



# IN NOMINE GAME MASTER'S CAMPAIGN CHECKLIST

## SETTING UP THE CAMPAIGN

A campaign doesn't have to be mapped out in elaborate detail before it begins – you can run a pick-up game of *In Nomine* with just the basic rulebook. However, when you start thinking about all the details discussed in the Campaign chapter of the *Game Master's Guide*, p. 63, you will probably want to do some planning. What follows is a guide that will take you step by step through all the decisions you'll want to make when setting up your campaign. Remember that many of these decisions are *optional*, and some can be left until well after the campaign is underway.

### I: ESTABLISH A MOOD (PP. 35-36)

Decide on the overall mood for your campaign. Remember these are *not* rigid definitions from which your campaign cannot deviate!

- ✧ Brightness
- ✧ Contrast
- ✧ Humor

### II: CHOOSE A SETTING (P. 37-41)

Where is your campaign set? If it's not the modern world, describe it. Otherwise, is it a localized campaign or a global campaign?

#### *Characters (pp. 37-38)*

Make decisions (and lists) addressing the following:

- ✧ Important Word-bound characters

- ✧ Other important NPCs (immediate supervisors for the PCs, important humans, ethereals, etc.)

- ✧ Is there an unusual relationship between any influential NPCs?

#### *Tethers (pp. 37, 39-40)*

- ✧ In a local campaign, what Tethers exist, and who owns them?

- ✧ On a global scale, how common are Tethers? (Average of 1 per \_\_\_\_\_ humans/Approximately \_\_\_\_\_ worldwide, or an average of \_\_\_\_\_ per Superior)

- ✧ List some of the important (worldwide) Tethers in your campaign.

### III: CHOOSE A THEME (PP. 41-43)

Decide on what kind of campaign premises you want, and what style of play.

- ✧ Mythic
- ✧ Realistic
- ✧ High Concept (Quest, Crusade, Premise, etc.)

#### *Canon*

- ✧ How closely do you intend to stick to canon? (p. 58)
- ✧ Are you playing a variant campaign? Describe how it differs from a standard *In Nomine* setting.
- ✧ List any rule changes.

### IV: SUPERIORS (PP. 43-45)

What role will Superiors play in your campaign?

#### *Politics (pp. 43-44)*

- ✧ High Politicking
- ✧ Low Politicking
- ✧ No Politicking



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## ***Influence***

- ✘ Which Superiors are most important? Who will you focus on in the campaign?
- ✘ Describe any changes from published descriptions, and/or Superiors you are adding or removing.

## **V: CELESTIALS ON EARTH (PP. 46-49)**

How do celestials interact with the corporeal world?

### ***Frequency (pp. 46-47)***

- How common are celestials on Earth?
- ✘ The celestial/human ration is about 1/\_\_\_\_.
- There are about \_\_\_\_ celestials on Earth.

### ***Intervention (pp. 47-48)***

- ✘ Open Intervention
- ✘ High Intervention
- ✘ Moderate Intervention
- ✘ Low Intervention
- ✘ Non-Intervention

### ***Mundane Matters (p. 48)***

- ✘ Are Roles required? What happens if you don't have one?
- ✘ What kind of ID can a celestial have without a Role?
- ✘ What possessions are celestials allowed? How hard is it to acquire new stuff?
- ✘ Is money a consideration? Do celestials have an allowance?

## **VI: HUMANS (PP. 49-54)**

What role do humans play in the campaign?

### ***Exceptional Humans (p. 49)***

- ✘ How can a human gain a 6th Force? What percentage of humans have more than 5 Forces? What percentage of humans are Symphonically aware?
- ✘ How many Soldiers are active in the campaign? Which Superiors have Soldiers in the area? Are there any Soldier organizations?
- ✘ Describe other exceptional humans (pagan and rogue Soldiers, sorcerers, Saints, undead, etc.) who will figure into the campaign.

### ***Human Agencies (pp. 49-54)***

Consider the *competence* and *participation* (see below) of any major human agencies. Remember that some agencies are too large to be classified as a single group; describe those organizations that will play a part in your campaign.

- ✘ The Government
- ✘ The Law
- ✘ The Military
- ✘ Intelligence Agencies
- ✘ Business
- ✘ The Media
- ✘ Academia
- ✘ Religion
- ✘ Organized Crime

#### **Competence (p. 50)**

- ✘ Inept
- ✘ Average
- ✘ Competent

#### **Participation (p. 50)**

- ✘ Unaware
- ✘ Misled
- ✘ Informed

## **VII: CANON DOUBT AND UNCERTAINTY (“CDAU”; PP. 59-61)**

These questions don't *have* to be answered in your campaign, in the beginning or ever. The items below are just a few of the metaphysical topics you *might* want to think about.

- ✘ God's nature
- ✘ Religion and Messiahs
- ✘ The afterlife
- ✘ The Higher Heavens and the Lower Hells

## **VIII: CREATING CHARACTERS**

Now, decide what information needs to be given to your players. Then let them create characters. (First check out *Game Master's Guide* Chapter 1, *Characters*, p. 5-20.)

### ***Player Character Types***

- ✘ Are all PCs celestials?
- ✘ Are human PCs possible?
- ✘ Other PC types (ethereals, Remnants, etc.)?

### ***Allocating Resources***

- Any changes from the basic *In Nomine* rules?
- ✘ How many Forces are allotted to starting PCs?
- ✘ How many points to buy Resources?
- ✘ Any free skills, special bonuses, or other rules?

### ***Party Composition***

- Are there any special considerations you need to take into account? Such as:
- ✘ Rival Superiors (pp. 55-56)
- ✘ Mixed groups (angels & demons) (pp. 56-57)
- ✘ Mixed humans and celestials (p. 58)
- ✘ Mixed ethereals and celestials (p. 58)

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