and Dissonance Condition

x Choir Attunements

x Choir Attunements

x Choir Attunements

x Seraphim

x Seraphim

x Seraphim

x Cherubim

x Cherubim

x Ofanim

x Choir Attunements

x Seraphim

x Ofanim

x Elohim

x Cherubim

x Elohim

x Malakim

x Ofanim

x Malakim

x Kyriotates

x Elohim

x Kyriotates

x Mercurians

x Malakim

x Mercurians

x Bright Lilim

x Kyriotates

x Bright Lilim

x Servitor Attunements

x Mercurians

x Servitor Attunements

x Fast

x Animal Magnetism

x Jihad

x Bright Lilim

x Call of the Wild

x Rituals of Faith

x Servitor Attunements

x Distinctions

x That Which Moves Mountains

x The Blade Blessing of Laurence

x Vassal of Animals

x Wrath of God

x Divine Absolution

x Friend of Beasts

x Distinctions

x Holy Fortitude

x Master of the Creature Within

x Vassal of Faith

x Hunt

x Khalid's Angels

x Friend of the Faithful

x Purity of Purpose

**x Resonance and Dissonance
Condition**

x Master of the Word of God

x Scabbard

x Choir Attunements

x Laurence's Angels

x Distinctions

x Seraphim

**x Resonance and Dissonance
Condition**

x Vassal of the Sword

x Cherubim

x Friend of the Lord's Troops

x Master of the Armies of God

Major, Colonel, and General

Each Distinction adds another level of Angelic Rank [+5]

x Litheroy's Angels

x Resonance and Dissonance Condition

x Choir Attunements

x Seraphim

x Cherubim

x Ofanim

x Elohim

x Malakim

x Kyriotates

x Mercurians

x Bright Lilim

x Servitor Attunements

x I Tell You Three Times

x Key to the Locked Mind

x Sense of Significance

x Untangling the Labyrinth

x Distinctions

x Vassal of Inquiry

x Friend of the Quest

x Master of Discovery

x Seeker

x Marc's Angels

x Resonance and Dissonance Condition

x Choir Attunements

x Seraphim

x Cherubim

x Ofanim

x Elohim

x Malakim

x Kyriotates

x Mercurians

x Bright Lilim

x Servitor Attunements

x Divine Contract

x Head of a PIN

x Distinctions

x Vassal of Trade

x Friend of the Shareholders

x Master of Finances

x Michael's Angels

x Resonance and Dissonance Condition

x Choir Attunements

x Seraphim

x Cherubim

x Ofanim

x Elohim

x Malakim

x Kyriotates

x Mercurians

x Bright Lilim

x Servitor Attunements

x Blood Oath

x Howl

x One to One

x Proficiency

x Sure-Footed

x Distinctions

x Vassal of War

x Friend of the Fighters

x Master of Valor

x Hero of [incident] or Champion of [incident]

x Novalis' Angels

x Resonance and Dissonance Condition

x Choir Attunements

x Seraphim

x Cherubim

x Ofanim

x Elohim

x Malakim

x Kyriotates

x Mercurians

x Bright Lilim

x Servitor Attunements

x Crown of Joy

x Nothing But Flowers

x Distinctions

x Vassal of Flowers

x Friend of the Gardeners

x Master of Peace

x Uriel's Angels

The background and motivations of the Tsayadim are on pages 140-141 of the *Ethereal Player's Guide*.

x Resonance and Dissonance Condition

x Choir Attunements

x Seraphim

x Cherubim

x Malakim

x Servitor Attunements

x Hunt

x Ripples

x Yves' Angels

x Resonance and Dissonance Condition

x Choir Attunements

x Seraphim

x Cherubim

x Ofanim

x Elohim

x Malakim

x Kyriotates

x Mercurians

x Bright Lilim

x Servitor Attunements

x The Akashic Record

x Divine Destiny

x Divine Logic

x Forgetful Words

x Library Card

x Past Lives

x Right of Passage

x Synchronicity

x Distinctions*x Vassal of Destiny**x Friend of the Sages**x Master of Divine Knowledge***Scholar of (Word) and Philosopher of (Word)**

Each Distinction adds another level of Angelic Rank [+5]

x Zadkiel's Angels**x Resonance and Dissonance Condition****x Choir Attunements***x Seraphim**x Cherubim**x Ofanim**x Elohim**x Malakim**x Kyriotates**x Mercurians**x Bright Lilim***x Servitor Attunements***x Aura of Divinity**x Bodyguard**x Succor***x Distinctions***x Vassal of Protection**x Friend of the Guard**x Master of the Watch***X DEMONIC****x Band Resonances and Dissonance Conditions***x Balseraphs**x Djinn**x Calabim**x Habbalah**x Lilim**x Shedim**x Impudites**x Dark Grigori***x Universal Distinctions***x Infernal Pact*

[-- the ability to grant the Sorcery resource --]

x Oathtaking

[-- the ability to grant a Force to a human --]

Any demon of Captain (or the equivalent) or higher Rank should have Oathtaking unless there's a specific reason his Prince doesn't want him to have it.

x Alaemon's Demons**x Resonance and Dissonance Condition****x Band Attunements***x Balseraphs**x Djinn**x Calabim**x Habbalah**x Lilim**x Shedim**x Impudites***x Servitor Attunements***x Chalk Outline**x Locksmithing**x Lucifer's Document Shredder*

x Seal of the Confessional

x Distinctions

x Knight of Hidden Doors

x Captain of Private Chambers

x Baron of the Vault

Marquis

Change whatever Demonic Rank the demon previously had to Demonic Courtesy Rank 4 [4]

Count and Duke

Each Distinction adds another level of Demonic Courtesy Rank [+1]

x Andrealphus' Demons

x Resonance and Dissonance Condition

x Band Attunements

x Balseraphs

x Djinn

x Calabim

x Habbalah

x Lilim

x Shedim

x Impudites

x Servitor Attunements

x Dark Desire

x First Lust

x Kiss of Death

x Sensitivity

x Sensory Deprivation

x Distinctions

x Knight of Infernal Pleasures

x Captain of Diabolical Delight

x Baron of Eternal Ecstasy

Marquis, Count, and Duke

Each Distinction adds another level of Demonic Rank [+5]

x Asmodeus' Demons

x Resonance and Dissonance Condition

x Band Attunements

x Shedim

x All Other Bands

[-- Detect (one Band of demon), Reflexive, more modifiers...? --]

x Servitor Attunements

x Argument of Casuistry

x Dissonance Binding

x Humanity

x Insert Coin to Continue

x Rule of Law

x Sense for Betrayal

x Distinctions

x Knight of Judgment

x Captain of Integrity

x Baron of Justice

Marquis, Count, and Duke

Each Distinction adds another level of Demonic Rank [+5]

x Bishop

x Dealer

x Baal's Demons

x Resonance and Dissonance Condition

x Band Attunements

x Balseraphs

x Djinn

x Calabim

x Habbalah

x Lilim

x Shedim

x Impudites

x Servitor Attunements

x Art of Combat

x Fog of War

x Jinx

x State of Ophis

x To The Death

x Weak Link

x Distinctions

x Knight of the Black Order

x Captain of the Infernal Armies

x Baron of Victory

Marquis, Count, Duke, and General

Each Distinction adds another level of Demonic Rank [+5]

x Beleth's Demons

x Resonance and Dissonance Condition

x Band Attunements

x Balseraphs

x Djinn

x Calabim

x Habbalah

x Lilim

x Shedim

x Impudites

x Servitor Attunements

x Dream Drain

x Dream Joining

x Dream Walking

x Nightmare Trigger

x Terror

x Distinctions

x Knight of Restlessness

x Captain of Headhaunters

x Baron of Screams

x Duke of (Word)

Celestial Rank 4 [+5] and Beleth as a Patron [--+?]

--]

x Belial's Demons

x Resonance and Dissonance Condition

x Band Attunements

x Balseraphs

x Djinn

x Calabim

x Habbalah

x Lilim

x Shedim

x Impudites

x Servitor Attunements

x Blackdraft

x Call of the Dancing Flame

x Domino Effect

x Eyes of Blight

x Firewalker

x Incendiary

x A Kiss for Fuses

x Distinctions*x Knight of the Infernal Furnaces**x Captain of the Eternal Fire**x Baron of the Demonic Brazier***x Fleurity's Demons****x Resonance and Dissonance Condition****x Band Attunements***x Balseraphs**x Djinn**x Calabim**x Habbalah**x Lilim**x Shedim**x Impudites***x Servitor Attunements***x Acid Flashback**x Bad Trip**x First Time**x OD**x Score***x Distinctions***x Knight of Addicts**x Captain of Chemistry**x Baron of Good Trips**Marquis, Count, and Duke*

Each Distinction adds another level of Demonic Rank [+5]

x Furfur's Demons**x Resonance and Dissonance Condition****x Band Attunements***x Balseraphs**x Djinn**x Calabim**x Habbalah**x Lilim**x Shedim**x Impudites***x Servitor Attunements***x Overdrive***x Distinctions***x Knight of Rock**x Captain of the Mosh Pit**x Baron of Hardcore***x Haagenti's Demons****x Resonance and Dissonance Condition****x Band Attunements***x Balseraphs**x Djinn**x Calabim**x Habbalah**x Lilim**x Shedim**x Impudites***x Servitor Attunements***x Consume**x Devour**x Hair of the Dog That Bit You**x Insatiable*

x Distinctions

x Knight of Banquets

x Captain of Cannibals

x Baron of Satanic Dishes

Marquis, Count, and Duke

Each Distinction adds another level of Demonic Rank [+5]

x Kobal's Demons

x Resonance and Dissonance Condition

x Band Attunements

x Balseraphs

x Djinn

x Calabim

x Habbalah

x Lilim

x Shedim

x Impudites

x Servitor Attunements

x Farce of Mistaken Identity

x Now THAT'S A Punch Line

x Prank

x Rant of Scorn

x Secretly Replaced

x Distinctions

x Knight of Derision

x Captain of Repartee

x Baron of Hysteria

Marquis, Count, and Duke

Each Distinction adds another level of Demonic Rank [+5]

x Kronos' Demons

x Resonance and Dissonance Condition

x Band Attunements

x Balseraphs

x Djinn

x Calabim

x Habbalah

x Lilim

x Shedim

x Impudites

x Servitor Attunements

x Bad Company

x Fated Future

x File Extraction

x Temporal Projection

x Window of Time

x Distinctions

x Knight of the Winged Chariot

x Captain of the Infernal Hourglass

x Baron of the Book of Days

Marquis, Count, and Duke

Each Distinction adds another level of Demonic Rank [+5]

x Lilith's Demons

x Resonance and Dissonance Condition

x Distinctions

x Knight Errant

x Captain of the Third Choice

x Magog's Demons

x Resonance and Resonance and Dissonance Condition

Band Attunements*x Balseraphs**x Djinn**x Calabim**x Habbalah**x Lilim**x Shedim**x Impudites***x Servitor Attunements***x Ferocity**x Lash***x Distinctions***x Knight of Pain**x Captain of Sadists**x Baron of Eternal Agony***x Malphas' Demons****x Resonance and Dissonance Condition****x Band Attunements***x Balseraphs**x Djinn**x Calabim**x Habbalah**x Lilim**x Shedim**x Impudites***x Servitor Attunements***x Alienation**x Bigotry**x Imbroglia**x Polarize**x Protective Coloration***x Distinctions***x Knight of Deception**x Captain of the Broken Promise**x Baron of Inner Torment***Marquis, Count, and Duke**

Each Distinction adds another level of Demonic Rank [+5]

x Mammon's Demons**x Resonance and Dissonance Condition****x Band Attunements***x Balseraphs**x Djinn**x Calabim**x Habbalah**x Lilim**x Shedim**x Impudites***x Servitor Attunements***x Art of the Deal**x Cashing Out**x Only the Best***x Distinctions***x Knight of Treasure**x Captain of the Motherlode**x Baron of El Dorado***x Marquis, Count, and Duke**

Each Distinction adds another level of Demonic

Rank [+5] and a matching level of Debt [-- -? --] to Mammon

x Nybbas' Demons

x Resonance and Dissonance Condition

x Band Attunements

x Balseraphs

x Djinn

x Calabim

x Habbalah

x Lilim

x Shedim

x Impudites

x Servitor Attunements

x Soundtrack

x Subliminal

x Distinctions

x Knight of Influence

x Captain of Swank

x Baron of the Fourth Estate

Mogul

Demonic Rank 4 [+5]

Agent

A half-level of Demonic Rank [+3], which can be combined with any of Nybbas' other Distinctions.

x Saminga's Demons

x Resonance and Dissonance Condition

x Band Attunements

x Balseraphs

x Djinn

x Calabim

x Habbalah

x Lilim

x Shedim

x Impudites

x Servitor Attunements

x Natural Causes

x Rotting Corpse

x Sanctuary of the Dead

x Vampiric Kiss

x Zombi

x Distinctions

x Knight of the Dead

x Captain of the Infernal Legion

x Baron of the Undead Kingdom

Marquis, Count, and Duke

Each Distinction adds another level of Demonic Rank [+5]

x Valefor's Demons

x Resonance and Dissonance Condition

x Band Attunements

x Balseraphs

x Djinn

x Calabim

x Habbalah

x Lilim

x Shedim

x Impudites

x Servitor Attunements

x Covet

x Distract

Passage, Swipe

The game mechanics for these attunements are identical to those of the attunements of the same name granted by Janus.

x Distinctions

x Shepherd

x Escape Artist

x Knight of Kleptos

x Captain of Corsairs

x Baron of Buccaneers

x Vapula's Demons

x Resonance and Dissonance Condition

x Band Attunements

x Balseraphs

x Djinn

x Djinn (archaic)

x Habbalah

x Lilim

x Lilim (archaic)

x Shedim

x Shedim (archaic)

x Impudites

x Servitor Attunements

x The Curse of Vapula

x Invention

x Reanimation

x Technobabble

x Technophilia

x Word of Power

x Distinctions

x Knight of Combustion

x Inspector

x Baron of Gremlins

Project Manager, Laboratory Director, and Department Head

Each Distinction adds another level of Demonic Rank [+5]

X ETHEREAL

x Basic Ethereal Package

An *optional* rule in the *Ethereal Player's Guide* provides this package to all Ethereal characters.

- Language (Chinese, French, English, Helltongue, *or* the dominant language of a Domain) at Broken/Broken (*this is in addition to the Ethereal's native language*)
- Area Knowledge (The Marches) at IQ
- [-- Dreaming/1 --]
- Survival (The Marches) [-- /1 --]
- [-- Celestial Song of Draining/1 --]

x Ethereal-Only Resources

x Elements

x Affinities

x Initiation

x Images

x Dreads

x Worship Rites

x Vessels Created by Ethereals

x Essence Cache

x Dream-Shades

[-- Not really Ethereals, if using CPG pp 82-83, but they fit here better than with the other Humans. --]

X RESOURCES

x Artifacts

Creation, Identification, and Use

See *GURPS In Nomine*, pages 169-173.

x [-- What Else Goes Here? --]

[-- Check the Liber Reliquarium... --]

x Skills

x Converting Skills

<i>IN</i> Skill Level	<i>GURPS</i> Equivalent
1	[-- trivial rolls are successful without modifiers --]
2	[-- very easy rolls are successful without modifiers --]
3	[-- easy rolls are successful without modifiers --]
4	[-- average rolls are successful without modifiers --]
5	[-- difficult rolls are successful without modifiers --]
6	[-- very difficult rolls are successful without modifiers --]

x Skill Equivalents

[This is the Core Rule, CPG, and EPG list only - add the skills from the other supplements]

<i>In Nomine</i> skill	<i>GURPS</i> skill
Acrobatics	
Alchemy	If the character knows Enchantment, this converts to Alchemy/TL8 Otherwise, this converts to Chemistry/TL3 and Hidden Lore (alchemical processes)/TL3
Artistry	
Chemistry	
Climbing	

Computer Operation	
Dancing	[graceful dancing - this skill also adds to the ability to perform Corporeal Songs]
Detect Lies	
Dodge	
Dreaming	[-- lucid dreaming - roll to fall asleep, wake up, shape one's own dreamworld, or collapse one's dreamworld and wander the Marches --]
Driving	
Electronics	
Emote	
Enchantment	[-- see CPG, pg 29 --]
Engineering	
Escape	
Fast-Talk	
Fighting	Brawling, Karate, or Judo (player's preference)
Knowledge	Depends on the <i>In Nomine</i> skill specialization. *
Languages	This converts to a Language advantage, not a skill - the exact language depends on the <i>In Nomine</i> specialization. The level depends on the <i>In Nomine</i> skill level: 1 equates to Broken/Broken, 2 to Accented/Accented, and 3 or higher to Native/Native. Levels above 3 also convert to [-- what? --]

Large Weapon	Depends on the <i>In Nomine</i> skill specialization
Lockpicking	
Lying	
Medicine	Depends on the <i>In Nomine</i> skill level - [-- First Aid, Physician, Physician + Surgery --]
Meditation	
Move Silently	*
Necromancy	Hidden Lore (Necromancy) – see the <i>Corporeal Player's Guide</i> , page 29, for what knowledge this skill covers.
Ranged Weapon	Depends on the <i>In Nomine</i> skill specialization
Running	
Savoir-Faire	
Seduction	
Singing	
Small Weapon	Depends on the <i>In Nomine</i> skill specialization
Survival	Survival *
Swimming	
Tactics	
Throwing	
Tracking	*

* see pages 64-66 of the *Ethereal Player's Guide* for how these skills work differently in The Marches.

x Enchantment

[-- see CPG, pp 46-50 --]

x Alchemy

x Construct Creation

x Necromancy

x Songs

Affinity

See *GURPS In Nomine*, page 159.

Artifacts

See *GURPS In Nomine*, pages 159-160.

Attraction

See *GURPS In Nomine*, pages 160-161

x Banishing

x Corporeal

x Ethereal

x Celestial

x Battle

x Corporeal

x Ethereal

x Celestial

x Beasts

x Corporeal

x Ethereal

x Celestial

x Binding

x Celestial

x Blades

x Corporeal

x Ethereal

x Celestial

x Blood

x Corporeal

x Ethereal

x Celestial

x Cacophony

x Corporeal

x Ethereal

x Celestial

x Calling

x Corporeal

x Ethereal

x Celestial

x Castling

x Celestial

Charm

See *GURPS In Nomine*, page 161. For the Corporeal Song, move the note about certain scores being based on hit points from the paragraph about reduced HT to the paragraph about reduced ST.

x Concealment

x Corporeal

x Ethereal

x Celestial

x Correspondence

x Corporeal

x Ethereal

x Celestial

x Corruption

x Corporeal

x Ethereal

x Celestial

x Creation

x Corporeal

x Ethereal

x Celestial

x Darkness

x Corporeal

x Ethereal

x Celestial

x Daydreams

x Ethereal

x Deception

x Corporeal

x Ethereal

x Celestial

x Desire

x Celestial

x Direction

x Corporeal

x Ethereal

x Celestial

x Disjunction

x Corporeal

x Ethereal

x Celestial

x Distortion

x Celestial

x Draining

x Corporeal

x Ethereal

x Celestial

x Celestial: Dream-Draining

[-- see the EPG, pg 66 --]

x Celestial: Draining Touch

[-- see the EPG, pg 66 --]

Dreams

See *GURPS In Nomine*, pages 161-162.

x Ecstasy

x Corporeal

x Ethereal

x Celestial

x Empathy

x Corporeal

x Ethereal

x Celestial

x Enslavement

x Corporeal

x Ethereal

x Celestial

Entropy

See *GURPS In Nomine*, page 162.

x Essence

x Corporeal

x Ethereal

x Celestial

x Exchange

x Ethereal

x Feedback

x Celestial

x Fire

x Corporeal

x Ethereal

x Celestial

x Forbidding

x Corporeal

x Ethereal

x Celestial

x Forgetting*x Corporeal**x Ethereal**x Celestial***Form**See *GURPS In Nomine*, pages 162-163.**x Freedom***x Corporeal**x Ethereal**x Celestial***x Friendship***x Corporeal**x Ethereal**x Celestial***x Fruition***x Corporeal**x Ethereal**x Celestial***Harmony**See *GURPS In Nomine*, page 163. For the Corporeal Song, change "Fatigue is unaffected" to "Hit Points are unaffected".**x Harvesting***x Celestial***Healing**See *GURPS In Nomine*, page 163.**x Hunger***x Corporeal**x Ethereal**x Celestial***x Hysteria***x Ethereal***x Ice***x Corporeal**x Ethereal**x Celestial***x Laughter***x Corporeal**x Ethereal**x Celestial***x Lending***x Corporeal**x Ethereal**x Celestial***x Life***x Corporeal**x Ethereal**x Celestial***Light**See *GURPS In Nomine*, pages 163-164.**x Lightning***x Corporeal**x Ethereal**x Celestial***x Location***x Corporeal**x Ethereal**x Celestial***x Machines***x Corporeal**x Ethereal**x Celestial*

x Memory

x Corporeal

x Ethereal

x Celestial

x Might

x Corporeal

x Ethereal

x Celestial

x Moodreading

x Celestial

Motion

See *GURPS In Nomine*, page 164.

x Nemesis

x Corporeal

x Ethereal

x Celestial

x Nightmares

x Corporeal

x Ethereal

x Celestial

x Nimbus

x Corporeal

x Ethereal

x Celestial

x Numinous Corpus

Acid

See *GURPS In Nomine*, page 165.

x Arms

x Barbs

Claws

See *GURPS In Nomine*, page 165.

x Eyes

Fangs

See *GURPS In Nomine*, page 165.

Feet

See *GURPS In Nomine*, page 165.

x Fins

x Flame

Horns

See *GURPS In Nomine*, page 165.

x Legs

x Mouth

x Plates

x Rock

x Spines

Tail

See *GURPS In Nomine*, page 165.

x Tentacles

Tongue

See *GURPS In Nomine*, page 165.

Wings

See *GURPS In Nomine*, page 165.

Ornamental

See *GURPS In Nomine*, page 166.

x Oblivion

x Corporeal

x Ethereal

x Celestial

x Opening

x Corporeal

x Ethereal

x Celestial

x Pestilence

x Corporeal

x Ethereal

x Celestial

x Plagues*x Corporeal**x Ethereal**x Celestial***x Poison***x Corporeal**x Ethereal**x Celestial***Possession**See *GURPS In Nomine*, page 166.**Projection**See *GURPS In Nomine*, pages 166-167.**x Purity***x Corporeal**x Ethereal**x Celestial***x Retribution***x Corporeal**x Ethereal**x Celestial***x Revulsion***x Corporeal**x Ethereal**x Celestial***x Sacrifice***x Corporeal**x Ethereal**x Celestial***x Sanctity***x Corporeal**x Ethereal**x Celestial***x Seals***x Corporeal**x Ethereal**x Celestial***x Self***x Corporeal**x Ethereal**x Celestial***x Sensation***x Corporeal**x Ethereal**x Celestial***x Shadows***x Corporeal**x Ethereal**x Celestial***x Shattering***x Corporeal**x Ethereal**x Celestial***Shields**See *GURPS In Nomine*, page 167.**x Sight***x Corporeal**x Ethereal**x Celestial*

x Silence

x Corporeal

x Ethereal

x Celestial

x Sleep

x Corporeal

x Ethereal

x Celestial

x Solace

x Corporeal

x Ethereal

x Celestial

x Soul Binding

x Celestial

x Souls

x Corporeal

x Ethereal

x Celestial

x Speed

x Corporeal

x Ethereal

x Celestial

x Spirit Speech

x Corporeal

x Ethereal

x Celestial

x Stalking

x Celestial

x Stone

x Corporeal

x Ethereal

x Celestial

x Storms

x Corporeal

x Ethereal

x Celestial

x Submission

x Corporeal

x Ethereal

x Celestial

x Succor

x Corporeal

x Ethereal

x Celestial

x Symbiosis

x Corporeal

x Ethereal

x Celestial

x Symphony

x Corporeal

x Ethereal

x Celestial

Thunder

See *GURPS In Nomine*, page 167

Tongues

See *GURPS In Nomine*, page 168.

Transferral

See *GURPS In Nomine*, page 168.

x Transfiguration

x Celestial

x Trisagion

x Celestial

x Truth

x Corporeal

x Ethereal

x Celestial

x Truthswearing

x Celestial

x Unity

x Corporeal

x Ethereal

x Celestial

x Virtue

x Celestial

x Visions

x Corporeal

x Ethereal

x Celestial

x Vulnerability

x Corporeal

x Ethereal

x Celestial

x War

x Corporeal

x Ethereal

x Celestial

x Water

x Corporeal

x Ethereal

x Celestial

x Witness

x Celestial