

# IN NOMINE™ ANGELIC RESONANCE CHECK DIGIT TABLES

## Seraphim (p. 94)

- 1 You know whether or not the speaker thinks he is lying.
- 2 . . . and, if the speaker lied, which statement in particular he thinks is most false.
- 3 You know all of the above – and why the speaker chose to lie or to tell the truth as he knows it.
- 4 . . . and what the speaker believes the truth to be.
- 5 You know all of the above – and whether or not the speaker actually knows the Truth.
- 6 You know all that – and what the Truth really is.

## Cherubim (p. 96)

- 1 You know the direction of the attuned object.
- 2 You also know its general condition, including hazards which aren't immediate or life-threatening.
- 3 You also know its approximate distance from you (within miles).
- 4 You know the attuned object's direction, general condition and approximate distance (within yards).
- 5 . . . as well as whether or not it's moving.
- 6 . . . as well as whether or not it's in any danger, even in someone's most remote plans.

## Elobim (p. 99)

- 1 You understand the target's current emotional state – harried, peaceful, sluggish, melancholy, etc. – in a broad and general fashion.
- 2 You understand his current emotional state & single strongest emotion – fear, confusion, love, etc.
- 3 You understand the above & the emotion's current motivation – fear (because you're about to kill him), confusion (because he just lost his job), etc.
- 4 You understand his current emotional state, his 2 strongest emotions & their current motivations.
- 5 You understand the preceding, & how the target would react at that moment to any 1 action.
- 6 You understand the above, & how the target would react at that moment to any 2 actions.

For game purposes, an "action" means anything that could be done in no more than one round of combat. Use common sense: burning the flag is an action, but burning the flag and running naked down the street with it while singing the preamble to the Constitution would take two actions (three, if you weren't already naked).



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## Malakim (p. 101)

- 1 You know the most noble or ignoble thing that the person has done that week, relative to his own moral standards.
- 2 You know the most noble *and* ignoble things that the person has done that week, relative to his own moral standards.
- 3 You know the three most noble or ignoble things that the person has done in the last year, relative to his own moral standards.
- 4 You know the three most noble *and* ignoble things that the person has done in the last year, relative to his own moral standards.
- 5 You know his greatest virtue & his worst sin.
- 6 You know the height or depth of spirit the person truly aspires to, as well as his full potential for divinity or malevolence in the Symphony. This will not allow a Malakim to automatically detect demons – there are plenty of humans who are more selfish than most Diabolicals . . . except for Balseraphs. As the most selfish of demons, extremely perceptive Malakim know a Balseraph for what it is.

## Mercurians (p. 103)

- 1 You can sense a person's estimation of himself, relative to those currently around him.
- 2 You can sense that as well as how people actually regard him.
- 3 You can sense those things, the name most people he knows call him, geographic and cultural origins, and major items of interest (job, hobbies, etc.).
- 4 You can sense all that & how many relationships he maintains (work, school, family, etc.).
- 5 You can sense the preceding, and how important he perceives the relationships to be.
- 6 With a glance, you can see a person's background as though it were written across his face – up to and including to what degree his relationships actually do control his life.

In addition, a Mercurian may use his resonance on a group of people to see the degree of interrelationships between them, affecting a number of people equal to the successful roll's check digit. The player may choose who within range is affected.

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