

Hurmin

Impudite of Death

Corporeal Forces: 3 Strength: 6 Agility: 6
Ethereal Forces: 3 Intelligence: 6 Precision: 6
Celestial Forces: 3 Will: 6 Perception: 6
Vessel/2, +2 Charisma

Skills: Dodge/2, Emote/2, Fighting/4, Lying/2, Seduction/2

Songs: Charm (Celestial/1), Healing (Corporeal/1), Motion (Celestial/1), Numinous Corpus/1 (Fangs), Shields (Corporeal/1)

Attunements: Impudite of Death, Balseraph of Death, Vampiric Kiss

Hurmin has it made. Or so he thinks.

He always knew that he was des... that he was a shoo-in for great things; and being tapped for Earth duty just proved it. What was even better was that Saminga actually sent him up without any specific instructions past 'kill humans.' That's no problem at all! He was looking

forward to it, in fact. And this way Hurmin could do it on his own terms.

Of course, there are the little details to consider. For example, Hurmin wasn't actually given anything like a Role or a base of operations to work from; in fact, he was pretty much shoved out of a Tether at random. Luckily for the Impudite, it was in a city that spoke the corporeal language that he spoke (although that was pretty much by accident).

Hurmin decided that this was clearly a test of his abilities; the Impudite was able to land on his feet in the local underground scene without too much difficulty. He's in the process of finding a large enough organized group of humans into which he can insinuate himself; once that's done, all that's left is the working out of when to kill them, and when just to Leech them. Hard decisions, but his ability to make the tough calls is why Hurmin got this plum assignment in the first place.

As the above might suggest, Hurmin is a demon with a somewhat inflated opinion of his self-worth. Several decades slapping around damned souls in various stages of devolution have not really prepared him for a world where the talking monkeys slap back; although he is easily

able to take one apart in a fight and get away with it, the Impudite's first gunfight is going to be almost exquisitely painful for him.

There's also the minor fact that the demon is somewhat casual about dissonance, as he does not have to worry about Band-dissonance. The fact that *Word*-dissonance is still a very real problem for him will only become obvious after Hurmin actually suffers from some. Hurmin will promptly convert it into Discord -- Murderous is the most likely result -- which means that he will then become of interest to the Game. Hurmin is not nearly as afraid of the Game as he should be. There are a lot of things that Hurmin is not nearly as afraid of as he should be, in fact.

And then there's the fact that Saminga has actually just not given him a specific assignment **yet**. When he finally does, Hurmin will almost certainly not enjoy it...

Hurmin is a balanced starting character.

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