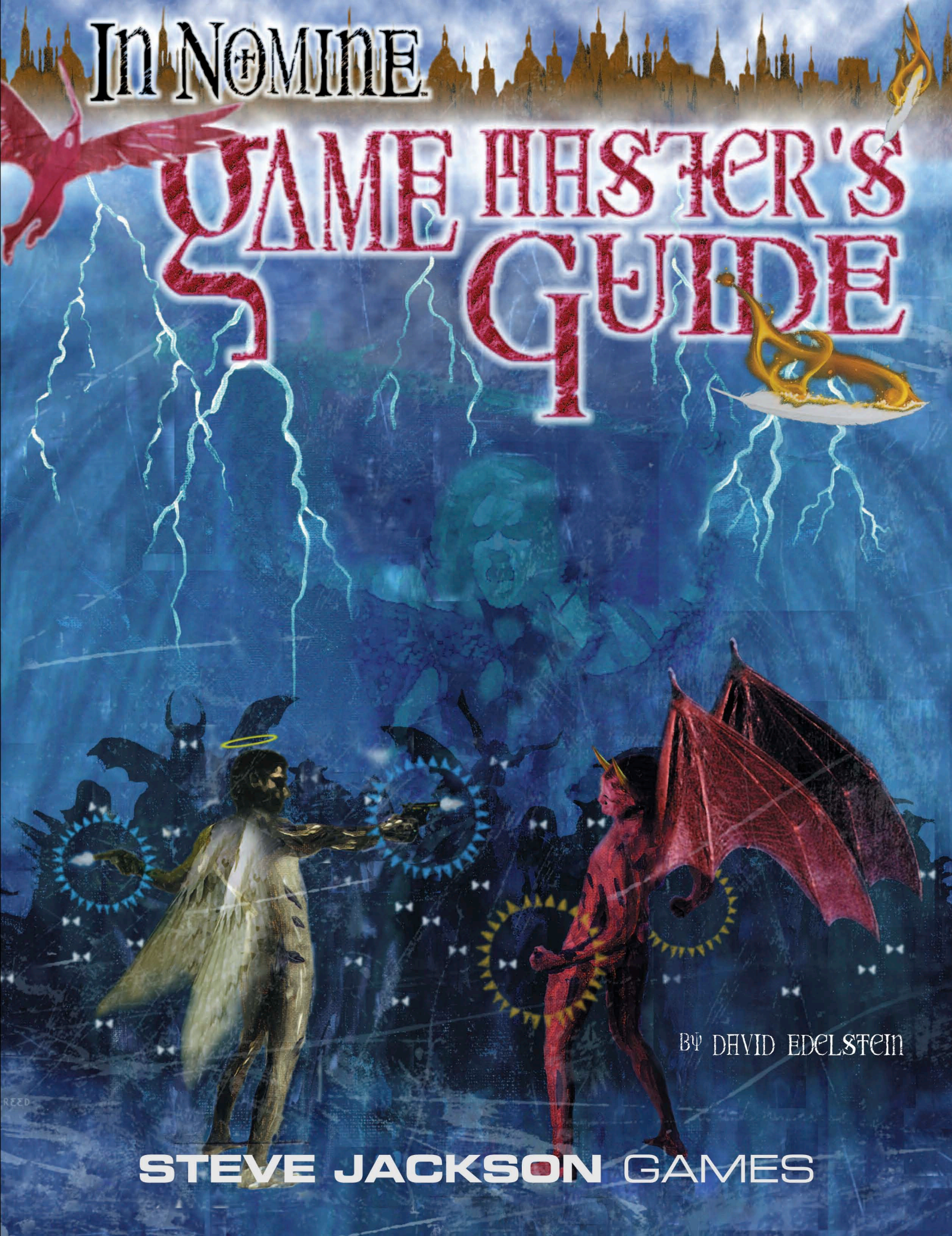


IN NOMINE

GAME MASTER'S GUIDE



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STEVE JACKSON GAMES

GAME MASTER'S GUIDE



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ABOUT *IN NOMINE*

Steve Jackson Games is committed to full support of the *In Nomine* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid www.sjgames.com/pyramid. Our online magazine includes new rules and articles for *In Nomine*. It also covers all the hobby's top games — *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun* and many more — and other SJ Games releases like *GURPS*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures* and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

New supplements and adventures. *In Nomine* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all *In Nomine* releases, including this book, are always available from SJ Games; be sure to include a SASE with your request. Or download them from the Web — see below.

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Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata and hundreds of pages of information. We also have conferences on Compuserve and AOL. You can find specific information about this book at www.sjgames.com/in-nomine/gmg.

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INTRODUCTION



Welcome to the *In Nomine Game Master's Guide*! For experienced Game Masters, this book expands on the *In Nomine* universe and game system, providing tips on quantifying the powers of Word-bound characters and Superiors, more information about the official setting (including a historical timeline, and the role of celestials in religion), new Roles and other campaign resources, and optional rules. For beginning GMs, this book offers all of the above, as well as a guide to *In Nomine* "canon" (the elements that make up the *official* universe) and how to depart from it, step by step instructions on how to set up a campaign (covering everything from mood and theme to the politics of Archangels and Demon Princes, celestial population density, and the location of Tethers), guidelines for handling player characters (including power level, promotions, rewards and punishments, gaining a Word, and becoming dissonant), and roleplaying Superiors, God, and Lucifer.

If game mastering is an art, then this book is an expanded palette, rather than a "How to Paint" manual. Your brushstrokes determine the finished work of art.



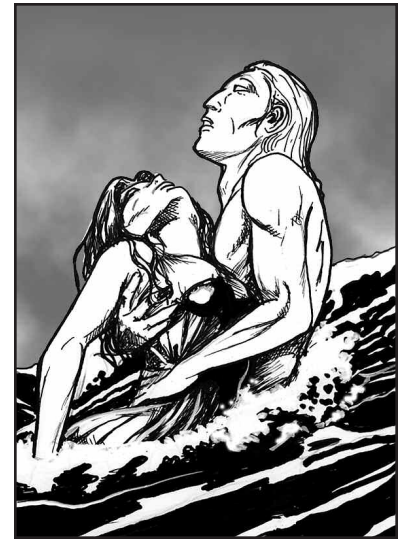
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