Fudge In Nomine

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http://www.pobox.com/~rknop/Omar/fudge/in_nomine.html

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Contents

1 Introduction

In Nomine is a roleplaying game of Angels' and Demons' struggle for the hearts and minds of humanity, published by Steve Jackson Games. In running an *In Nomine*

PBEM a few years ago, I found that there were some things about the task resolution system of the game that were not entirely to my preference. In particular, I didn't like the fact that how good you were at something had no bearing on the probability of the quality of your success at something you tried. The native *In Nomine* system bases the quality of success on the "check digit", the result of a d6 that is independent of the 2d6 used to determine whether or not you are succesful. Other systems I prefer (including *GURPS*, ***Fudge***, and even *D&D*) base the quality of your success on the success roll itself. This means that the better you are at something, the more likely you are to have a high-quality success (as opposed to "just" succeeding).

This conversion is *not* intended to be a replacement or rewrite of *In Nomine*! You will not be able to make much sense of this unless you have that rulebook (or perhaps *GURPS In Nomine*, also from SJ Games). Rather, this document should just have the information necessary to get a GM started on running an *In Nomine* game using ***Fudge***. (In keeping with the spirit of ***Fudge***, once you're started, you can just fake the rest!) Given that, this conversion should not make much sense in the absence of the *In Nomine* rules book. Absolutely no background is given here, and only the ***Fudge*** mechanics are explained.

In this conversoin, I'm trying to do what seems easiest and most natural but gives me a satisfying system. I'm not trying to make the entire game conform to some sort of "real" ***Fudge***. The point of the conversion is to replace the character creation and task resolution system with more ***Fudge***-like rules. In a few cases (e.g. dissonance and falling), *In Nomine* has specific mechanics that are isolated from the rest of the game. In those cases, rather than try to put together an equivalent using ***Fudge*** descriptive words, I just import the mechanic unchanged from *In Nomine*. If those mechanics don't really interact with the task resolution system I'm trying to replace, it won't hurt the *Fudge In Nomine* GM to roll 3d6 instead of 4dF from time to time.

This document really serves two intermixed purposes. One is to present a conversion of *In Nomine* to ***Fudge***. The second is to list, for the benefit of my players, the ***Fudge*** options and house rules that I'm using for my campaign. I mean for this to be a playable system as is. ***Fudge*** admittedly requires the GM to make some choices about optional rules and such in effect before using the system in actual play. As such, *Fudge In Nomine* as presented here isn't quite as flexible as ***Fudge*** starts out. You are, of course, free to take this and mangle it however you wish for your own purposes. You may also just take little bits and pieces of it for your own purposes.

1.1 Acknowledgements

Patrick Duffy has also created an *In Nomine* conversion of ***Fudge***, which I saw before writing this. I had already begun to design and outline my own conversion, but I was influenced by his, and so he is owed a nod. Naturally, you may prefer his conversion to mine. ***Fudge*** is like Perl; there is more than one way to do it, and each person's way of doing it is the Right Way.

After I'd basically completed this (since September, 1999, it's mostly just been tuneups), David Edelstien (a well known In Nomine author and guru) published his version of Fudge In Nomine. His conversion is quite different from mine, more different than is Patrick's (which is also available on David's site). You may prefer that one to mine as well.

2 The Trait Ladder

For this conversion, I borrow the trait ladder from *Fate* as it adds a wee bit more dynamic range right where I believe the system needs it. Other than this, I'm more or less using vanilla Fudge.

- Legendary
- Epic
- Superb
- Great
- Good
- Fair
- Average
- Mediocre
- Poor
- Terrible
- Abysmal

3 Characters

3.1 Scale: Celestial

One of the biggest problems (IMHO) with the *In Nomine* mechanics is that humans are pathetic. The ***Fudge*** concept of Scale is a nice way of having two races or groups of people with different average abilities, without having to squeeze one group on one side or another of a bell curve.

For simplicity and consistency, the default ***Fudge*** scale is the usual default ***Fudge*** scale, i.e. that of humans. Celestials (Angels and Demons) are built on the "Celestial Scale." Celestial Scale is a little different from what ***Fudge*** calls just "Scale", in that it applies to *all* six attributes. So, not only is a celestial with Fair Strength stronger than a human with Fair Strength, a celestial with Fair Intelligence is smarter than a human with Fair Intelligence.

The beauty of ***Fudge*** is that you can write down your scale, and then not worry about it most of the time. If you have to make an ability roll, just roll using the unadulterated trait, not considering scale. The only time you have to take Celestial Scale into account is when a human and a celestial are interacting. When you must compare a celestial's attribute to a human's, Celestial Scale is considered to be +2 for all attributes. Note that if you are resolving a contest between a celestial's skill and a human's attribute (Fast Talk vs. Will, for example), in that case you should run the contest on Celestial Scale, and consider the human's scale to be -2 for all attributes.

Celestial scale does not normally apply to skills, songs, or anything else, only the six attributes.

3.2 Creating Characters

Character creating is done using some sort of mishmash somewhere between the Subjective and Objective character creation systems of ***Fudge***.

3.2.1 Attributes

Characters in *Fudge In Nomine* have the six familiar attributes from standard *In Nomine*. For Angels, Demons, and Human Soldiers, all attributes start out as Fair on their native scale. Mundane Humans start out as Average on their native scale. For other celestial spirits (releivers, gremlins, imps), use judgement. A character may

gain a free attribute level to spend anywhere by lowering one of his attributes. No attribute may start out higher than Superb, and even Superb attributes ought to be rare in starting characters.

3.2.2 Forces

Once you've assigned your attributes, figure out your Forces. Forces in *Fudge In Nomine* are numbers, just as in standard *In Nomine*. They are more a qualitative measure of how studly a celestial you are than something which has a constant mechanical meaning, but sometimes the number of Forces you have in a particular realm odes affect things like the duration and effectiveness of Songs, etc.

In order to determine how many Forces you have in each realm, take the average of the two attributes in that realm and look result up on the Force Table (Table 1) below. Round either up or down in each case so that the *total* number of forces comes out to the right number (9 for angels and demons, 6 for human soldiers). Use common sense or your character concept to figure out which direction of rounding makes more sense. For instance, consider an angel with the following scores:

- Strength: Average
- Agility: Fair
- Intelligence: Good
- Precision: Fair
- Will: Average
- Perception: Good

In this case, Celestial Forces is easy: the angel has three Celestial forces. For the other realms, clearly this angel has invested more in the Ethereal realm than the Corporeal realm, so it makes more sense to round up in the Ethereal case (4 forces) and down in the Corpoeral case (2 forces) than to say that it is 3 in each case. (Hey, this game is named ***Fudge***, so you have to expect we're going to fudge things sometimes!)

3.2.3 Skills

Straight ***Fudge*** here. Use as broad of skill groups as you are comfortable with. In my game, I prefer moderately broad skill groups. The skill list in the *In Nomine* book is probably not a bad one to use.

Average Attribute	Forces (Celestials)	Forces (Humans)
Terrible	0	0
Poor	1	0
Mediocre	1	1
Average	2	1
Fair	3	2
Good	4	2
Great	5	3
Superb	6	3
Epic	7	4
Legendary	8	5

Table 1: Force Table

Celestial vs. Human Scale does *not* apply to skills. If a Good archery result is necessary to hit a target, a Good human archer and a Good demon archer will have the same chance of hitting that target. The only time you would consider scale is when there is a contest between a celestial's skill and a human's attribute, or vice versa. In that case, apply the scale difference to the attribute. This is not entirely self-consistent, but it's a decent way of simulating both "skills are skills" and "celestials are studlier than humans" at the same time.

As in standard ***Fudge***, skills are *not* linked to any attribute; skill levels stand on their own. The GM and players should make sure that a character makes sense, however. For example, somebody with a lot of high mental skills should probably also have a Good or better Intelligence and/or Precision. There are no hard and fast rules for this; just qualitatively make sure a character concept is roughly self-consistent. Moreover, because they physical and mentally more able, Celestials will tend to have more skills at higher levels than humans.

At character creation, skills are chosen using something like the ***Fudge*** Objective Character Creation system. Celestials get 30 free skill levels for skills and songs, Soldiers get 25, and mundane humans get 20. Normally, skill levels and attribute levels may *not* be traded. However, skill levels may be freely traded for gifts and faults.

3.2.4 Songs

Songs are all considered Very Hard skills. The usual rules about which sorts of songs certain types of characters may learn, and under what conditions they may learn them, apply. Songs are resolved like normal skills. Successfully performing a song using both gesture and voice is a Fair challenge. Using only gestures or voice is a Good challenge. Doing it silently, just by thinking about it, is a Great challenge. Doing it silently and instantly is a Superb challenge.

Type of Performance	Song Difficulty
Voice & Gesture	Fair
Voice or Gesture	Good
Silent	Great
Silent & Instant	Superb

Table 2: Difficulty of performing a song

Unlike in *In Nomine*, you don't add Forces or anything else to your Song skill in order to determine your chance of success. Your Forces in the relevant realm, however, may affect the magnitude of the result of the performance. See Section 4.8 for how to convert a ***Fudge*** Degree of Success (i.e. the difference between the Rolled Degree and the Difficulty) into an *In Nomine* check digit.

3.2.5 Gifts

Gifts are a catch-all for a lot of *In Nomine* things. For simplicity, *Fudge In Nomine* doesn't make the usual ***Fudge*** distinction between mudane gives and Supernormal Powers; they're all just Gifts, since this is such a supernormal setting. Starting celestials get 6 Gifts. Starting Soldiers get 4 Gifts, and starting mundane humans get 2 Gifts. Your resonance is considered a Gift, but your choir/band dissonance condition is considered a Fault, so they balance out. Likewise, your Superior's choir/band attunement is considered a Gift, but your Superior's dissonance condition is a Fault, so they also balance out. Starting characters may trade gifts, faults, and skills in the normal fashion (***Fudge*** sections 1.63 and 1.64); they may not trade gifts for free attribute levels or vice versa. (This is in contrast to standard ***Fudge***. In In Nomine, your attribute levels are a reflection of how strongly you are tied to the different realms of the Symphony, and as such are fundamentally (in game physics) a different thing from what standard ***Fudge*** assumes.)

3.2.5.1 Normal There's nothing stopping you from using normal ***Fudge*** gifts. This may be particularly important for human characters.

Toughness One predefined normal gift is Toughness. Humans may purchase up to two levels of Toughness, and celestials may purchase up to three levels for each vessel. Toughness increases your defensive damage factor by one for each level.

Status A second predefined normal gift is Status. Status comes in three levels: Status, High Status, and Very High Status. Normal Status includes people like doctors, university professors, etc. High Status covers most of the "rich, important, and famous" types. Very High Status is reserved for country leaders, prominent leaders of very large corporations, and the extremely famous. The three levels of Status grant +1, +2, and +3 to reaction rolls when the GM feels it appropriate (and modified when the GM thinks it appropriate). Celestials will usually have Status attached to a Role, and it will probably be rare for any Celestial or any human PC to have more than the first level of Status.

3.2.5.2 Attunements Choir Attunements are worth 1 gift, Servitor Attunements are worth 2 gifts.

3.2.5.3 Rites Celestials get the Rites of their superior as listed in the main *In Nomine* book for free. Each one or two additional rites costs 1 Gift.

3.2.5.4 Distinctions Each distinction costs 2 gifts. A character who has the second level of a Superior's distinction must pay 4 gifts; two for the first level, two for the second level. Starting characters may not normally start out with distinctions.

3.2.5.5 Vessels A normal human vessel costs 2 gifts. A more limited vessel (e.g. an animal with no serious natural attacks and no ability speak, such as a normal cat or a small dog) costs 1 gift. Vessels do not come in "levels" as they do in standard *In Nomine*. However, Celestials may add up to three levels of Toughness (see Section 3.2.5.1) to a vessel. Each level of toughness costs one gift. You buy Toughness for only one vessel; if you have multiple vessels, you have to buy Toughness separately for each vessel.

3.2.5.6 Roles Since degree of disturbance is calculated normally according to *In Nomine* rules, Roles are rated in levels just as with *In Nomine*. The cost in gifts of

a Role is listed in Table 3.

(*Note: this table was slightly changed for version 0.7.0.*)

Role Level	Cost (Gifts)
1-2	1
3-4	2
5-6	3

Table 3: Cost of Roles

3.2.5.7 Servants Servants are rated on a scale of Average through Superb. Their rating is equivalent to the *In Nomine* servant level; it indicates how challenging is the test of will for the human to resist an unpalatable command from their master. The number of gifts a servant costs depends on the servant's rating:

Servant Rating	Cost (Gifts)
Average	1
Fair	2
Good	3
Great	4
Superb	5

Table 4: Servant Rating

This is for a normal mundane human, or an equivalently weak reliever/imp/etc. Reduce the cost by one for particularly pathetic servants, and increase the cost by one or more for Soldiers, Undead, or strong celestial spirits.

3.2.5.8 Artifacts/Tailsmans/Relics All artifacts are rated on the usual Terrible...Superb scale. This rating has a different meaning depending on the type of the artifact. However, the rating shares one meaning for all sorts of artifacts: the ease of locating that artifact. The difficulty of locating an artifact depends on the owner's

forces in the appropriate realm; see Table 5. Roll 4dF as a test of the artifact's rating, and compare it to the difficulty of finding. For example, suppose an Ofanite with 3 Corporeal forces has a motorcycle as a simple corporeal artifact. This motorcycle has an artifact rating of Fair. If the Ofanite wanted to locate the artifact, he would roll 4dF, and add it to the motorcycle's rating of Fair; if he rolls Good or better, he's able to locate the motorcycle. Refer to the main *In Nomine* book for how well one is able to locate an artifact, and Section 4.8 for converting a Degree of Success to Check Digit.

Owner's Appropriate Forces	Location Difficulty
1-2	Great
3-4	Good
5-6	Fair

Table 5: Difficulty of locating an artifact

Corporeal Artifacts Corporeal Artifacts cost 1 gift for a rating of Good or less, 2 gifts for a rating of Great, and 3 gifts for a rating of Superb.

Talismans Ethereal Talismans give a boost to a skill; the amount of the boost depends on the rating of the artifact (Table 6). Add the amount of boost to the user's skill before rolling a test of that skill.

Talisman Rating	Skill Boost	Cost (Gifts)
Average-	+1	1
Fair	+2	2
Good	+3	3
Great+	+4	4

Table 6: Talisman Rating and Skill Boost

Relics Relics contain a Song. The cost of a normal Relic in *gifts* is the same as the cost in skill points to learn the Song at the level of the rating of the Relic.

Reliquaries Reliquaries cost 1 gift for each point of Essence they store.

Features All artifacts and relics may have various features. Under *In Nomine*, this increases or decreases the cost. The GM should use her good sense in deciding how much to increase or decrease the number of gifts a given artifact costs based on any added features.

3.2.6 Faults

3.2.6.1 Normal Faults Normal Faults are just like standard ***Fudge***.

3.2.6.2 Discord *In Nomine* also has special Faults known as Discord; most of the Faults that Celestials have will actually be Discord. Rate Discord in levels just like in *In Nomine*; each level of a Discord is one Fault. Use standard Discord mechanics imported from *In Nomine*; there's no need to ***Fudge***-ize most of them. Use common sense for cases where Discord interacts with ***Fudge*** mechanics.

3.3 Converting Characters

If you are creating new *Fudge In Nomine* characters, for the most part you won't have to refer to this section. This section is intended for those who want to convert pre-existing characters, or who want to convert characters from *In Nomine* supplements.

3.3.1 Attributes

Refer to Table 7 to convert *In Nomine* attributes to ***Fudge*** attributes. Normally, you can use this table directly. However, feel free to bump one or two ***Fudge*** attribute up or down a single level, if it will make the character come out more consistent or reasonable for the character concept.

THIS TABLE NEEDS FIXING FOR THE FATE SCALE

In Nomine Attribute	Scale Celestial Fudge Attribute	Scale Human Fudge Attribute
0	Abysmal	Terrible
1	Terrible	Poor
2	Poor	Mediocre
3-4	Mediocre	Fair
5-7	Fair	Good
8-9	Good	Great
10-11	Great	Superb
12	Superb	Legendary

Table 7: Attribute conversions

3.3.2 Skills and Songs

Figure out the *In Nomine* target number using standard *In Nomine* rules, and then convert to the ***Fudge*** Skill level using Table 8. Scale does not enter into consideration.

In Nomine Target Number	Fudge Skill
1	Abysmal
2-3	Terrible
4-5	Poor
6	Mediocre
7	Average
8	Fair
9	Good
10-11	Great
12	Superb

Table 8: Skill and song conversions

Note that the linking of skills to attributes in *In Nomine* will tend to skew whole sets of skills high or low. Probably it is best to just accept this, but the GM may want consider some detailed twiddling based on which skills are most key to the character concept.

Also, because humans have such pathetic attributes in standard *In Nomine*, the GM may consider boosting some or all of their mundane skills (but not their Songs) by 1 level.

3.3.3 Vessels

See Section 3.2.5.5 for the number of gifts a Vessel costs. Add Toughness to a vessel based on it's level, according to Table 9:

In Nomine Vessel Level	Fudge Toughness
1	(none)
2-3	1
4-5	2
6	3

Table 9: Vessel conversions

3.3.4 Servants

Look at Table 4 (Section 3.2.5.7). Use that table to figure out a servant's rating, using the servant's level in *In Nomine* as the cost in gifts. A servant with a level of 6 has a rating of Superb.

3.3.5 Artifacts

Use Table 10 to convert an Artifacts *In Nomine* level into a *Fudge In Nomine* rating.

4 Miscellaneous Mechanics

4.1 Contests

See ***Fudge***, Chapter 3, particularly Section 3.5.

In Nomine Level	In Nomine Rating	Talisman Skill Boost
1	Average	+1
2	Fair	+2
3	Good	+3
4	Good	+3
5	Great	+4
6	Superb	+4

Table 10: Artifact conversions

4.1.1 Opposed abilities

Opposed abilities between humans or between celestials are resolved normally. Opponsed abilities between a human and a celestial, of course, should take into account the Scale Celestial difference. (Give +2 to the Celestial.)

4.1.2 Relative Degree and Absolute Offset

Normally, in a contest in ***Fudge***, the Relative Degree is the difference between the winner of the contest's roll and the loser's roll. However, if a certain absolute roll is required for the winner to succeed at his task, the Relative Degree should be the winner's roll compared to the *higher* of the required roll, or the loser's roll. An example will hopefully make this clearer. Normally, to invoke his resonance, a Balseraph must make a Will test of Fair difficulty. In order to successfully convince somebody that he is lying, he must also use this Will roll in a Contest against the target. If the Balseraph rolls a Great Will roll, but the target rolls a Mediocre Will roll, the Balseraph's Relative Degree (or Degree of Success) is *+2*, not +3. In this case, the target of the Resonance rolled lower than the absolute difficulty of invoking a resonance, so the Balseraph's contest was against an effective roll of Fair rather than the target's roll.

In some cases (such as with a Balseraph's resonance), a tie between the winner and loser of the contest represents a win for the "attacker," with a Relative Degree of 0. (See Section 4.8, "Degree of Success and Check Digit.") In other cases, a tie does not represent a win for the attacker. In these latter cases where there is an absolute difficulty for the opposed action, a win with a relative degree of 0 is still possible if the attacker rolls the absolute difficulty of the task, and the defender rolls *lower* than

the absolute difficulty of his resistance.

4.2 Resonance

Invoking a Celestial's resonance is test of either Perception or Will, depending on who the Celestial is. The difficulty of the test depends on the Celestial's current level of Dissonance (see Table 11). See Section 4.8 for information on converting the Degree of Success into an effective Check Digit for use with tables in the *In Nomine* main book.

Current Dissonance	Resonance Difficulty
0	Mediocre
1	Average
2	Fair
3	Good
4	Great
5	Superb
6	Epic

Table 11: Resonance difficulty

4.3 Dissonance

Import Dissonance directly from *In Nomine* unchanged. Keep the number of notes of Dissonance on a character's sheet as a number, just as in *In Nomine*. Use the standard Dissonance rolls (*In Nomine*, page 57) to determine what fate befalls a character when he acquires more Dissonance.

4.4 Essence and Fudge Points

Essence rules may be imported into ***Fudge*** more or less intact. Using Essence to fuel things like Songs and other supernatural powers should work just as in *In Nomine*. In addition, expenditure of a point of Essence can yeild of bonus of +1 to a 4dF roll.

Because Essence is itself a sort of combination of Mana and ***Fudge*** points, it is recommended that the GM of a *Fudge In Nomine* game simply not use Fudge Points per se.

4.5 Summoning Superiors

Invoking Superiors is another aspect of the game where you can use the standard *In Nomine* rules without impacting the rest of the task resolution system. As such, my recommendation is to just import the d666 system from *In Nomine* for the purpose of rolling for Invoking Superiors.

If you prefer a more creamy and chocolate system, then an attempt to Invoke a Superior may be handled as a Situational roll (see ***Fudge*** section 3.1). To convert the change to summon into the minimum result required on the Situational roll, refer to Table 12. In general, a bonus of +2 to the d666 roll in *In Nomine* should correspond to a lowering of the necessary Situational roll by one level. Only under extraordinary circumstances should a situational roll of less than Good *ever* summon a Superior. (The Superior being predisposed to come would count as extraordinary circumstances.)

In Nomine Chance of Invocation	FUDGE Situational Roll Required	
<2	Superb+3	(normally impossible)
2	Superb+2	(normally impossible)
3	Superb+1	
4	Superb	
5-6	Great	
>=7	Good	

Table 12: Situational roll needed to invoke a superior

4.6 Disturbance

The rules for Disturbance in *In Nomine* are generally considered to be the most Disturbing. They are complicated, and it is very difficult to get a feel for them. The rules below may not be much better, but I'm trying.

4.6.1 The Easy Math Version

Calculated the Degree of Disturbance using exactly the rules of *In Nomine*. Fake it when you are trying to figure out how many "hits" worth of physical objects get destroyed. For damage to humans, refer to Table 13.

Attack makes Human...	Degree of Disturbance
Scratch	1
Hurt	2
Very Hurt	3
Incapacitated	4
Near Death	5
Dead	10

Table 13: Degree of Disturbance from damaging humans

The Degree of Disturbance gives the *Base Range* to which this Disturbance may be detected, in yards (or meters, as you prefer). Remember that there are 1,760 yards in a mile (but if you call it 2,000, nobody's going to notice). It takes a successful Perception roll in order to detect the disturbance. Refer to Table 14 to figure out how good a feat of Perception is necessary to detect the disturbance. Determine the distance between the Celestial and the Disturbance. Find the first row on the table that corresponds to a range *greater* than this distance. So, for example, a Celestial who is 15 yards away from a Disturbance of degree 10 would require at least a Poor perception roll to detect it.

The effect of this table is to make small Disturbances detectable to greater ranges (sometimes quite a bit greater), and large Disturbances detectable to not quite so great ranges. Very large disturbances are not detectable to nearly as great a range as they are under canon *In Nomine*. This may please you, or it may bug you.

4.6.2 The "I Can Square Numbers" Version

Calculate the degree of disturbance as was given in the "Easy Math" version. Then square it. This gives the base range. Use Table 15 to figure out the feat of perception necessary to detect the disturbance, just as Table 14 is used in the "Easy Math" version. However, in this case, ignore all distances smaller than 1 yard; in other words, for Disturbances smaller than 10, ignore the lines of the table showing the

Range to Disturbance	Perception Roll Needed
Base Range	Poor
2x Base Range	Mediocre
5x Base Range	Average
10x Base Range	Fair
20x Base Range	Good
50x Base Range	Great
100x Base Range	Superb
200x Base Range	Epic
>200x Base Range	(Impossible)

Table 14: Perception necessary to detect Disturbance (Easy Math Version)

difficulty of detecting a disturbance at a fraction of the Base Range. It is always at least a Fair test of Perception to detect a Disturbance of Degree 1, even if you are right next to it.

This takes more math, but it handles larger values of Disturbance (in comparison to canon *In Nomine*) better than does the "Easy Math" version. However, it makes small disturbances (less than 3 or 4) quite a bit harder to detect.

4.6.3 Discussion

If you plot how easy it is to detect a given disturbance as a function of distance, neither of the methods above reproduce canon *In Nomine* very well, because the shape of the curve is very different. This is just a different way of looking at disturbance. Under canon *In Nomine*, disturbance is like a plum; a solid core is surrounded by a soft exterior. It is very easy to detect out to some range set by the size of the disturbance and the listener's Celestial forces. Then there is a fuzzy border zone, where it gets harder to detect; for larger disturbances, that border zone is a small fraction of the original range (your plum pit is almost as big as your whole plum). These *Fudge In Nomine* systems fall off qualitatively more like the brightness of a light falls off as you get further from it. Even though it's different, there's no reason why this can't form a playable model for disturbance in an *In Nomine* universe!

These systems also level the difference between different Celestials. Of course, having a greater Perception makes detecting a disturbance much easier. However, under canon *In Nomine*, having additional Celestial Forces can *greatly* increase the

Range to Disturbance	Perception Roll Needed
0.2x Base Range	Poor
0.5x Base Range	Mediocre
Base Range	Average
2x Base Range	Fair
5x Base Range	Good
10x Base Range	Great
20x Base Range	Superb
>20x Base Range	(Impossible)

Table 15: Perception necessary to detect Disturbance (Base Range = Disturbance squared)

range to which a Celestial can detect a disturbance, which is not the case here.

I have created a In Nomine Java Disturbance Calculator. If you have a web browser that supports Java 1.1, then you may find that this tool will help you visualize to what radius a given Disturbance is audible, and how my methods above compare to the standard In Nomine method. This tool will also calculate the difficulty of detecting Disturbance under any of the the three systems (standard In Nomine, "Easy Math", and "I Can Square").

4.7 Intervention

For mechanics imported directly from In Nomine (e.g. Dissonance), this is a no-brainer. If you're using the 3d6 dice method for ***Fudge***, it is also a no-brainer.

If you're using 4dF, on any roll of +4, roll an additional dF. If the additional dF is +, then a Divine Intervention has occurred, otherwise it's "just" a +4 roll. On any roll of -4, roll an additional dF. If the additional dF is -, then an Infernal intervention has occurred, otherwise it's "just" a -4 roll. The probability of a given sort of intervention under this system is 1/243, which is close enough to 1/216, the probability of that intervention occurring under the *In Nomine* mechanics.

4.8 Conversion: Degree of Success and Check Digit

When a character succeeds or fails at something in *In Nomine*, the "check digit" usually indicates how extreme the success or failure was. In ***Fudge***, the Degree of Success (or, as the case may be, Relative Degree) serves the same purpose. So that you may look up results on the sundry Check Digit tables of *In Nomine*, convert Degree of Success to Check Digit using Table 16... or just fake it, using the Degree of Success as a general guide.

Degree of Success	Check Digit	Fudge Result for Task of ‘‘Fair’’ Difficulty
0	1	Fair
+1	2	Good
+2	3	Great
+3	4	Superb
+4	5	Superb+1
+5	6	Superb+2

Table 16: Converting Degree of Success (Rolled Degree - Difficulty) to Check Digit

Use the same table for failures, converting + to - in the first column. (This means that a failure with an equivalent check digit of 1 won't happen. If this bothers you, then you can say that a -1 Relative Degree corresponds to a failed check digit in the range 1-3.)

4.9 Conversions: General Advice

I will add to this as inspiration strikes.

In no particular order:

- +1 to a ***Fudge*** roll corresponds to +2 to the target number in *In Nomine* (and vice versa).
- +1 to the *In Nomine* Check Digit corresponds to a +1 in the Degree of success in ***Fudge***.
- When under *In Nomine* you would against an attribute or skill which is "modified by x forces", use your number of forces in the relevant realm to find the

difficulty of the action on Table 17. Then just roll that action against the unmodified attribute or skill. An example of this is going Celestial, where in In Nomine you are supposed to roll against your Will, modified by your Celestial forces. Use Table 17 to find out how difficult the task is given your Celestial forces, and then just make a normal ***Fudge*** Will roll.

Relevant Forces	Difficulty
1	Good
2	Fair
3	Average
4-5	Mediocre
6	Poor

Table 17: Difficult for "modified by x forces rolls"

- Concentrate on converting character and artifact concepts and qualitative features more so than on quantitative features.
- When in doubt, fudge it.

5 Combat

5.1 Combat Options Used

5.1.1 Rounds and Story Elements

Sometimes a combat just works better if you divide it into Story Elements (***Fudge*** section 4.21) rather than rigid rounds. With ***Fudge***, you have the full freedom to do this; refer to the main text of ***Fudge*** for information about this.

However, insisting on always using Story Elements is just as confining as insisting on always using a round of a fixed size. If two folks are standing there slugging it out, or if timing is crucial (will the angel complete is difficult song before his Servant has been eviscerated by the demon), then divide the combat into *In Nomine*-sized 5-second combat rounds... or into whatever size seems to work best for you.

5.1.2 Resolving Attacks

Attacks are normally Opposed Actions. If you're using broad brush strokes and Story Element pacing, then the Opposed Action should be between whatever are the most relevant combat skills (plus any modifiers). If you're using round pacing, then resolve each attack using the "Alternate Combat Turns" method (***Fudge***, section 4.23). Use Agility to determine initiative, as one's skill for unarmed attacks, and as one's ability to Dodge. One may buy specific martial arts or brawling skills to increase one's skill with unarmed attacks, but normally one may not purchase a special Dodge skill. (Yes, all of this is different from normal *In Nomine*.) Normal scale rules apply (see Section 3.1). Use one's weapon skill as one's ability to parry with that weapon (applying a penalty of -1 or -2 if that would make more sense). Attacks normally have an absolute difficulty of Poor, meaning that the attacker must score at least a Poor blow, and must also win the Opposed contest. Refer to ***Fudge*** Chapter 4 and *Fudge In Nomine* section 4.1.2.

5.1.3 Penalties for Wounds

As a house rule, I only assess a -1 penalty for characters suffering a Very Hurt wound, and no penalty for characters suffering a Hurt wound.

5.1.4 Relative Degree

See Section 4.1.2. My personal preference is to make the relative degree of a roll in combat the difference between the succeful roll and the *higher* of the opponent's roll or the absolute difficulty of accomplishing the task. For example: suppose under certain conditions it requires a Mediocre result to hit an opponent. If the attacker gets a Good result, and the defender gets a Poor result, the relative degree is +2 (Good-Mediocre), *not* +3 (Good-Poor).

5.2 Corporeal, Ethereal, and Celestial Combat

Treat Ethereal and Celestial combat as a special case of Corporeal combat. Substitute in Intelligence or Will (as relevant) for Strength, and Precision or Perception (as relevant) for Agility. A wound of "Incapacitated" results in the Severe Bad Thing (SBT) for the relevant sort of combat. (E.g. being booted out of the Marches, or losing a force.)

Use a separate wound record (Section 5.3.1) for each realm, but each one

should have the same layout.

5.3 Wounds

5.3.1 Recording Wounds: Celestials

Because *In Nomine* is a cinematic game were a couple of Celestials ought to be able to stand toe-to-toe and slug it out for several rounds without passing out, Celestials use a fairly generous wound record sheet. The exact wound track depends on the number of corporeal forces the Celestial has.

1 Corporeal Force

1-3	4-6	7-9	10	11+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
000	00	0	0	0

2–3 Corporeal Forces

1-3	4-6	7-9	10	11+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
0000	000	00	0	0

4–5 Corporeal Forces

1-3	4-6	7-9	10	11+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
00000	0000	000	0	0

6 Corporeal Forces

1-3	4-6	7-9	10	11+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
00000	00000	000	0	0

5.3.2 Recording Wounds: Humans

The game is still cinematic for humans, but less so. Use the following wound record sheet for humans with 0-3 Corporeal Forces:

1-3	4,5	6,7	8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
0000	00	0	0	0

Huamns with 4-5 Corporeal Forces use instead this wound record sheet:

1-3	4,5	6,7	8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
0000	000	00	0	0

5.3.3 Scale in Combat

...performs normally. If a Celestial is attacking a Celestial, don't worry about it. If a human is attacking a human, don't worry about it. If a Celestial is attacking a human, the Celestial gets +2 each to his offensive and defensive wound factors.

5.3.4 Offensive and Defensive Factors

See ***Fudge*** section 4.54. Although it is called a "sample" wound factors list, most of them look pretty good to me. Ignore the section on Damage Capacity; instead, add +1 for each Gift of Toughness the defender has. Add the Relative Degree to the offensive wound factors. See the previous section for Scale.

Except where this is ridiculous, a Graze (***Fudge*** section 4.56) can normally do no more than Scratch the defender. Of course, if all the defender's Scratch boxes are checked off, the wound gets promoted normally.

5.3.5 Damage Reduction for High Strength

Optionally, to make combat taste just a little bit more like *In Nomine* combat, you can allow characers with higher strength to suck up more damage. Make a Strength roll (without consideration of Scale). A Great result decreases the wound factor (the

number, not the level of thew ound) by 1, a Superb+1 or better result reduces it by 2. A Terrible or worse result increases it by 1.

6 Character Development

6.1 Subjective

One very good way to do character development in *Fudge In Nomine* is to use the subjective character development method (***Fudge*** section 5.1). In this case, the GM and the player can agree when the player has earned an increase in a skill or an attribute himself. In addition, a character may petition a Superior for gifts or boons, and the GM will decide if the Superior grants it. Finally, the character's Superior may spontaneously grant the character a gift or other improvement. This method of character development works well with the in-game mechanics of how celestials get more powerful. Humans, and the "natural" development of celestials, should work as well in *Fudge In Nomine* as the subjective character development system does in any game of ***Fudge***.

6.2 Objective

If you prefer to use an Objective character development system, refer to ***Fudge*** section 5.2. The GM should give out no more than 2 or at most 3 experience points (EP) to a character at the end of a game session or at the end of a scenario. The character's Superior will then chip in an additional 2 or at most 3 experience points, or may instead grant the character a specific boon such as an attunement, a rite, etc. Refer to the *In Nomine Game Master's Guide* for more information about Superiors granting improvements to their Servitors.

In general, because of the granularity, one EP in ***Fudge*** has more leverage than one EP in *In Nomine*. You should grant just over half as many EP in ***Fudge*** as you would have using the guidelines on p. 202 of *In Nomine*.

6.3 Attributes and Forces

Attributes are raised as usual according the ***Fudge*** system in use. When the pair of attributes in a given realm have been raised sufficiently, the character will gain another Force in that realm. After an attribute increases, figure out the average of

the two attributes in the relevant realm, *rounding down*. (This is slightly different from Forces are handled during character creation in Section 3.2.1.) Use this average attribute value to look up the Forces on the Force Table (Table 1). If the resulting value is higher than the character's current Forces in the relevant realm, then the character gains an appropriate Force.

Example: an angel with 3 Corpreal Forces has Good Strength and Medicore Agility. He spends enough experience points to increase his agility to Fair. The average, rounding down, of his Strength and Agility is Fair– so he still has 3 Corpreal Forces. If, after a later adventure, he increases his Strenght to Great, then the average of Strength and Agility will be Good, and the angel's Corporeal Forces will increase to 4.

7 Changes

7.1 Versoin 0.9.0

Start using the FATE trait ladder (that includes Average between Mediocre and Fair).

7.2 Version 0.8.2

Many tuneups. Make Scale Celestial +2 rather than +1 relative to Scale Human (motivated by the fact that Celestials have average attributes of 14 in *GURPS In Nomine*, in comparison to humans' 10). Add different wound tracks based on the number of Corporeal Forces an individual has, to facilitate the creation of combat monsters....

7.3 Version 0.8.1

Just fixed the link to David Edelstein's conversion.

7.4 Version 0.8.0

I expanded Table 16 for converting a Fudge Degree of Success to an In Nomine Check Digit. Originally, +3 in the Fudge Degree of Success corresopnded to a CD of 6. I was finding that this was producing high-Check Digit results a little too often. In some

tables in In Nomine (most notably resonance results), there is a huge, exponential range of quality of result between CD 1 and CD 6. I thought it appropriate to make those CD 6 results a little rarer and dependent on very good rolls. Note that as it stands right now, an angel with average (i.e. Fair) perception *cannot* achieve the equivalent of a CD of 6! I may change this table again as I gain experience with my new version.