



LARP Rules
by

Patrick O'Duffy

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These rules are intended as an unofficial companion to *In Nomine*. You'll need a copy of the rulebook to make sense of the details and various power-ups. These rules only cover the basic *IN* rulebook - maybe we can handle the supplements in a later edition.

Basic Mechanics

This system retains the concept of Forces from *IN* tabletop, but throws out most of the other mechanics. Characters have their Forces divided up amongst the Corporeal, Ethereal and Celestial categories, but there are no attributes (such as Strength or Precision) - everything comes down to comparing Forces.

The basic principle in determining the success/failure of actions is simple. Compare your appropriate Force to your opponent's appropriate Force. **Highest Force wins**



If the task doesn't involve an opponent (such as picking a lock), the character compares their appropriate Force to a GM-assigned **difficulty**.

Obviously things get a bit more complicated than that, but that's the core mechanic. No check digits - a character's Forces not only determine their chance of success, but how well they do what they want to do. Not realistic, but it is simple.

One last thing. If possible, encourage all players to determine task resolution by *roleplaying*, not using the rules. It's faster, more fun, and is less likely to require effort on the part of the GM. Only go to the rules if players can't agree on an outcome.

Complications

The Difficulty of "unopposed" tasks is as follows:

- **Easy: 1**
- **Average: 2**
- **Above Average: 4**
- **Hard: 6**
- **Very Hard: 8**
- **Nigh Impossible: 10**

Since Forces only range from 1-6, there obviously has to be a way to increase the odds. This is where Skills and Essence come into play.

Skills (see Character Creation section) effectively *double* a character's Forces for an appropriate task. For instance, if a character has 4 Ethereal Forces and the Lockpickingskill, they could pick any lock up to Very Hard difficulty.

All characters have a degree of Essence, generally equal to their total Forces. At any time, they can spend as much Essence as they like, to increase their Forces for the performance of one Task. For instance, a character with 4 Ethereal Forces attempting to pick a Very hard lock could spend 4 Essence in order to succeed. The bonus for spending Essence is added *after* the doubling for possessing the necessary Skill.

Essence spent increases the character's Forces for only *one* task. If a task is opposed, the "acting" character announces how much Essence he is spending and what his total Forces are. The opposing character may then spend



Essence to raise his own Forces. Then the acting character may raise his as well, and so on until one player refuses to spend further Essence.

Normal mortals have restrictions on how they may spend their Essence. Their Essence can only be spent all at once, on something the player feels is critical.

Essence expenditure does *not* cause Disturbance in this version of *IN*.

If, after all Essence is spent and other factors taken into account, the player's Forces are tied, flip a coin to see who wins.

Character Creation

Player Characters get an amount of Forces, just as they would in tabletop. These are divided between the 3 categories, with a minimum of 1 Force per category.

- Normal mortals get 5 Forces.
- Soldiers get 6 Forces, with a minimum of 2 Corporeal Forces.
- Mummies get 6 Forces, vampires get 5, and zombis get 5 (no Celestial Forces).
- Celestials get 9 Forces, with a maximum of 6 Forces of any one type.

The character then gets a number of Resources equal to their Forces (e.g. an Angel would get 9 Resources). These correspond to the Resource types for the tabletop game, with some modifications. The main modification is that this version is more heavily quantified than tabletop. You don't generally have varying levels of a Resource - you either have it or you don't.

The character has a number of Body Hits equal to their Corporeal Forces (plus any Vessel levels). Mind and Soul Hits aren't (generally) used in this version of *IN*.

Celestial characters also have their Resonance, as well as Attunements. These are covered in the Celestial Powers and the Superiors section. Choir/Band Attunements cost 1 Resource, while Superior Attunements cost 2 Resources.

ARTIFACTS

Corporeal Artifacts cost 1 Resource. This gives the player a prop of some sort to use in the LARP. The player has an attunement to the Artifact, similar to that of a Cherub (see Celestial Powers), with an effect equal to their Corporeal



Forces. Furthermore, any Disturbance created by using the artifact is reduced by one level (see Disturbance). For example, injuring a human is normally an *Audible* disturbance, but using an Artifact weapon would reduce that to *Quiet*.

Ethereal Artifacts cost 2 Resources. They give the player a **Skill** to use as their own. If the player doesn't possess the skill, this doubles their Forces as usual. If they already know the Skill, it *triples* their effective Forces. The owner is also attuned to the Artifact as above, but bases the effect on their Ethereal Forces.

Celestial Artifacts cost 3 Resources. They are divided into *Relics* and *Reliquaries*. The owner is attuned to the Artifact as above, but bases the effect on their Celestial Forces.

A *Relic* contains a Song that the player can use in the normal way (see below). The Relic also contains Essence that can be used to power the Song. The Relic normally only holds enough Essence to use the Song once per LARP.

A *Reliquary* contains Essence for the character to use as they see fit. The Reliquary contains 3 points of Essence, and must be in physical contact with the wearer to be used. It refenerates 1 point of Essence per day, at the same time as the owner.

Some Artifacts have special or unique abilities. The cost of these Artifacts should be determined by the GM (as a rule of thumb, 4 character points=1 LARP Resource).

ROLES

Roles cost 1 Resource. They act to diminish the Disurbance caused by a Celestial, as long as they act in accordance with the Role. The player must define the Role and what actions would be covered by the Role. These actions cause 1 level less Disturbance than usual (see Disturbance). For instance, an angel with the Role "Police Officer" who punched a criminal would cause only a Quiet disturbance, rather than the usual Audible disturbance.

Status is not used in this version of IN. Most characters will have a status defined by their background and should roleplay accordingly.

SERVANT

Servants cost 1-3 Resources. These are tricky to represent in the LARP environment, and will require GM permission.



A normal human as a servant costs 1 Resource. This character must be played by another player in the LARP. They are independent creatures, and can refuse orders from their "master" if they have good reason. Alternatively, 1 Resource will also buy a loyal and obedient minor creature (such as an animal or Imp). They will obey all instructions, but since they are not played by another person, a GM will control/represent the creature and decide how effective it is in fulfilling its orders.

A loyal human costs 2 Resources. This character will obey almost all orders from its "master", short of actions that go directly against its principles. Even in this instance, the "master" can attempt to force the Servant to obey through roleplay. For 2 Resources, the player can also have a Soldier or Undead as a servant. This servant can resist orders as above.

For 3 Resources, the player can have a loyal Soldier or Undead as a servant.

SKILLS

As mentioned previously, possessing a Skill effectively doubles the character's Forces for the sake of performing a task. The following are the Skills available:

Corporeal: Acrobatics, Climbing, Dodge, Fighting, Large Weapons (covers use of *all* large weapons), Move Silently.

Ethereal: Chemistry, Computer Operation, Electronics, Engineering, Knowledge, Language, Lockpicking, Medicine, Ranged Weapons (covers use of *all* ranged weapons), Small Weapons (covers use of *all* small weapons).

The following Skills are based off either Corporeal or Ethereal Forces (player's preference): Escape, Throwing.

These are mainly the Skills that have some utility in the LARP environment. Characters may have skills that are effective only outside LARPs if they wish (and have permission). These do not cost any Resources, but their use must be worked out with a GM.

SONGS

Songs allow the character to perform supernatural acts. In this version of IN, Songs are performed automatically - a character never fails in Singing. However, whether or not the Song actually affects the target may depend on comparing appropriate Forces. The effects of Songs are covered in the Songs section.



Each version of a Song (Corporeal, Ethereal, Celestial) costs 1 Resource. The character knows the Song well enough to perform it quickly, with only a mental invocation. If they spend a full minute (real time) doing nothing but invoking the Song, they increase their effective Forces by 1 for the Song's effects.

VESSELS

Vessels are only available to Celestials or Undead characters. They must purchase at least 1 Vessel level in order to have a body. Each Vessel level costs 1 Resource, and increases the character's **Body Hits** by 1.

DISCORD

Having a **Discord** gives the character an extra Resource. It also makes the character that much less effective. The Discords from the following list are available, with the following effects:

Corporeal

- Damaged Sense - the player automatically *fails* any task based on the damaged sense.
- Crippled - the character is missing an arm or leg (or the equivalent). This should be roleplayed and costumed accordingly. They will fail any task that requires use of the crippled area (unless a GM rules otherwise).
- Vulnerable - the character takes 1 Hit of damage every minute that they're exposed to the offending substance.
- Discolored, Obese, Pallid, Stigmata, Ugly and Vestigium - these all require the player to use makeup and costuming to represent the discord. These have no mechanical effect, and are fairly minor. The player receives 1 Resource if they have 2 *or more* of these Discords.

Ethereal

- Aura - any Celestially aware character can detect the player's Aura if they are in the same 'subsection' of the LARP (same room, closet, etc.), as long as the perceiving character has 3+ Celestial Forces.
- Bound - the character is bound to an artifact or object. They must obey commands issued by someone owning the object (unless they go *directly* against the character's personality), and gain 1 point of dissonance if the object is damaged.
- Geas - the particulars of the geas will vary from case to case. In general, if the geased character has not completed their mission by the end of the LARP session, they will take 1 Hit of damage. In an ongoing LARP



campaign, this damage will not heal until the geas is completed. Other penalties for failure could be implemented at the GM's discretion.

- Angry, Berserk, Cowardly, Fear, Paranoia - must be roleplayed. These form a major part of the character's personality and should be emphasized.

Celestial

Normally, Celestial Discords interfere with the character's ability to regain Essence. This isn't very important in LARPs, unless you run a campaign with very frequent sessions. If that's the case, assume that characters with Celestial Discords only regenerate Essence at half the rate of other characters (with the exception of characters with Need).

- Celestial Blindness - the character can only detect *Raucous* Disturbances.
- Need - if the character with the Need does not fulfill the Need during the LARP session, they do not regenerate any of the Essence spent during the session during downtime. Obviously, this Discord is only meaningful in an ongoing LARP campaign. GMs may wish to inflict other penalties during a one-shot game.
- Gluttonous, Greedy, Lustful, Merciful, Slothful - these must be roleplayed.

Disturbance

This version uses a grossly simplified version of **Disturbance**, to avoid the need for characters to carry noisemakers or have the GM's head explode.

Disturbance can only be heard by Celestially aware characters (Celestials, Undead, Soldiers, etc.), and can be divided into 4 categories:

QUIET: This disturbance is only heard within a few meters/yards of the character (or some similar subdivision), and only by characters with 4+ Celestial Forces.

AUDIBLE: This is automatically heard by characters within a few meters, and heard within the immediate area (room, etc.) by characters with 4+ Celestial Forces.

LOUD: This is automatically heard by characters within the immediate area, and is heard through the entire play environment by characters with 4+ Celestial Forces.

RAUCOUS: This is automatically heard by all characters able to hear Disturbance.

Varying actions cause varying levels of Disturbance. Spending Essence does *not* cause Disturbance in this version of IN. The Disturbance caused by a

Song depends on the Song (see Songs). Doing 1 Hit of damage to a person or object is *Audible*. Doing multiple Hits at once or destroying an object/animal is *Loud*. Killing a human is *Raucous*. Some Attunements cause Disturbance (see Celestial Powers).

Once the Disturbance level is determined, the GMs inform all the characters who heard the noise (as subtly as possible). Characters who hear a noise will know its general nature (Song, destruction, attunement) and what part of the play area it originated in. Pinning it down to the person involved will take effort on the player's part.

Again, a very simple mechanic. Characters who act against their nature may receive points of Dissonance. If they ever have more points than their Celestial Forces, they **Fall**.

Characters can gain dissonance in a number of ways. Usually, it isn't in a way that others will notice (such as a Seraph lying). If a character knowingly acts in a Dissonant way, they should inform a GM and take a Dissonance point. No one can *force* a player to own up to Dissonance, but those who don't are lyin', cheatin', powergamin' weasels, and you needn't feel obligated to invite them back to your games.

If a PC acts in an obviously dissonant way (such as a Mercurian headbutting a nun), the GM should award them a Dissonance point after the fact, in such a way that others don't know what's happening (to preserve secrecy). If a PC is caught out hiding their Dissonant acts (such as a Seraph being caught out in a lie), the GM should talk to them afterwards while giving them their Dissonance points. If it's a case of ignorance, fair enough. If the player's a weasel, give them extra Dissonance for attempting to cover up their sins. *[And don't invite the fuckin' weasel back - Kevin.]*

Certain types of Discord will increase the chance of certain Celestials Falling. These Discords are:

- **Vulnerable** - Ofanim and Calabim
- **Angry** - Elohim and Habbalah
- **Aura** - Lilim
- **Berserk** - Mercurians and Impudites
- **Cowardly** - Malakim
- **Fear** - Cherubim and Djinn
- **Paranoia** - Seraphim and Balseraphs

If a character has the appropriate Discord, they have a point of "permanent" Dissonance, that can only be lost if they lose the Discord.

Characters can transform Dissonance into Discord during Downtime. This erases *all* Dissonance points (except those linked to a Discord as above), and inflicts a Discord upon the character. This can only be done with GM permission, and the Discord taken should be decided jointly between the GM and the player. The largely cosmetic Corporeal Discords (such as Obese) are less punishing - a character must take 2 of these to erase their Dissonance (or take 1 to cancel 1 point of Dissonance). Combat

These rules de-emphasize combat, since live-action fights aren't that interesting.

If possible, players should be able to simply agree on the effects of a fight, without recourse to rules, damage or GM intervention. Encourage this attitude in the players.

If a fight scene goes to rules, resolve it as a single task check (no rounds or suchlike), with both/all combatants having a chance to damage their opponent. Each character counts as an "attacker" and a "defender".

The "attacker" compares their Corporeal Forces with those of the "defender". The attacker can use skills such as **Fighting** or weapon skills to increase their Forces. The defender can use the **Dodge** skill (or **Acrobatics** in a close range fight).

If the attacker's Forces are greater than the defender's, the defender takes 1 **Body Hit** of damage. If the attacker's Forces are much higher - 4 or more Forces difference - the defender takes 2 Body Hits. Use of a powerful weapon (claymore, shotgun, bazooka) will inflict an extra point of damage.

That's it. Combat's over. If the participants are dead keen to keep it up until one of them is dead, let them keep going. But generally combats will end with one or both parties slinking off to nurse their wounds.

Characters have Body Hits equal to their Corporeal Forces (plus any **Vessel** levels). If they fall to 0 Hits, they are unconscious, but will recover in 5-10 minutes with aid (but will still have 0 Hits). If a character's Hits fall to a negative value, they are dead. Discourage players from killing other players if at all possible, since it reduces fun. Even though a dead Celestial can return next session, it still means they have nothing to do for the rest of the current game. Other Changes

Due to the constraints of petty reality, almost all IN LARPS take place *solely* on the Corporeal Plane. Celestial characters cannot assume their Celestial Forms, and powers based on Mind or Soul Hits are not used. Assume that in this version, Celestial Forms can only be assumed while in a Tether - unless the game is set in a Tether, in which case assume that going Celestial takes far too long a period of time to be practical.

For the advanced student, you could set a game in the Marches, Heaven or Hell. This wouldn't change things much (apart from hopefully increasing the standard of costuming), but would be interesting. In such an instance, drop Body Hits and replace them with Hits equal to the appropriate Force (Vessels have no effect).

Characters may not summon their Superiors in this version of IN - unless such a summoning is part of a plot and done with the GM's permission. This would cause a Racious Disturbance, and the further effects would be for the GM to determine (for instance, all the Demon's heads explode. Game over). Experience

Award players 1 Experience point if they show up *and participate* - hanging around on the sidelines and not interacting means you get no experience. Award an extra point to players who increase the level of fun for the group, whether through coming up with plots, terrific roleplaying, buying all the drinks or something similar.

During downtime, players can use XP to buy Resources, increase their Forces or remove Discord (with GM permission). Every 4 XP will buy 1 Resource, or remove 1 Discord. For 10 XP, a player can increase one of their Forces by one (and increase their maximum Essence to match).

Dissonance can only be reduced by converting it into Discord and then removing the Discord. To keep this non-trivial, players who convert Dissonance into Discord *cannot* remove the Discord until they have played at least one session while suffering under the Discord.

As another means of rewarding players, GMs can bestow Distinctions upon characters who they feel deserve the recognition (see Superiors).

Songs

Not all **Songs** are available in LARP play, nor are all versions of some Songs appropriate. If a player really wants a Song that doesn't really do anything in normal LARP play, discuss it with a GM and come to some sort of compromise.

In cases where Songs affect others in a not-too-obvious way, give the player with the Song a card with instructions for the target, signed by the GM. This allows the player to tell the target of the Song's effects without requiring a GM's presence.

If Songs affect multiple targets, or require constant comparison of Forces for the duration, the Singer only has to spend Essence to improve their Forces at the time of performing the Song. This bonus will last for the duration of the Song (as appropriate). Target characters can still spend Essence to improve their forces, in which case the player *cannot* spend extra Essence to improve their Forces further.

A quick note on range and duration. The values quoted below are largely in keeping with the values given for tabletop, and may be too precise for LARP play (no-one wants to bring measuring tape and stopwatches to the game). I recommend converting these to simpler values, depending on the PC's abilities. A good breakdown for range is arm's length/sub-area of the game/whole area; a good breakdown for time might be less than a minute/1 minute/5 minutes/half-an-hour/whole LARP. Whatever suits you best.

ATTRACTION

The effects of the Song last for the duration of the LARP, and cost one Essence to use. They cause an *Audible* degree of disturbance.

Corporeal: The player attunes two objects to each other. Anyone holding one of the objects will be able to tell where the other is (ask a GM).

Ethereal: Makes the target fall in love. It has a range in feet equal to the player's Ethereal Forces, and the player must overcome the target's Celestial Forces with their Ethereal Forces. The player determines the target's object of desire. If the player wishes, they may spend an extra point of Essence to have the effects continue into downtime (GM determined duration).

Celestial Powers: This acts just like the Cherub resonance, with an effect equal to the player's Celestial Forces (see Celestial Powers).

CHARM

This Song costs a minimum 2 Essence to use, and has an *Audible* disturbance. They reduce the target's appropriate Forces by the player's appropriate Forces, down to a minimum of zero Forces.

The Song has a range in yards equal to the player's appropriate Forces, +1 yard for every extra point of Essence spent. The player can target multiple characters, but



the effect is reduced by 1 point for every additional target. Of course, the player can also spend extra Essence to raise their Forces and so increase the effect.

Corporeal: Duration is the player's Corporeal Forces in minutes (real time).

Ethereal: Duration is the player's Ethereal Forces in hours (or the entire session).

Celestial: Duration is the player's Celestial Forces x5 in seconds (real time).

DREAMS

This song isn't used in normal LARP play. If a LARP was set in the Marches, it might be worth working out rules for the Song.

ENTROPY

This Song costs 1 Essence (2 for Celestial version) and is *Raucous*.

Corporeal: Alter the target's age by an amount equal to the player's Celestial Forces times the Essence spent (in years). The player's Corporeal Forces must overcome the target's.

Ethereal: Mental attack - the player must overcome the target's Ethereal Forces with their own. If the target is a Celestial, they may choose to have the player overcome their Celestial Forces instead (target's discretion). The target suffers terrors and fears (this must be roleplayed) for the rest of the LARP. If the amount of Essence spent by the player in powering the Song is equal to or greater than the target's Ethereal Forces, the target passes out from fear for 5-10 minutes.

Celestial: The player must overcome the target's Celestial Forces with their own (other Celestials get a +1 bonus to their Forces to defend). If successful, they can take no actions for a number of minutes equal to the player's Celestial Forces.

FORM

This Song costs a minimum of 1 essence, and lasts for a number of minutes equal to the player's appropriate Forces squared. It causes an *Audible* disturbance, but only after the duration ends.

Corporeal: Armor. The player receives extra Body Hits equal to their Corporeal forces, and all damage suffered during the Song's duration is taken from these extra points first.

Ethereal: Invisibility. The player can be detected only by characters with greater Ethereal Forces than the player, and even then only vaguely. The player should make some sort of gesture or carry a sign saying "INVISIBLE" around during the duration.

Celestial: Shapechanging. Apply the same costs as in the IN rulebook.

HARMONY

Minimum of 1 Essence required. The range is equal to the player's appropriate Forces, times the Essence spent, in yards. The disturbance varies with the amount of people affected - 1-2 (*Quiet*), 3-5 (*Audible*), 6-8 (*Loud*), or 9+ (*Raucous*).

Corporeal: Makes all in range (including player) weak and sluggish, reducing their Corporeal forces by *half* the player's corporeal Forces (round down). It lasts for (player's Corporeal Forces x10) seconds.

Ethereal: All targets become rational and subdued, and can only take violent action if their Celestial Forces are greater than the player's Ethereal forces. The Song lasts a number of minutes equal to the player's Ethereal forces.

Celestial: Temporarily negates 1 Discord of the target, lasting for a number of minutes equal to the player's Celestial Forces.

HEALING

Only the **Corporeal** version of the Song is available for normal LARP play. It costs 1 Essence, is *Audible* and has no range (the player must touch the target). It resores a number of Body Hits equal to the player's Corporeal Forces.

LIGHT

The Song has an Essence cost of 1, but no more than 3 Essence can be spent on the Song (including Essence spent on increasing the player's Forces). It causes only *Quiet* disturbance.

Corporeal: Creates light within a radius of (Corporeal Forces x Essence spent) yards, for (Corporeal Forces x 2) minutes, and can be turned on and off at will. Give the player a torch or lantern of some kind if you like.

Ethereal: Creates illusions within (Ethereal Forces x Essence spent) feet. Only those with greater Ethereal Forces than the player's can see through the illusion. It lasts for (Ethereal Forces x20) minutes, and can be no larger than the player's



Ethereal Forces in cubic feet. Most likely, the player will need to have a GM make an announcement about the illusion.

Celestial: Laser beam. The target takes Body Hits equal to the Essence spent, and is dazzled (-1 Force to appropriate tasks) for 30 seconds.

MOTION

This Song is *audible*, and has a minimum Essence cost of 192 for Celestial). All these effects are fairly obvious, and will usually require a GM to make an announcement or at least be present. Players may be required to present signs stating what they are doing.

Corporeal: flight. This lasts a number of minutes equal to the player's Corporeal Forces, and is fast enough to allow the player to escape from any kind of physical confrontation. of course, the power is of limited utility indoors (where most LARPs happen).

Ethereal: Telekinesis. The player can lift a weight equal to (Ethereal Forces x Essence spent) in pounds, for a number of minutes equal to his Ethereal Forces. The range is equal to their Ethereal Forces in yards. Pulling an object from someone's grasp requires overcoming their Corporeal Forces with the player's Ethereal Forces.

Celestial: Teleportation. The player can teleport themselves (and an appropriate amount of extra weight) anywhere within the LARP environment or to any nearby area outside (with GM approval). The player may also attempt to teleport someone else (overcoming their Corporeal Forces with the player's Celestial Forces), with the GM's permission. Targets cannot be teleported inside other objects or into dangerous situations, but it could get rid of someone for a few minutes or even until the end of the LARP (although that could be a bit boring for them).

NUMINOUS CORPUS

These all have the same effect (with the exception of "Wings"). They increase the player's damage in combat by 1 Body Hit, and add 1 to their Corporeal Forces for the attack resolution. They cost 1 Essence, are *Quiet* and last for the duration of the LARP. The player can turn them on and off at will.

Wings are different. Same cost and disturbance, but they work just like the Corporeal Cong of Motion (although more obviously).



POSSESSION

Forget it. Way too difficult to represent. If GMs want to see it used, they can give it to NPCs and work out rules as they like.

PROJECTION

See "Possession". Just unworkable for LARPs.

SHIELDS

These will almost certainly require GM announcements. The Songs are *Audible* and cost a minimum of 1 Essence, covering a radius equal to the player's appropriate Forces times the Essence spent in feet.

Corporeal: Protects those inside from any physical damage (bullets, cars, bombs etc). Lasts for (Corporeal Forces x10) seconds.

Ethereal: Prevents all Attunements, Resonances and Essence-based attacks. Lasts for (Ethereal Forces x10) seconds.

Celestial: Prevents all Celestial-based attempts to perceive through the barrier, as well as masking all disturbances for the duration (Celestial Forces x2 minutes), although the noise is heard as soon as the shield falls. It does not move with the player. If the shield masks multiple disturbances, treat them all as being one level noisier when the barrier drops.

THUNDER

Range is equal to the player's Corporeal Forces x the Essence spent in yards. All those in range are stunned and can only act if they overcome the player's Corporeal Forces with their Celestial forces. This lasts for approximately 1 minute real time. The Song costs at least 1 Essence and is *Raucous*. Furthermore, the noise will mask all other disturbance caused within the area of effect for the next (Essence spent x player's *total* Forces) minutes.

TONGUES

The Song costs 1 Essence and is *Quiet*. It will definitely require a GM's presence to facilitate things.

Corporeal: The player can communicate in all languages simultaneously. This lasts for the duration of the LARP.

Ethereal: The player can communicate telepathically with anyone within (player's Ethereal Forces x Essence spent) yards. The duration is equal to the player's

Ethereal Forces in minutes, and the target can block their mind to communication if they overcome the player's Ethereal Forces with their Celestial forces. Generally, a GM will end up carrying messages back and forth between player and target.

Celestial: The player can write a brief (15 words or less) note and give it to a GM to give to another character. The GM delivers the note within the next 5 minutes, and awards the target an extra point of Essence.

Celestial Powers

The various **Resonances** of the Celestials have been greatly simplified for LARP play. Angelic resonances always work, but can only be used a certain number of times per session. Demonic resonances can be used as often as the player likes, but must overcome the target's Forces in order to work.

Attunements are covered in the Superiors section.

Angelic Resonances

The player can only use their resonance a number of times each LARP equal to their Celestial Forces. Their Forces also govern how much information they receive from using the resonance (although they may spend Essence to increase their effective Forces and thus gain more information). The easiest thing to do is give Angelic PCs a number of cards equal to their Celestial Forces, each card describing the effect of the resonance. The player can then present their target with the card and get the information from them without needing a GM.

SERAPHIM

Use the chart given in the rulebook (IN, p.94), substituting the Seraph's Celestial Forces for the check digit.

CHERUBIM

Use the chart given (IN, p.96) as a guideline. The Cherub will know where the attuned object is within the LARP environment, rather than pinning things down to miles or yards. The Cherub can freely attune to things, but can only check those attunements (i.e. go to a GM and ask where the object is) by using one of their resonance attempt cards.

OFANIM

The Ofanim can use one of their resonance cards in any of the following ways:

1. Adding their Celestial Forces to their Corporeal Forces for the purpose of a single task check that is based on movement or Agility.
2. Asking a GM for relevant information about the LARP environment or the game city.
3. Escaping any confrontation or leaving the LARP at any time by moving quickly.

ELOHIM

Use the chart on pg. 99, substituting the character's Celestial Forces for the check digit.

MALAKIM

Use the chart on pg. 101, substituting the character's Celestial Forces for the check digit. To represent the Malakim's immunity to Trauma, you might allow Malakim that have been killed to return to play 5-10 minutes later, but with a reduced amount of Body Hits.

MERCURIANS

Use the chart on pg. 104, substituting the character's Celestial Forces for the check digit.

KYRIOTATES - FOR EXPERIENCED GMS AND PLAYERS ONLY

You can have a Kyrio in LARPs, but you really can't have them swapping bodies with impunity. If a player wants to be a Kyrio, they'll have to find another player who'll co-operate. These two players are now playing the one Kyriotae, which has possessed these two hosts prior to the game. The rule that 9-Force Kyriotates couldn't possess two humans at once gets waived (otherwise you'd be using cardboard cutouts of cats and brds, and that's just silly).

The two players will have to communicate regularly eteen themselves to keep the information flowing. GMs will have to let player A know if player B is in a dangerous situation - otherwise it can be assumed that the two halves operate largely autonomously.

Now, that should be enough, without complicating things further without possessing other layers. But if you want to go whole hog...

Give the player *pair* a number of resonance cards equal to the Kyrio's Celestial Forces. If both players agree, one of them can attempt to possess another player by using one of their resonance attempts. They must overcome the target's Celestial Forces with their own, and then inform the character as to what is going on.



If the target likes the deal, the Kyrio may change members, assimilating the new character and leaving a very confused character behind. This is fun for roleplaying, but can get out of hand and overcomplicate things.

If the target player wants to continue playing their own character for the LARP (and who can blame them), then the Kyrio only takes control for a few minutes - long enough to do the thing they possessed the person for in the first place, and then transfer back to the old character (no contest of Forces needed).

