

# IN NAME



BY GENEVIEVE R. COFFIN

STEVE JACKSON GAMES



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# IN NOMINE ANIME

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# INTRODUCTION



*Anime* is a term for Japanese animation, often based on *manga* (paper comics); it can cover genres ranging from science fiction to high fantasy, and from romantic school stories to supernatural horror epics. Story lines are often very sophisticated and intricate, and extend into episodic series. It is a popular form of entertainment among both adults and children, and many anime series are now widely available in America and Europe.

Anime offers us tales of heroes and villains, set in various fantastic worlds where a huge sword can cut through airplanes if wielded by a virtuous martial artist, true love can defeat armies of monsters, angst and long hair are fashion accessories, and big cities are there to be smashed and burned in giant mecha battles. (Fortunately, they can be rebuilt in time for the next big scene.) Romance flourishes between heroes, or between heroes and villains. (Honor is sexy, but evil is irresistible.) At the last moment, after several disastrous battles, the heroes finally confront the villains, and prevail in the crucial fight . . . though this may be at the cost of one or several heroes' lives.

You might say that this is already very close to *In Nomine* – and you wouldn't be wrong.

*In Nomine* can be played in a number of different styles, from High to Low Contrast (depending on how different the forces of Heaven and Hell are in pursuit of their

aims) and varying between black humor and straightforward adventure. This book discusses playing *In Nomine* in the style of Japanese anime. This is a setting of high drama, nerve-racking confrontations, universe-shaking struggles between good and evil, and cute cat-girls with big plasma rifles. The mood shifts from the sublime to the ridiculous, flipping between moments of noble sacrifice and squabbles for the last candy bar. Special effects are truly magnificent, with shafts of heavenly light, diabolical howls of fury, explosions that take out tower blocks, and nude transformations in midair when angels and demons assume their celestial form. The characters must save or damn the world – they are the destined heroes, and the future of the universe depends on them. Anime is addictive, both in the way that the stories are told, and in the stories themselves.

## CANON ALTERATIONS

*In Nomine Anime* folds, spindles, and mutilates *In Nomine* canon as required. Anything here which contradicts previous books should be considered an anime mutation, and restricted to anime-style campaigns.

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# ANIME CONCEPTS AND STEREOTYPES

Every genre has its clichés, from the Hollywood action movie to the traditional Western, from the historical romance to the latest James Bond. Anime is no exception: certain characters are *instantly* recognizable as heroes or villains from the moment that they come on stage, and certain events are inevitable once the premises are established. If the hero was abandoned as a baby with only a mystic pendant around his neck, then his ancestry will certainly be a major plot point, and he may well find his parents or long-lost siblings turning up as villains or colleagues. When the heroine's adopted daughter promises her mother that she is only going down to the mall for half an hour to do some shopping, we can confidently expect her to be kidnapped by the forces of evil.

If the villains of the piece have the ability to warp the minds of their victims, then major NPCs – if not the heroes themselves – will suffer brainwashing at some point during the story, and will have to fight, betray, or torture their best friends. (Of course, a sincere appeal from a true love will help to break through the evil mind-warping influence of the villains.) Long-lost swords *will* be found, young novices only just assigned to mecha units *will* turn out to have unsuspected talents, and foolish young heroes *will* discover wisdom and honor at the crucial moment. Virtue will ultimately win, if it is prepared to pay the price. While the GM should not feel obliged to copy every stereotype of anime into his own campaign, some of the following concepts may be useful.



## ANIME CHARACTERS

In an anime story, it soon becomes very obvious who the heroes are, who the villains are, and who the useful-but-ultimately-not-as-important background characters are. Heroes display at least some virtuous traits, even if they are brash, or cowardly, or naive; villains are allowed to demonstrate their sadistic, corrupt natures offstage, even if they have to maintain a smooth, charming public exterior. Background characters generally get far less “screen time,” and are adjuncts to the heroes and villains, rather than their equals.

Some examples of these three types are given below; while not exhaustive, they may provide a starting point for character concepts.

## HEROES

*“No,” Matthias declared proudly, “I will not surrender the prototype to you, whatever your threats. I have sworn to the Archangel of Lightning that it will only be taken from me over my dead body!”*

*“Oh, quite,” murmured the impeccably dressed Balseraph, and gestured to the squad of Djinn in black ninja suits. Two of them were restraining the struggling Amelia, Seraph of Judgment. “But what about over **her** dead body, mmm?”*

Heroes are really the good guys: they're ultimately virtuous, even if they have minor personal flaws, and only very rarely betray their friends or hand over the plutonium detonator which will destroy the world. And even if they do, it's probably for a good reason, such as prior brainwashing by the villain, a lover or child being held hostage, or a sincere if deluded belief that the villain is really working for world peace. Once brought to their senses, they will be glad to help the other heroes save the day, and will risk their own lives to do so.

Heroes are also highly competent in their own field, even if this is something as exotic as Pop Singing, Martial Arts Tea Ceremony, or Piloting Giant Pink Mecha Tank. When challenged by the villain, they will certainly rise to the occasion: even if they're beaten the first or second time, they'll inevitably return for a rematch. Only rarely will heroes refuse a challenge; possible reasons include having vowed never to kill again (an oath which is rarely kept), trying to convince their lover that they've reformed (this situation usually sets up the lover's kidnapping), or needing to go on a date or attend an important meeting at precisely the same time as the proposed match. (In the last case, it is *de rigueur* for the challenger to arrive in the middle of the date or meeting, and attack the hero anyhow.)

The hero types below appear frequently enough in anime to be considered standards of the genre.

### ***Angstful Expert***

*"You summon me by an oath which I cannot refuse."*

This character (usually male, though occasionally female) could set world records in sardonic comments and staring mournfully into the middle distance. Fortunately, he also happens to be an expert in a particular combat style: most often swordplay or very acrobatic martial arts, though occasionally exotic (and rather dark) forms of power. Frequently voted the Character Most Likely To Have A Dark Secret Which Will Doom The Team, he will only reveal his hidden past under extreme provocation, and too late – such as when the entire group is imprisoned in the villain's dungeon. (Such secrets may include Geases owed to the other side, an ex-lover who Fell, a Superior with a personal grudge . . . "Why, yes, I was responsible for the Asmodean Mega-Nuke Mission, but I was too embarrassed to mention it to you.") He may still save the entire team at the last minute, often with heroic self-sacrifice. This character is a sucker for innocent young girls or angels of Novalis, who will thaw his icy exterior with their sincere compassion and cute smiles.

### ***Brash Young Hero***

*"Hey, Baal! Turn and face me in the name of Heaven, you scum-sucking excuse for a Demon Prince!"*

This is the kid who thinks he knows it all, and takes several embarrassing beatings during the

course of the story. He's young, he's enthusiastic, and he has an untrained but strong talent for some style of martial arts, gunplay, mecha-control, supernatural powers, or other combat technique. He is frequently the romantic target of several women: in such cases, he is either so naive that he fails to understand why they're all chasing him, or brash and flirtatious, in which case he will insult them all at the worst possible moments. ("Yeah, the green skin and horns are weird, but with legs like that . . . Ow! What did I say?") After being beaten several times by the campaign's villains, he will finally discover true strength through humility or love, and will nobly dash into battle and strike the Crucial Blow. However, this is unlikely to have taught him anything long-term; next episode he'll be just as brash, with a new plateau of excellence to work towards.

### ***Hotshot Pilot***

*"Blessed be the Archangel of Lightning, who gives us the biggest guns."*

This character's main claim to fame is piloting a giant mecha, starship, tank, or other contraption, with which he will have a near-mystical symbiosis. He is usually young and enthusiastic, though often not much good in a fight without his mecha. Like the Brash Young Hero, he will eventually learn self-restraint and gain experience in battle and respect from his comrades. The Hotshot Pilot usually starts out as the new boy on a team, a novice who was probably assigned there by accident or against everyone else's wishes, and will generally be looked down on. ("Get back to your labs, Mercurian, and stop trying to act like a real fighter!") However, his natural talent for battle will quickly make itself evident (usually after the main villain has beaten the rest of the squad to a pulp) and he will become accepted as a comrade. His personality may range from cool flyboy to sensitive kid; it is possible to have an entire team of Pilots. He has a near-obsessive dedication to his vehicle, and may have technical or scientific abilities, in order to be able to upgrade it regularly and add bigger guns, faster rockets, and flashier paint jobs.

### ***Innocent Power-Wielder***

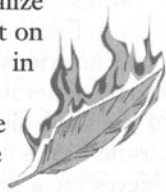
*"Killing dragons is wrong! They just need love and understanding!"*

This character is usually female (if male, he is young and innocent) and possesses some sort of supernatural, involving lots of beams of light and



special effects. She is sincere, compassionate, gentle, and loving: she is also often clumsy, greedy, and obsessed with cute things. ("Ooh! Sparkly!") She will never torture or kill an enemy, and although she is prepared to fight bravely to protect the people she loves, she will use the minimum necessary force. During the course of a campaign, she will develop new and expanded forms of power. Her innocence and compassion will often convince villains to realize the error of their ways and repent on the spot, and may even result in spontaneous redemptions.

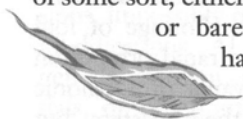
Her focus is always on the redemption of villains and the protection of innocents. She is likely to have a relationship with someone in the group, and will misinterpret any other woman's interactions with him. In some campaigns, she may be in love with one of the villains – she may redeem him, or it may be a mutual tragedy, with both characters refusing to betray their own loyalties. This character is one of the most likely to have a cute, fuzzy pet of some sort (probably a reliever.) However, all other matters aside, she is a genuinely *nice* person, and her sincere compassion may change the course of history.



### ***Virtuous Martial Artist***

*"Yes, I know. There are a hundred of you and you've all got guns. But Michael told me to hold this bridge, and you will not pass."*

The Virtuous Martial Artist (male or female) differs from the Brash Young Hero in that even though he may be rash and inexperienced, his primary characteristic is a strong sense of personal honor. He regularly gets beaten to a pulp while challenging villains who are far stronger or more skilled than him – however, such villains fortunately regard him as "too unimportant to kill" or assign the job to incompetent minions. ("Finish the Malakite off – and bring his head and wings to my castle.") His area of expertise is martial arts of some sort, either with various types of weapon or bare-handed. He will inevitably



have special attack forms that are delivered while shouting the attack's name as loudly as possible in a cascade of special effects. As the campaign continues, he will refine his skills (often with the help of a Teacher, who may well be murdered by the villains) and develop more powerful attacks. He will also learn about responsibility, *true* honor (as opposed to pride), and love, and

may convert minor villains through his honorable conduct and merciful nature. ("I never understood the meaning of friendship until I met you, Laurencian!") The rest of the team will probably regard him as rather dull and overly virtuous, and tease him for it, but will rely on him in emergencies, and weep over his grave if he dies nobly.

### ***VILLAINS***

*"All the world will tremble before the might of Prince Saminga!"*

Major villains in anime are very rarely petty, small-minded, or easily dismissed. They represent a significant challenge, and it usually takes an entire team of heroes to bring down the campaign's main bad guy. They have large-scale ambitions, such as conquering or destroying an entire country, or the world; gaining control of the Internet; breeding a race of monsters to serve as minions; marrying the beautiful supermodel who happens to be the exact physical double (and possible reincarnation) of their long-lost wife; slaying 101 innocent children to create a gateway to Hell; and so on. Even if the consequences of the final battle may be high, the heroes are doing the right thing – the heroic, virtuous thing – when they fight these guys.

Anime villains aren't necessarily totally evil: they may be acting from misplaced honor, long-sworn vengeance, hopeless love, or merely utter despair and nihilism. They may even be honorable warriors, fighting for their own nation or empire – though in this case, they've usually been duped by corrupt advisors, who must be removed so that both sides can make peace. ("Lord Roderick of the Sidhe has told me that the angels intend a new Crusade to crush the Marches. We must strike first, and assassinate the Archangel of the Sword!")

Villains are either honorable or dishonorable. Honorable villains will threaten the heroes personally, but will spare their lives if possible, and will avoid needless killing. They may well develop a romantic relationship with one of the heroes, which may even deepen into true love. (Angel-demon romances make marvelous plotlines.) Ultimately, they will either be redeemed, or die in honorable battle, unable to forswear their loyalty, or be cruelly assassinated by a less ethical villain who sees them as a threat. ("Your misplaced honor is of no use to Prince Baal . . .")



Honorable villains frequently end up serving dishonorable villains, due to misplaced loyalties, hostages, or thorough brainwashing. Dishonorable villains are scum, though powerful scum: they will indulge in sadism, cruelty, manic laughter, and attacks which cause major collateral damage, and won't hesitate to order heroes taken alive for later torture and execution. While they may try to seduce heroes, they will rarely fall in love with them (and the hero in question can look forward to several episodes of angst and betrayal). However, no villain likes being refused, and he may resort to force or brainwashing if the hero virtuously turns him down. Dishonorable villains are *fun* to fight – they're such utter scum that heroes can feel thoroughly justified.

A few common villainous characters are listed below; while there are other stereotypes, these are some of the most well-known and easily recognizable villains.

### ***Amoral Military Leader***

*"Soon this whole nation will march to battle . . . under the orders of the Prince of the War!"*

This despot, male or female, intends to conquer and rule, though his target may range from a single country to the entire world – if not a star cluster or the entire galaxy. He may be motivated by pride, thirst for power, desire for vengeance, or a misplaced sense of honor which causes him to believe that he is the only person who is capable of saving the world. Truly dishonorable Military Leaders torture victims and take hostages to bend the population to their will, and order mass executions of rebels. Naturally, they have secret police and spies everywhere. More honorable Military Leaders will refrain from taking hostages (except in emergencies) and will execute captured foes cleanly, or even imprison them humanely. Amoral Military Leaders are likely to develop a particular rivalry with a martially-inclined hero, and frequently turn out to be his separated twin brother, long-lost friend or fellow-Servitor, parted lover, or sibling genetic experiment. Military Leaders tend to be businesslike and efficient.

### ***Crime Lord***

*"What Don Valefor wants, Don Valefor gets."*

While this character (usually male rather than female) has affinities with other villainous masterminds, he is in business, and that business is crime – usually quite mundane crime. He has a tena-

cious grip on power, and an efficient criminal organization. This is likely to include a number of fast-on-the-draw bodyguards, and possibly a Vapulan mad scientist or two, running an illegal laboratory for producing drugs or interrogating prisoners. The Boss' only claim to honor is that he will keep his word in a given deal – and even that isn't always reliable. He will reward his minions if they serve him well. The local populace know his name and fear him. He frequently owns the top floor of a skyscraper, which will be decorated luxuriously and contain several mistresses. His usual heroic opponent is the private detective or the hard-bitten cop, both of whom know the Crime Lord's evil reputation. (Note that dashing thieves are a different, and far more heroic, sort of character.)

### ***Demonic Overlord***

*"Heh, beh, beh. Pitiful fools, did you think that you could hope to stop me?"*

This character type shares a number of traits with the typical Evil Sorcerer. He is thoroughly evil and proud of it, and probably working for some lofty aim such as the Triumph of Hell, Opening the Gates of Hell to Earth, seizing the Power of God, or similar projects. Male Demonic Overlords tend to wear their hair long, look beautiful rather than handsome, and dress in a disturbingly androgynous style; female Demonic Overlords go for the dominatrix look.

Demonic Overlords are Evil on a grand scale. They don't tell their minions to kill the captured hero; they order him dragged to the Everlasting Pit of Flames and flung in, in front of an audience of thousands. They are also extremely fond of torture, seduction, betrayals, and brainwashing. However, they have a strong antipathy toward very innocent heroes (and particularly innocent heroines) and will target them for particular attention . . . such as capturing them for particularly important sacrifices.

Demonic Overlords will instantly destroy any subordinate who dares to contradict or fail them. However, since they have no shortage of foul minions, this merely results in rapid promotion through the ranks. The servants of Demonic Overlords will often betray their masters, but only because they are themselves treacherous and ambitious.

The only concession to honor that a Demonic Overlord may sometimes make is to duel a hero who has personally challenged him. (If he thinks he's losing, though, he'll cheat.)



## Megacorporation Boss

*"Well, of course everyone who uses this product becomes a spineless puppet – that's the idea, by Mammmon!"*

While the Crime Lord considers crime to be business, the Megacorporation Boss (who can be either gender) considers *everything* to be business, and will cheerfully buy and sell anything – property, people, loyalty, and power. He will be astonished when the heroes virtuously refuse to take his bribes or to accept jobs in his organization. While the Crime Lord bribes the police, the Megacorporation Boss *owns* the police, and has most of the local authorities in his pocket. His minions (in neat suits with dark glasses) will harass the heroes, block their bank accounts, organize propaganda against them, and stage leveraged buyouts on the businesses that employ them.

The Megacorporation Boss knows no morality: he operates by Darwinian principles, where the richest is the fittest, and by the Golden Rule – he who has the gold makes the rules. ("Don't try to tell me it's different in Heaven. Money talks, angels walk.") His headquarters – usually a tower block or skyscraper – is full of bodyguards and computers (which explode when shot). He will have a trusted secretary, who can occasionally be persuaded to betray him. Since the Megacorporation Boss inevitably keeps all his criminal dealings carefully filed, this can be extremely useful. (This file will be protected by a password, which will usually be amazingly easy to guess.)

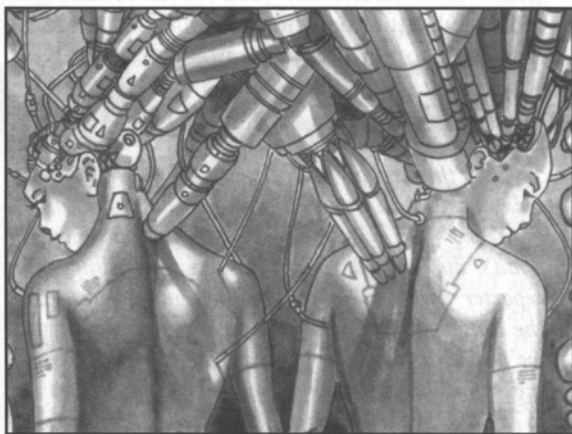
## Mad Scientist

*"Oh, I think you will make a very interesting experiment, Seraph . . ."*

A mainstay of the genre, the Mad Scientist (male or female) produces all sorts of wonderful inventions, unfettered by the laws of physics, reality, or sanity. He may specialize in giant robots, exotic mutants, gateways to other dimensions, impossibly powerful guns, cybernetic body modifications, AI development, brain surgery, genetic redesign, devices which can trap celestials, or other interesting avenues of research. Many Mad Scientists practice several of the above! He will either be a recognized authority on the subject (in which case nobody realizes quite how insane he is) or will be generally considered a crank and fraud (in which case nobody realizes how advanced his research is). In either

case, he will have a large laboratory, with plenty of security devices, retina locks, force fields, airlocks, computers, scientific equipment, half-completed experiments, and things that will blow up nicely.

Usually, Mad Scientists either want to conquer the world in order to reorganize it on better lines (their own), or to pursue their scientific research into new and hideously dangerous fields. The search for truth justifies the means! Some Mad Scientists are deranged by grief, due to the death of a spouse or child, and are attempting to revive their loved one somehow. (It goes wrong, of course.) A Mad Scientist will frequently show up as an ally or major subordinate of the campaign's main villain, providing all the weird technology that his evil plans may require. Of course, the scientist can easily be the main villain himself, with gangsters or other bad guys as his chief lieutenants!



## Twisted Aristocrat

*"A demon of high rank can do as she wishes. Now kneel and show proper respect, and **maybe** I will consider sparing the life of your beloved."*

The Twisted Aristocrat is a person of breeding and wealth, and probably owns a large estate in the countryside (or in the hinterlands of Hell), including a large manor house or castle, wide stretches of land suitable for hunting victims across, and well-kept dungeons. (If not, then part of his plots involve *recovering* his large estate.) He can look back to a long line of famous ancestors, and considers it his duty to maintain the family traditions. These frequently involve horsewhipping any lower-class scum who get in his way, dueling with heroes who have insulted him, forcing his attentions upon young ladies, or becoming a Power Behind the Throne.

While Twisted Aristocrats will acknowledge heroes of proper birth, and may even negotiate or duel with them, they will ignore lower-class heroes. Twisted Aristocrats almost always have *some* sense of honor and proper behavior – however, they consider that it only applies to members of their own class. A Twisted Aristocrat usually has a personal assistant (valet, butler, or secretary) of the same sex, who will do his dirty work and pass on orders to the lower minions. Twisted Aristocrats have an unfortunate habit of being related to heroes: upon discovering this, the Twisted Aristocrat will attempt to suborn the hero, and may brainwash him in some way. (“Before I Fell, I was – your father!”) This sort of villain frequently has a dark secret, such as a demonic pact, incest among his ancestors, cowardice on the battlefield, illegitimacy, or accidentally slaying a lover and forswearing Heaven because of it. If this secret is discovered and dealt with, the Aristocrat can occasionally be redeemed, either becoming a somewhat eccentric hero, or (more likely) dying nobly in battle.

## SUPPORTING CAST

“So,” the Seraph said, “we will be able to devote today to sword practice, fighting evil, and psalms?”

“Yeah,” the Malakite replied. “Except that the triad’s due at 10 am to inspect our filing, that reporter wants to do a feature on our dojo at noon, the Balseraph has sent you another vanload of roses, we’ve got the parents of three prospective pupils coming round this afternoon, and your older sister rang to say that she wants you to take her out for dinner.”

“God have mercy,” groaned the Seraph.

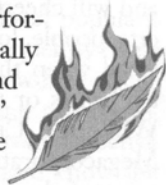
Some anime character types are rarely major heroes or villains, but show up regularly in the background. They can *become* heroes or villains, but will require some character development and additional skills. Many of these characters have recurring roles, showing up from time to time as a regular friend or annoyance. While the list below is hardly exhaustive, it contains some of the most common types of background figure. It is possible to combine several of these stereotypes to produce a more nuanced character.

### Bureaucrat

“And did you remember to say your prayers this morning?”

The Bureaucrat is annoyance given flesh. He will frustrate the heroes in every way, auditing

their budget, insisting on accompanying them on missions in order to check up on their performance, enforcing regulations, forcing them to fill in huge piles of reports, and generally making himself loathed. While Bureaucrats can occasionally exhibit unusual abilities (“Red Tape Attack!”) they will usually be helpless in a fight, and need protection. (This won’t stop them from scribbling notes on the heroes’ performance.) A Bureaucrats occasionally turns out to have a heart of gold, and makes his final report in the heroes’ favor: usually, however, he has to be discredited in some way before he can hand in several thousand pages of acidic criticism. The only good thing about Bureaucrats is that they can also be turned loose on the villains, and will be just as annoying to them. (However, Bureaucrats high in the service of Dominic or Asmodeus can be incredibly dangerous, with authority to capture angels or demons, try them, and execute them – and the abilities to back it up.)



### Cute Fuzzy Animal

“Meep?” (“Push the button, you twit!”)

The Cute Fuzzy Animal is usually someone’s pet, and will require rescue from dangerous situations due to its inherent ability to run the wrong way. However, it can occasionally provide helpful information, when it accidentally knocks over the vital test tube, saves the piece of paper with the vital password, or pounces on the mouse that happens to be a disguised villain. The CFA may be the intelligent protector of a virtuous but innocent heroine, and will dole out vital plot information or useful devices at the last minute. (Note that it will never provide this information earlier, when it might have been more useful.) If intelligent, a CFA may be a reliever, angel of Jordi, or possessed “real” animal. Common CFAs include rabbits, cats, piglets, fluffy little dogs, singing birds, and sometimes even cute little robots. *Useful* pets such as wolves, hawks, or trained Rottweilers don’t fit this category, unfortunately, and are far more likely to show up as the pets of villains.

### Elder Sister/Brother

“I don’t care if you work for Eli now, you still have to do your homework!”

The function of the Elder Sibling in anime is mainly to be a nuisance to the hero, either by



being overly strict, or by getting into trouble and then asking for the hero's help. The Elder Sibling can be relied upon to show up at the worst possible moment, and to provide embarrassing details about the hero to his latest love interest or parents. (Bribes or threats have been known to prevent this.) They also make excellent hostages when the villain starts turning up the pressure. Demonic Elder Siblings can be just as embarrassing and annoying as angelic ones.

## Helpless Innocent

*"Eeeeeeeek!"*

The Helpless Innocent's job is to get into danger, scream a lot, and be taken hostage by the villain at crucial moments. Female Helpless Innocents often have their clothes artistically ripped in the process. Male Helpless Innocents don't necessarily scream, but have a bad habit of wandering into danger while refusing to believe that anything could be wrong. The GM may give vent to his feelings by tearing a few Helpless Innocents into little shreds to demonstrate the villains' latest diabolical invention. Angels should feel a selfless obligation to rescue Helpless Innocents from danger – however annoying they are.

## Kid

*"Bet you I can sneak in and listen to the Seraphim Council."*

The Kid (of either sex) is young, bouncy, perky, and probably has an annoying catchphrase or motto. He can be relied upon to turn up in places where he shouldn't be, such as the heroes' secret meeting-place, the air-ducts of the villain's hideout, or the secluded corner where the hero and heroine are trying to have a quiet conversation. The Kid is innocent and

basically good-natured, but also bratty and tactless, and is prone to blurting out secrets accidentally. He can also make judgment errors, such as suspecting a hero of being the mad slasher stalking the city, or keeping the villain's identity secret out of a mistaken belief that the villain only wanted the lab door key in order to get some cough remedy. If the villain

takes the Kid hostage, there is a 50-50 chance that the Kid will manage to accidentally sabotage the villain's main computer systems while fiddling with the bright lights and pretty buttons.

## Lecher

*"Sure, I work for Eli, the coolest Archangel in all Heaven. So what are you doing Friday night?"*

This character has an irrepressible urge to hug, maul, fondle, and generally cling to the bodies of the opposite sex. He is almost always male, and either old and wizened, or young and brash. His pursuit of the (attractive) female characters is a regular piece of background comic relief. While he may be an expert martial artist, or have some other power that will make him a regular nuisance to other males, female characters can almost always peel him off and toss him into the middle distance with minimum effort. Occasionally he may experiment with

dark magic or weird technology in an attempt to gain a woman's attention: this can have unforeseen consequences, especially if a villain supplied the materials used. He may develop into a Brash Young Hero, but is likely to retain his Lecherous ways.



## Monster

*"Die! Blood for the mistress!"*

This is your average low-intelligence rank-and-file monster, be it a tentacular demon, a shambling zombie, a scientific creation with mixed genes and unpleasant appearance, or anything else along those lines. A Monster is somehow abnormal and horrific, and is clearly evil, once it has shed any disguise it may have worn. Monsters serve as minions for the villains and low-grade opponents for the heroes. They can usually be dealt with via a few quick sword strokes, bullets, kicks, or supernatural blasts, though in large numbers they can swamp a single hero and capture him. Occasionally, it may be possible to somehow redeem or purify a Monster (Innocent Power-Wielders are particularly good at this) and turn it back to a normal human, animal, or nature spirit.

## Mysterious Stranger

*"My name is unimportant. I act to fulfill the prophecy."*

The Mysterious Stranger comes from somewhere outside the normal scope of the storyline; he is usually inhumanly handsome or appallingly ugly, extremely skilled in martial arts or supernatural powers, and maintains a brooding silence. His purpose is to bring a mysterious warning, perform a specified task, or carry out some other well-defined action. However, he will not be familiar with the local area, and will be very noticeable as he attempts to get his bearings. (After all, long-lost angels or demons – or ethereals from the Far Marches – are often out of touch with the modern world.) If his mission involves the heroes, then he inevitably knows far more about them than they do about him. Upon closer acquaintance, the Mysterious Stranger may eventually become familiar, and display another stereotype as well.

## Parent

*"You will be glad to hear that I have reassigned you to Laurence's personal honor guard, and that he will be able to check up on you daily . . ."*

Parents, in anime, are generally a nuisance to their children. Parents do things like commit their children to arranged marriages, subject them to horrendous training in martial arts or mecha fighting, and expect unfeasible standards of honor and etiquette. Parents also sometimes know dark secrets about their child's heritage or background – such as the Fall or redemption of an ancestor, or a Grigori bloodline – which they keep hidden "for your own good." A good Parent is protective of his children, however, and will ultimately die or suffer severe social embarrassment to guard them. A bad Parent views his child as an appendage, tool, social prospect, or genetic experiment, and will treat the child inhumanely while manipulating him with emotional blackmail or some other form of conditioning. ("All good little demons of Vapula get cyber-implants!") In all cases, coming to terms





with Parents is often an important part of the story in anime, whether it's a question of accepting that loving Parents did what they thought was best (even if they made mistakes) or throwing off the last shackles of abusers.

## Scientist

*"A new Vapulan virus to analyze for my birthday? You get me the nicest presents!"*

Scientists don't have to be Mad and villainous: they can be sane and sensible as well, devoted to finding new ways to feed the world and similar ethical pursuits. However, in anime, few ever are. To be a Scientist means to be obsessive, fanatical, and curious about anything that might have to do with your chosen subject. Even ethical Scientists – and even angels – frequently neglect their families and lovers, accept funding from dubious multinational corporations or other suspicious sources while blithely signing contracts to hand over all their work, and leave dangerous items lying around to be accidentally found and activated by burglars or children. However, on the positive side, a Scientist is likely to be an expert in whatever branch of knowledge the story requires, or be able to research it within a few hours. ("Sub-neutronic inter-Marches gates? I have a book about them right here . . .") If a Scientist does have a particular specialty, he will be a world-class expert. A Scientist is a vital adjunct to a team of heroes (or villains), and a useful source of high-tech gadgets.

## Sidekick

*"That new student Laurence is so cute!"*

The Sidekick has few or no useful skills or abilities. As a friend of the heroes, his purpose is to cheerlead for them, praise their noble deeds, fail to recognize them when they go around in disguise, and be at ground zero for the villains' latest scheme. While the Sidekick does usually survive (barely), this is generally because the heroes have had to save him yet again. A Sidekick may be a hero's best friend, schoolmate, next-door neighbor, or local newspaper reporter. He is kind-hearted and helpful, and will gladly cooperate with anything the hero wants, often becoming a Soldier of God or a Hellsworn. Unfortunately, while the heroes will go to great lengths to avoid putting the Sidekick in danger, the Sidekick is incredibly unlucky. Given a thousand shopping malls to choose from for his major demonic summoning, the villain will invariably pick the one where the Sidekick happens to be that day.

## Teacher

*"Pffff. You will not truly master the sword until you master yourself, young angel."*

The Teacher is an authority figure, and usually imparts philosophy and morals together with martial arts or mecha piloting. He is much older than the hero, and may have several scars or missing limbs. On first acquaintance (and first fight) it will become clear that he is far superior in skill to the hero; while he will eventually agree to provide training, this may require some sacrifice or humility on the hero's part. Character flaws – such as lechery, laziness, over-harshness, or bad grammar – are common: the refusal to tell the hero everything that he needs to know is *universal*. Angelic Teachers emphasize honor, sincerity, humility, faith, true love, and other virtues; demonic Teachers prefer to stress the strengths of directed hate, self-interest, and cold-heartedness. Teachers were often heroes themselves, when young. They have an unfortunate habit of being killed by the campaign's main villain: they may reappear as ghosts in order to give the hero some final piece of advice.

## Tomboy

*"I'll show you! I'll be the first ever female Michaelite champion!"*

The Tomboy is female, and usually young: she practices traditionally male skills (usually martial arts of some sort) and has a strong-minded, aggressive personality. However, she tends to react badly to claims that she is not feminine enough, and insists on her identity as a girl, rather than as an imitation boy. She frequently has parents or authority figures who attempt to force her into traditional feminine roles, betroth her to men she's never met, send her off to cookery competitions, and so forth. While she is often bad-tempered, brash, and tactless, she is genuinely skilled in her area of expertise, and can be very useful in a fight. The Tomboy tends to either settle down and get married, abandoning her previous hard work, or to develop into a more rounded woman who is less aggressive, but who has won the right to follow her own inclinations.

The Tomboy *needs* opposition, and a male-dominated setting, to be a useful character type: in a fully gender-equal setting she has no reason to exist. If she exists in Heaven or Hell, then Laurence and Baal (and other War Faction Superiors) will have heavily male-dominated organizations.

## ALIENS

In anime, humanoid aliens (often with romantic designs upon protagonists) are common. If the GM wishes to use *real* aliens from outer space, he will have to determine how they fit into the *In Nomine* universe. To avoid theological headaches, the so-called "aliens" may be celestials in disguise, or ethereal spirits from the Far Marches gathering Essence . . .

## ANIME SETTINGS

Certain stereotypical settings turn up again and again in anime, with minor alterations of scenery, buildings, or hapless victims for the demonic hordes. While these are certainly clichéd, this can make it easier for characters to fit themselves into the campaign, as they can easily see what to expect. They will know how to react to the NPCs – and how the NPCs should react to them.

### THE PAST

*"Trust me, Jean will never know we borrowed his new time machine."*

The past is an excuse for swashbuckling, romance, contravening the accepted rules of history ("Does it say anywhere that they *didn't* have steam-powered mecha?") and really, really big swords. Demons can prowl widely, and all sorts of dubious scientific projects (Vapula had big plans even before becoming a Prince), sorcerous schemes (sponsored by demons of Kronos), and slave colonies (popular with all demons) can be hidden in the darker corners of the world. Memorable historical events can be recreated with an anime and celestial gloss. Best of all, time machines fit perfectly well into an anime setting – there's nothing to stop the celestials making a quick journey back in time for some reason, authorized or not. Of course, if you break it, you get to fix it.

### Dark Demonic Historical

*"Zombies! Zombies! The town has been overrun by hideous zombies!"*

This is a world where hideous demons lurk in the woods and caves, and demonic strike forces

wipe out isolated villages or kidnap and enslave their people. In the cities, powerful and charmingly handsome demons plot to seize power and gain influence over the royalty and courts. Valiant angels must fight the minions of evil wherever they are encountered, working for a brighter, safer future. These stories feature a high death toll: heroes quite often fall while driving back the forces of darkness. A good setting for games with high contrast and open warfare between Heaven and Hell, truly diabolical villains, and angels desperately fighting for humanity.

### Heroic Historical

*"Cardinal Richelieu is in the pay of Asmodeus, mes amis, and only we can stop him!"*

Romance, chivalry, duels, honor, swashbuckling, cross-dressing: these are the hallmarks of heroic historical anime, where both men and women have beautiful long hair, and men are frequently even prettier than women. Villains are either gorgeously attractive (and probably trying to seduce a hero or two) or hideously ugly, and likely to wear a mask. *Everyone* fights, with swords, bows, mystical powers, martial arts, or whatever comes to hand. Heroes may have to nobly renounce their love for the sake of duty. Twisted Aristocrats are common, and savoir-faire is a vital skill for moving in high society. Unfortunate coincidences, such as the villain turning up somewhere at precisely the same moment as the heroes, are very common. An enjoyable background for those who'd like to explore history from a celestial point of view without too much realism. ("We need a volunteer to organize resistance in Sherwood Forest . . .")

### Steampunk Historical

*"My God, doctor! If Vapula's Hypermodulated Giant Transluminal Robot isn't stopped, it will crush Notre-Dame at noon tomorrow!"*

This isn't a realistic version of the past – but who cares? This is a world where giant steam-powered robots are created by mad (or even sane) scientists, gentlemen cat burglars creep across the roofs by night (both demons of Valefor and angels of Janus), and charming young adventuresses always carry derringers in their purses. Giant airships journey between continents and make excellent backdrops for fight scenes, while evil geniuses build submarines and plot to conquer the world. Mad Science can create anything (although malfunctions are common) and frequently threatens



to destroy the Earth. Heroes need a sense of honor, a talent for acrobatics, and a willingness to risk their lives six times a day before breakfast. (*GURPS Steampunk* and *GURPS Screampunk* are excellent resources.) Ideal for celestials who feel that the current era lacks imagination, drama, romance, and Articulated Ether-Powered Battle Armor designed for them by the greatest scientists in the world.

## THE PRESENT

The modern day, and the normal world – or rather, a world which would be normal, were it not for alternate realities, giant robots, genetically modified cops, teams of superheroes, schools which shelter young sorcerers, battling martial artists, and angels and demons on the edge of Armageddon.

### Alternate Realities

*"Why don't you go and tell the elf over there that he's a figment of my imagination and that Uriel should have done a better job?"*

In this setting, an ordinary person (or a group of them) crosses into an alternate world, where he makes friends, matures into an adult, and turns out to be a destined hero who saves the world from inevitable destruction. (This is more suited to relievers, humans, or Soldiers, than full-grown celestials.) The world itself may be a traditional fantasy, with dragons, elves, and similar creatures, or it may be more exotic, with supernaturally animated giant mecha, groups of mystical warriors, lost races, and rival kingdoms. The heroes (frequently Innocent Power-Wielders) are often the promised saviors of the world, and are given magical items, or have strange powers conferred upon them due to their virtue and sincerity. Romances between the visiting heroes and the normal inhabitants of the alternate world frequently flourish, but will have an unhappy ending if the protagonists must eventually part. In *In Nomine* terms, these alternate realities are Domains in the Marches, operating under their own rules: celestials may journey there to save or corrupt the innocent denizens of dreams, or to rescue trapped human dreamers. And of course, in the Marches, the only limit is the power of your imagination . . .

### Cops, Crime, and Noir

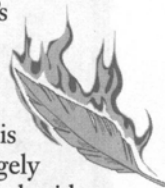
*"The moment the Princess of Freedom walked into my office, I knew she was trouble."*

This is a dark, dour, cynical setting, where most of the police administration is corrupt (even if the heroes themselves are virtuous) and where Crime Bosses are common and Megacorporation Bosses amoral and cruel. The heroes themselves will never have a truly unstained, perfect victory: they can only hope to ameliorate matters a bit, with as little harm done to the innocent as possible. Angels must learn to live with partial success, or may crack under the strain, and go over the edge – or Fall. Collateral damage is high, and heroes never run out of bullets unless it's dramatically appropriate. Martial arts tend to be nasty, brutal, and vicious. Dark romantic relationships flourish in the corners, and hero-villain attraction is frequent. Some characters are strangely unaligned, neutral but flirting with both sides: these Angstful Experts tend to be acrobatic martial artists or expert gunmen, and provide vital information or help to the heroes, or get betrayed and murdered by the villains, or both. Easily fitted into a modern-day *In Nomine* game; although it offers little scope for the young, innocent, and sincere, it is a genre overflowing with possibilities for cynical, bitter, world-weary, professional celestials.

### High School

*"Prepare to face the wrath of Laurence, Kendo Champion of Heaven High!"*

Teenagers at school – but it's not a normal school. This genre always has some sort of weirdness involved. The school may be the meeting-place for young sorcerers, or a frequent dueling-ground for martial artists: teenage aliens may be attending (publicly or secretly) and trying to understand Earth customs. A mysterious Student Council may rule from the shadows, enforcing strange customs and unusual rites. Ghosts may haunt the cellars, attics, art rooms, and toilets. Juvenile superheroes may attend the school under false identities, and frequently have to defend it when their enemies choose it as a convenient location to demonstrate their newest world-conquering schemes. There may be a gateway to Hell in the basement. The heroes must cope with lessons and school rules as well as with less normal dangers. Romances will be teenage, and a mixture of angst and comedy. Heroes and villains may well end up in the same class, and may even have to cooperate during classes, or if the school itself is endangered . . . Celestials may be assigned as pupils ("Strictly undercover!") to such a school – or worse still, teachers.



## CROSSROADS HIGH

This high school, situated in the quiet suburb of a major city, is – unbeknownst to most of its students – a focus for the War between Heaven and Hell. There's an inactive Tether of Death in the basement, created by a murderous sorcerer 100 years ago, and an unstable Tether of Lightning in the school science lab, thanks to an overly enthusiastic student who happens to be a genius at robotics. Worse still, the gym teacher is the re-embodied Hercules from Greek mythology, looking for a few new heroes – and his old enemies keep on showing up . . . While the angels and demons have briefly encountered each other, they spend more time subtly plotting ways to get the others expelled than in open conflict – and in cases of mutual danger, they might even help each other.

The angelic team assigned to this school (a male Seraph of the Sword and a female Mercurian of Lightning, both seniors) is constantly requesting more help. Unfortunately, what help they do get tends to range from useless (a Dominican triad on inspection duty, or the Mercurian's younger brother showing up to pester her) to actively dangerous, such as a pair of battlesuits to test out “since you're in a safe environment.” The Seraph is sincere, honorable, a kendo practitioner, and entirely fails to understand why so many of the girls keep on trying to get him in private. The Mercurian is bouncy, enthusiastic, and was formally banned from the Halls of Technology for “carelessness with lasers resulting in major property damage” before being reassigned to keep an eye on the Tether. The Tether of Lightning hasn't been assigned a Seneschal, as it still hasn't stabilized – the geekish student who caused it has no idea of what he's done, and no knowledge of the War.

The demonic team (a female Habbalite of Fate, and a male Calabite of the War, both

seniors) are constantly arguing about how best to deal with their assigned mission to find the Tether of Death that they *know* is somewhere nearby. Unfortunately, the Habbalite is a bubble-headed dominatrix who lacks the perception to locate the Tether, and who would far rather be “punishing” cute boys. The Calabite was reassigned from elsewhere, and was given a foppish long-haired young vessel to replace his previous muscular adult one. He blames his current position (and frequent detentions) on the Habbalite, and has absolutely no interest in assisting her – he'd far rather build up the school ROTC into an impressive fighting machine. Hell has largely lost interest in this pair – much to their relief. (The Tether will remain inactive unless someone performs dark mystical rites above it.

This has happened several times so far, due to pupils getting hold of cheap occult rituals in second-hand paperbacks, but fortunately it's closed down again as soon as the local angels stopped them. When it is active, it belches out imps, gremlins, and zombies.)

Other influences at the school include the principal, a purely human woman, but with sufficient force of will to resist influences up to and including Demon Princes, and the caretaker, a reliable source of wise sayings and sensible counsel. The gym teacher is somewhat on the stupid side (Hercules never was the brightest demi-deity in the pantheon) and has yet to realize any angels or demons are present. However, his classical physique has made him very popular among the female students, and he is always the first to charge into battle – and get knocked through a wall – when monsters appear on campus. The remaining teachers and students are all relatively mundane, and have an astonishing ability to forget weird goings-on – until the next time something goes wrong . . .





## Superheroic

*"You shouldn't endanger innocent humans! In the name of Heaven, I'll punish you!"*

It is a very small step from being an angelic hero or demonic villain, to being one in a cape and helmet, as part of a team, with a neat catchphrase, and recognized and loved (or feared) by your neighborhood – or even the world. Fortunately, heroes are never recognized, even if their "disguise" consists of a tiara, high boots, gloves, and a leotard. The *sentai* – or team – concept is a common one in anime: the heroes are a team (usually five strong) of young men and women with varying talents to contribute to their mission. Part of the campaign involves them learning to work together and support each other, despite personal feelings, tangled romances, and early prejudices. Their costumes and skills will harmonize to some degree, and they will be at their most effective when combining their powers and synchronizing their attacks. A typical *sentai* group, whose members can be of either gender, might contain a Leader, an Angry Youth, a Techie, a Girl (not necessarily female – the character's role is to display compassion and mercy), and a Kid. Certainly there's nothing to stop angels and demons donning costumes to fight each other in public: it conceals their Roles, it inspires (or terrifies) the nearby humans, and it's fun . . .

## Weirdness Hunters

*"Well, it's not one of our demonic manifestations . . ."*

It's up to the heroes to don dark glasses, carry heavy weaponry (technological or supernatural), and go where sensible people don't go. This may be because of a family mission to hunt down evil creatures, a government agency which employs them to investigate it and report, an old university that pays them to locate and halt manifestations of the Outer Gods, or simply a Superior who's given them the job. The heroes have a duty to investigate – and, often, deal with – manifestations of the supernatural and weird. They will have to watch for strange reports on the news or in the papers, consult with their expert contacts, and ultimately brave ghastly horrors in the line of duty. This can make an excellent episodic campaign for a group of angels – or even an investigative group of demons. It can also be an interesting setting for a group of human-level characters – Soldiers, Hellsworn, Children of the

Grigori, sorcerers, or just ordinary humans – confronted with the realities of Heaven and Hell.

## FUTURE

*"Of course, Heaven and Hell disagree about who was responsible for the virtual reality implants . . ."*

The future is a fantastic place in anime, filled with every sort of weird science imaginable. It may be controlled by oppressive Megacorporation Bosses, or in a post-holocaust condition due to nuclear war (or even Armageddon!), or expanding to the stars with spaceships and death ray blasters. The balance of the war between Heaven and Hell may have altered; perhaps Hell now controls Earth and the angels must mount a resistance, or maybe demonic freedom fighters struggle against a Heaven-dominated system of planets. It's still possible for celestials with time machines to jump forward and see what's fated – or destined – to occur. Or can it be changed? If the future *is* to be changed, then it'll be up to the heroes to do it . . .

## Mecha!

*"Launch Seraph-One! Deploy laser cannon!"*

This entire subgenre revolves around giant robots: how to get them, how to take care of them, and most importantly, how to fight with them. The robots may be vaguely human-shaped, animal-shaped, celestial-shaped, or resemble tanks or planes. Really advanced robots can change between shapes, or be stored in a pocket dimension for convenient summoning in the middle of a fight. Robots built for a team may be able to join together to create a super-mecha which will utterly overwhelm the enemy. (Naturally, this requires total cooperation from all the heroes involved.)

A mecha pilot *loves* his giant robot (even if he's a demon). He will spend his spare time painting and customizing it, constantly pester his superior for improved gear and better weaponry for it, call it by a pet name, and achieve symbiosis with it if such techno-biological techniques are possible. The background world is likely to be a rather dingy techno-modern setting, with megacorporations, heavy industry, and big motorcycles. Celestials will doubtless be keen to requisition new and improved mecha from the appropriate sources (Jean and Vapula) in order to fight crime, right wrongs, and keep up with the other side's latest advances. (*GURPS Mecha* is extremely useful for this sort of campaign.)

## TRAMPLING CITIES UNDERFOOT

Battle armor, personal tanks, giant robots, and mecha can all be treated as corporeal artifacts (for purely scientific design) or relics in *In Nomine* (see the *Liber Reliquiarum* for a discussion on how to design relics). Gear of this type tends to come in three sizes: personal, big (5-20 meters), and huge (40 meters to skyscraper height). Generally speaking, a personal set of power armor can dispose of a troop of guards, a big battlesuit can topple a building, and a huge mecha is capable of laying waste to a city – but not destroying a Superior. Such items may be powered by methods ranging from nuclear fission reactors to steam engines to crystals powered by stolen Essence, depending on the campaign. They may incorporate various gadgets, such as guns, knives, invisibility fields, rocket jets, wings, nuclear missile launchers, force fields, laser rifles, plasma cannons, and flaming swords. They will inevitably be painted in stylish colors, and easily recognizable as the owner's property.

### Post-Holocaust

*"Renegade Nuns on Motorbikes!"*

This setting depicts the world after a disastrous war – it could be World War X, mass nuclear terrorist attack, or even the Apocalypse itself. (If it is post-Apocalypse, then the *In Nomine* GM will have to decide which side won, and what, if anything, is left of Heaven and Hell.)



The world is a wasteland of ruined cities and burned, polluted countryside: governments have long since fallen, and motorcycle gangs and deformed mutants roam freely. While a few enclaves of civilization still exist, they are either cruel dictatorships or havens of peace and democracy that will inevitably fall unless the heroes defend them. This could be a setting for Cynical Angels On Motorcycles, or for a few idealistic heroes trying to preserve hope and decency in a ruined world.

## Space Travel

*"Archangel Michael, you're my only hope."*

At this point, almost anything goes. Earth may still be 20th-century normal, or it may be post-holocaust or mecha-oriented. The planets discovered might be logical, justifiable alien worlds, with recognizable scientific principles, or weird fantastical settings, with strangely human-like aliens whose "natural psychic powers" strongly resemble legendary magic. Traditional heroes and villains will flourish in intergalactic space, just on a larger scale and with a wider field than before. Spaceships and other technology will function according to Weird Science. . . the ships will conveniently travel between worlds at speeds that suit the needs of the plot, and the guns and gizmos can be literally anything imaginable. Force fields, blasters, lightsabers, telepathic communication devices, world-destroying bombs . . . In such a universe, angels and demons may be assigned to particular spaceships or planets, or they may simply have gone on the run (like so many humans before them) and be trying to escape into the far corners of the galaxy. Time for a group of heroes or villains to go chasing them – in their very own starship! ("No, you can *not* call it the *Mighty Fist Of Heavenly Lightning* . . .")

## ANIME AXIOMS AND THEMES

Certain themes are frequently explored in anime stories, to the extent that viewers can see the moral twist coming from a long way off. Similarly, certain character reactions and modes of behavior *always* happen. A few of the common ones are listed below, with suggestions as to how to adapt them to *In Nomine*.

### ANIME AXIOMS

**Temporal Variability:** Time is not a constant. It slows down when the heroes or villains are doing something impressive, and speeds up during fight scenes. It freezes for truly dramatic moments, such as the arrival of Superiors, or angels and demons taking celestial form. World-shaking events may be repeated three times from different perspectives.

**Transformation:** A variant on the *Temporal Variability* axiom: any changes of form, going celestial, summoning up giant robots, and so on, occur



instantly and without any chance for opponents to interfere, even if the actual *description* of the event and the special effects accompanying it takes several minutes. The actual transformation process should involve the celestial floating semi-naked in midair with an appropriate halo (either angelic or demonic) and dramatic theme music.

**Affectionate Volume:** The louder you scream a friend or enemy's name, the more likely he is to hear you. Even if he's in the middle of a fight, or five miles away in space, or dead and frozen at the heart of a glacier. Shouting a Superior's name *really* enthusiastically in an Invocation deserves a +1 modifier at least.

**Combustibility:** Everything explodes, if subjected to sufficient force and/or energy. The bigger a thing, the more readily it explodes. Big cities explode the most easily of all. Fortunately, they are also very easy to rebuild.

**Romantic Attraction:** Heroes who attempt to flirt with everyone in sight will get nowhere with any of them. However, those trying to *avoid* a relationship will have half a dozen would-be partners panting at their heels and vigorously attempting to date them. (Unfortunately, this doesn't work for villains, which explains why Servitors of Amdralphus never lack a victim.)

**Inverse Artillery Accuracy:** The more Bad Guys are shooting at a hero, the less likely they are to hit him. Even if he is shot, it will be in an area which doesn't significantly handicap him.

**True Romance:** True love can do anything – it can redeem demon lords, put tormented ghosts to rest, remove the effects of brainwashing, and give the hero the willpower and strength he needs to press the crucial button or strike the crucial blow. Even death can't stop true love; reincarnated lovers will always somehow find each other and fall in love again, though they may remember nothing of their previous lives.

**Power Names:** All supernatural powers and martial arts styles have names, such as *Strike of the Fierce Tiger*, *Nebula Storm*, *Roaring Lion Bullet*, or *Crystal Honeymoon Rainbow Heartache*. These should be shouted loudly when the attack form is used. In *In Nomine* terms, GMs and players should assign appropriate names to all attunements, Songs, and similar powers that don't already have suitable nomenclature, and use the names when attacking with them. ("Lightning Generator Electricity Blast!" "Righteous Punishing Fist of War!")

**Hair:** Anime characters may have any hair color, however unnatural that shade might be. Both sexes also tend to wear their hair long, particularly in

martial arts or fantasy settings: such hairstyles never hinder the wearer's vision, and always blow artistically in the wind. (Bad Hair may be an actual Discord.)

## ALTERNATE RULES FOR ANIME

Here are some rules options which could be used in an *In Nomine* game that's being run on anime principles.

**Disturbance:** For every 10 points of Symphonic disturbance caused by supernatural activity, all present gain a +1 to Perception rolls to notice some sign of celestial or infernal nature in the protagonists. (Angelic or demonic wings may briefly flicker into visibility, strange chanting may be heard, a Lilim's horns may manifest, a Kyriote may appear as a shimmering cloud around his host for a moment, and so on.)

**Effects of True Love:** + whatever the GM wants, dependent on the situation.

**Power and Maneuver Names:** There are two options. Either the game *requires* that all characters shout the names of their powers when using them, at a -1 penalty to rolls if they don't, or shouting the names of powers before use is optional, but gives the player a +1 bonus to rolls if he does it.

**Everyone Gets Wings:** All celestials get the Song of Numinous Corpus: Wings for free, at a level equal to their Celestial Forces. After all, in anime, angels and demons *always* have wings.

## ANIME THEMES

Some themes are frequently explored in anime, and many of them have *In Nomine* resonances.

**Corruption:** Evil seeks to influence all those around it, but enjoys corrupting heroes best: often the most powerful villains were once heroes, but were led from the path of virtue by some temptation, and lured into sin, vice, and dishonor. In *In Nomine*, demons particularly enjoy corrupting angels and tempting them into Falling; the most challenging prey is the most rewarding . . .

**Destiny and Fate:** Sometimes in anime, the future is fixed, and cannot be changed; in these cases, true heroism lies in accepting one's destiny (or fate). In other anime storylines, the heroes struggle against the future which has been prophesied for them, and may even succeed in changing it – though at a high cost. In *In Nomine*, this will certainly be an issue. Destiny or Fate – or could there be some other option?

**Evil vs. Evil:** In some anime stories, the only way to defeat evil is by using its own powers against it, such as by selling one's soul, getting demonic attunements, or bargaining with demons for Songs. This could provide an interesting backdrop for "heroic" Hellsworn, sorcerers summoning infernal spirits for ethical purposes, or demons attempting to fight Hell with its own weapons. In other stories, there can be no compromise with evil, and only virtue, honor, and the light can defeat the darkness – this is suitable for more traditionally heroic storylines, with angels trying to resist the temptations of Hell.

**Honor:** All true heroes (and even some villains) have honor: it's what separates adults from children (kids in anime rarely appreciate the concept), forces a character to fulfill his duty and obligations, and keeps him on the path of virtue. A character without honor, even if he's a hero, can't be trusted or depended upon, and may well betray those around him. While Malakim are the prime examples of honor in *In Nomine*, most angels – and quite a few demons – have some personal standards of honor which help to define their characters.

**Love:** True love is one of the forces which drives most anime plots. Heroes may find it difficult to decide whom they truly love, and may be

faced with a choice between love and honor or duty. Villains may be swayed by their love for a hero – or for an innocent – and change their ways, or decide that the only way to save themselves is by killing the only person they will ever care for. However, a true, sincere love is one of the purest and most respected forces in anime. It will never force the lovers to betray their honor, and will act as a strengthening, purifying force to make them both better people. (In *In Nomine* terms, this is the sort of love that most angels hope for, but few ever achieve.)



**Redemption:** Even the most corrupt villain can change his ways and choose another path. It may come through love, through pity, or through a neglected sense of honor, but even on the brink of the Apocalypse, a villain is capable of repenting his previous actions and standing with the heroes. Similarly, in *In Nomine*, any demon – even a Prince – can repent and seek redemption, whether or not he survives the process.

**Social Duty:** A hero cannot neglect his responsibilities. Whether they are handed down in his family from birth, or understood to be his as part of the society in which he lives, he must fulfill them, or he will suffer, as will others. In *In Nomine*, angels are created to obey their Archangels, and to protect humans and the Symphony. An angel who forswears his duty will suffer for it, by being Outcast or by Falling.



# IN NOMINE IN ANIME TERMS



This chapter adapts the background of *In Nomine* to anime stereotypes and clichés. It does not introduce any new rules, but offers guidelines and suggestions on strengthening the anime flavor of the game.

## CHOIRS AND BANDS

Anime is full of stereotypes. When *In Nomine* is played with an anime slant, each Choir or Band will tend to fall into an appropriate style. Likewise, their celestial forms will fit the anime “look” . . .

It is comparatively easy to identify an anime celestial's nature from its behavior and physical appearance. Angels in anime never look ugly. Even if they are less than perfectly beautiful, even in their most *alien* manifestations, their expressive faces and deep, sincere eyes show their inner spirituality and heavenly natures. Demons, on the other hand, lack that inner beauty: they may appear superficially attractive and charming, but close acquaintance will reveal their self-indulgent or cruel attitudes. Demons tend to be either ugly, or sexually alluring – if male, it's usually an androgynous, disturbing beauty.



All anime Choirs and Bands have a humanoid form as well as their canonical celestial forms. Among other reasons, it makes romantic scenes a great deal easier to envisage.

## ANIME CHOIRS

### *Seraphim – the Most Holy*

Seraphim are generally stern, serious, controlled, abstemious, virtuous, and far too good for Earth. Their failure to understand human cus-

toms (such as advertising, reality TV shows, or common tact) will be a running joke in the campaign. Seraphim rarely engage in minor sins: however, they are prone to grand passions, tragic loves, and sharing dark secrets at the wrong moment. They make natural Angstful Experts, Virtuous Martial Artists, Bureaucrats, and Parents, and frequently end up as team leader. Overly rigid Seraphim may be inquisitorial, cold,

and stern, “willing to persecute anyone for “the greater good.” Fanatic Seraphim may even sometimes cooperate with the forces of Hell to achieve some major goal, arguing that the ends justify the means. (This will be followed by either a dramatic repentance, or an equally dramatic Fall.)

In celestial form, Seraphim get the *best* special effects, either with glorious multiple feathery wings and dramatically elegant serpent bodies, or as tall, aristocratically slender six-winged humans.

### *Cherubim – the Guardians*

Protective and loving guardian angels, Cherubim are usually placid and laid back – unless those they guard are endangered, which provokes berserk rages! However, some may not show the softer side of their nature, appearing to be stern, unforgiving parents or guardians. (The true depths of their feelings will come out at some suitable point when their ward is in danger.) Cherubim are frequently obsessive-compulsive about general neatness, and can often be identified by their habits of keeping all their books in alphabetical order, wardrobes sorted by style and color of clothing, and so on. Obsessive Cherubim may imprison their wards in high towers or isolated manor houses, to “shelter them from the corruption of the world.” A Cherub who has failed in his duty is likely to attempt suicide or risk his life in an insane attack on the enemy. Cherubim make excellent Hotshot Pilots (and *love* their vehicles!), Virtuous Martial Artists, Cute Fuzzy Animals, Elder Siblings, Parents, and Teachers.

## BRIGHT LILIM – THE GIFTERS

Although Bright Lilim are rare in a normal game of *In Nomine*, they may be quite common in an anime campaign. They provide interesting adventure hooks, and have the convoluted history and long list of personal enemies common to many anime heroes. Bright Lilim often manage to combine the gaiety of the Innocent Power-Wielder with the depression of the Angstful Expert. They are inevitably hunted by most of Hell (and in particular by the demons of Asmodeus), and by fellow Lilim who just want a favor or two from their newly-redeemed Sister. Bright Lilim just want to make everyone happy, by giving them what they need – which can result in awkward social situations if the Bright Lilim acts impetuously, as they frequently do. They appear celestially as beautiful humans with wings of light.

In celestial form, Cherubim are ideally formed animals (wolves, lions, bears, etc.) with dramatic wings. They are not limited to the animal's natural coloration – a dark green panther with golden wings is perfectly acceptable. Humanoid forms will still have wings, as well as strong indications of the animal form, such as fur, slit-pupilled eyes, claws, pointed ears, horns, or (for the less conspicuous) a large tattoo. These will be beautiful and harmonious, since the Cherub *is* an angel.

## Ofanim – the Wheels

Fortunately for the angels of speed, high-speed chases happen all the time in anime, and Ofanim can look forward to showing off their incredible reflexes with motorcycles, cars, trucks, helicopters, skateboards, and even mecha. Those Ofanim who prefer to specialize in martial arts or guns will be able to use their speed and agility, doing incredible high leaps and fast draws. Ofanim are never shy about demonstrating their skills: they're ready to leap into danger at a moment's notice, without hesitation or forethought. An Ofanite's natural response to being told that demons are in the vicinity is to rush off to attack! (Some will wait just a moment and ask where the demons are.) Ofanim abhor idleness – when not busy with his own tasks, an Ofanite will offer to assist his colleagues with any problems they have. Angels should get worried when idle Ofanim try to help them out – the consequences can range from dramatic to disastrous. Ofanim make very good Brash Young Heroes, Innocent

Power-Wielders, Hotshot Pilots, Kids, Lechers, and Tomboys.

In celestial form, Ofanim appear as circling rings of fire, though they never actually burn the surroundings. Alternatively, they appear as humanoid shapes of fire (though, as before, non-inflammatory) or beautiful naked humans with flashing eyes and orbiting rings of fire that preserve their modesty.

## Elohim – the Powers

Elohim are angels of reason and logic, calm and controlled, thinking before acting, who truly feel that “the ends justify the means.” They may not always be trusted by other angels, simply because they are willing to sacrifice anything – friends, innocents, or even them-

selves – for the objective “greater good.” They go about their business coldly and professionally, often without discussing their motives, though they are not without emotion – indeed, they may harbor deep feelings or tragic secrets. Elohim make excellent Angstful Experts, Virtuous Martial Artists, Bureaucrats, Mysterious Strangers, Parents, Scientists, and Teachers.

In celestial form, Elohim appear as hairless, pale-skinned humanoids with deeply expressive eyes. Clothing is optional, but many Elohim wear something appropriate to their Superior: business suits for Servitors of Trade, lab coats for Servitors of Lightning, armor (or at least a sword belt) for Servitors of the Sword . . .

## Malakim – the Virtues

The stern Malakim, angels of honor, fit easily into an anime campaign. Bound by their oaths to destroy all evil and never to let themselves be captured by the forces of Hell, they are uncompromising and intense, devoted to their duty. A Malakite will always have some martial skills, which may range from sniper rifles and flamethrowers to up-close-and-personal martial arts. He will never betray his oaths (unless the issue is of campaign-shaking importance, which will be a major personal tragedy for him) and always judges others by their personal standards of honor. If a Malakite considers other angels to be dishonorable, he will tell them so, and try to help them reach what he considers to be a



proper standard of behavior. Against demons, a Malakite's attitude is unequivocal: it will be either "Redeem or die!" or simply "Die!" Malakim can sometimes be manipulated by their honor into acting unwisely, or temporarily helping demons; this will usually be followed by a tragic confession and a heroic death in battle. The forces of Hell are constantly trying to find out what will make a Malakite Fall (since no Malakite has ever Fallen) and frequently lay vile traps for them or force them into unendurable situations. Malakim often appear as Angstful Experts, Brash Young Heroes, Virtuous Martial Artists, Mysterious Strangers, Parents, or Teachers.

In celestial form, Malakim appear as humans, or as human-shaped shadows, with great dark wings. They wear tokens symbolizing their oaths: typically chains around the torso, bracelets, or earrings. A Malakite never removes the symbol of an oath, unless the oath itself is dissolved by the will of his Archangel.

## ***Kyriotes – the Dominations***

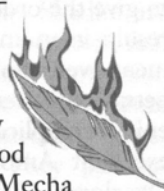
Constantly distracted by the many hosts which they can possess simultaneously, Kyriotes often seem to be rather scatterbrained, trying to express several different viewpoints through a single human host's mouth. A Kyriote will possess *anything* that looks interesting, just to see what it feels like. Many Kyriotes cultivate personal habits in order to make themselves more recognizable when possessing people, such as catchphrases, humming tunes, snapping their fingers, and so on. However, as most Kyriotes have no access to a host's memory, they must think quickly when the host's friends ask awkward questions! This can result in moments which are humorous, embarrassing, or extremely dangerous. And the host's friends, relations, and enemies *will* show up, at the worst possible moments. Hosts *always* have jealous girlfriends (or boyfriends, who will challenge male-vesseled friends of the Domination). When a Kyriote moves between hosts, a full special effects extravaganza is appropriate, with distant sounds of angelic music, and beams of light between the old and new hosts. Kyriotes make good Brash Young Heroes, Hotshot Pilots, Cute Fuzzy Animals, Elder Siblings, Kids, Sidekicks, and Teachers – often all at once!

In celestial form, Kyriotes appear as a cloud of wings, mouths, and eyes: human onlookers frequently go into shock on seeing a Kyriote in this form, and more fragile types may faint. A

Kyriote's "human" shape is winged, but its face and body constantly change and shift, never the same for more than a few seconds at a time.

## ***Mercurians – the Intercessionists***

Mercurians are everything that Seraphim are not: friendly, outgoing, laid-back angels who love interacting with mortals, never happier than when engaging in purely human activities. Mercurians are the angels who show up at the rock concerts, hang around the mall, eat sushi at the best restaurants, compliment you on your clothing, and give you advice on your love life. They understand human culture and personal relations in a way that other angels don't, and enjoy helping people with the small problems of everyday life; they also often have relationships with humans. Since they understand normal human behavior, and don't make embarrassing mistakes, they're often assigned as "native guides" for angels new to Earth. Mercurians make good Innocent Power-Wielders, Mecha Pilots, Elder Siblings, Kids, Parents, and Sidekicks.



In celestial form, Mercurians appear as gloriously beautiful humans with soaring white wings and halos. They are among the most likely angels to indulge in "fashionable" accessories while in celestial form, such as nail varnish, ribbons, or Armani suits. (In fact, Mercurians of Trade wouldn't be seen dead in anything *less* than an Armani . . .)

## ***Relievers***

Relievers are very rarely chosen for Earth duty, being young, innocent, and weak. If they are sent to Earth, they will be assigned to an angel or a group of angels, and usually given a child or animal vessel. They frequently turn up as talking cats, birds, dogs, hamsters, or other cute small creatures, providing advice to their "owner" or spying for him. While they are as enthusiastic – sometimes overly so – they are also timid and easily overawed in the presence of powerful angels.

In celestial form, Relievers appear as small winged animals, huge butterflies, or fairy-like creatures, fluttering around cheerfully. They are cute and pretty rather than beautiful, but for all their tiny size and weakness, they are still true angels, and dream of helping humanity.

## ANIME BANDS

### *Balseraphs – the Serpents*

The Balseraphs, premier among Hell's liars and deceivers, consider themselves to be the most powerful – and most evil – demons in Hell. They are fond of tall, elegant vessels, and like expensive clothing. When they appear on Earth, they prefer positions of power . . . or at least, the power behind the throne, as an advisor to a puppet leader. Balseraphs are diabolically persuasive, and often take an evil glee in using their resonance merely for the amusement value. While a Balseraph has a much better understanding of human society than Seraphim do, he doesn't understand selfless actions or motivations (if he did, he'd be on the road to redemption). When Balseraphs work with other demons, they expect to give the orders. Two Balseraphs in one group results in an immediate – and continuing – argument over who's in charge. Balseraphs cheerfully betray other demons, if given reason to do so, and enjoy complicated, devious plots. They make excellent Amoral Military Leaders, Demonic Overlords, Twisted Aristocrats, Bureaucrats, Mysterious Strangers, Parents, and Teachers. In lighter campaigns, they can be Elder Siblings!

Celestially, Balseraphs appear as huge serpents with multiple eyes and leathery wings. They favor adornment, such as chains, decorations, or weapons. If they take a more human form, they still manifest multiple wings, and their eyes are often slit-pupilled. They may be beautiful, but it is an evil, brooding beauty.

### *Djinn – the Stalkers*

The Djinn are the brooding, obsessive Stalkers of Hell, hunters and trackers, obsessive-compulsive control freaks. Despite a facade of apathy, they often develop fixations on the people or things that they are attuned to, and yearn to be loved in return. While a Djinn cannot hurt the person to whom he is attuned (without permission) he can harm the things or people that his target cares about, and will do so in order to get attention. Most Stalkers are fanatical about neatness and order in their personal space, and a Djinn may painfully kill his subordinates if they leave a single pen or folder out of place in his office. (Some Djinn go to the other extreme, and appear as thugs or vagrants, conspicuous by their lack of personal hygiene.) A Djinn who has been assigned to a particular human may show up as

his bodyguard or secretary, or some similar role which will allow him to stay close to his target. In human form, Djinn are rarely extremely beautiful or extremely ugly: they often have anonymous, easily forgettable faces. Djinn make good Amoral Military Leaders, Crime Lords, Twisted Aristocrats, and Bureaucrats – or henchmen for any of the above – as well as Elder Siblings, Lechers, Monsters, and Parents.

Their celestial forms are ugly, malformed, miscolored animals with scaly or leathery wings. As humanoids, they still bear the marks of their animal nature, with horns, colored skin or fur, animal eyes, clawed hands or feet, hooves or paws, misshapen faces, or tattoos. This is always ugly and a deformation of the animal's natural beauty, except in the very greatest Djinn, who may appear pleasing to the eye yet still threatening.

### *Calabim – the Destroyers*

Calabim are surrounded by a halo of entropy; they exist to tear down, burn, smash, rot, and atomize anything that comes within their reach. It's a bad idea to leave a Calabite near any scientific equipment or fragile art work, *especially* when anime devices are so often explosive. Calabim love a good fight, and adore weapons of mass destruction. They are frequently used as goon squads by the forces of Hell, and are sent to terrorize or kill angels and humans. Very few Calabim have the ability to restrain their tempers . . . an angry Calabite is likely to lose control and attack the source of annoyance. While they enjoy car chases, their cars rarely survive for long. Calabim make excellent Crime Lords, Demonic Overlords, Monsters, Kids, and Tomboys.

Celestially, Calabim appear as red-skinned, horned, ugly, bat-winged humanoids, with skin that is burning hot. While some can take on a more attractive human appearance, and tone down their interior heat, they will still manifest black leathery wings and horns, and their skin (except for the most powerful among them) will remain bright red and hot.

### *Habbalah – the Punishers*

Convinced that they are angels, Habbalah know it is their task to tempt, judge, and punish all those around them. They alternate between being alluring and sensual, when working to tempt others into wrongdoing, and stern cruelty, once their victim has proven himself guilty of sin. (In lighter campaigns, this might be an alterna-



tion between giggly cute schoolgirl and whip-wielding dominatrix schoolgirl.) There are also Punishers who take a more scientific or professional approach to their task on Earth, working on some larger project while attempting to keep a lower profile. However, these Habbalah often manifest fanatical concentration on their work, flaunting their lack of human limitations, and scorning the humans around them who need such luxuries as food and sleep. With their emotion-affecting resonance, Habbalah can be devilishly persuasive, luring their victims into foolish, impulsive actions. They may also turn against demonic allies, if they feel that the other demons are weak and deserve to be punished for it. However, some Habbalah do have a twisted sense of honor. These “angels” refrain from harming the truly innocent, and will respect a sufficiently strong opponent. Habbalah make good Megacorporation Bosses, Mad Scientists, Twisted Aristocrats, Bureaucrats, Elder Siblings, Mysterious Strangers, Parents, Scientists, and Teachers.

Habbalah have human-seeming celestial forms, but ones that have been brutally mutilated, scarred, pierced, and tattooed. However, this gives some Habbalah a strange, unhealthy attractive quality. While it is far from the natural beauty of an angel, it can be diabolically alluring.

### *Lilim – the Tempters*

The Daughters of Lilith are many things, but never unattractive. A Lilim is always ready to offer her services to a bargainer – or victim – and prides herself on her tempting deals. Many Lilim fit the stereotype of cheerful, brainless beauties (but sharp hagglers) with no particular concept of ethics outside the basic condition of keeping a deal and paying off a Geas. A few have more depth to their personality, and spend their time dreaming of true freedom, embittered that they were born into effective slavery, and indulging in heavy angst. Lilim on Earth may have a position as an important human’s mistress, secretary, or close friend – anything which will allow her to build up a network of favors and turn the human into her puppet. Lilim are happy to offer angels a bit of assistance in return for future unspecified favors – and totally unwilling to help otherwise.

They form a (somewhat dysfunctional) sisterhood, helping each other out in emergencies, but will desert a sister who seems to be a bad investment and unlikely to pay her debts. Lilim make good Angstful Experts, Crime Lords, Megacorporation Bosses, Cute Fuzzy Animals, Kids, Mysterious Strangers, Scientists, and Sidekicks.

Celestially, Lilim are seductive, alluring, and frequently cute: they have elegant little horns and emerald-green skin. Almost all of them take female form; male Lilim are rare (and typically bishonen). The Geases that they owe to others are visible on their bodies as bracelets, necklaces, rings, piercings, and other forms of jewelry.

### *Shedim – the Corruptors*

Vile possessing entities, Shedim whisper temptations into the souls of humans and lead them into sin. In anime, Shedim are the epitome of evil – perverse, foul creatures whose only motivation is to corrupt and damn humans, scarcely ever redeemable. They particularly enjoy possessing victims who are genuinely good and innocent. If an attempt to corrupt a particular victim fails, they will often try to kill him! (A common method is to possess the innocent’s friends and force them to attack him.) Given sufficient time and effort, a Shedite is also able to warp

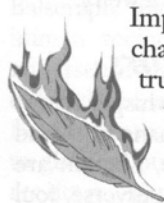
the memories of a host, resulting in a sort of brainwashing. If the Shedite is expelled, the host’s true memories will return, resulting in severe mental anguish and high drama. When a Shedite moves between hosts, unsettling noises are dimly audible, and strange, unholy lights flicker around the old and new host bodies. The new host’s eyes may also briefly change color, or glow with a strange luminescence. Shedim make excellent Crime Lords, Demonic Overlords, Mad Scientists, Lechers, Monsters, and abusive Parents.

In their natural form, Shedim are repulsive, squirming masses of mouths, eyes, and slimy tentacles. Although they can take a more human form, this body will instantly manifest extra eyes, mouths, tentacles, and other unwanted organs. Few Shedim bother: they prefer their natural form in all its unhallowed vileness.



## Impudites – the Takers

Impudites are optimistic and fashionable, friendly demons with an excellent understanding of the human world, and an insatiable hunger for Essence. They will cheerfully extract it from the humans around them, unmoved by ethical qualms or moral drawbacks. While an Impudite will mingle with humans and enjoy their company, he is always conscious of his own superiority as a demon, even if he considers some of the humans to be friends. Takers use their ability to charm others to ensure that they have friends everywhere, and that nobody will ever suspect them of villainy. If cornered by Heaven,



Impudites prefer to negotiate, trying to charm the angels into an advantageous truce. However, ultimately they are as treacherous and corrupt as other demons. Few Impudites can be trusted, and they will betray their oaths at a moment's notice, or

backstab a superior to claim his place – or steal candy from a baby. Impudites make good Crime Lords, Demonic Overlords, Megacorporation Bosses, Elder Siblings, Kids, Lechers, Parents, and Sidekicks.

Celestially, Impudites appear as fashionably dressed humans, with leathery wings and small horns. Good-looking and charming, with a perfect sense of style, they're invariably dressed for the occasion and project a seductive (or cute) allure.

## Imps and Gremlins

Occasionally one of these minor demons is assigned to Earth to assist the forces of Hell. However, given the weakness of these tiny creatures, they're usually given small, frail vessels, such as black cats, crows, toads, wolves, or young children. Imps and gremlins can be just as malicious and spiteful as bigger demons – though occasionally they can be unformed and ignorant, potentially redeemable if shown the way of righteousness and honor. They usually end up serving their masters as minions and familiars, spying or running errands for them, though some may be given a human vessel and assigned to duties as a Kid.

Outside their vessels, gremlins and imps appear as malformed blobs, tiny half-formed demons, or ugly misshapen little winged animals. They tend to hide in the shadows, either to spy on those around them or just to avoid new orders.

## ARCHANGELS AND DEMON PRINCES

Superiors should be played flamboyantly when they turn up during the course of a mission. When a Superior appears, *everyone* stops to pay attention: if the Superior chooses to make a speech upon arrival, nobody takes any other action until he has finished. Archangels carry an aura of innate holiness, and are angelically beautiful: Demon Princes are shadowed by the darkness of the Pit, and are either inhumanly gorgeous or perversely ugly. Possible special effects may include beams of light from Heaven, deep rumblings from Hell, falling flower petals, sulphurous smoke, and chanted psalms or whispered blasphemies.

Even if a celestial regularly interacts with his Superior to make reports or receive orders, the appearance of his Superior in a crisis should provoke fear and awe. Moments like this, in anime, are the climaxes of episodes. Characters should be encouraged to gasp their Superiors' names in tones of awe, make dramatic statements to their enemies, or fall to their knees and confess all their wrongdoings.

## ARCHANGELS AND THEIR SERVITORS

Each of the Archangels has a powerful and somewhat one-sided personality, as befits the holder of a powerful Word. Most of these fit quite well into anime models.

### Blandine

Blandine always appears in female form, with long floating hair and swirling robes, haloed in shades of silver and pastels. She is a sweet, gentle, caring Archangel, and leaves all the violent demon-killing to her Malakim. If forced to fight, she shields herself against enemy attacks and lulls foes to sleep with beautiful visions. When she appears in dreams, the background landscape promptly changes to moonwashed dunes or sunny fields with sweetly singing birds. Her angels are high-minded protectors of dreams and dreamers, and tend to look down on other angels with more direct or Earthly jobs. They are the best experts available on fantastic alternate universes (see *Alternate Realities*, p. 13).



## David

David appears as a tall, well-muscled, nude man, with a commanding presence and a deep bass voice. (Sadistic GMs may use this to force awkward social situations on the heroes.) David's approach to problems is very simple. If the problems are due to demons, then kill the demons, and if the problems *aren't* due to demons, then encourage the humans to deal with the situation themselves. If personally involving himself in a fight, David waits till someone attacks him – or till someone on his side is attacked – and then goes into a bare-handed martial arts display which leaves demon-shaped crevasses as new permanent landmarks. His angels are tough, reliable types, and excellent martial arts teachers, though they dislike giving away information without good reason.



## Dominic

Dominic appears as a thin, stern man (or occasionally woman) in long black robes or a sober black suit, with diamond-sharp eyes and cold sternness. While never truly cruel (unless the campaign actually involves his Fall) he is stern, pitiless, and ruthlessly rigorous. If he does show mercy, it should be a major event in the campaign, and in response to some true gesture of contrition from the guilty character. When Dominic appears, he will pass judgment on everyone nearby – including heroes and innocent bystanders. If he fights, he summons a giant flaming “Sword of Judgment” and pronounces sentence on villains before striking them down.

Dominic expects his angels to be cold and ruthless, forming a Divine Inquisition which keeps watch on other angels without prejudice or favoritism, ready to arrest even their closest friends and haul them away for judgment. (However, a surprising number of them are soft-hearted and compassionate, willing to pardon minor sins or to give angels accused of crimes a chance to prove their innocence.)

## Eli

Eli is one of the few Archangels who may appear relatively inconspicuously. He might manifest in any form, but is most commonly seen as a young Rastafarian man in battered clothing, carrying artistic or musical gear. He usually turns up when his Servitors least expect him (and frequently at embarrassing moments), offers friend-

ly comments or criticism, then vanishes while they're still trying to get answers out of him. He is invariably cheerful, and always preoccupied with some artistic project. If he does fight, then he will use any nearby items in martial arts maneuvers (“Spaghetti Noodle Strike!”) or build – at super-speed – some mad science construction to trap or injure his opponent. Eli's angels are equally creative, and many tend to be obsessed by their current artistic projects, to the exclusion of common sense – fortunately, others of them are more practical. In his absence, most of them are in service to other Archangels.



## Gabriel

The Archangel of Fire appears as a woman composed of living fire, or as a human woman with trails of fire rippling behind her. While she can sometimes display astonishing compassion and mercy, more often her face is fixed in inhuman lines of pain and exaltation as she speaks prophecies or strikes down the cruel. Gabriel's arrival is as much to be feared as welcomed. She may be in an insane state when she appears, requiring long, patient explanations of what is going on – or she may resolve her angst by setting fire to everything nearby. When she fights, she screams in fury as she strikes at her opponents with waves of fire that either purify them or burn them to ash. Her angels are hot-tempered, like their mistress, and liable to overreact to situations: they also have a great deal of respect for true religious believers, and often belong to some faith themselves. Many of them smoke.

## Janus

Janus inevitably appears on a motorbike, at the wheel of a fast car, at the controls of a supersonic jet, or in some other sort of rapid transport. He manifests as a young man in fashionable but disheveled clothing (often motorcycle leathers) with his hair constantly blowing in the wind. Janus is slapdash, reckless, and carefree; his reaction to catastrophes tends to be along the line of “Cool!” rather than any helpful instructions. He fights with gusts of winds, tornadoes, and hurricanes – which usually result in a lot of incidental property damage. Janus' angels are very like their Archangel, with casual attitudes and a cheerful approach to imminent danger and peril of death. They can be extremely annoying to other angels, but they're the fastest drivers in Heaven.

## Jean

Jean is more likely to send e-mail than to turn up in person. If he does arrive, he manifests as a tall blond man with a craggy face and a well-cut business suit, carrying a cutting-edge laptop. He is brusque but efficient, demanding a report and rapidly assessing the situation before providing a list of bullet-point recommendations for immediate action. While he is a micromanager, insisting that his angels contact him at the least hint of trouble, he is a *good* micromanager, and will provide assistance and resources. If battle is necessary, he may produce elegant high-tech weapons (such as laser guns or neural disruptors) which are clearly far in advance of modern scientific development, or strike with raw blasts of lightning. The angels of Lightning are also extremely efficient, and often scientists of some sort; their enthusiastic curiosity frequently leads them into dangerous situations.

## Jordi

The Archangel of Animals *never* appears in human form. When he manifests, he takes an idealized animal form, and usually an impressive one, such as a glowing lion, bull, tiger, eagle, or occasionally a dinosaur. ("Godzilla!") He has very little time for human concerns (though he will intervene to save innocent children from danger), but will react violently to cases of large-scale pollution, industrialization, or mistreatment of animals. Should he attack, he does so in animal form, biting and clawing his victims, or smashing them into the ground with mighty blows from his massive paws. His angels are also eager to protect animals, but usually have more understanding of human concerns than Jordi himself, and are (mostly) able to function in human society.

## Laurence

Laurence appears as a *bishonen* (beautiful) thin young man with long hair, and *always* carries a sword. His priorities are honor, chivalry, the protection of humans, and the destruction of the forces of Hell. He expects a high standard of behavior from his Servitors – perfect obedience, perfect loyalty, and perfect honor. If any of his angels fail these standards, he is merciful to those who are repentant, but will assign a perilous quest or mission as penance. He fights with his sword alone, and needs no other weapon. As Commander of the Hosts of Heaven, Laurence frequently involves himself in the business of

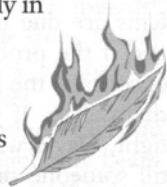
other Archangels. His angels all bear swords themselves (though not as obviously) and are honorable, virtuous warriors, if not quite as perfectly honorable as their Superior. They frequently undertake personal quests or missions against the forces of evil, but are often too devoted to honor to manage comfortably in human society.

## Marc

The Archangel of Trade appears as a handsome young man in a stylish business suit, carrying a cell phone and a briefcase of documents. He is pleasant, easy to deal with, and an excellent negotiator. His pre-mission briefings are fully detailed and equipped with handouts, and his missions are well-funded (though he expects a full report and receipts for expenses afterwards!) Marc is incredibly persuasive, and very effective at finding out what people want. He rarely fights physically, preferring to negotiate a settlement that will please both sides; only if that fails will he pick up his phone and invite over one of the more aggressive Archangels. However, his audits terrify angels and demons alike, and he can also offer very convincing cash incentives – or tax writeoffs. His angels are likewise friendly, professional, and highly focused on money, bargaining, and persuasion; it can be difficult to get them to take a demonic conspiracy seriously if it seems badly funded.

## Michael

Michael is the toughest warrior in all Creation, and manifests as such . . . a hard-bitten older man with well-muscled shoulders and arms. While he does not *always* carry his huge axe, he can summon it to him with a single thought. To him, everything is military: romances are tactical combats, business is a war, and martial arts are a way of life. (Advice to Servitors will be phrased in these terms.) Michael is easy-going in quieter moments, enjoying a beer and a chance to put his feet up, but will take quick command in battle. When he fights, he uses his axe, cleaving the enemy limb from limb, head from torso, and generally soaking the battlefield in blood. His angels are similarly aggressive and enthusiastic, leaping into combat at a moment's notice and never retreating. The older, more sensible ones send out scouts and get intelligence reports *first*, and are extremely dangerous combatants and leaders.



## Novalis

The Archangel of Flowers is the sweetest, kindest, most gentle Archangel in all Heaven. She manifests as a young woman with flowing hair and gentle eyes, innocent and beautiful, dressed either in flowery robes or a cute teenage outfit. She is *always* loving and merciful, and frequently gives flowers to her Servitors, or to any bystanders who don't get out of the way fast enough. If faced with opponents, she imposes an aura of love and peace on the entire battlefield. At her most "violent," she projects a purifying ray of brilliant rainbow light, which cleanses, weakens, or destroys her opponents. Her angels are generally merciful pacifists, who enjoy celebrating the beauty of creation and helping those around them; some of them are *mildly* aggressive if provoked, serving as protectors to their gentler fellows.

## Yves

Yves manifests as a mysterious, vague, elderly man who is always smiling. While he undoubtedly knows almost everything that is taking place in the entire universe, he allows both angels and humans to achieve their destinies through their own efforts, only offering occasional pieces of advice when absolutely necessary. Yves *never* fights personally; he is capable of banishing lesser demons with a single thought, and will call other, more aggressive Archangels to battle with Demon Princes. However, Yves prefers to maneuver angels into a position where they can fight their own battles, or where they have the necessary tools to solve the problem themselves. (He also has the annoying habit of refusing to answer questions.) The Servitors of Destiny are hard-working, intelligent angels, who serve as teachers or protectors, trying to help others reach their full potential.

## DEMON PRINCES AND THEIR SERVITORS

If a Demon Prince appears in a campaign, he is likely to be the major villain, with world-spanning plots and diabolical schemes of hideous depth and depravity. If the Prince takes an interest in the work of one of his servitors, the demon

will either rise to power or (more likely) be found unworthy and suffer dreadful torments. An angel who draws the personal attention of a Prince, especially by thwarting his schemes, will find his life has become extremely *interesting* . . .



## Andrealphus

The Prince of Lust manifests as a handsome man, a beautiful woman, or as a gorgeous specimen of indeterminate sex but total style. He will invariably fixate on one of the heroes and attempt to seduce them, and may need to have his attention forcibly recalled to any urgent matters, such as fire-fights or citywide destruction. Andrealphus regards mere rape as tacky: he much prefers slow seduction, resulting in hopeless devotion

from his targets, whom he will later betray and abandon. If he fights (he much prefers not to) he will attempt to seduce his enemy, either in a human form, or as a writhing mass of tentacles. His demons are all gorgeously attractive, and tend to be either giggly bubbleheads or catgirls whose only concern is casual sex, or dark seducers seeking innocent, honorable targets.

## Asmodeus

Asmodeus is a dark, brooding figure. He manifests as a tall, thin man in somber clothing, with eyes that burn like the fires of Hell and a voice that echoes with an infinite dry cruelty. As the master of Hell's secret police, he is constantly on the watch for treason, heresy, and insufficiently demonic behavior. However, he has no objection to persecuting angels too, or to capturing them and torturing them for information. (He and Dominic may sometimes cooperate, but this would only occur in a dark anime campaign – possibly a Cops, Crime, and Noir one – and would be likely to involve Dominic's Fall.) Asmodeus' plans are wide-reaching and intricate, often involving other celestials, and even other Superiors, as pawns. In personal battles, he wields a dark, barbed sword of burning shadow – however, he prefers to play a game of some sort, such as chess. His demons are devious plotters, spying on other demons or torturing them for evidence of treason; while some of them may *seem* merciful or understanding, this is usually just an act.



## **Baal**

The Prince of the War manifests as a tall, commanding man in military uniform, always wearing a sword or gun. He has an air of absolute authority, and a handsome face, but his eyes are dark with thwarted pride and anger. Baal sees all situations from a military point of view: if presented with a problem, he will immediately assess the situation, gather his forces, and move rapidly to destroy the enemy and seize the objective. Should he fight – and he will be glad to – he does so with surpassing skill and butchery, never leaving the field until he's won or his physical form is destroyed. His demons are all soldiers, though they vary from good (if amoral) enlisted men to twisted, debauched officers, and from planners and strategists to profiteers. Baal and his demons are among the few in Hell who may have some sense of honor, or who might fight fairly even if it means losing.

## **Beleth**

Shrouded in mists and darkness, the Princess of Nightmares is beautiful but cruel. She manifests as a woman with long dark hair, draped in black robes, with a halo of shimmering ghosts trailing around her and murmuring demonic incantations. She prefers to appear in dreams, where she will terrify her minions to near-insanity while giving them their orders. Beleth is remote and unconcerned with most aspects of human life; she is only interested in increasing the fears of humans. If forced to fight, she conjures up her enemies' worst nightmares, and lets them struggle with the horrors from their own minds. Her demons are stalkers and skulkers, lurking in the shadows and committing horrific crimes to frighten communities.

## **Belial**

Belial manifests as a well-dressed man, with the charisma of a Mafia boss, the self-control of a spoiled teenager, and an huge flamethrower. As far as he is concerned, he wants everything to burn, and he wants it to burn *now*. Disobedient or under-enthusiastic servitors are char-grilled. If he can't set fire to something on the spot, then he chain-smokes continuously. When he fights (which he does as often as possible) he creates a great sword of fire, or simply blasts enemies with huge gouts of flames. His demons are proud, arrogant hotheads, delighting in destruction. They are great schemers, but frequently ruin their own plans through hastiness or carelessness.

## **Haagenti**

The Prince of Gluttony manifests either as a unthinkable obese man, or as a monstrosity which is all mouth and tentacles. He immediately devours any food in the vicinity, and then begins gnawing on furniture, minions, and Servitors . . . Haagenti's priorities are the increase of gluttony among humans, and the satisfaction of his personal hunger. He rarely considers politics or philosophy, but will eagerly ally himself with those who promise him food. If compelled to fight, he assumes his monstrous form, and attempts to tear his opponents limb from limb, and then devour them – or simply eats them whole, if they're not too large. Some of his demons are thuggish brutes, concerned only with feeding their own appetites, while others are clever, devious plotters, who make an art form of encouraging gluttony in humans.

## **Kobal**

The Prince of Dark Humor takes many different forms, but most often appears as a well-dressed man with a sardonic frown, whose eyes betray a bitter ennui. If Kobal smiles, then the joke that has amused him is truly hellish, and probably involved multiple fatalities. If he actually laughs, then the jest is so elegant and cruel that it would amuse Lucifer himself. He is witty and relaxed with his Servitors, giving them only as much information as they need. Kobal dislikes open fighting: while he will curse lesser opponents with humorous disasters (anvils falling on their heads, swords turning into plastic, manic attacking hippos in purple tutus) he will flee the approach of another Superior. His demons are intelligent and quick-witted, with a cutting sense of humor and a tendency to indulge in angst. They like to dress fashionably and to indulge in all the latest human vices.



## **Kronos**

The Prince of Fate appears as an elderly man in an old-fashioned suit, wearing a small pair of glasses. His only concern is bringing the Symphony to its ultimate fate, by whatever means necessary. He works to lead every living being . . . human or celestial, angel or demon, Prince or Archangel . . . to his own particular fate. When he speaks to his Servitors, he is precise, accurate, and to the point; he wishes them to be efficient in corrupting others and luring

them to Hell. Kronos does not fight, any more than Yves does – he simply allows his aura of doom and despair to reduce lesser opponents to flight or suicide, or calls on another Prince to assist him. His demons vary from the coldly efficient, through the amoral and scholarly, to the darkly corrupting. While they all attempt to doom their victims to Hell, some prefer to do so by rapid temptation, while others lay slow schemes of gradual sin that will take decades to conclude.

## *Lilith*

The Princess of Freedom appears as an exquisitely dressed young woman, either cute and giggly, or businesslike and crisp, but always wearing a lot of jewelry. She is invariably glad to help the villains – or the heroes – with whatever they are currently doing, in return for “just a little favor later.” Likewise, she will refuse to explain what she’s currently up to (“What’s it worth to you?”) or help even her closest associates without a significant promised payment. (“There’s no such thing as a free lunch . . .”) As the first wife of Adam, and the only human ever raised to the rank of Demon Princess, there is a great deal of speculation about her origin, her rise to power, and her hidden secrets.

Lilith avoids fighting; since most of the other Demon Princes owe her a favor or two, she’ll ask one of them for help. She has contacts in unexpected places, even in Heaven itself; many people owe her favors, or are prepared to negotiate a deal for temporary assistance. While she has few regular servitors, those few are similarly mercenary – but may occasionally act in a semi-altruistic fashion, if only to lay in some future favors.

## *Malphas*

Malphas manifests as a friendly middle-aged man in bland but well-cut clothing, who projects trustworthiness and helpfulness. (Particularly pure of heart Innocent Power-Wielders may feel uncertain about him, however.) He is always willing to help his Servitors, assuring them separately that they have his complete confidence, and that he doesn’t believe a word of the horrible things that their “best friends” were saying about them. His greatest interest is in setting people against each other: families, friends, religions, nations . . .

Malphas doesn’t fight – he makes other people fight, inflaming old grudges and inciting outbursts of unreasonable rage. If cornered, he will

flee. His Servitors are sly-tongued and polite, excellent slanderers and rumor-mongers, and often practice their skills on other demons – just for the hell of it.

## *Nybbas*

Nybbas manifests as a brash, pushy, red-haired young man in an expensive business suit, always wearing dark glasses. Television images flicker as he passes them, and radios give off bursts of infernal music advertising Hell’s latest soft drinks. He is obsessed with all forms of the media, viewing everything in terms of audience shares, market distribution, prime time viewing groups, what’s hot and what’s not, and 24-hour reality television.

Nybbas is the Prince most likely to want to film angelic heroes rather than kill them. He’ll be delighted with his minions as long as they’re bringing in good footage and media material, but once they start losing their audience, it’s “Ciao, baby, don’t call me, I’ll call you.” Nybbas is more interested in filming fights than taking part in them; he can use his personal TV remote to hypnotize lesser celestials into television-watching trances, but will hide from Archangels, or confuse them with pop culture illusions. Demons of the Media are as obsessed as their Prince, and constantly struggling to find the big hit which will catapult them to stardom. While some of them actually quite like humans (or at least, cute humans who’d look good on television), others see all mankind as material to be manipulated, filmed, and discarded.

## *Saminga*

The Prince of the Dead manifests as a drooling zombie or a horrible, tentacled mass of rotting flesh. His prime concern is killing people, preferably in large numbers (though small-scale murders and serial killings are acceptable). He isn’t exactly stupid, but he is utterly focused on death and killing things, and slow to react otherwise. When Saminga appears, he expects his minions to grovel humbly and to present him with fresh proof of their demonic work. If attacked, he will either raise hordes of zombies to do battle for him, or will physically assault his enemies in the form of a huge, rotting corpse. His Servitors range from brutal killers whose only interest is in their next target, to suave and intelligent necromancers and vampire lords with networks of servants and large-scale plans for mass fatality.

## STRIKE TEAM FROM NOTRE-DAME: A SAMPLE CAMPAIGN

The characters are a team of angels, working together to fight local demonic menaces, with frequent trips to exotic foreign locales. The team leader is a female Seraph of Laurence, a pure Virtuous Martial Artist who uses a sword. Her second-in-command is a male Malakite of Novalis, a Virtuous Martial Artist with Teacher overtones, who prefers to fight with a staff. The Bad Boy on the team is a male Mercurian of Gabriel, a Brash Young Hero with an attitude problem and a bare-handed fighting style. (The green flame helps.) The team Techie is a female EloHITE of Jean, an Angstful Expert and Scientist with a fondness for black vinyl, strange gadgets, and shotguns. The final hero is a young male Ofanite of Janus, a Brash Young Hero with Kid overtones who loves motorcycles and shuriken. What with the unresolved romantic tension between the Seraph, the Malakite, and the Mercurian, the EloHITE's Dark Secret from her past, and the Ofanite's immaturity and irresponsibility, there's plenty of material to work with . . .

Naturally, there are several recurring enemies and background characters. These include a Balseraph of the War (the local demonic leader)

with a romantic fixation on the Seraph of the Sword; an androgynous and unsettling Habbalite of Lust (who happens to be the EloHITE's brother/sister); and a madder-than-usual Impudite of Technology who serves as the Balseraph's sidekick and who is obsessed with online computer shoot-em-ups. On the angelic side, a Cherub of Destiny is in charge of the local library, providing Teacher-like philosophical comments when the heroes need them, and a Bureaucratic Ofanite of Judgment makes frequent visits to check on the heroes for orthodoxy, proper procedures, and general angelic behavior (or the lack of it). There are also several local humans who are involved, as Soldiers, Sidekicks, or general Innocent Victims. One of them in particular, a reporter for the local paper, tends to be at ground zero for most local demonic activities, but has yet to link the heroes in their civilian roles to her numerous last-minute rescues.

There is also a local ethereal who has shown up on several occasions to deliver warnings or intervene in fights, but this Mysterious Stranger has not yet revealed his true intentions.

### Valefor

Valefor appears as a dashing young man, dressed stylishly in motorcycle leathers or Versace suits, his hair rippling constantly in the wind. He always shows up or leaves in some form of fast transport (often stolen on the spot), whether it's a motorbike, a Bugatti, or a government black helicopter. He is charming and cheerful, and even when he makes "an offer you can't refuse" it's always with style and with a smile. He's constantly searching for new and greater challenges, and is often more concerned with personally committing some challenging theft than in encouraging larceny in humans. Valefor's first move in any fight is to attempt to steal his opponent's weapon. He then attacks with blasts of entropy, dodging elegantly as he does so. His demons attempt to emulate his style and skill, whether as dashing gentleman thieves or merely thuggish gutter pickpockets. They're all speed freaks, too, and love a fast, exciting getaway chase.

### Vapula

The Prince of Technology isn't a mad scientist – he is *the* Mad Scientist, with bushy white hair and a stained lab coat. His laboratories are terrifying labyrinths of horrifying scientific breakthroughs, echoing with the screams of overheating machinery and unwilling experimental subjects. To him, any project that may result in a new scientific discovery is good, and everything else is unimportant. If summoned, he will immediately apply his insane genius to attempting to redesign all nearby technological equipment. Should he have to fight, he will be delighted to field-test his latest inventions – these generally result in *huge* collateral damage, and numerous casualties to his own side. His demons gleefully experiment in their own laboratories, creating giant robots, plague viruses, and hideous mutant hybrids, with zeal and devotion to the march of science almost equal to Vapula's own.





# IN NOMINE ANIME CAMPAIGNS

An entire anime-style campaign for *In Nomine* will run more smoothly than an otherwise “normal” campaign with a single anime adventure slotted in – there will be no violent clash of styles, and continuity can be developed. Running gags and background characters can be added as the campaign continues, such as the recurring Bureaucrat who shows up at the worst possible moment, or the matchmaking local gossip who keeps on walking through the middle of celestial schemings and fails to notice any of it.

If the GM wishes, whenever a celestial fails a Trauma roll, he begins to lose memories! (The check digit can suggest importance of the lost memories, number of memories lost, etc.) If the celestial fails a number of times equal to his Ethereal Forces, all of his memories have been repressed. These may resurface with appropriate stimulus (see *True Romance*, p. 17), or may remain forgotten forever. Even Malakim sometimes become amnesiac. Whenever a Malakite is killed, a single Intelligence roll is required. Failures lose some memories, though never of the *immediate* situation, and an Infernal Intervention *will* cause amnesia! Imagine the angst of a Malakite who regains his memory and realizes he has not been keeping to his oaths.

## STYLES OF PLAY

While anime may by turns be humorous, heroic, or tragic, it is rarely all three at the same instant. However, each in turn can have its place in a campaign.

### *Humorous*

The heroes all have character flaws which frequently result in minor humiliations for them. The villains are frankly incompetent, stupid, or both, and even if they do occasionally succeed in their schemes, they will promptly mess things up due to overconfidence. If any of the heroes have a romance, then it never quite succeeds; they will either wreck it due to their own flaws, or outside

events (the visit of the Dominican Inquisition, the rescheduling of a duel, or the sudden appearance of a naked Archangel) will confuse matters. Friends may quarrel, but ultimately the problem will be resolved. There is a happy ending.

### *Heroic*

The heroes have character flaws which may force difficult choices upon them. The villains are competent and dangerous, but can ultimately be defeated if the heroes act with honor, courage, and intelligence. Heroes may have a successful romance, but may also have affairs with villains (in which case they will be torn between love and duty) or have their adored ones kidnapped and/or brainwashed. Friends may quarrel, but if both sides act virtuously, they will ultimately be reconciled. There can be a happy ending, but it may involve heroic self-sacrifice and death.

### *Tragic*

The heroes have character flaws which will result in personal tragedy. The villains are competent, intelligent, and quite possibly acting from justifiable motives or misplaced honor. Any romance is doomed, and will end in either a sorrowful parting or with one partner dying in the other's arms. Friends may quarrel over a misunderstanding or a question of honor, and will eventually fight over it; one of them will die or be maimed for life. If there is a happy ending, the heroes won't be the ones getting it; at best they may take satisfaction in knowing that their suffering was not in vain.

## DEATH, TRAUMA, AND AMNESIA

One big advantage to being celestial is that physical death is *not* final: after an unspecified amount of time in Trauma (or not, if the celestial is a Malakite) he can return to play with a new Vessel. While this makes it less punishing for the players to “die in the line of duty,” it can take some of the dramatic impact from a noble, heroic self-sacrifice. However, the GM should remember that Trauma isn't always instantaneous – it can take days, weeks, or years before the celestial awakens. It is also quite possible for a celestial to die or become a Remnant in celestial combat. The risk is still there . . .

## EPISODIC FORMAT

It is possible to run an anime campaign in an episodic style, so that each session is an episode of the whole "series." The sessions may have self-contained plots, possibly contributing to a larger plotline, which end neatly with a joke or a moral comment. Alternatively, many sessions may end with no resolution, but with cliffhangers or similar dramatic moments. This works particularly well when the heroes (or villains) are functioning as a team, and are cooperating closely, as it allows the GM to plan a connected storyline for the team as a whole.

## REGULAR CHARACTERS AND PLOT EVOLUTION

Characters in anime do develop – but not too much. A hero or villain is still recognizable as the

original 50 episodes later, even if he has switched sides, changed his hairstyle, and acquired a bigger sword. Part of the charm of the genre is getting to know the regular foreground (and background) characters, and appreciating the same jokes, the same mistakes, and the same villainy or virtue. Even if a demon is converted, Redeems, and joins the angels, he will probably still have the same personality traits, speech patterns, and basic physical appearance – he's just changed sides. The only people in the story who *are* allowed to truly grow and evolve are the major villains and heroes.

In anime as in most roleplaying games, plot is centered *around* the major characters. The background characters may be amusing or worrying, adversaries or friends or neutrals, but their main function is to point up the heroes' own personalities and flaws. As such, they should remain fairly constant, so that the heroes (and villains) can play off them to best advantage.

# ADVENTURE SEEDS

### *Warriors of Virtue*

In a historical setting, demons have taken over a local village, and massacred or enslaved all the inhabitants. A single child escapes to find heroes (or stumble across them) and to beg for help. Can the angels – or Soldiers – cleanse the village, save the remaining villagers, and restore the place to normal life? Or is it all a cunning trap for the heroes, set by an old enemy who knows that they'll come running to the rescue?

### *Down These Mean Streets A Celestial Must Fly*

Angels or demons are running a detective agency, and must locate the criminal (or crime lord) behind a current series of crimes which has annoyed their Superiors. The genre is Noir, the style is gritty, and everyone's wearing trench coats. Time to go shake some information out of your informants, argue with your grizzled police chief, pack some heat, and go have a car chase.

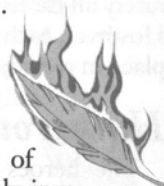
### *Over The Rainbow*

Three innocent local children have gone missing; the only clue is that they were last seen look-

ing at the ancient weaponry exhibit in the museum. They've actually managed to activate a Tether to the Marches, and are currently wandering in the Far Marches with three extremely powerful Flaming Swords and a lot of imagination. Can the heroes find these Innocent Power-Wielders and get them back to the "normal" world before they're seriously hurt – or should they leave them there, and help them battle the forces of Nightmare? Perhaps a regular commute could be arranged . . .

### *Cyber-Malakite Project Angelos!*

A Mad Scientist has got hold of some Malakite DNA (via extremely invasive procedures) and has spliced it into his latest bio-humanoid clone. The clone is now running amok with wings and strange abilities, looking for his "father." Unfortunately, he's part of the Mad Scientist's doomsday plan, and the Mad Scientist wants him back. Can the heroes help the clone find a place in the world, foil the Mad Scientist, and prevent massive property destruction? And can they stop Nybbas' demons from filming the whole thing?



# FILMOGRAPHY

There are hundreds of good anime films and series out there. Here are a few which can be easily linked to *In Nomine*...

*Angel Sanctuary* (Kaori Yuki, 2000). A 3-part OAV based on the 20-volume manga series (not available in English yet) which is full of angels, demons, Adam Kadamon, and even a few humans. Not *In Nomine*, but splendid stuff.

*Ayashi No Ceres (Ceres Celestial Legend)* (Yuu Watase, 2000) A modern schoolgirl discovers she is the descendent of a "celestial maiden" (an angel, an ethereal, or even a Grigori!) trapped on Earth. Now the spirit of that angel has awakened...

*Earthian* (Yun Kouga, 1999). Two angels are sent to earth to judge its inhabitants, and get involved with illegal cloning, psychics, cyborgs, mad scientists, fallen angels, and other fun stuff. Amusing, even if the wing colors are the wrong way round (the white-winged angel is *obviously* a Malakite, and the black-winged one a Mercurian) but the huge chronological gap between episodes (due to it being based on the manga) makes it difficult to understand the whole story.

*Escaflowne* (Shoji Kawamori and Hajime Yatate, 1996). An Innocent Power-Wielder ends up on a fantasy world, with winged men (actually ancient Atlanteans, but what the heck). Watch it for the sword-wielding mecha, which would make any Laurencian drool with jealousy.

*Haunted Junction* (Mukudori Nemu, 1998). Three teenage Soldiers (one Christian, one Buddhist, and one Shinto) must cooperate with a school's ghosts to keep out the forces of Hell. Silly but fun.

*Castle Cagliostro* (Miyazaki, 1979). Three heroes who could be angels (of the Wind, War, and the Sword) team up with a Dominican who's chasing them, and a Lilim of Theft who's never far away, to rescue an innocent heroine and foil an Amoral Military Dictator. (Watch other films in the *Lupin III* series for a perfect example of how Servitors of the Wind or Theft should act.)

*Neon Genesis Evangelion* (Gainax, 1995). Mecha. Angst. Angels. Very, very, very weird.

*Ninja Scroll* (Yoshiaki Karamiji, 1993). Dark Demonic Historical: even if the heroes aren't angels, the villains are definitely demons.

*Oh My Goddess!* (Fujishima, 1993). Three "goddesses" from Norse mythology, reporting to the Creator, descend upon a hapless mortal. Belldandy is a good role model for a Mercurian of Flowers, Urd would find common ground with Lust, and Skuld could be a junior Lightning Malakite.

*Revolutionary Girl Utena* (Saito Chiho, 1997). Two possible ethereals control a private school, and lead the Student Council into regular dueling for the hand of the Rose Bride and the power to revolutionize the world. Extremely strange, but compelling.

*Sailor Moon* (Naoko Takeuchi, 1992-1997). No actual angels, but excellent heroes and villains,

and the transformation scenes are stereotypes of the genre. A must for Innocent Power-Wielders.

*Tenshi Ni Narumon (I Want to Be an Angel)* (Heaven Project, 1999) Strange but cute anime about Noelle, a naive little demon girl with a halo who wants to become an angel for the human she likes.

*X/1999* (CLAMP, 1997). Heroes and villains (possibly angels and demons) fighting for the future of the world. A very confused plot, but lots of cool fight action, wings, and big swords.



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