

The Tzaddikim

In a world full of legends with caveats, distortions, misunderstandings and Getting It Just Plain Wrong, there's something *calming* about the Tzaddikim. They really *are* living Saints, there really *are* 36 of them hidden among humanity, and they really *do* support and redeem the world with their actions, every day. All of this is True.

Whether Heaven is entirely pleased with the situation as it stands is, of course, a different matter. Certainly Hell is not pleased with it at all, at all.

The Tzaddikim are superficially underpowered for direct agents of the Almighty: they typically lack Symphonic Awareness, and are unlikely to even have a sixth Force. Most have no idea of the War, or that they are involved in it. They *do* have the Blessed advantage, but that is often a moot point (see below).

Tzaddikim are not flashy or famous people, but often extremely influential ones. A Mercurian resonating one would be almost blinded by the connections that he or she has to other people - not just the number of links, but those links' strength as well. They seem to mostly act as a stabilizing force at the base level of human society. No

Great Works, or Epic Quests; just the quiet strengthening of humanity.

This is not to say that they are *powerless*. Hell finds them loathsome, on as much for ideological reasons as for anything else. This is primarily because demonic resonances and attunements do not work on Tzaddikim under any circumstances. They aren't immune to a physical attack (or even non-Band specific Songs), but anything explicitly and esoterically Infernal in nature will fail.

While the Host finds this immunity to be marvelous (in both senses of the term), they are somewhat more concerned over the Tzaddikim's theurgic abilities. No angel may *ever* disobey a Tzaddikite's commands. The Tzaddikite might not be aware that the entity being commanded is an angel, or that there even *are* angels, or that he or she has the power to compel obedience; angels are still required to comply, to the best of their ability, with no games, clever parsing of words or creative misunderstandings.

Finally, any disturbance generated from harming a Tzaddikite is tripled (and not affected by Roles or corporeal artifacts). Harm one, and the Symphony shouts its rage.

As can be seen, both Heaven and Hell will quickly detect one of the Tzaddikim, once personally encountered. The trick is figuring out what to do about it. Hell has found that corrupting one is damned difficult (there are no authenticated examples of it happening, in fact), and that hassling or killing one is almost as hard to do quietly. You need a reliable human agent, and the Symphony will be unforgiving of any shortcuts taken.

And you can't talk about it afterwards. *Ever*. There's this Laurentine Order that has a list of demons who need soul-killing, you see, and they'll add anybody materially involved in a Tzaddikite killing in a nanosecond. In other words, this is a situation where you'd want to think things through before you do anything rash.

Heaven has different worries. The Host's automatic reaction to meeting a direct agent of God (however unwitting) would be to blanket the area with Servitors, the better to serve the Tzaddikite's *every* requirement. However, past history has shown this to be usually wasteful, and inevitably impossible to keep secret.

For that matter, there is something, well, *odd*, in the way that angels must obey all commands from the Tzaddikim with equal vigor. Saving a neighborhood is one thing;

spending the same amount of time and effort to make sure that the mutton is nice and lean is another. For that matter, does God even want Heaven getting too involved? Sure, if there's an actual problem - but if the Tzaddikite is doing fine on his or her own, or even well enough, the inclination is to keep the interference to a minimum. Again, think things through, first.

A final note: GMs will have to tinker with this concept to reflect their own campaign Brightness and Contrast, of course. It is explicitly stated that, as conceived, a Tzaddikite has in some ways more power over an angel than the angel's own Superior. Deciding whether this power includes the ability to force an angel into dissonance is dependent on Brightness (in a Bright campaign, the circumstances would never arise; in a Dark one, well, that's God for you)

Also, most players can be justifiably cranky about having their own free will overridden without warning, so it would be wise to give plenty of advance notice before incorporating this concept. However, in the end the default setting for ***In Nomine*** assumes that angelic characters are serving the will of, and that demonic ones are in rebellion against, an omnipotent and absent deity - and that the nature of that deity is only dimly understood, even by Superiors.

There are *implications* to such an assumption.

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