

DOUBLE CROSS

Role-playing Game

Advanced Rulebook
Shunsaku Yano/F.E.A.R

A dystopian illustration of a city in ruins, viewed through a chain-link fence. The sky is a fiery orange and red, suggesting a sunset or a fire. In the background, skeletal remains of buildings and twisted metal structures are visible. In the foreground, two small figures of people are walking away from the viewer down a path. The overall mood is one of despair and stagnation.

**Today is a repeat of yesterday.
Tomorrow will be a repeat of today.**

**This mundane cycle known as life has made the
world seem stagnant.**

**Who could have suspected that the world
has been horribly twisted?**



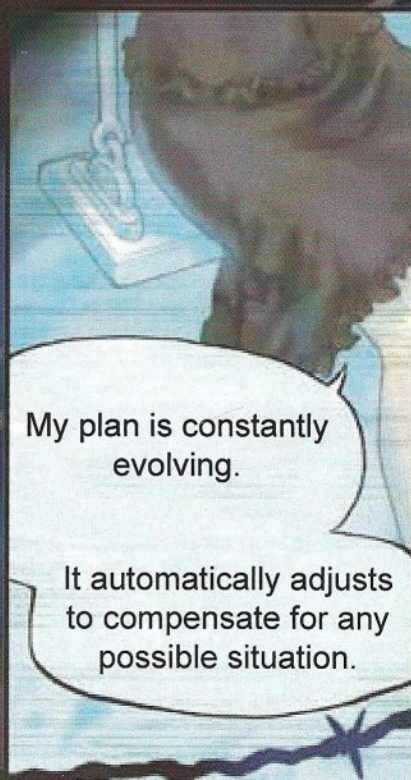
You don't have to come with me for this.

.....



After this point...

...There's no turning back.

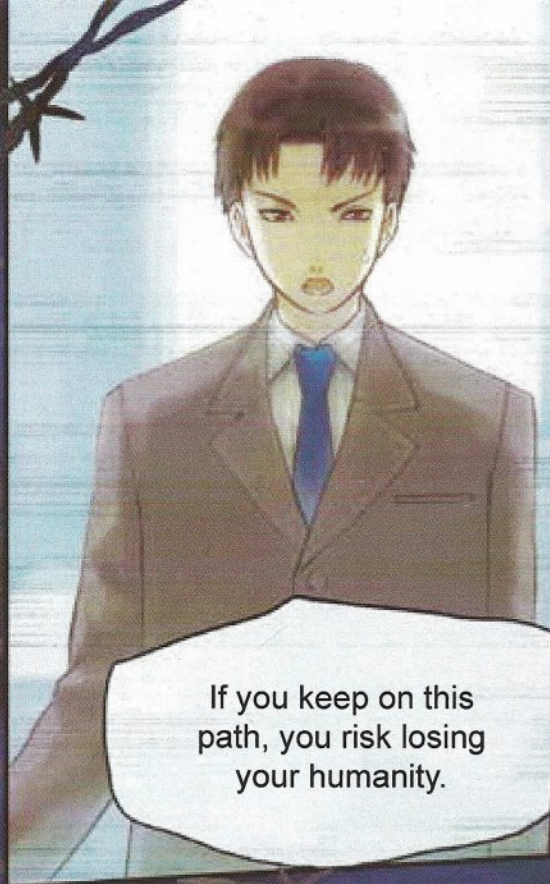


My plan is constantly evolving.

It automatically adjusts to compensate for any possible situation.



Once it's set into motion, even I won't be able to stop it.



If you keep on this path, you risk losing your humanity.



She will destroy everything in sight.


That is what she was made for.



Would you believe me if I told you...

...that I find you interesting?

...I know.

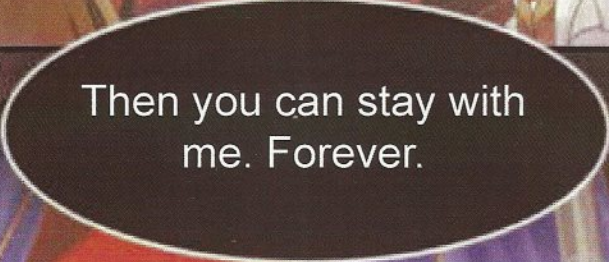


But I'm going.

We have to stay by her side. You know?



...Yeah.



Then you can stay with me. Forever.



!



ガン

ガン

ズン

ズウッ

Stop it!
We're here to help!

Help? Hah!

We're monsters!
Killing is the only thing
we're capable of!

ズウッ




Let the dance begin.

It's traitor versus traitor!



DOUBLE CROSS

Speeding Bullets



...Too late.
This is the end of your story.

You must have
someone you care for!

Wild Card



Noble Blood

I have nothing to
be ashamed of.

I live life to the fullest.
That's good enough for me.

Evergreen Apostle

A manga-style illustration featuring two characters. In the upper right, a blonde girl with red eyes, wearing a dark school uniform with a red bow, is shown in a dynamic pose, reaching up towards a bright yellow sphere surrounded by white energy lines. In the lower left, a character with blonde hair and glasses, wearing a light-colored trench coat and a matching cap, is shown in a similar dynamic pose, surrounded by purple and white energy effects. The background is a dark blue and purple digital cityscape with glowing lines and patterns. The text 'Defender of Dreams' is in the top left, 'Truth Seeker' is in the bottom center, and two quotes are placed near the characters.

**Defender of
Dreams**

Go chase the dream.
I'll have your back.

Truth Seeker

Think more simply.
There can only be one truth.



The Idealist

Even I want something
pure to hold onto.

Vermilion Blade

Stop right there.
This is the end for you.

Reaper's Hand

...You'll do. Come on, let's fight.

Don't worry.
I'll be gentle.

Purple Lightning

Silver Hand



What do you think, dear?
Isn't it beautiful?

Shining Void

Just die.
You'll be happier that way.

Bloody Bullet

World Hunter



Hold on. I'll look into it.

Mwahahaha... What's the matter?
Humans laugh like this, right?



Ruby Eyes

Alien

DOUBLE CROSS

Advanced Rulebook

Table of Contents

Player Section

Trait Lois.....	2
Special Lois.....	4
Unique Items.....	2
Troubleshooting.....	5
Encounter Charts Ver. 2.....	8
Trait Loises List.....	10
Trait Lois-Specific Powers.....	36
Unique Items List.....	42

The World

The World of Double Cross.....	48
The Renegade Virus.....	50
History of the Renegade.....	52
The Universal Guardian Network.....	58
Important Characters: UGN.....	65
False Hearts.....	71
Important Characters: False Hearts.....	65
The Renegade Beings.....	81
Other Organizations.....	85
Important Characters: Other.....	88
City N.....	96
Important Characters: City N.....	100

Game Master Section

Exhausted Lois.....	105
Pre-Created Enemy Data.....	114

Scenarios

About the New Scenarios.....	120
Memorial Blossom.....	121
Dual Calamity.....	134
Scenario Starters.....	148

Appendix

Character Sheet Ver. 2.....	150
Item Sheet.....	151
Power Sheet.....	152
Combo Sheet.....	153
Record Sheets.....	154
Scenario Sheet.....	156
Appendix: Data.....	157
Appendix: Lore.....	158

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Players Section

Double Cross

NEW MECHANICS

DOUBLE CROSS

This section will introduce the mechanics that the Advanced Rulebook adds to Double Cross. The GM will decide which mechanics they utilize for a particular game.

About The New Mechanics and Data

This chapter will be devoted to data and rules that make *Double Cross* more enjoyable and allow for more free expression. Since many of the explanations in this chapter assume that the reader is familiar with the game's rules and terminology, it is recommended that the Rules section of the Core Rulebook be read first.

The new mechanics that this book adds are as follows:

- **Trait Lois (T-Lois)**

Trait Loises are Loises that represent an aspect of a character's background. By using Trait Loises, a character will gain special back story and abilities that are suited for the hero of a story.

- **Special Lois (S-Lois)**

As its name suggests, a Special Lois is a relationship that is particularly important to a character. By including S-Loises, a player will be able to add greater depth to his relationships.

- **Unique Items**

Unique Items are tools that only that unique to a certain character. These Unique Items are typically objects that have some sort of Renegade ability.

- **New Character Sheets**

New sheets that have been adjusted for the new data have been included in the appendix.

■ About Using the Advanced Rulebook

The rules and data that are in this book are considered optional. It is up to the GM to decide whether or not to use all, some, or none of this data during a game. If a player wishes to use this data, he must get permission from the GM.

Additionally, if these mechanics are to be used, the GM must announce it during the Pre-Game. This is to be fair to the players during character creation, as the inclusion of this data can greatly influence decisions. T-Loises in particular can be a big factor during creation.

The Trait Lois

A Trait Lois – or T-Lois for short – is a Lois that represents a certain quality of the character. If a regular Lois represents a connection to an important person, then the T-Lois represents the connection to a person's past, a particular characteristic, or a strong desire.

By using a T-Lois, a character can be given a unique background and abilities. However, utilizing these T-Loises does carry the risk of making a session difficult to manage, sometimes even destroying the GM's original plans.

Thus, a GM must be careful when utilizing T-Loises. Even if a player wishes to use a T-Lois, the GM has the right to deny the request if he feels that it will interfere with the direction of the session. The GM can also choose to forbid the use of only certain T-Loises. Players should always consult with their GM when they wish to use a T-Lois.

■ Trait Lois Legend

- **Number and Name**

The T-Lois' reference number and name.

- **Story**

A sample story that goes with the T-Lois. You may use it as a reference for your own story.

- **Description**

This is an explanation of what kind of background story is added to a character when that particular T-Lois is acquired. This explanation is mostly for reference purposes. Work with the GM to add, remove, or modify details so that the story best fits the character that is being created.

● Effect

An explanation of what abilities that the T-Lois bestows. This section will also discuss restrictions in regards to what kind of characters can acquire a particular T-Lois. These restrictions will be discussed later on.

■ Acquiring Trait Loises

When acquiring one of the T-Loises, the player must record his selection in the Lois section of his character sheet. To be clear, he should write "T-Lois" as well as the name of his selection into the name column. Although it is not necessary for a player to fill in the Emotion columns for a T-Lois, he may do so for role-play purposes.

A T-Lois will always be counted as one of the character's Lasting Loises. So at the end of a session, a character with one T-Lois can only pick to Loises to keep.

● The Number of Allowed T-Loises

Generally, a character is limited to one T-Lois. This is to avoid weighing down a character with too complex of a story, which can lead to confusion during a session. One T-Lois alone is a major factor in defining a character. Of course, a character may have more than one T-Lois if the GM allows it.

● About Restrictions

Depending on a character's Breed, Syndromes, or Work, he will be unable to acquire certain T-Loises. For example, "Demi-Breed" can only be acquired by Crossbreeds, while "Light Bringer" is for Angel Halo characters only. These Restrictions will be noted in the Effects of a T-Lois.

● Acquiring During Character Creation

When a player acquires a T-Lois during Character Creation, he should select and delete any one of his Lasting Loises from the character's Life History and replace it with the T-Lois.

● GM Requests to Acquire a T-Lois

During Character Creation, the GM may ask that a character acquire a certain T-Lois.

● Giving Existing Characters a T-Lois

When giving an existing character a T-Lois, its controlling player must select a Lasting Loises and replace it with the T-Lois.

● Acquiring During the Main Game

Generally speaking, a character cannot acquire a T-Lois during the middle of a game. However, the GM may have a player character acquire a T-Lois if he so wishes. If this happens, record the T-Lois onto the Record Sheet and select it as a Lasting Lois during the After Game.

■ Using Trait Loises

As explained earlier, T-Loises give a character a special background and unique abilities. However, T-Loises have a few restrictions that normal Loises do not have.

● Cannot be Used for Backtrack

When calculating the number of dice you can use for Backtracking, T-Loises cannot be counted towards your total. T-Loises are essentially treated like Tituses, as a T-Lois is not a bond with another person.

Essentially, a player sacrifices one Lois slot when getting a T-Lois, making it more likely for him to lose his character during the After-Game.

● Cannot be Turned into a Titus

T-Loises cannot be turned into a Titus or discarded for a battle bonus.

● About Powers for Trait Loises

Certain T-Loises will give a character access to special Powers. When acquiring these unique Powers, record the restriction as "Trait Lois."

Other characters cannot acquire Powers with the "Trait Lois" restriction through the effect of any in-game data. For example, even if all other requirements are met, a character cannot use «Other-Worldly Genes» to acquire a T-Lois Power.

■ Trait Loises for Sample Characters

When giving T-Loises for the sample characters from the Core Rulebook, please use the following. The GM may allow other T-Loises to be acquired.

- Wild Card → [No. 01 Renegade Crystal]
- Flashing Bullets → [No. 06 Dual Personality]
- Noble Crimson → [No. 19 Leadership]
- Evergreen Apostle → [No. 18 Backup]
- Truth-Seeker → [No. 33 Thunder Lord]
- Protector of Dreams → [No. 11 Secret Weapon]
(Select the R-Controller Item)
- Vermilion Blade → [No. 04 Counter-Renegade]
- The Idealist → [No. 48 Animal Master]
- Purple Lightning → [No. 34 Full Cyborg]
- Reaper's Hand → [No. 38 Tyrannos]
- Shining Void → [No. 15 Catalyst]
- Bloody Bullet → [No. 43 Alchemist]
- World Hunter → [No. 32 Chrono Trigger]
- Ruby Eyes → [No. 21 Divinity]

The Special Lois

A Special Lois (S-Lois for short) is a Lois that a character holds most dear and defines that person's personality more than any other Lois.

Normal Loises are not necessarily unimportant, but one must recognize that out of a group of important people, there will always be one person that gets the first look or has a larger place in someone's heart. The S-Lois represents the person. Of course, who a character is most concerned with may change depending on the situation and other circumstances. Thus, a person's S-Lois can change depending on who has his attention at the time.

■ Acquiring Special Loises

If S-Loises are allowed during a session, a player at any time may select one of his Loises and set it as his S-Lois. Using the special record sheet that is included in this book's appendix, the player can check off the "S-Lois" box for his chosen Lois. In some cases, the GM may ask a player to set a particular Lois as an S-Lois.

Under no circumstances may a character have more than one S-Lois. A character may have both a T-Lois and an S-Lois, but he cannot select his T-Lois as his S-Lois.

■ The Effects of Special Loises

The S-Lois represents what an Overed wants to back to at the end of the battle. By protecting this special bond, a person may learn what it really means to protect his humanity and even his very character.

As such, characters that hold on to their S-Loises and do not turn them into Tituses will receive a reward of five extra experience points at the end of the game. This book's record sheet has a new experience point checklist that includes this reward.

At the end of the After-Game, an S-Lois converts back to being a regular Lois. A character may lock in the Lois as a Lasting Lois, but he cannot lock in the S-Lois status.

● S-Loises during Backtrack

During Backtrack, treat an S-Lois as a regular Lois. Basically, as long as it hasn't been changed into a Titus, the S-Lois will still get the character one die.

■ From Special Lois to Titus

Like regular Loises, S-Loises can be turned into Tituses. Since S-Loises represent the connection to someone that is very close to a character's heart, letting go of it is a major sacrifice. However, making the sacrifice will bestow greater power to a character.

Instead of the usual bonuses, a character may select one of the following bonuses for sacrificing a S-Lois:

1) Full Recovery

Timing: When the character becomes Incapacitated.

Effect: The User is revived and is healed to full HP. In addition, all disadvantageous effects are negated. The GM will decide if Bad Statuses, dice penalties, or the like can be negated with this effect.

2) Damage Burst

Timing: Right before the damage roll.

Effect: The User's damage roll receives a +5 dice bonus.

3) Reboot

Timing: Anytime.

Effect: Out of all his acquired Powers, the User selects one with limited number of uses and restores one use to the Power.

When sacrificing an S-Lois, a character can still select one of the normal bonuses instead of the above three.

● When Selecting a Broken S-Lois as a Lasting Lois

A Titus that was once an S-Lois can still be selected as a Lasting Lois. However, since S-Loises are reselected each session, the Titus will revert to being a regular Titus when the After-Game starts.

If you wish to treat the Titus as an S-Lois, please select that Titus as your S-Lois when the next game starts.

● About the T-Lois: High Status

The T-Lois "High Status" and its ability cannot be used to transfer the effects of an S-Lois to another character. S-Loises form the basis of an individual's personality and cannot be allocated to other people on a whim.

Unique Items

Unique Items are Items that are specifically designed to be a character's personal equipment. This may be because there is only one of the items in the world, or it can only be used by that particular character.

■ About the Unique Item's Legend

The data of Unique Items will be displayed in the same format as the Syndrome-specific Items that were in the Core Rulebook. However, the "Procure/Stock" entry has been replaced with the "Exp. Point Cost" entry.

■ How to Acquire Unique Items

Unlike regular Items, Unique Items must be acquired using experience points. The number of experience points needed for a particular item will be listed in the "Exp. Point Cost" entry.

Once acquired, a Unique Item will be treated as a Stocked Item.

● Acquiring during the Main Game

Unique Items cannot be acquired during the Main Game. However, the GM may make an exception if he wishes. If so, pay the appropriate amount of experience points during the After-Game. If the cost cannot be paid, the Unique Item will be lost.

● Syndrome-Specific Unique Items

Many of the Unique Items require that the character have a certain Syndrome. If a character does not have the appropriate Syndrome, he cannot purchase the item in question.

■ Using Unique Items

Only the character that acquired the Unique Item may use, equip, and receive the benefits of a Unique Item. Even if a character were to lend his Unique Item to another character, will be unable to use or equip the gift.

New Sheets

To accommodate for the various mechanics that were previously introduced, new versions of sheets have been added. Each of these sheets can be found in the book's appendix.

■ Character Sheets

Rows have been included to accommodate the inclusion of Unique Items.

■ Record Sheet

Extra check boxes have been added for use with the S-Lois rules.

■ Original Renegade Record Sheet

This Record sheet is for characters that have the "Original Renegade" T-Lois. This sheet also has check boxes for S-Loises.

■ Power Sheet

A new sheet has been included for players who feel that there is not enough space for Powers.

■ Combo Sheet

A separate combo sheet has been included to allow for the different combo variations that can be made.

Troubleshooting

This section will clarify some of the Core Rulebook's rules, as well as discuss game techniques that the player and GM can use.

■ Differences between Role-Play and Rules

The Core Rulebook presents the player with a large amount of data, and this book introduces even more. When using this data, there are two things to remember: Role-play must not exceed the actual effects of the data, and the rules and their results must be prioritized.

For example, let's look at the «Black Hammer» Power on page 108 of the Core Rulebook. This Power creates a black hole in a localized area. There are various ways this Power can be presented, such as having the black hole appear on the ground or in the air, to either slow down the enemy or to push them away. However, this Power only has a character perform a ranged attack of $[LV \times 2] + 2 \text{ Atk}$. Power and nothing more. No role-play can add more effects to this attack. For example, instant death cannot be added because a player wants the black hole to appear right on the enemy's head.

● In-Game Effects of Role-Play

There are times when a player wishes to use a Power in ways that are not explicitly stated in the data, such as using «Infinite Weapons» to create utensils or «Burning Bullet» for lighting firewood. In these situations, the GM decides the effects of these actions based on whatever the house rules are.

Since Simple Powers were created specifically for this kind of ability-based role-play, it may be best to use those instead.

● Prioritizing the Rules

Prioritizing the rules over role-play does not suggest that the player's ideas are meaningless. Instead, it is meant to prevent the ideas and statements of players from getting out of control, causing the game to degrade into a competition where the quickest speaker wins. If the game environment is set by whoever speaks first, then the winner will always be the person who speaks the loudest.

To avoid this problem, strictly follow the explanations in the data, especially for battles and other situations that require calculations.

● Creating Life History

Regardless of how a player builds a character's stats, the method of Life History creation does not change. Everyone must roll Origin, Experience, Encounter, Awakening, and Impulse.

Despite this requirement, the GM may create new entries for the Origin, Experience, and Encounter charts. With the GM's permission, players may also create their own entries. However, the Awakening and Impulse charts must be used without any modifications, as these charts determine a character's Base Encroachment Rate.

● The New Encounter Chart

New Encounter charts have been created to accommodate for the new characters that are introduced in this book. There is one for regular characters and another for Renegade Beings, both of which can be used in place of the Core Rulebook's charts. These charts are at the end of this section.

■ Acquiring Loises

Loises are the most important aspect of Double Cross. The following are suggestions for when to acquire Loises or to change one into a Titus.

● About Lasting Loises

Lasting Loises are always initially acquired during character creation. Create Loises that are appropriate to the character's Life History.

● About Scenario Loises

Scenario Loises are the Loises that appear on a Scenario Handout. These Loises have recommended Emotions attached to them, which are essentially suggestions from the GM that are based on the course he thinks the Scenario will take.

These Scenario Loises are usually written onto the Record sheet when the player accepts his Handout, but there is the option of acquiring the Lois at the end of the Opening. This gives the player an opportunity to think about his relationship and feelings about the other character.

The Scenario Lois must be taken no later than the end of the Opening, as relationships may change later.

● About Loises between Player Characters

These Loises are acquired during the Pre-Game, but they may instead be created after the Opening, if both the GM and player agree to the arrangement. Especially in a one-time game, it is hard to fully understand the other characters, thus making it difficult to create a proper Lois. In this case, gather more information during the Opening before making a Lois.

● About Other Loises

During the Main Game, there will be many instances that will compel a player to create a Lois. The usual situation that comes to mind is a conversation with another character, after which a Lois is created. For example, a Lois may be created after two Player Characters learn of each other's objective, or when the enemy reveals his true motives.

In Double Cross, Loises can be created at any time, but it is recommended that it be done after a conversation or a Scene that featured a conversation. This way, the flow of the Scene or conversation is not interrupted and an impressive Lois can be made.

● Checking Loises

Before entering the Climax or Backtrack, it is good practice to check on everyone's Loises, as the number of Loises will greatly affect battle and the results of Backtrack.

■ Items

The following are clarifications on the use of Items and other Item-related rules.

● Equipment and Possessions

In Double Cross, characters are allowed to equip up to two weapons and one piece of armor (there is an exception to this, which will be explained later).

Weapons are any Items that fall into the "Melee" or "Ranged" category, which armor is any Item that is listed as "Armor" or "Armor*."

For armor, a character may equip one "Armor" and one "Armor*" at the same time.

Weapons and armor only have an effect if they are equipped. Unequipped Items are all treated as Possessions.

● When to Equip and Use Items

Items are to be equipped or used at the following times:

◆ Minor Action

▼ Ready Equipment

While unequipped, a Minor Action can be used to equip weapons and armor. More than one Item can be equipped at once using a single Minor Action.

▼ Changing Equipment

Current equipment may be switched out with different equipment from your possessions. More than one piece of equipment may be switched out with a single Minor Action. If necessary, recalculate stats after the Minor Action is completed.

▼ Picking up Items

Items at your feet may be picked up and will become part of your possessions. The Item must be in your Engagement in order for you to pick it up.

◆ Major Action

▼ Using Possessions and Equipment

Some Items and unique Item abilities require that they be used as a Major Action.

▼ Passing Items

With a Major Action, a character can pass one Item to another character that is in his Engagement.

◆ Auto Action

▼ Discarding Possessions

During the Initiative Process, a character can discard an equipped Item via declaration. The discarded Item will then be considered a dropped Item that exists in that character's Engagement.

● Destroyed Items

There will be times when an Item is destroyed through the effects of a Power or an Item's ability. When this happens, the Item can no longer be equipped and will lose all of its effects. If the destroyed Item was something that was created by a Power, then the Item is removed from the game and the effects of the Power are lost.

If a destroyed Item was Stocked, then it will be restored to the character's inventory once the game ends.

● About Fists

All characters possess the weapon "Fists." Characters only have one copy of this Item and cannot lend it to other characters. The following information clarifies the rules behind this Item.

▼ "Equipping" Fists

Fists are treated as a melee-type weapon that can be equipped and unequipped like any other Item. If you are wondering what "equipping" fists would be like, note that Double Cross considers equipping as the act of readying equipment.

For example, if a martial artist were to equip Fists, he would be getting into a stance. If Fists were to be unequipped, than those hands are being shoved into pockets, holding onto an object, or just cannot be used during battle for whatever reason.

Fists cannot be discarded. This weapon can be equipped during the Initiative Process by performing an Auto Action.

▼ Destroying Fists

As an Item, Fists can be destroyed and rendered unusable in battle. However, the destruction of the Item does not mean that a character's limbs lose function or are cut off. The Item just becomes unusable in battle.

This ruling is an extension of what was discussed at the beginning of the Troubleshooting section, where the priority of the rules was emphasized. Destroying the weapon "Fists" does not mean that the character is now crippled.

● About Connections

The following will discuss the special Item Connection.

First, Connections can be used via Auto Action right before an <Info:> check. Only one Connection can be used per check. Also, unlike other Items, Connections cannot be lent to other characters.

■ Battle

The following will clarify unclear parts of Double Cross' battles.

● The Initiative Stat

In Double Cross, the lowest the [Initiative] stat can be lowered to is zero. No Powers or effects may take the stat below zero.

● Covers and Guards

In regard to the relationship between Cover and Guard, they will be discussed based on when a person is the target of an attack and when a person is performing a Reaction check. For these explanations, the character that is performing a Cover will be referred to as the "Defender."

◆ When only the Defender is the Target

As usual, choose to perform a Dodge or Guard. There is no need to perform a Cover.

◆ When Another Character is Targeted

First, the targeted character must choose to Dodge or Guard. If after this, the targeted character is hit with the attack, the Defender may declare a Cover right before the Damage Roll is performed.

At this time, the Defender calculates the damage he takes as if he were Guarding. It does not matter if the targeted character was Dodging or Guarding.

◆ When the Target of an Area Attack

For this explanation, assume that the Defender and another character are being attacked simultaneously by an area attack.

First, the Defender and the other character must perform their Reactions separately. At this time, the next step to take changes depending on whether or not the Defender chooses to Dodge or Guard.

▼ The Defender Dodges

Assume that the Reactions result in both the Defender and the other character being hit with the attack.

The Defender may Cover the other character right before the Damage Roll. He must calculate damage as normal and then double it. He cannot calculate damage as if he Guarded. This is to keep a person from claiming to have performed a Guard after he actually performed a Dodge.

▼ The Defender Guards

Assume that the Reactions result in both the Defender and the other character being hit with the attack.

When the Defender Guards and then performs a Cover, he subtracts his Armor and Guard stat from his calculated damage, and then double the final result.

◆ When Several Other Character are Targets

In this situation, an area attack does not target the Defender. If this happens, handle a Cover as is if one other character was targeted with an attack.

■ Bad Statuses

In *Double Cross*, the effects of Bad Statuses take precedence over the effect of Powers. For example, a character affected with Rigor cannot move during battle and will not move even if he uses a Power that would normally make him do so.

Encounter Chart Version 2

1D100	Result	Explanation	Person	Reference
01 - 05	Self	You see yourself in this person.	Ayame Shikishima Kenichi Fujisaki	Page 67 Page 68
06 - 10	Mentor	This person has taught you much.	Tsubaki Tamano Fionn Boothroyd	Page 67 Page 93
11 - 15	Guardian	You think of this person as sibling or parent.	Yugo Kiritani Kaoru Senjoji	Page 65 Page 68
16 - 20	Benefactor	This person once helped you out.	Therese Blum Kenichi Fujisaki	Page 66 Page 68
21 - 25	Master	You serve this person. He may or may not deserve your loyalty.	Yugo Kiritani Toshimichi Asada	Page 65 Page 95
26 - 30	Indebted	You still owe this person something.	Johan C. Caudwell Midori Kano	Page 77 Page 69
31 - 35	Nice Person	You feel this person is trustworthy.	Shusei Tani Laelia Giuly	Page 89 Page 78
36 - 40	Family	This person is like family or is family.	Satsuki Kamishiro Fernando Franco	Page 89 Page 94
41 - 45	Friend	You feel like you can get along with this person.	Ayame Shikishima Sakyo Kurosu	Page 67 Page 78
46 - 50	Comrade	You share a goal or vision with this person.	Therese Blum Masaya Arishiro	Page 66 Page 70
51 - 55	Business	You two conduct business together.	Satsuki Kamishiro Ashe Redaric	Page 89 Page 68
56 - 60	Partner	You often work together with this person.	Tsubaki Tamano Hayato Takazaki	Page 66 Page 67
61 - 65	Memory Gap	You met this person before, but where?	Alfred J. Caudwell Kozue Shinjo	Page 77 Page 92
66 - 70	Admiration	You secretly admire this person.	Yurika Himemiya Cain A. Caudwell	Page 66 Page 78
71 - 75	Debt	This person still owes you something.	Mia Nekokawa Nameless	Page 88 Page 92
76 - 80	Endearment	You feel the need to protect this person.	Therese Blum Ivy Knowles	Page 66 Page 69
81 - 85	Unbreakable Ties	You have known this person for a long time and you still sometimes cross paths.	Kyoji Kasuga Maria Chesnokov	Page 79 Page 70
86 - 90	Secrets	You two share a secret that neither of you have told anyone else.	Rosa Baskerville Diaz McLain	Page 65 Page 93
91 - 95	Rival	Your desire to challenge this person is greater than any benevolent feelings you have for him/her.	Takemichi Kurosaki Mio Kasuga	Page 89 Page 80
96 - 100	Murderous Intent	Looking at this person fills you with a dark emotion.	Soichi Iba Maria Chesnokov	Page 88 Page 70
101	Free	Create a relationship of your own choice	Any	Any

Encounter Chart Version 2 – Renegade Beings

1D100	Result	Explanation	Person	Reference
01 - 05	Self	You see yourself in this person.	Nagi Sakatsuki Kanata Hiura	Page 90 Page 80
06 - 10	Mentor	This person has taught you much.	Cesario Kiyomaru Kawai	Page 91 Page 95
11 - 15	Guardian	You think of this person as sibling or parent.	Yurika Himemiya Robert Short	Page 66 Page 80
16 - 20	Benefactor	This person once helped you out.	Wakana Yaegashi Shizuma Orito	Page 100 Page 79
21 - 25	Master	You serve this person. He may or may not deserve your loyalty.	Yugo Kiritani Yuki Yakoji	Page 65 Page 67
26 - 30	Indebted	You still owe this person something.	Junji Shigano Natsuki Minase	Page 91 Page 95
31 - 35	Nice Person	You feel this person is trustworthy.	Takashi Minesaki Yuki Yakoji	Page 91 Page 67
36 - 40	Family	This person is like family or is family.	Satsuki Kamishiro Nameless	Page 89 Page 92
41 - 45	Friend	You feel like you can get along with this person.	Takeshi Aiba Shiori Fujimiya	Page 100 Page 69
46 - 50	Comrade	You share a goal or vision with this person.	Junji Shigano Ivy Knowles	Page 91 Page 69
51 - 55	Business	You two conduct business together.	Takashi Minesaki Fernando Franco	Page 91 Page 94
56 - 60	Partner	You often work together with this person.	Cesario Douji Saga	Page 91 Page 93
61 - 65	Memory Gap	You met this person before, but where?	Kyoka Tsuzuki Alfred J. Caudwell	Page 90 Page 77
66 - 70	Admiration	You secretly admire this person.	Wakana Yaegashi Shizuma Orito	Page 100 Page 79
71 - 75	Debt	This person still owes you something.	Shusei Tani Toshimichi Asada	Page 89 Page 95
76 - 80	Endearment	You feel the need to protect this person.	Therese Blum Kozue Shinjo	Page 66 Page 92
81 - 85	Unbreakable Ties	You have known this person for a long time and you still sometimes cross paths.	Tiger Eye Seiji Munei	Page 90 Page 94
86 - 90	Secrets	You two share a secret that neither of you have told anyone else.	Rosa Baskerville Eiichi Takajo	Page 65 Page 79
91 - 95	Rival	Your desire to challenge this person is greater than any benevolent feelings you have for him/her.	Nagi Sakatsuki Johan C. Caudwell	Page 90 Page 77
96 - 100	Murderous Intent	Looking at this person fills you with a dark emotion.	Kyoka Tsuzuki Cain A. Caudwell	Page 90 Page 78
101	Free	Create a relationship of your own choice	Any	Any

No. 1 Renegade Crystal

You have something special in your body. Known as the Renegade Crystal, it gives you strength that surpasses all Overeds, but at the same time tortures you. Every time the crystal stimulates the Renegade, you are overcome with pain so great it makes having a match thrown into your lungs seem like child's play.

The pain is mental as well as physical. As the pain grows, you will relive your worst memories and your nightmares will become dreadfully vivid.

However, even the pain takes its toll, you must not forget that the Renegade Crystal does grant power as well as pain. In order to fight for what you cherish, you will need this power.

Description

This Trait Lois shows that you are an Adapted, a person that can use the Renegade Crystal. Either by your own will or by accident, the Crystal has fused itself somewhere onto or inside your body. As long as you have this power, both the UGN and False Hearts will be watching you, making it harder for you to lead a normal life.

The Renegade Crystal - also sometimes called the "Philosopher's Stone" - is a colony of the Renegade that has seeped into a piece of ore in an act of self-preservation. The Crystal has the ability to drastically strengthen Renegade abilities by making the virus more active. Only the Adapted - people that have an affinity for the Crystal - are the only ones that can control the crystal's destructive power. Non-Adapted that receive the Crystal often die or become Gjaums.

The structure and workings of the Renegade Crystal have not been com-

pletely analyzed and there have been no successes at creating an artificial version. In addition, since an Adapted can only use a specific Crystal, researchers assume that each Crystal is unique, with some going as far as to say that each has its own will.

Effects

Declare right before performing a check. That check will receive a -2 Critical Value bonus. The lowest that the Critical Value can be lowered with this effect is 2. At the end of the Main Process, increase your Encroachment Rate by 1D10.

This effect may only be used once per Scenario.

No. 2 Original Renegade

It has been twenty years since that fateful day in the Middle East, when archeologists found ruins that could overturn all the principles their field of academics was built upon. The leader, Ryan Philander, could not hide his joy and excitement, but others on the team were clearly bothered by the ominous aura surrounding the ruins.

Half a year after the excavation started, civil war broke out and the team had to leave the country. However, reports from that time show that the plane carrying the team and their excavated items was shot down. Officially, the team was declared missing.

Only a few people know what was on that plane. No one talks about it and no one would ever believe the truth. You, on the other hand, know that the incident changed the world in ways people cannot even fathom. Ultimately, someone has to take responsibility for this twisted world...

Description

This Trait Lois shows that you have the original strain of the Renegade. Unlike the modern version of the virus, your Renegade allows your Powers to reach power levels most Overeds will never achieve.

Unlike the currently known strain of the virus, this Original Renegade does not offer any physical or mental enhancements. Instead, it specializes in the strengthening of an Overed's Powers. This difference between the two strains is most likely the result of the Renegade adapting to a modern environment after it was released from the ruins.

How you were infected with the Original Renegade will affect your character's history. Were you part of the excavation team, or were you infected at a later time with a vial of the original?

Perhaps you were infected by a Renegade-related artifact that came from another ruin, or by another Original Renegade carrier.

Effects

You will use a special "Original Renegade" chart for your Encroachment Rate. You will no longer gain dice bonuses as your Encroachment Rate rises, but you will gain Power level bonuses faster than usual. Refer to the Original Renegade Record Sheet in the Appendix.

No. 3 Irregular Strain

Before you stands Kyoji "Diablos" Kasuga, an infamous False Hearts agent known for his battle prowess and unfathomable survivability. With a voice that rings with the certainty of victory, the man who claims the devil's name continues to speak.

"You underestimate our information network. Your Syndromes have been analyzed and our Neumann agents calculate your odds of winning at zero!" Diablos aims his arm at your heart, ready to pierce through it with his beastly strength.

"Die!" Kyoji charges at you. However, the confident tone in his voice is immediately replaced with surprise.

"W-where did those powers come from!? Uwaaaah!!"

Description

This Trait Lois shows that your virus underwent some sort of mutation, giving you a Power that has never been seen before. Since the lack of similar instances makes it impossible to place your Power into the normal system of categorization, you are referred to as an Irregular.

An Irregular's Powers are categorized by Syndrome, but in reality they are unique to the person. These Powers are only grouped with other Powers for the sake of convenience.

During battles between Overeds, information is important to gaining an advantage. Since there is little information on Irregulars and their unknown Powers, they can tilt the scales to their advantage.

Effects

When acquiring this Trait Lois, select one of your Syndromes to associate with it. Record the Lois in the following manner: <Irregular: Chimaera>. Acquire a copy of this Lois if you wish to have an Irregular for another Syndrome.

Acquire one Irregular-only Power (Page 36) at level one. This will not cost you any experience points. You can only select a Power that is labeled with your chosen Syndrome or with "Unique." During character growth, you may also use experience points to acquire another Irregular-only Power or level up ones that you already have.

You can only acquire or level Powers that are labeled with your chosen Syndrome or with "Unique." Whenever you perform a check, you will always receive a -1 dice penalty. This penalty is only negated when you use an Irregular-only Power with your check.

No. 4 Counter-Renegade

"Gyaaaa!!!" The Gjaum falls to the ground, writhing in agony. Once a formidable opponent of monstrous strength and resilience, the beast has now fallen after a single strike. The wound itself is by no means large, and a Gjaum would have already recovered by now. However, this wound cannot heal, as structural collapse has already begun and natural regeneration cannot reverse the process.

Your virus kills the Renegade. Either through instinct or malicious intent, your virus destroys and tears apart your fellow Overeds, the cursed Gjaums, your allies, and even yourself. Just coming into contact with the Renegade causes your virus to become aggressive, making it destroy everything and its host.

This is a dangerous power that will eventually destroy you. But you cannot cast it aside or run from it. As a person chosen by power, this is your destiny.

Description

This Trait Lois shows that you carry a Renegade strain that acts as an anti-body towards the Renegade. Your virus is very aggressive and treats its fellow Renegade in the same way white blood cells treat bacteria. You and others that display this phenomenon are referred to as "Counter-Renegades."

Although this strain is terribly destructive, as it harms its host as well as other strains, there is no denying that it is a powerful weapon.

How a Counter-Renegade attacks other strains depends on his ability set. Some secrete poisons, while others might utilize a sound wave or electrical attack.

There is no specific explanation as to how a Counter-Renegade comes to be. You may have been purposefully modified for anti-Renegade battles, your hatred for Overeds may have em-

powered you, or you may have always had this trait.

Effects

If the Target of your attack is an Overed, Gjaum, or any other carrier of the Renegade virus, you may use + 2D10 more dice for your damage roll. At the end of the Main Process when this effect is used, you will lose 3 HP. This penalty may take you down to zero HP.

If you use a multi-target attack and target both Overeds and non-Overeds, the dice bonus is only applied to the Overed targets. Even if you attack multiple Overeds with a single attack, you will only lose 3 HP.

The effect of this Trait Lois is always active. However, you do not lose HP if your attack misses.

No. 5 Lost Number

For the longest time, you thought that your name was the number the researchers in lab coats referred to you by. At the lab you were in, there were many that were referred to by number. Most were friends. Probably. After the things that were done to you, your memories of your days at that lab are a bit sketchy.

Whenever a face surfaces from your foggy memories, even thoughts of the brutal missions you were on bring a warm feeling to your heart. However, you cannot remember what happened to your comrades or when you last met them.

Your last memory is of the researchers and their chagrined - or perhaps frightened - faces. They were told that the "experiment" was over. You were stripped of your number and given a name. You have been told that your number is now lost - that it never existed.

No one will call you by a number now, but the power you received still remains. For what purpose were you given it in the first place?

Description

This Trait Lois shows that your body and mind were strengthened during an experiment to enhance the Renegade virus. These experiments have made your virus very active and very unstable. Basically, your higher abilities and Encroachment Rate come from your being constantly on the brink of becoming a Gjaum.

Unlike the other test subjects, you still have your sanity, which is why you live on as the "Lost Number." As the title suggests, the experiment that modified you has long since ended or failed, and all information regarding you has been destroyed. The researchers are probably missing as well.

The experiment may not have

achieved its original goals, or it may have made the virus too unstable and caused all the other test subjects to become Gjaums.

The experiment may have been carried out by the UGN, False Hearts, or an independent organization. You may have been forced into it; you may have volunteered; you may have done it to yourself. Your changes may have even come from something other than an experiment.

Effects

When you acquire this Trait Lois, increase any of your Base Stats by three points. You may put it all in one Stat, or disperse it among more than one. Make note of what your Stats were before the bonus is applied.

Whenever you pay experience points to boost your Base Stats, refer to your unmodified stat when determining the amount to pay.

No. 6 Dual Personality

The battle has finally begun. The animosity has made the air cold. Your heart beats as if your blood is flowing in reverse, and you are no longer yourself. The person within you has been signaled to awaken.

Whenever your life is in danger, or when your Renegade virus becomes active, he will awaken. Born from the effects of the Renegade, He is well-versed in the use of the virus and has mastery over the limits of your body and mind, as if he had your limbs from birth.

He uses your body in ways humans cannot think of and overcomes pain that humans cannot imagine. Your other self is the image of a Renegade's avatar, sometimes even seeming monster-like.

His thoughts and mindset are radically different from humans. When he takes control, you fear that you will no

longer be human. Someday, you may get used to this unusual existence, and that may be the time you cease being human.

Description

This Trait Lois shows that you have a second personality that is an expert on Renegade powers. This other personality only surfaces when certain conditions are met. These conditions could be the virus becoming active, certain Powers being used or a keyword being spoken.

This other personality is more verse than you on certain subjects, such as the Renegade and its use. It is a personality that is specialized for battle and thus lacks the emotions, memories, and restraints needed for normal life. Due to these differences, the other you is far better suited for battle.

Think about the relationship between the two personalities. How did this

second personality come about? Do they share memories? No matter what the details are, a player character does not become a NPC when a switch occurs.

Effects

When your Encroachment Rate reaches 100% or above, all checks you perform will receive a +4 dice bonus. However, the number of dice you can use during Backtrack is reduced by -1. If you double-up on dice during Backtrack, apply this penalty after increasing your dice. This penalty does not apply for the second roll if you request it.

Roleplay-wise, you decide when the other personality rises. You may have him appear even before your Rate hits 100%.

No. 7 High Status

An organization is like a living being; each member is a cell and each division is like an organ. Each part only exists to realize the will of one person.

With a word, countless number of people will carry out your orders. The only things that you could not possibly acquire with this power would be lost time and human life. With the invisible power of authority, wealth, and influence, you make the world move.

No matter how powerful or intelligent a person is, he is still just one person. The effect he has on society is very limited. That is why the greatest powers that exists in the modern world come in the form of money that can supply and an army and political clout that can solve or control any situation.

Of course, it takes more than just social status and money to utilize someone.

The most important qualities are the ability to understand the capacities of your underlings and their applications, as well as charisma that inspires belief in your words.

Description

This Trait Lois shows that you have a special social position in this world. You may be a CEO of a major company, have inherited a large amount of money, or have some other upper-level status. How this social status relates with your Overed status (if at all) is up to you. Depending on your story, you may not have to change your Life History.

The effects of this Trait Lois revolve around supporting other characters. How you act out this support function is up to you. Are you a talented commander, or do you use your position to provide financial support?

Effects

When you discard one of your Tituses, you can choose to apply the bonus to another character. For example, before a character performs a check, you can discard one of your Tituses and give that character a +10 dice bonus or a -1 Critical Value bonus.

Even after receiving this bonus, the supported character can still discard one of his Tituses for another bonus. Note that for each check, you can only use up to one Titus for another character.

If you have this Trait Lois, the lowest you can lower your own Critical Value with a Titus is 5.

No. 8 Returner

With the Renegade, one can achieve beastly strength, gain pseudo-immortality, or even harness fire and lightning. In exchange for such power, an Overed's sanity is slowly eroded away. You have experienced this pain numerous times.

The body is a vessel for the soul; if the body were to change, then the mind will also change. If the body becomes a monster, the soul becomes a monster.

This is the understanding you reached about the violent impulses that you feel. Many – even countless – wise and able Overeds have fallen and become Gjaums. You, however, haven't. You have a life that you cannot throw away. There is a person that you will not forget. As the Renegade's encroachment washes over you like a mudslide, the image of what you cherish most will keep your soul and body human.

Description

This Trait Lois represents your strong consciousness and ability to recover from Impulses. Are you extremely stubborn, is your mind more "flexible" against Impulses and mental stress, or does your love for your normal life or another person just make you that strong?

All Overeds that belong to or work with the UGN are first trained to resist the Renegade virus. The most basic technique that is taught is to steady the mind and think about your friends and place in life. Loises play into this technique by being the focus point of a person's thoughts. You are well-versed in this technique, but your special trait gives you an extra boost that others do not have.

Effects

During Backtrack, you will receive a +3 dice bonus on top of the dice you receive from keeping Loises. Remember that Trait Loises are not counted towards the number of dice you receive for Backtrack.

For example, let's say that your Lois list is filled up with the "Returner" and six other Loises. That means you receive six dice from Loises that you kept, and three dice from the Trait Lois's effect. If you were to double your dice, you will multiply six by two and then add the +3 dice bonus, resulting in fifteen dice total.

If you have this Trait Lois, you will be unable to choose the +10 dice bonus whenever you discard a Titus.

No. 9 Duplicate

You were not born from the warmth of a womb, but from the cold liquid of a cultivation tube. You faintly remember seeing glass tubes around you, each one containing a person that looked just like you. You and your siblings are clones, brought into this world to be copies of another person.

Even with your superior abilities, no search you did brought up data about your original or the whereabouts of your siblings. However, you do have a couple – if weak – leads.

First, your powers do not match your Syndrome. This irregularity makes you a superior Overed and may lead you to your original. Secondly, you another person's memories.

You do not remember experiencing these memories, yet vivid flashbacks show you to a particular place and smile. These memories are fleeting, but the still bring pain to your heart.

Description

This Trait Lois shows that you are a copy of another person. You have an incomplete set of the original's memories and a portion of his Powers. Whose clone are you? Were you created by the UGN or False Hearts? Are you aware you are a clone? What memories were given to you?

Unlike normal cloning processes, where an embryo is created from the DNA of the original, you were literally "copied" through the use of the Renegade. The goal of these experiments was to perfectly copy Powers, a set of abilities that sees extreme variation between individuals.

This kind of research is being carried out by both the UGN and False Hearts, but the copying of Powers is still imperfect. Cloning of the body has been perfected, but inconsistencies between the original's and the copy's Syndromes and Powers still occur.

Effects

Select one Power from a Syndrome that you do not have and acquire it at level one. This will not cost you any experience points. You cannot select Enemy Powers and Powers with any type of restrictions (i.e. 80%, Pure, etc.). You may use Experience Points to level this Power as normal. The max level that you can reach is equal to what is written in the Power's stats. You cannot apply any Breed modifiers.

If the selected Power has a Timing other than "Constant," permanently increase that Power's Encroach cost by +2. If the select Power is "Constant," permanently increase your Base Encroachment Rate by +3.

No. 10 Successor

A single ability has been passed down to you, and you carry on a single will. You are the successor of a technique that has been continuously passed down since ancient times.

While other children were playing in the mountains or in their rooms, you were in a dojo going through training so painful you could have coughed up blood. All the time you spent on that blood and sweat-soaked floor has beaten that skill into your very being, making it a permanent part of you.

So when you were affected with the Renegade, did its power make your tradition impotent? Did the speed, power, and vitality of the virus make the teachings negligible?

Never. Not by a long shot. Even before a power that is a hundred times stronger than you, your training can still give yourself the chance to resist or make one more attack.

A skill that has been honed and passed down for generations is still powerful in battle, even if it's a battle between Overeds. Now is the time to prove it.

Description

This Trait Lois shows that you are the successor of your family's (or clan's) secret skill. This skill may be physical or intellectual in nature. Martial arts, mental techniques, stratagems, or academic theorem are all examples of what you can choose. Whether or not this skill has any connection to the Renegade is up to you.

If skill succession does not fit with your story, you could instead choose to inherit an object or even an organization. You may also choose to be the origin of a tradition instead of being a successor if it works with your role-play better.

Effects

When selecting this Trait Lois, select one Skill and record your selection with the name of this Trait Lois. For example, if you select <Melee>, record this Trait Lois as "Successor: <Melee>." If you want to select another Skill to be the subject of "Successor," acquire this Trait Lois again and treat it as an entirely different Trait Lois.

You may choose to acquire several "Successor" Trait Loises for the same Skill if you wish.

Use this Trait Lois right before performing a check for your selected Skill. That check receives a +3D10 bonus to its final score. At the end of the Main Process where this ability was used, you lose 5HP. You may go to zero HP or below with this effect.

This Trait Lois may only be used once per Scenario.

No. 11 Secret Weapon

When you first saw the weapon, you thought it was just an old sword. Sure, it looked good for something that was forged a long time ago, but you still saw nothing but a well-preserved sword.

"Looks like some old sword, doesn't it?" As if she read your mind, Natsumi Hasegawa smirks and continues her explanation. "It's made from a very strong material though. And if you hit it with the right frequency..." The R-Lab researcher stops to put on a mask, which you recognize to be anti-Warding equipment. Suddenly, you feel a chill run down your spine.

With a stern look and the clunky mask on her face, Natsumi continues to speak. "Do you feel that Warding field? This thing is an EX Renegade, an inanimate object that has been infested by the Renegade. When it senses danger or attacks, it will react with Warding."

"This 'sword' is alive."

Description

This Trait Lois shows that you possess a special piece of equipment, one that has no double in this world. Work with the GM to figure out your item's background, how you acquired it, and any other role-play details.

Regardless of what you want your item to be, remember that you are the only who can use it. Even if you pass it to another person, he will be unable to use or equip it.

When working on your story, think of a reason why you are the only person who can use this item.

Effects

When you acquire this Trait Lois, select one Secret Weapon-only Item from page 40. Note what you chose next to the Trait Lois. For example, record this Trait Lois as "Secret Weapon: Fallen Blade" if you select the Fallen Blade Item. If you wish to acquire a second Secret Weapon Item, acquire a separate Secret Weapon Trait Lois.

Treat your selected Item as if it is Stocked. You are the only one who can use and equip this Item. Other characters will be unable to receive its effects even if they are handed the Item.

When you acquire this Trait Lois, permanently increase your Base Encroachment Rate by +5.

No. 12 Ancient Renegade

You are a wanderer, all alone in this world. No one will be by your side. No one can join you, as you have frozen yourself in time, essentially abandoning a life with people who experience the flow of time.

Your immortality makes you an abnormality in the world, and keeps you from spending much time with one person. Even if you were to find a friend who accepted you, he would age and die, leaving you alone once more. Even as generations pass, you remain the same. You are left behind, destined to live in solitude.

There was a reason why you were removed from the flow of time, but you can no longer remember it. Too much time has passed in this lonely world of yours, and your memories have become faded.

Your journey continues on and will only end when you find what you lost, or until the theoretical end of your life.

Description

This Trait Lois shows that you carry an ancient strain of the Renegade virus. Overeds have existed in the distant past, and while they do carry the Renegade, their virus has qualities that are different from the currently known strain.

Since this virus strain has existed since ancient times, it is referred to as the "Ancient Renegade." How you acquired this strain is up to you; you could be someone who has lived since ancient times thanks to the virus, or you could be a modern day Overed who has recently inherited this strain from someone else.

The Ancient Renegade keeps its host body from aging, allowing it to exist for a very long time. In addition, this strain has access to special Powers that the modern Renegade has long since lost access to.

However, the price for these benefits is heavy. As no normal person can stay throughout the lifespan of an ageless man, you are left alone in this world. Only a fellow Ancient Renegade could possibly keep you company.

Effects

With this Trait Lois, you will look the same as when you first acquired the Ancient Renegade.

When acquiring this Trait Lois, you may select one Ancient Renegade-only Power from page 38 and acquire it at level one. You may use experience points to level up your acquired Power or acquire other Ancient Renegade-only Powers.

No. 13 Avenger

The building is burning around you. The flames dance high and the night sky is filled with ash. You are down on the ground, injured and unable to even move a finger. Your heartbeat's rhythm matches itself with the slow pace at which your body is losing warmth.

You should already be dead considering the amount of blood that is now on the ground. Even as you hang at the point of death, you continue to crawl forward. The one person you cherish the most is in front of you and is in danger of being lost forever.

You never made it. That person - your very reason to continue living - is now gone.

You are still alive, but you live only for that special someone. You know that person is lost forever, but time never goes forward for you.

If you cannot take back what is lost, the least you can do is deliver retribution to the one who robbed you.

Description

This Trait Lois represents your dedication to revenge. You may have the incident that lead to your mission of revenge to be directly related to your awakening as an Overed. You may try to avenge a single person or a larger group of people. The target of your vengeance can be a single person, Gjaum, or an organization.

It is common knowledge that the Renegade virus is stimulated by the fluctuations in its host's emotions and in turn will affect the person's mental state. As a man burning with vengeance, your rage may be drawing out the Renegade's Powers. It is also possible that the burning Impulse the virus is making you feel is helping to keep your desire for revenge alive.

This revenge is worth your life. You turn your pain into power and use it to survive and eventually exact vengeance.

Effects

Use this Trait Lois right before you calculate damage for an attack. That attack's damage receives a damage bonus equal to the difference between your Max HP and your current HP. This effect may only be used once per Scenario.

When acquiring this Trait Lois, select one of your Tituses and make him the target of your vengeance. If you do not have a Titus, select a Lois to be the target and change it into a Titus. The selected Titus can be discarded as normal, but will always return as one of your Lasting Loises during the After-Game. It will still be a Titus.

When you complete your revenge, you may delete this Trait Lois if you wish.

No. 14 Stable Subject

"...Are you suggesting that the Renegade has a will?"

I expected my assistant to give me that look. After all, normal researchers would laugh if they heard my theories about the Renegade's will. A lot of Overeds talk about hearing voices or something answering their cries, but most of those scientists attributed it to sensory illusions and imagination.

"It's the only possible explanation for all this data."

The reaction that is happening in the test subject before me is the very proof that I have been waiting for all these years. Inside this stable subject, the virus' activity levels adjust to the host's needs, almost as if it is cooperating. In the subject's words, the Renegade acts as if domesticated.

If human emotions are nothing more than chemical reactions, then my

theory cannot be so far-fetched. However, if that's the case, what does the Renegade want from us?

Description

This Trait Lois represents your talent in controlling the Renegade. Does this talent come from techniques you've developed, something that came naturally, or can it be attributed to your personality? Outside intervention, such as surgery, can also be considered.

The Renegade is very difficult to control, especially when an Impulse occurs. Many veteran agents have succumbed to their Impulses and went on rampages. While searching for solutions to these issues, scientists discovered the existence of special Overeds that have a natural resistance to these issues.

Researchers hope to develop new ways to control Renegade activity by studying the strains of stable subjects,

but have yet to develop anything that can be applied to other Overeds.

Effects

This Trait Lois can be used right after you roll dice for Backtracking. You may re-roll your dice. The new result must be used even if you do not like the new sum.

This ability cannot be used after you request and perform a second roll.

This ability can only be used once per Scenario.

No. 15 Catalyst

Recently, you found out that there is something a little special about your virus. It was during a battle with a dangerous Gjaum. The monster had broken through UGN lines and was making a run for a residential area. You had no way to stop or restrain the target, and the only team member that could've done anything was already taken down.

Still, you couldn't give up and let the he lives of the sleeping civilians be destroyed by the incoming Gjaum. Wishing to protect the innocent, you wrestled with the limits of your power, and your virus headed your call.

It began to resonate with the viruses that are in your allies, linking everyone together. You stretch your arm out, and your allies start running. Before you knew it, the mission was been completed. It seems like you became a "Catalyst" that stimulated your allies' viruses...

Description

This Trait Lois represents your ability to stimulate other viruses. Traditionally, a catalyst is a special material that participates in a chemical reaction, but is not consumed in the process. In Renegade sciences, the term is used to refer to viruses that stimulate not its host's abilities, but the abilities of others.

Unlike the Solaris Syndrome, which affects the physical body of others, a Catalyst directly affects the Renegade virus of others and boosts their abilities past normal limits. Both UGN and False Hearts researchers are attempting to reverse engineer this ability into a drug or machine form, but have yet to meet with any success.

Currently, the Catalyst ability is limited to only a small population of Overeds. Those that do have this ability are normally unable to control it, making it very unpredictable.

It's theorized that a dramatic emotional change or a mental bond with the intended target is required to trigger the Catalyst. While the limited research makes this ability very unreliable, the dramatic power boost makes the Catalyst very valuable to agents.

Effects

During the Initiative Process, select one character other than yourself that is also in the current Scene. The chosen character may perform a Main Process. This Main Process may be performed even if the character is in the Post-Action state and will not cause the character to enter the Post-Action state after he has finished acting.

The chosen target must be some sort of active Renegade carrier. This ability may only be used once per Scenario.

No. 16 Singularity

My life is full of strange occurrences. Calling life strange may sound a bit odd, but that's the only way I can describe my daily life. My days are never boring. Today is certainly not a repeat of yesterday, and tomorrow will definitely not be a repeat of today. I mean, look at what happened today.

First off, on my way to school, an old lady I helped cross the street turns out to be the heir of a conglomerate and she leaves me with an inheritance. When I went to check the mansion that I inherited, I find a super ancient Renegade Being lying dormant in the basement. So now I'm running out of the house, and I run into my childhood friend who I haven't met in ten years, and she turns out to be a False Hearts agent.

According to some amazing professor who's called... Iscar-something, there is a gravity-like draw between people. I just happen to have a very strong draw. Fate sucks me in like a black

hole sucks in stars, and things just start happening around me.

The professor refers to people with my "talent" as "Singularities." So, just like how the sun will always rise, something amazing will happen during my day. I can honestly say I enjoy this. Bring it on! I can take anything!

Description

You are a Singularity, an existence whose Renegade draws in unlikely probabilities. Simply put, you will experience unlikely coincidences in constant repetition.

In theory, if the power of a Singularity can be perfectly controlled, you will be able to realize your wildest dreams and have only advantageous incidents occur. However, becoming so self-serving is the first step to becoming a Gjaum. As long as your mind is human, your Singularity power will only cause unusual coincidences to happen.

But, if you were to become a Gjaum and learn how to control the Singularity, you could become king of the world. In that sense, acquiring the Singularity power may be the strangest fate you experienced so far.

Effects

You are destined to experience a turbulent life. Acquiring the Renegade virus' powers was only the beginning of your legend.

Once each Scenario, you may change the result of all dice you used for a check to ten (10). Use this ability right after rolling for a check. You cannot use this ability for re-rolls that occur from earning a Critical.

No. 17 Strange Neighbor

As I wake up and look at myself in the mirror through half-open eyes, I notice a small doll is floating above my right shoulder. Surprised, I turn around, only to find nothing.

I must be really tired. I should wash my face with some really cold water. After furiously wiping my face down, I look into the mirror again to fix my hair.

"Hey, I've been watching you, buddy."

Hold on. I need to calm down. Just start reciting odd numbers. 1, 3, 5, 7... huh?

"Hey, don't be afraid. I'm just happy that I can finally talk. I've been waiting for this day for years."

This day, this moment, is when my world changed.

Description

All across the globe, Renegade Beings are beginning to awaken. Of the ones that are awakening, the Collaborator-type Renegade Beings are causing a lot of commotion. This is understandable, as anyone would panic if an alien sentient being just appeared inside of them one day.

You were no exception. When you discovered your Renegade Being, several problems occurred at once. Now that you have overcome that period of confusion, a friendship and partnership has grown between you and the Renegade Being that lives inside of you. And thanks to him, you can now use your powers in ways that are impossible for normal Overeds. People have always said that two heads are better than one. Who knew they were so right?

Effects

You have a Collaborator-type Renegade Being residing inside you, who grants you various powers.

When you acquire this Trait Lois, select one «Origin:___» Power and acquire it at level one. This will not cost you any experience points. In addition, you will be able to use any Renegade Being-only Powers other than «Humanity's Neighbor». Follow normal character growth rules when selecting these Powers.

Since a Collaborator-type Renegade Being shares a consciousness with his host, it cannot be treated as an independent character. As such, it cannot be the target of attacks and Powers. Normally, only a character with this Trait Lois can see your Renegade Being, but you may have the Being enter a Scene as an Extra if the GM allows it.

No. 18 Backup

UGN Agent Only

The patrol car comes to a halt and two men step out. The youngest of the pair, who is clearly on edge, follows his older partner into the crime scene. As the older detective enters the bloody crime scene, he stops and puts his hands together, offering a silent prayer to the victim.

The younger detective takes one look at the appalling state of the scene and immediately becomes pale. He begins to cover his mouth.

"Did an animal do this?"

"Who knows? Might be something even worse."

The older detective turns away from the crime scene and leaves. "It doesn't matter. It's out of our jurisdiction," he says.

Two men in black, carrying unusual instruments, come and throw the two

detectives out of the scene. The young detective, resenting the treatment, tries to complain, only to be stopped by his partner.

"Don't. Some things are better left unknown. Just remember, things are going to get crazy around here."

Description

This Trait Lois represents the resources of the Universal Guardian Network, which allow you to quickly react in situations. With funding from the international conglomerate Lancaster Group and various other companies and nations, the UGN's power rivals even large nations.

The UGN also has influence in Renegade research and many other fields of expertise. With its many research, medical, and military branches, no one – other than False Hearts – offers better support than the UGN.

Effects

Only characters with the UGN Agent Work may acquire this Trait Lois.

You may use this Trait Lois right before performing any kind of check. Instead of using your current stat of the corresponding Base Stat and Skill, you may substitute them with a Base Stat of 10 and a Skill Level of 5.

This effect may be used up to three times per Scenario. Although this substitution of stats represents the UGN support, you can still apply the dice bonus you receive from a high Encroachment Rate, as well as discard Tituses for boosts. However, you cannot use any Powers for this check.

No. 19 Leadership

UGN Branch Chief Only

Hello, this is Director Yugo Kiritani. Have you reviewed the documents I sent you?

Yes, I want you to be the chief of that city's branch. I think you are perfectly qualified for the position. Age is not an issue. In fact, some chiefs are even younger than you. Yes, it's true. They attend school, just like yourself.

Yes, I do admit we are slightly understaffed. However, I am very discerning when I select people for positions. I chose you because I think you have the qualities of a leader. Remember, the most important quality a chief must have is the ability to properly use personnel. Overeds in particular.

As you well know, all of our agents and Illegals have a quirk or two. I believe you will be able to unite them together.

...Thank you. I look forward to your work, Chief.

Description

This Trait Lois shows that among the UGN branch chiefs, you are a particularly distinguished leader. This talent may be due to your ability to command troops, your natural charisma, or some other ability, and has led to you being assigned to your current position.

While normally not a powerful position, the local branches of UGN Japan have gained influence after a coup at the UGN Japan main office occurred.

Generally speaking, the UGN will create large branch offices in larger cities, while smaller cities will have a smaller branch or no office at all. However, exceptions are made if a city experiences an unusual number of Renegade-related cases, or is under the threat of False Hearts.

What policies a branch adopts will depend largely on the pre-existing power balance of the country in which it resides and the disposition of the UGN director of that country.

Effects

Only characters with the UGN Branch Chief Work may acquire this Trait Lois.

You may use this Trait Lois right before a character that is in the current Scene performs a check. That character's check receives a + 5 dice and Critical Value -1 modifier. The lowest the Critical Value can be lowered to through this effect is 5. This effect cannot be used on yourself and can only be used once per Scenario.

No. 20 True-Born

UGN Child Only

At first glance, this place looks like any other nursery. But if someone were to take a closer look, he would see the unusual details about the place. He would realize that there are no windows and notice the thick alloy metal slab that is the door. He would see that the toys are clearly new, but oddly rotted or deformed in places.

You grew up in that odd facility. "Home," as this place is called, is the UGN training facility for child Overeds. Many of your friends that were with you when you were here disappeared over time. You and the others guessed where they were, but deep down, everyone knew where they went.

You have since left Home and now carry out missions. You do not care about the "normal" people or the kind of lives they carry out. To you, it all lacks a sense of reality.

All that matters is that you have a mission to protect them and you will carry

out your duty. Failing and disappearing like all your friends is something you do not want to experience.

Description

This Trait Lois shows that you are a particularly unique UGN Child. You were either born in an UGN facility or raised in one from a very early age. You were trained to control your powers and specialize in a particular field, gaining experience that rivaled veteran mercenaries and doctors.

Children born with an active Renegade are particularly strong, with rampages and Gjaum transformations happening often. Children were "dealt with" when they turn. Due to these dangers, Children are not allowed outside until they can control the virus.

Due to the lack of social skills and development that differs from normal teenagers, Children are also more likely to become mentally unstable and require psychological care.

Effects

Only characters with an UGN Child Work may acquire this Trait Lois.

When acquiring this Trait Lois, select one Skill and give it a +5 level bonus. Your Base Encroachment Rate will be permanently increased by +3%. Record what the Skill's level was before the bonus. When leveling your selected Skill, refer to the pre-bonus level when calculating the cost you need to pay.

When recording this Lois, write down your selected Skill. If you selected <Ranged>, record as "True-Born: <Ranged>". Copies of this T-Lois may be acquired for a different Skill, but the extra copy (or copies) must be treated as separate Trait Loises.

No. 21 Divinity

Renegade Being Only

...I am a god.

"A god? A god!? You have got to be kidding me. You're a Renegade Being. You're nothing but a conscious virus."

Oh, the commoners never change. They call me many things. Sometimes they cling to my existence, other times they outright reject me. In the end, they all pass away like the minuscule specks of dust they are.

"I am Diablos of False Hearts and I revived you! You will now obey me!"

Obey? This man obviously does not know how to talk to a god. When you're pleading for protection, you're supposed to bow, entertain me with odd music and incense, and offer a mountain of treasure.

No matter. I have been brought into the new world, and I plan to show people what true divine power is.

People of the world, it is time to renew your faith in the gods.

Description

You are an ancient Renegade Being who was once called a god or devil by humans. You may truly believe yourself to be whatever mythological being you claim to be, or you may be conscious of the fact that you are just a Renegade Being that uses a mythic appearance. How loyal your character's image is to the source mythology is up to you.

It is currently thought that some of the characters in mythology were actually Renegade Beings. This is by no means an established theory, but it is understandable if the uninformed were to see a Chimaera Overed and start crying monster.

Effects

Only characters with a Renegade Being Work may acquire this Trait Lois.

As a god or god-equivalent, you have mastery of a particular natural disaster. As such, you can cause a natural disaster to occur. This ability can only be used once per Scenario and only during the Initiative Process of a battle.

When you cause a disaster, you can destroy a building or vehicle that is in the current Scene, or incapacitate all Troop-type enemies that exist in one Engagement of your choice. This ability cannot deal damage to regular characters. Ask the GM if he will allow Extra-type NPCs to be affected.

No. 22 Reincarnation

Renegade Being Only

Hey, it's been a while.

Don't be surprised. Alright, I guess you can't help it. I did die, after all.

The person standing before you is a burnt piece of memory that an airborne Renegade virus gave form. I'm me, but not quite me. But there is something my original and I share.

I love you. I couldn't tell you this before, but I want you to know that these are "my" feelings. So don't forget, and don't cry. You're not alone.

Description

You are a Renegade Being that used a memory as a basis for its physical form. While you did use another person's memories, you do not become that person.

You are a stranger that is carrying on the memories of the deceased. As such, you may not be an exact copy

of a person, you may not have all his memories, and you may not necessarily develop the same personality.

Keep in mind that if you are role-playing the reincarnation of a deceased character, you only take the character's memories and not his stats.

The form you create based on the memories you used does not have to be physical or even human. You could be a ghost, a computer program, or even a cherished doll. You may even be an actual reincarnation, in which case you may have both memories of your past and current life.

Regardless of what form you take, remember that having human memories does not make you a human. You may not be able to maintain your physical form, or you may end up watching your loved ones grow old as you remain unchanged.

Effects

Only characters with a Renegade Being Work may acquire this Trait Lois.

Select one Power from one Syndrome you do not have and acquire that Power at level [Max LVL - 3] (min. level 1). This will not cost you any exp. points. You cannot select Enemy Powers and Powers that are [**Timing:** Constant] or have a type of restrictions (i.e. 80%, Pure, etc.).

Powers acquired through this Lois are treated as [**Restrict:** 100%] and its Encroachment Rate cost is increased by +4%. Lastly, you cannot use experience points to level up the selected Power.

No. 23 Avatar

Pure-Breed Only

Some refer to you as an avatar for the Renegade. At first, you didn't understand why they called you that. You didn't know how you were different from other Overeds, but you eventually realized that everything about you, even your understanding of the virus, was different.

Other Overeds think of the Renegade as an alien entity. Some describe the virus as their inner beast or a separate personality. You, on the other hand, understand the virus to be a part of your own body, something you control and use in ways other Overeds cannot.

Of course, you only have as much control over the virus as you do over your reflexes and mind. Although the Renegade does occasionally get out of control, it is still a part of you that you cannot get rid of.

Description

This Trait Lois shows that you are a Pure-Breed that is talented in manipulating the Renegade virus.

Pure-Breeds are known for their ability to use special Powers that are particularly powerful. What differentiates you from other Pure-Breeds is the ability to re-arrange a Power, essentially creating your own original ability. Simply put, you are an Overed that specializes in modification.

To you, Powers are simply materials. True mastery comes not from brute force, but from the ability to modify a Power to suit the current situation. Such mastery over Powers has led to Overeds like you being called "Avatars."

Effects

Only Pure-Breed characters may acquire this Trait Lois.

You may use this Trait Lois, select one Avatar-only Power from page 39 and acquire it at level one. This will not cost you any experience points. You can use experience points to level up the Power you selected, but you cannot acquire any new Avatar-only Powers.

No. 24 Full-Blooded

Pure-Breed Only

"Gwah!! W-what are you...?"

Was the man being burnt by flames that could engulf flames, or being electrocuted by lightning that could dissipate lightning? Kyoji Kasuga could not figure out what happened when he was struck by this unimaginably strong Power. His body could survive a direct hit from an incendiary bomb, yet he is now completely charred.

This is most likely the power of the Full-Blooded, Overeds that wield ultimate strength. While having multiple Syndromes gives one the convenience of several Renegade Powers, there is a point that cannot be reached unless a single ability is perfected. Even the powers of Overeds have limits, but the person before Kyoji is obviously different.

Description

This Trait Lois shows that you are a Pure-Breed that has a particularly pure Syndrome. Generally, Overeds have one or two Syndromes. The former are called Pure-Breeds and the latter are called Crossbreeds. Although Overeds are categorized based on their Powers, there are still individual differences of Power-types between even Pure-Breeds. They are only categorized together for convenience.

Among the Pure-Breeds, who are known to specialize in a single ability, there exists Overeds who have a particularly "pure" power. Known as "Full-Bloods," these Overeds have a smaller range of abilities, but can raise them to normally impossible levels. Some have been known to have strength that rival even powerful Gjaums.

However, a Full-Blood is more likely to go berserk due to the immense strain his Powers produce. Some researchers believe the stress is also due to the

extreme pride that comes from being more "pure-blooded" than others.

Effects

Only Pure-Breed characters may acquire this Trait Lois.

When using this Trait Lois, select one Power that you have that is of your Syndrome and give it +1 level and +2 Max Level bonuses.

Other than Resurrect, Warding, Concentrate and Reflexes, you cannot acquire any Common Powers.

No. 25 Deep Encroachment

Crossbreed Only

Your vision blurs as a sphere appears before you. This is Balor's "Evil Eye," a tool that manipulates gravity and creates miniature black holes. The False Hearts agents, with looks of terror on their faces, are pulled in by your Evil Eye's gravity well, eventually disappearing into the event horizon.

Only a single agent survived. He looks at you, terror plastered all over his face. He screams, "What are you!?"

Did he say "what?" I cannot believe that your fellow Overed would treat you like a monster. No matter. This is not the only power you have.

You raise your hand and whisper, "...Change." In that instant, your Evil Eye develops a blue tint. The agent is instantly shattered. He likely did not even get a chance to feel pain as he was torn apart by the now freezing gravity well.

"...I'm just a little bit more mixed than other people."

Leaving those words to the now dead agent, you turn around and leave.

Description

A Crossbreed is defined as an Overed that displays two different Syndromes at the same time. However, they are actually much more than that. In reality, they are more like carriers of a new Syndrome that is a blend of several pre-existing ones.

For example, a Balor/Salamandra Crossbreed may be a new Syndrome that controls both gravity and heat. At times, the synergy between powers may result in the release of potential that is so great, it cannot be chalked up to mere "mongrelism."

This phenomenon is referred to as "Deep Encroachment" by the UGN. You are one of the few who can mix

Powers together for an explosive effect.

Effects

Only Crossbreed characters may acquire this Trait Lois.

Select one Power from each of your two Syndromes. They both must be **[Timing: Major]** and usable in combinations.

Right before you combine and use your two selected Powers, declare this ability. That check receives a +10 score bonus and +10 Attack Power.

This effect can only be used once per Scenario.

No. 26 Demi-Breed

Crossbreed Only

"Dear, you are the product of our love."

Those were the words your parents would always say. It's also the reason why you were able to stand being away from them when you were put into the Home facility.

Both your parents were Overeds and UGN agents. They once said, "You may be bothered by how you're different from other people, but everyone is different. Both Overeds and non-Overeds. It's a wonderful thing, and it's why we want to be with others."

You are proud of your parents and their values, and it is why you want to fight for a cause, just like your parents do.

You were born as an Overed, a member of the new generation and product of the twisted world. You will fight not only for your future and the future

of the Overeds that have yet to be born, but for a future where Overeds, humans, and Renegade life can coexist and prosper.

Description

You are a special type of Crossbreed called the Demi-Breed. Unlike normal Crossbreeds, who have a balance between their two Syndromes, a Demi-Breed has one Syndrome that is extremely strong and one Syndrome that is extremely weak. They are essentially the middle ground between the specialized Pure-Breeds and the balanced Crossbreeds.

Demi-Breeds are extremely rare. A person may be born as one, such as in the case where two Hanuman Overeds ended up producing a Hanuman Demi-Breed.

It is also possible to become a Demi-Breed later on, such as when an agent who took too many Chimaera-

stimulating drugs ended up becoming a Chimaera Demi-Breed.

Currently, Demi-Breeds interest researchers as they may be the key to understanding Breeds.

Effects

Only Crossbreed characters may acquire this Trait Lois.

Select one of your Syndromes and acquire one **[Restrict: Pure]** Power at level one. This does not cost you any experience points. Note that you cannot use experience points to level up the select Power.

You will now be unable to acquire any **[Restrict: 100%]** Powers from the Syndrome that you did not choose.

No. 27 Miracle Breed

Tri-Breed Only

"That's pretty clever. Just what I expect from a Tri-Breed."

The False Hearts agent before you laughs with a smug look on his face and continues on. "That trick is going to be what ends you. Each power you used is going to eat at your body and burn it out. You're just going to kill yourself."

"...I wouldn't be so sure."

You are not shaken by the suited man's threats. Instead, you just shrug at him. You now carry the crimson flames of Salamandra in your right arm. Your chest bulges with the power of Chimaera, and the fast-oscillating waves of Hanuman surround your body in a squall.

"Wha...!? How can you use so much power at once!?"

"Ugh, the stubborn old generation is so stubborn and annoying. I'm a second generation Overed. I've had this power since I was born, and it has taken me through a roller coaster of trauma. Now you get to see what I can do!"

Description

You are a special Overed whose three Syndromes have fused together in a very natural balance. This mysterious phenomenon, referred to as the "Miracle Breed," allows you to freely and effectively control three Syndromes.

This ability is due to the odd occurrence where the Renegade power within you somehow struck a mysteriously perfect balance. In addition to this natural ability, you have had a body-wrenching amount of practice with your power.

Even if a person has the same Syndromes as you, they cannot do the

same things you can do. With the ability to control your potential and practically all-mighty power at your disposal, you are the avatar of the new age.

Effects

Only Tri-Breed characters may acquire this Trait Lois.

When you are combining Powers together, you may reduce the Encroachment cost of the combo by -3 (min. cost of 1). The combination must have at least one Power from each of your Syndromes.

For example, a Salamandra/Hanuman/Chimaera Overed must use a Salamandra Power, a Hanuman Power, and a Chimaera Power in a single combination in order to qualify for the bonus.

No. 28 Specialist

Tri-Breed Only

Wait, you think Tri-Breeds are weak? Didn't your mom tell you not to judge people?"

Yeah, I got a lot of tricks. No one else in the UGN has as many as me, but I still have my specialty.

You're the same. You can run, shoot, hack, and fire Powers, but you still got a single special skill.

My special skill is my laser. Kills in one hit. I'm pretty sure no one can beat me in this specialty.

Oh, and it's not just a regular Angel Halo Power. It mixes gravity twists and high heat. I call it the "Red-Shift Blaze." Try taking a hit from this and then try to tell me that anybody can pull this off!

Description

Tri-Breeds are typically seen as a jack of all trades. Since they have a variety of Powers at their disposal, the amount of time they can spend practicing a particular skill is limited. To compensate, Tri-Breeds usually have to combine their powers in ways that will tip the scales into their favor.

You decided to do things differently. Instead of utilizing all your abilities, you continuously practiced a single ability or combination of Powers. Everyone around you told you to learn as many skills as possible, but you stubbornly persisted in your training.

Thanks to your perseverance, your skill has started to reach a level that no one can achieve, but you continue to perfect your technique. You're still a long way from being the best.

Effects

Only Tri-Breed characters may acquire this Trait Lois.

Select one [**Restrict:** 100%] Power from one of your two main Syndromes or a [**Restrict:** 80%] Power from your Sub-Syndrome. Acquire the selected Power at level one. This does not cost you any experience points.

Note that you can no longer acquire any other restricted Powers.

You may ignore the Tri-breed's Max Level penalty for your selected Power. For example, a Power with a Max Level of 3 can be leveled up to 3.

However, the Encroachment cost is increased by +2. If the selected Power is [**Timing:** Constant], your Base Encroachment Rate increases by +3.

No. 29 Light Bringer

Angel Halo Only

Fear of the darkness is probably a base emotion that all humans have. Within the darkness, the unknown lurks, and the unknown breeds fear.

"Light! Give me more light!" You shout, but your voice dissipates into the darkness. You shout louder, pleading for power that will cast away the darkness from the earth and light that will break all fear. With that shout, "something" pulsed inside you, as if answering your call.

Suddenly, you wake up. You're in a dark room, lying on a hard bed. It's two in the morning. You were having a nightmare. As you wipe away the sweat with your right hand, you feel an odd sensation. Your Renegade is active.

Looking at your hand, you see that it now shines a bright and beautiful light. This light is known as...

Description

This Trait Lois shows that you are an Angel Halo that is talented in the use of light. Compared to the light other Angel Halo Overeds emit, yours is much stronger and seemingly divine.

Your power goes beyond the power limits of light refraction and oscillation. Some researchers suggest that you may be directly affecting light particles.

You have heard of rumors of a special Angel Halo Overed called the "Dark Lord." The darkness of this person supposedly can suck in all light. If you and this "Dark Lord" were to meet...

Effects

Only characters with the Angel Halo Syndrome may acquire this Trait Lois.

Acquire «Light Finger» at level one. This will not cost you any experience points. As per normal rules, you may

use experience points to level up this Power. Treat «Light Finger» as an Angel Halo Power.

Light Finger

Max LV: 3 Timing: Major/Reaction
Skill: Syndrome DFCLTY: -
Target: - RNG: -
Encroach: 2 Restrict: Trait Lois

This Power represents your skill in manipulating the light.

Checks that use this Power receive a + [LV +2] dice bonus.

No. 30 Dark Lord

Angel Halo Only

You despise the light and its cruelty. It burns and eats away at the safety of the darkness. It reveals every unbearable truth and shameful secret, laying it bear under the white sun.

You are one who was burnt by the light. Even if was what some called a deception, you only wanted the sense of peace that came from total darkness. Yet it was all taken away from you.

With hate in your voice, you scream, "Sink everything and the light into the darkness!" With that shout, "something" pulsed inside you, as if answering your call.

Suddenly, you wake up. You're in a dark room, lying on a hard bed. It's two in the morning. You were having a nightmare. As you wipe away the sweat with your left hand, you feel an odd sensation. Your Renegade is active.

Looking at your hand, you see that pitch-black darkness quietly swirling around it. This darkness is known as...

Description

This Trait Lois shows that you are an Angel Halo that has a special control over the darkness. The light you emit when you use your abilities is bathed in pitch-black darkness. Even in the darkest of nights, the dark-colored light you emit can be clearly seen.

What you emit may be a dark matter that sucks even the faintest of glimmers and fills it with the darkness.

You have heard of rumors of a special Angel Halo Overed called the "Light Bringer." The light of this person supposedly can destroy all darkness. If you and this "Light Bringer" were to meet...

Effects

Only characters with the Angel Halo Syndrome may acquire this Trait Lois.

Acquire «Dark Finger» at level one. This will not cost you any experience points. As per normal rules, you may use experience points to level up this Power. Treat «Dark Finger» as an Angel Halo Power.

Dark Finger

Max LV: 3 Timing: Auto
Skill: - DFCLTY: Auto
Target: Single RNG: View
Encroach: 7 Restrict: Trait Lois

Create darkness that interferes with your opponent's actions.

Declare this ability right before the Target performs a check. That check receives a + 1 Critical Value penalty. This Power may only be used once per Round and only (LV) times per Scenario.

No. 31 Wicked Eye

Balor Only

In this world, there is a power called the "Wicked Eye." In its pupil rests an evil power that brings misfortune and causes disasters.

This is the power that now rests within you. While your life wasn't all good, you still had your moments. Now that you received your Renegade powers and became an Overed, nothing but trouble has happened around you.

Friends have left you. You keep your distance from them as you don't want to involve them with the Renegade. You've grown distant from your family. They think it's a phase, but you don't want to get close as you aren't brave enough to show your parents what you've become.

You feel your Renegade become active. This new sense of yours tells you when someone uses «Warding».

As the enemy comes, the vision in your right eye turns black. The instant an enemy sees the Wicked Eye is the instant he dies.

Description

You carry the "Wicked Eye." This eye has a special ability that increases the effectiveness of Balor Powers. When the Renegade becomes active, your eyes (or one of your eyes) will become pitch-black. With the power of your eye unleashed, you will be able to create unusually strong gravity wells when you use Balor Powers.

Like the legendary basilisk, your eyes have another special power. Anyone you look at with your black eyes will be met with misfortune or even death. How power affects people may depend on its use, but your power will never bring luck. This is the reason why your power is called the "Wicked Eye."

Effects

Only characters with the Balor Syndrome may acquire this Trait Lois.

Certain Powers will now receive the following effect: "When the attack connects, for the remainder of the Round the Target will apply a -1 dice penalty to all of his checks."

The following Powers receive this bonus effect:

«Giant's Axe» «Black Hammer» «Fist of Darkness» «Black Hole Gate» «Invisible Hand» «Quick Blade» «Repulsion Hammer» «Marksman»

However, all dice bonuses from [DFCLTY: Auto] Powers that you use will be reduced by -1 (Min. 0). For example, a Power that gives +2 dice for a check will now only give +1. This penalty applies to Powers of all Syndromes and not just Balor.

No. 32 Chrono Trigger

Balor Only

You have lost. Your attack only grazed the Gjaum's chest. Having used all your strength for that last attack, you realize there is no second chance. You close your eyes and prepare for death.

Suddenly, you are now making a desperate charge with your blade. You just experienced this moment mere seconds ago. As the tip of your katana reaches the Gjaum's chest, you immediately grip the handle with all of your strength. Your blade hits its mark and pierces the monster's heart. The Gjaum lets out a scream and falls.

You won, but how? The moment of defeat you experienced couldn't have been a dream. As you think, your Evil Eye floats within your view. Noticing that it is emitting a glow you never seen, you realize something.

You traveled back in time.

Description

You can go back in time, but you cannot travel very far. Forget years; you cannot even travel minutes into the past. You can only go back mere moments.

It's questionable if you actually travel back in time. Researchers argue over the measurements and logic of your practically unquantifiable power, while others don't believe that your power even exists.

Even so, your life was saved several times thanks to that moment of time travel. There is no point in not using this power, even if you don't understand the mechanics behind it.

Still, time travel is a major feat, and the day will come when you have to pay the price. Well...it might come.

Effects

Only characters with the Balor Syndrome may acquire this Trait Lois.

Declare this ability immediately after you perform a check. Select one of the rolled dice and increase or decrease the result by 1. If this adjustment causes a dice to Critical, you may perform your Critical rolls. Each time this ability is used, immediately increase your Encroachment Rate by 1D10.

This ability may be used up to three times per Scenario.

This ability may be used multiple times for a single check, but you may not use it on a single die multiple times.

No. 33 Thunder Lord

Black Dog Only

Your heart races when you hear the thunder and your body tingles when you see lightning.

A long time ago, someone told you that you are a descendant of a god of lightning, and that made sense to you. If those words were true, then control of lightning should be easy for you.

Next, somebody else told you to release your power, and you complied. Instantly, immense power sprang forth from your body. The strength and might of your power can truly be called the cry of the gods.

With a mighty cry, you release your energy, sending flash lightning racing away. Compared to your immense power, the techniques of all of the world's lightning users seem like child's play.

Now is the time to ascend as the Thunder Lord.

Looking at your hand, you see that pitch-black darkness quietly swirling around it. This darkness is known as...

Description

This Trait Lois shows that you are an extremely powerful Black Dog Overed. Your electricity-generating cells have an unusual characteristic to them that allows you to generate immense amounts of electricity. Unfortunately, the high levels of power also make control difficult. Your lightning rages like a blood-thirsty wild animal.

Even with this disadvantage, the destructive power of your lightning is still quite amazing. Since a slight graze is enough to take down enemies, you believe that if control can be achieved, any Gjaum can be destroyed.

Effects

Only characters with the Black Dog Syndrome may acquire this Trait Lois.

Acquire «Mikatsuchi» at level one. This will not cost you any experience points. As per normal rules, you may use experience points to level up this Power. Treat «Mikatsuchi» as a Black Dog Power.

Mikatsuchi

Max LV: 3 Timing: Major
Skill: Syndrome DFCLTY: Opposed
Target: - RNG: -
Encroach: 4 Restrict: Trait Lois

A Power that increases bio-electricity.

The damage roll of attacks that use this Power receive a +3D10 bonus. However, the accuracy check of the attack will receive a -2 dice penalty. This Power may be used (LV) times per Scenario.

No. 34 Full Cyborg

Black Dog Only

On a battlefield somewhere on this earth, your body was blown to bits. This incident within itself is common. What's unusual is that you survived. The next time you awoke, you were in a capsule at some laboratory. Despite having lost ninety percent of your body, you survived.

The price you paid was high. Your body could not be restored through tissue culturing procedures and was ultimately replaced by machinery. Your eyes, which were complimented during childhood by your mother as being beautiful, are now replaced with light sensors. Your chest, which your lover found lovely and gave a kiss, is now just a hard and thick armor plate.

All the flesh of your body, from your eyes to your limbs, is now chrome steel. Still, you have no regrets. Flesh is just too soft for your lifestyle. You just...have to forget that you were once human.

Description

This Trait Lois shows that a large part of your body has been mechanized with high-grade implants. The military or another organization of equal power has used classified technology to rebuild you into a mechanical soldier. You are covered with an artificial skin, allowing you to appear and feel like a normal human being. The only people that might notice your change are close family and friends.

You may have certain parts of your body or have your entire body be mechanized. You may even replace your brain with a computer. Regardless of how you wish to present yourself, remember that your stats will not be affected in any way.

Effects

Only characters with the Black Dog Syndrome may acquire this Trait Lois.

All HP damage you take will be reduced by ten points. Only Taint damage cannot be reduced by this effect.

Due to the nature of your mechanical body, you may experience extra stress as you carry out your life. As such, your Base Encroachment Rate is permanently increased by +5 when you acquire this Trait Lois.

Also, there will be instances when people and detection tools may find out that your body is not human. If you are ever inspected, perform a <Perception> opposed check with the other party. If you win, your mechanical nature will go unnoticed.

No. 35 Vampire

Bram Stoker Only

Some time ago, you were horribly injured. Blood freely flowed from your wound and you gradually became numb to the pain. As your vision went dark, you saw the one person you cared for, crumpled and unmoving on the ground.

That person was the very reason you continued living and fighting, and is now dead because you failed. Hoping to make amends before dying, you started to beg for forgiveness. You looked at the blood of your beloved and found it saddening, yet lovely at the same time. Before you realized it, you were sucking at the spilled blood. It was warm and sweet, like honey.

The face of your beloved had an empty smile on it. Perhaps it was a jeer at a person who would willingly suck the blood of a loved one if it meant surviving, or perhaps the smile came from the hope that you would live on.

The only certain thing about that moment was that the consumed blood stimulated your Renegade and saved your life.

Description

This Trait Lois shows that your blood is filled with the very essence of life and has the ability to revive the dead. This ability will only appear in people who have sucked the blood of another person. For whatever reason, you also had to suck the blood of another person. To most, this would be an unpleasant memory.

The fact that a new power emerges once someone sucks blood is quite shocking to those that do it. Among these Overeds, there is a group that actively sucks the blood of others, as if they were the vampires of legend.

Effects

Only characters with the Bram Stoker Syndrome may acquire this Trait Lois.

Acquire «Red Sacrament» at level one. This will not cost you any experience points. As per normal rules, you may use experience points to level up this Power. Treat «Red Sacrament» as a Bram Stoker Power.

Note that any Servants you create will not have this Power at their disposal.

Red Sacrament

Max LV: 3 Timing: Setup
Skill: - DFCLTY: Auto
Target: Single RNG: Close
Encroach: 3 Restrict: Trait Lois

Regenerate a body with the power in your blood.

Target is revived from Incapacitation with [LV x 5] HP. This Power may only be used once per Scene.

No. 36 Master of the Twilight

Bram Stoker Only

Welcome. Tonight's play will take place at twilight in this very back alley. I will bring my doll, and all of you will only need to bring yourselves.

Are you all surprised? This is my doll, and it will be your opponent for tonight. Do not worry; there is no difference between me and my doll.

Shakespeare once said, "Life's but a walking shadow, a poor player that struts and frets his hour upon the stage." Now entertain me. I wish to see how ridiculous and amusing your dance will be during your dying moments!

Quickly come forth, my lovely dolls! Now, stand at attention. It's the beginning of a delightful puppet show.

Upon the stage that is life, you will pose, weep, and disappear from my sight! You are nothing more than a clown act!

Description

This Trait Lois shows that you are talented in the use of Servants. You can create Servants faster than anyone else, but the ones you create seem worn and tired. It is as if they were long silhouettes that were created by the twilight sun. It is due to the appearance of your Servants that you have been called a "Master of the Twilight."

In the twilight, the line between man, shadow, and monster begins to blur. Few will be able to differentiate between you, your Servants, the enemy, and allies. But it is during this chaotic time that you can use your power to its fullest extent.

Effects

Only characters with the Bram Stoker Syndrome may acquire this Trait Lois.

Acquire «Servant's March» at level one. This will not cost you any experience points. As per normal rules, you

may use experience points to level up this Power. Treat «Servant's March» as a Bram Stoker Power.

Servant's March

Max LV: 3 Timing: Setup
Skill: - DFCLTY: Auto
Target: Self RNG: Close
Encroach: 5 Restrict: Trait Lois

Quickly create Servants

Use «Red Servant». For this use, you will be unable to combine other Powers in. Servants created at this time will enter the Scene as "Pre-Action." This Power cannot be combined with other Powers and may only be used (LV) times per Scenario.

No. 37 Beast Heart

Chimaera Only

You're an animal. A fast, violent, and dangerous beast whose fangs we have to watch out for.

Wait, what? You're human? Yeah, the normal you may be human-like, but you need to listen to me. No offense, but you're scary when you're fighting. Ask anyone and they'll tell you the same thing.

Normally, I like it when the guy I'm fighting with is strong. But with you, I'm terrified. Just the possibility of your claws accidentally swinging my way as you're ripping up bad guys scares the shit out of me.

You do realize that when you're fighting, specifically when you're literally tearing people up, you're always smiling?

Description

This Trait Lois shows that you have a strong animal instinct lying dormant inside of you. Luckily, just as wild animals that are not hunting are actually quite peaceful, this instinct of yours does not interfere with your daily life. However, if you were to get into a fight, your beast will instantly awaken.

The wild beast inside of you lets you transform into a battle form more quickly than other Chimaera Overeds. Of course, you do not have to fight if it's not needed. After all, wild animals instinctively know when to use violence.

Also, animals and people with sharp senses will feel that inner beast and will usually feel fear. Babies may cry if they see you. No matter how kind of a person you are, there is no escape for those that are branded as a beast.

Effects

Only characters with the Chimaera Syndrome may acquire this Trait Lois.

During the Setup Process, you may use [**Timing:** Minor] Chimaera Powers as [**Timing:** Setup]. If you use this effect, increase your Encroachment Rate by +5 at the end of the Setup Process. This effect may only be used once per Scene.

In addition to the above effect, all Extra-type animals will be subservient to you. Note that they do not necessarily like you. They surrender to you out of fear and respect.

No. 38 Tyrannos

Chimaera Only

What do you think people describe me as?

It's definitely not just strong. I mean, I'm always accidentally tearing off door knobs and stretching faucets like sugar candy. Heck, I look skinny but I can lift cars. Surprising, don't you think? Some smart guys say my muscle fibers are completely mutated, whatever that means.

...You think people say I'm like Superman? I'm sorry, but that only happens in comic books.

"Monster" is what they call me.

I always have to control myself during the day, so I don't scare anybody.

...Anyway, could you just surrender without a fight? You don't want your limbs torn apart, do you?

Description

This Trait Lois shows that you are monstrously strong. Normal humans are quite weak compared to most wild animals. Orangutans have a grip strength of 300kg, and an ant can lift five times its weight. But thanks to the Renegade, you have acquired super strength that is comparable to or surpasses these wild animals.

Your outward appearance has not changed, but your muscle fibers have been completely rebuilt. Your new strength is comparable to heavy machinery, which means that you can easily break things with little effort. Luckily, you have control over your strength, with means there are no penalties for performing daily activities. The player may decide to role-play a lack of control if he wishes.

However, controlling your strength during battle is much more difficult. Due to your immense strength, most

weapons will not be able to withstand the stress of use and will be destroyed along with your enemy.

Effects

Only characters with the Chimaera Syndrome may acquire this Trait Lois.

All melee attacks you perform will receive a +6 Attack Power bonus during damage calculation.

However, if you perform a melee attack with any weapons other than Fists, those weapons will be destroyed at the end of your Main Process.

No. 39 Freak

Exile Only

People fear that which is different from them. That is why you had to cover your body and hide the brand of the freak. You were chased down by many different groups. It would have been heavenly if you were just left alone, but instead you often had to deal with being lynched.

You tried to hate people, but could never could, as there is someone who knows of your mutation, but still loves you. This person has seen your twisted powers, but still welcomes you with open arms.

While you have experienced the cruelty of man, you also know of their kindness and the strength as well. That is why no matter how cruel your fate is, you will never bow down to it. If you do, you will betray the one who believes in you and ultimately lose to yourself.

Description

This Trait Lois shows that you have an obviously abnormal characteristic on your body that makes you look like one of the monsters of legend.

While this mutation is only a side effect of the Exile Syndrome presenting itself, those who are unaware of the Renegade virus will only see you as a monster.

No matter what your mutation is, whether it is wings, claws, or something else, it will only be role-play. You will not gain any special stats or abilities, like Flight or modifiers to Fists.

Effects

Only characters with the Exile Syndrome may acquire this Trait Lois.

Acquire «Stigmata» at level one. This will not cost you any experience points. As per normal rules, you may use exp. points to level up this Power. Treat «Stigmata» as an Exile Power.

Stigmata

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Auto
Target: - **RNG:** -
Encroach: 0 **Restrict:** Trait Lois

With your mutated body, you will be able minimize the effects of the Renegade virus when using Powers.

The Encroachment cost of checks that use this Power will be reduced by - (LV) (Min. One). At the end of the Main Process where this Power was used, you lose 5HP. This Power may be used three times per Scenario.

No. 40 Tool Master

Exile Only

Tools have a heart.

Just to be clear, this is not a school lesson about taking care of stuff. You can clearly feel the heart of a tool. It tells you how to hold it, how to move it, and how to best utilize it. That's why you don't feel like you're "using" a tool. If anything, you feel like the tool is a coworker, and you're moving your hands in whatever way the tool wants.

Other people tend not to understand what you are feeling. It's not rare for your human friends to laugh and tell you that it's only the Renegade making your sense sharper. But that will not stop you from putting your love into your tools.

When you have a tool in your hand, you and your tool are connected by a bond that is deeper than family ties.

Description

This Trait Lois shows that you are a master of becoming one with a tool, allowing you to skillfully use it. If you fuse with a weapon, you will be able to control it like your own limb. If you fuse with a computer, you will feel that the network is directly connected to your brain.

While there are Exile Powers that allow a person to fuse with another living being, there is no precedence for a person fusing with inanimate objects to gain effective use of a tool.

According to a certain scientist, your Renegade is similar to the EX Renegade strains that infect inanimate objects. If that is true, that would explain the high affinity between you and tools.

Effects

Only characters with the Exile Syndrome may acquire this Trait Lois.

Any checks that use an Item you have fused with will receive a +2 dice bonus. This bonus does not stack if you use multiple Items for a single check. In addition, any weapons other than Fists that you fuse with will receive a +5 [Guard] stat bonus. Note that accuracy checks with Fists will receive a -2 dice penalty.

You can fuse with an Item at any time by declaring so with an Auto Action. Connections cannot be fused with. When you fuse, your body may change but your body and Items will not be destroyed.

No. 41 Speedster

Hanuman Only

In your heart, "he" talks to you. "You are wind. You are the passing wind, the rising tornado, and the coming storm."

"He" continues to urge you on with a feverish energy. "Speed makes you who you are."

"Don't think. The wind does not think. Don't stop. The wind does not stop."

The edge of your lip curls into a smile and you nod back at your inner urge. You never had any objections. No matter how much your body complains and cries, you will not stop running.

Wind is only wind if it blows. Using all of your power, you begin your last dash towards the distant enemy.

Description

This Trait Lois shows that you specialize in speed. That faster you move, the more stimulated your Renegade becomes, which leads to an increased production of endorphins that pushes you to a higher realm of speed.

Deep down in your soul, you have a strong desire for speed. It constantly urges you to go faster and faster. This impulse of yours cannot be controlled. It is stronger than hunger, the need for sleep, sexual desires, and even survival instinct.

Speed may eventually kill you, but you will not have any regrets.

Effects

Only characters with the Hanuman Syndrome may acquire this Trait Lois.

Acquire «Speedster» at level one. This will not cost you any experience points. As per normal rules, you may use experience points to level up this Power. Treat «Speedster» as a Hanuman Power.

Speedster

Max LV: 1 Timing: Setup
Skill: - DFCLTY: Auto
Target: Self RNG: Close
Encroach: 3 Restrict: Trait Lois

Change speed into damage with this Power.

For the duration of the Round, apply your [Initiative] stat to all damage you deal. In exchange, you will be unable to perform any Reactions during that Round. This Power may only be used once per Scene.

No. 42 Sonic Master

Hanuman Only

If you ever meet the Sonic Master, watch out. He may not have any weapons, and couldn't use them even if he did, but he doesn't need them. If there's anything that can transmit sound waves, there's no escape from his attacks.

Listen to me. Don't stand where his voice can reach you. In fact, I think the spot you're in now is the worst place for you. If I were him, I could mince you in under a second with sonic blades.

This isn't funny. Especially for you, since you're about to experience what I just described.

Oh yeah. I forgot to tell you my code-name. I'm "Sonic Master."

Description

Among the Hanuman Overeds, you are particularly talented in the control of sound waves. People who fear you refer to you as a "Sonic Master." Some even avoid talking to you because your voice could turn into a blade of death.

Normally, sound waves will not travel in a vacuum, but the sound waves a Hanuman produces can utilize the Renegade Material of a «Warding» field to travel. Therefore, you will be able to use your Powers no matter where you are.

Effects

Only characters with the Hanuman Syndrome may acquire this Trait Lois.

Acquire «King of the Sound Field» at level one. This will not cost you any experience points. As per normal rules, you may use experience points to level up this Power. Treat «King of the Sound Field» as a Hanuman Power.

King of the Sound Field

Max LV: 3 Timing: Major
Skill: Syndrome DFCLTY: -
Target: - RNG: -
Encroach: 6 Restrict: Trait Lois

A Power that lets you convert your power into sound.

Hanuman Powers that are combined with this Power receive a +1 level bonus. You may go over the Power's Max Level with this effect, but this will not increase a Power's number of uses. This Power may be used (LV) times per Scenario.

No. 43 Alchemist

Morpheus Only

Alchemy is an old tradition that is known for its practitioners' attempts to turn base metals into gold. Although these attempts did not succeed, the accumulated research and practices eventually became the basis for modern science. However, legend has it that alchemists also attempted to transmute various materials, the human body, and even the soul into more perfect forms.

People who know the extent of your powers call you the Alchemist. You have the power to freely create anything from nothing, as well as return anything to nothingness. For you, transmutation and creation are simple tasks, as there is a set group of laws and theories.

It may be possible that the theories and laws you found are the same as those in the practice once called alchemy. However, you are the only one that understands your theories.

Do you not find it odd that you are the only one that understands such beautiful laws?

Description

This Trait Lois shows that you have a talent for transforming materials. Because of your skill, people call you an Alchemist. There are few that can control the Renegade and create items as well as you do. As your title suggests, you can create something from nothingness and have command over all materials.

As you may know, alchemists are people who not only attempted to create gold from base metals, but also sought out the secrets behind the divine miracle that is creation. Your abilities may be the very secret of alchemy. In fact, the alchemists of old may have been Overeds that had your exact powers.

In terms of role-play, it is fine if you want your Powers to be unrelated to alchemy or to be unconsciously using alchemy's greatest secret techniques.

Effects

Only characters with the Morpheus Syndrome may acquire this Trait Lois.

With your Powers, you will be able to create sturdier weapons and armor. As such, Items created with certain Morpheus Powers will receive a bonus. The Powers and their bonuses are as follows:

«Create Armor»: [Armor] stat +6
 «Vehicle Morphing»: Attack Power +4, Dash +10 meters.
 «Infinite Weapons»: Attack Power +5
 «Hundred Guns»: Attack Power +5
 «Create Shield»: [Guard] stat +3

The Encroachment cost of all the above Powers are increased by +2.

No. 44 Sandman

Morpheus Only

I'm a failure. My teacher always said that Morpheus is the power of creation, but I have no talent for it. I can't create things that well and I'm not very good at maintaining anything I do create. I can't even use the weapons I make. Whatever I create or forge, it all crumbles into sand and clouds of dust.

...One day, someone told me that my true power is creating dust. Yeah, those words aren't comforting by normal standards, but they really saved me. If I can only make sand, than I have to think of ways to use it right.

Yes, it's a weak and stupid skill, but it has its uses. Look! It's holding back a powerful Overed right now!

Description

This Trait Lois shows that you a Sandman, a person talented in the use of sand. The sand you control is not of the natural kind, but a special material that is created by the Renegade. Morpheus Overeds can create near-infinite amounts of this sand and control it.

As a Sandman, you can instantly create sand and use it to nullify all actions. When confronted with your sand, all things, from weapons to ground-melting fire, are powerless.

Effects

Only characters with the Morpheus Syndrome may acquire this Trait Lois. If you do acquire this Trait Lois, you cannot use «Infinite Weapons» and «Hundred Guns» even if you spend experience points to acquire them.

Acquire «Castle Walls of Dust» at level one. This will not cost you any experience points. As per normal rules, you may use experience points to level

up this Power. Treat «Castle Walls of Dust» as a Morpheus Power.

Castle Walls of Dust

Max LV: 3 Timing: Auto

Skill: - DFCLTY: Auto

Target: Single RNG: View

Encroach: 1D10 Restrict: Trait Lois

Use large amounts of sand to create a wall the blocks attacks.

Declare this ability right before HP damage is applied to the Target. Reduce the (expected) amount of damage to zero. At the end of the Main Process when this was used, you lose [10 - LV] HP. This Power may only be used once Scenario.

No. 45 Genius

Neumann Only

You are a genius. No matter what the task was, nothing was impossible for you. The level of skill that takes the common folk years of effort and devotion to achieve is something you can reach in a single leap.

You have gotten used to the jealousy of others. Recently, you learned "worldly wisdom." You started to hide your talent and only showed a level of knowledge that does not draw scorn.

...You were haplessly alone, but life has changed a bit recently. You've met some amazing people. While each one individually is not a genius like you, when working together they display strength that surpasses your expectations. Once you learned what they could do, you smiled with joy. You've found a rival.

Description

This Trait Lois shows that you are a genius. You possess talent in all areas of human endeavor, from athletics and academics, to art and philosophy. Like Leonardo da Vinci and many others, you are the "uomo universal."

In terms of role-play, you may choose to have a single specialization and still be able to master activities that are outside of your expertise if you wish. For example, even if your character is not good at athletics, you will still gain the benefits of this Trait Lois.

Effects

Only characters with the Neumann Syndrome may acquire this Trait Lois.

Acquire «Genius» at level one. This will not cost you any experience points. As per normal rules, you may use experience points to level up this Power. Treat «Genius» as a Neumann Power.

Genius

Max LV: 3 Timing: Auto
Skill: - DFCLTY: Auto
Target: Self RNG: Close
Encroach: 1D10 Restrict: Trait Lois

A Power that lets you perform any task with talent alone.

Declare right after you perform a check. That check's score receives a bonus equal to your [Mind]. This Power may be used (LV) times per Scenario.

No. 46 Adept

Neumann Only

It was a simple technique: aim the blade's tip parallel to the opponent's eyes, raise the sword, strike down, thrust, and return to the beginning ready position. These simple steps are what the man practiced every day, from morning to night.

His fellow dojo members would laugh. They said that such a basic technique was meaningless, that one has to experience actual battle and learn unstilted techniques. For a normal person, this would have been meaningful advice, but for the man it was only noise. He ignored the people around him and continued to go through the motions. For him, this was the ultimate technique.

Every part of the technique he performed, from the footwork and breathing to the control of distance, was perfect. It was even beautiful. No one in that dojo could replicate the technique the man had honed so well.

Even if someone else did the exact same movements, without an understanding of the technique's meaning and qualities, the technique could not be copied. Upon hearing of the man's technique, the dojo's instructor called it a "skill of a titan," a technique that cannot be understood or copied by mortals.

Eventually, the man left. Once the man perfected that basic technique, no one at that dojo was able to defeat him.

Description

You are a master that has put much effort and devotion into a single action, refining that skill to a level no one can reach. In your hands, a stick can become as powerful as a legendary sword, and an old handgun will have the force of a cannon. Your skill is not just a hand technique. It has become a philosophy, art, and even a state of mind.

For role-play, you may freely decide what kind of adept you are. It may be physical or mental. Since this is a Trait Lois that deals damage, it may be best to select a battle-oriented Power. Also, while the term "Adept" may bring about the image of an old man, your character may be of any age. As an Overed, you can achieve mastery at a young age.

Effects

Only characters with the Neumann Syndrome may acquire this Trait Lois.

When you acquire this Trait Lois, select one Power you will be a master of. Accuracy checks that use your selected Power will receive a +2 dice bonus and +5 Attack Power. The Encroachment cost of the selected Power is increased by +2.

If the GM allows it, you may change your selected Power during the Pre-Game.

No. 47 Elysium

Orcus Only

Loss has made you stronger. Each time you lose something precious, or have something you protected stolen, you become stronger. As you grew stronger, your Domain also grew in power, eventually developing a bright glow.

How long has it been since that fateful defeat and loss? You will no longer experience defeat, but you also have nothing left to lose. Your body is emery and your soul is gold. No one will dare invade your Domain, a kingdom that now shines a golden light.

Do you have anything left? After losing so much, you're practically empty. So why continue the fight?

Ah, so that's why. You don't want anyone else to know the pain of loss.

...Congratulations. That strength and kindness are the only true treasures you found.

Description

Unlike the Domain that other Orcus Overeds create, yours has a particularly special color and glow to it. A certain scientist has referred to your kind of Domain as "Elysium."

While inside this golden Domain, your Renegade will become extremely hostile. After much training, you have harnessed this hostility and can use it as a Power. However, you must devote your mind to suppressing the Renegade each time you use this Power, making it a double-edged sword.

How you acquired this characteristic is a mystery. For role-play, the particles you release do not have to be golden.

Effects

Only characters with the Orcus Syndrome may acquire this Trait Lois.

Acquire «Imperator» at level one. This will not cost you any experience points. As per normal rules, you may use experience points to level up this Power. Treat «Imperator» as an Orcus Power.

Imperator

Max LV: 3 Timing: Setup

Skill: - DFCLTY: Auto

Target: Self RNG: Close

Encroach: 3 Restrict: Trait Lois

A Power that fills your domain with a golden light.

For the duration of the Round, all of your attacks that use an Orcus Power will receive a +10 Attack Power bonus. When this Power is used, you will receive the Bad Status Dazed. This Power may be used (LV) times per Scenario.

No. 48 Animal Master

Orcus Only

When I was young, I had a very good friend. He was not a person, but an animal. I met him during a winter long ago, when I foolishly went into the mountains and got lost. As I came close to death, a Japanese wolf appeared before me. Those wolves are an extinct species that was believed to be the avatar of the mountain gods.

The wolf kept me warm until spring came, when some hikers found me. My friend had disappeared by that time. It all seemed like a dream, but that wolf's warmth saved me during that winter. Perhaps that wolf was a being that also had Renegade powers.

Time passed, and I grew up. I'm heading back to that mountain, and I will call out to my friend. I want him to join me in the journey that is life.

Description

You have a very high affinity with animals. Why this is so is up to you to decide. Are you able to psychologically build a bond with animals, or do you just secrete pheromones that can tame animals? Whatever the reason, animals like you.

In terms of role-play, «Animal Tamer» only allows you to control one animal, while this Trait Lois will allow you to control several or even a pack. This difference will not affect «Animal Tamer»'s game data in any way.

Effects

Only characters with the Orcus Syndrome may acquire this Trait Lois.

Acquire «Animal Attack» at level one. This will not cost you any experience points. As per normal rules, you may use experience points to level up this Power. Treat «Animal Attack» as an Orcus Power.

With this Trait Lois, you will also be able to instantly become friends with animals.

Animal Attack

Max LV: 3 Timing: Major

Skill: <RC> <Negotiation>

DFCLTY: Opposed

Target: - RNG: View

Encroach: 2 Restrict: Trait Lois

Skillfully manipulate animals and use them in a powerful attack.

Perform an {Atk. Power: + [LV x 3]} ranged attack. This Power may be used three times per Scenario.

No. 49 Eternal Blaze

Salamandra Only

"Did you know that the surface of the sun is 6000 degrees Celsius?"

When I heard that, I was utterly disappointed. Is that it? I mean, I could make fire that hot since as far back as I can remember. So, I can treat you to something hotter, but then the battle will end in a flash, and that's no fun.

Wait, you serious? You think you can take it because you're a Salamandra too? Alright, just a little. How's this?

...Hey, where'd you go? Did you run? Oh, you're ash now.

...I am the master of fire and I bring forth the flames of hell. I am a true Salamandra Overed.

Description

Your ability to control fire is the best among all Salamandra Overeds. The high heat and flames you create are too immense for normal Overeds to counteract. Of course, you do still have the power to control ice, but you have a higher affinity for extremely hot temperatures.

You have heard rumors of an opposite existence called the "Absolute Zero," a person who controls the extreme cold. You are confident that if the two of you were to fight, you will be the one to win.

Effects

Only characters with the Salamandra Syndrome may acquire this Trait Lois.

Acquire «Eternal Blaze» at level one. This will not cost you any experience points. As per normal rules, you may use experience points to level up this Power. Treat «Eternal Blaze» as a Salamandra Power.

Eternal Blaze

Max LV: 3 Timing: Setup
Skill: - DFCLTY: Auto
Target: Self RNG: Close
Encroach: 4 Restrict: Trait Lois

Attack by releasing an immense heat from your body.

For the duration of the Round, any of your attacks that use a Salamandra Power will receive a + [LV x 4] Atk. Power bonus. You will also receive a -5 [Initiative] penalty for that Round.

No. 50 Absolute Zero

Salamandra Only

The blizzard has turned everything in my view pure white. I concentrate my mind in an attempt to lower the temperature even more...oh, this is unexpected. It looks like a bunch of men in white winter wear have me surrounded.

Anyone who went through this massive blizzard must be a Salamandra Overed like me. I see that snow that gets close to these men's bodies is being evaporated.

"So...you plan to use fire?"

The men respond by readying their guns at me and firing. The sound of gunfire is heard...and nothing more.

"Guns won't work. The weather is cold enough to freeze the air into a shield."

An arctic storm roars past us and leaves nothing but ice sculptures in its wake. The faces of the men are frozen

in shock. They never expected that fire-users like them would be frozen. What fools.

...I am the master of ice and I control the absolute zero. I am a true Salamandra Overed.

Description

Your ability to control ice is the best among all Salamandra Overeds. The cold temperatures that you create can literally freeze even flames. You do still have the power to control fire, but you have a higher affinity for cold temperatures.

Your control over your body's activity and heat levels also allows you to start and stop your body as needed. This allows you to use Powers more efficiently.

You have heard rumors of an opposite existence called the "Eternal Blaze," a person who controls extreme heat.

You are confident that if the two of you were to fight, you will be the one to win.

Effects

Only characters with the Salamandra Syndrome, as well as either «Concentrate: Salamandra» or «Reflexes: Salamandra» may acquire this Trait Lois.

Select either «Concentrate: Salamandra» or «Reflexes: Salamandra». When performing checks that use your selected Power, you will receive a +3 dice bonus. The Encroach cost of your selected Power is increased by +3.

No. 51 Memory Diver

Solaris Only

...The wounds in your heart run deep. I can feel your spirit bleeding. At this rate, your soul will die.

Let me help you. I just need a moment. I can work on your heart, and use love to sew your wound shut.

It's alright, don't be afraid. I won't look at your secrets, and I won't touch anything sensitive. I'm just going to go in and heal you. Whatever you lost, I'm going to bring it back to your heart.

Even if someone dies, that person can live on inside somebody else's heart. Your loved one will be revived and can live on with you. Don't ever forget that.

Description

You are a Memory Diver, an Overed with the unusual ability to manipulate minds. Unlike normal Solaris Overeds, whose Powers only affect the chemical reactions of the brain, you directly manipulate the intangible mental state.

You have the ability to perceive a subject's mental structure, memories, and emotions in the form of a construct reality, where you can change those facets of a person's mind.

If a person is emotionally stressed and is in danger of losing the bonds that exist between people, you will be able to restore those relationships. However, deep synchronization with another mind will place so much stress on your mind that you run the risk of losing your own bonds.

Effects

Only characters with the Solaris Syndrome may acquire this Trait Lois.

You may use this Trait Lois' ability as an Auto Action at any time. Select a Titus of any character this is in the current Scene and change it to a Lois.

You cannot use this Trait Lois on someone that refuses to accept its affects. You cannot target yourself with this ability and each use will instantly raise your Encroachment Rate by 1D10. This ability may only be used once per Scenario.

You may also select discarded Tituses to be the target of this Trait Lois. In this case, the target character will select which one of his discarded Tituses will be restored.

No. 52 Kind Miracle

Solaris Only

When I was a kid, I saw one of my friends fall from a tree. I was just watching it happen, but it felt like my body was in pain too. I ended crying my eyes out with my friend. Later, the doctor said that for falling out of a tree, my friend wasn't hurt that bad. He didn't figure out why I was in pain though.

There was another time, during the final moments of my dear grandfather. He had terminal cancer and was in so much agony because the pain killers weren't working. I started to cry, and just held onto his hand. Then all of the sudden, this immense pain started to course through my body. I looked at my grandfather, and he had this comforted look on his face. I held onto his hand until he passed away.

...Well, I wouldn't call this power of mine a bad deal. After all, it's letting me take half of your pain right now.

Description

You are able to fully understand what a person is going through. This characteristic of yours is not just mere sympathy, but the actual sharing of pain. This is the ultimate form of empathy.

True pain for you is not the pain your body feels. Having to watch the suffering of others is what truly hurts you. You have a kind heart, and it has mutated your Renegade. You now have the ability to ease the suffering of others.

You have saved many with an ability that is kindness itself, and you will most likely continue to do so. No pain will scare you away. Your true strength may be your heart.

Effects

Only characters with the Solaris Syndrome may acquire this Trait Lois.

Acquire «Division» at level one. This will not cost you any experience points. As per normal rules, you may use experience points to level up this Power. Treat «Division» as a Solaris Power.

Division

Max LV: 3 Timing: Auto

Skill: - DFCLTY: Auto

Target: Single RNG: View

Encroach: 1D10 Restrict: Trait Lois

Declare this ability right after HP damage for your Target is calculated. Reduce that damage by half (rounded down). You receive HP damage equal to the amount damage was reduced by. This Power may be used (LV) times per Scenario.

Powers: Irregular Strain

The following Powers can only be acquired by characters that have the "Irregular Strain" Trait Lois. Any Power that has "Unique" next to its name can be acquired by any character of any Syndrome as long as that character has the "Irregular Strain." However, note that the max level of these "Unique" Powers is not affected by the Breed modifiers of a character.

Banishing Eyes (Angel Halo)

Max LV: 3 Timing: Reaction
Skill: Refer DFCLTY: Opposed
Target: Self RNG: Close
Encroach: 5 Restrict: Trait Lois

Enhance perception, allowing you to perfectly follow an opponent's movements.

This Power can be used with any Reaction check. Checks that use this Power receive a -1 Critical Value bonus (min. 6). This Power may be used (LV) times per Scenario.

Fast-Forward (Balor)

Max LV: 3 Timing: Major
Skill: <RC> DFCLTY: Opposed
Target: Single RNG: View
Encroach: 5 Restrict: Trait Lois

Fast-forward time with this Power.

Perform a ranged attack. If this attack hits its target, any continuous effects from Powers that the Target has are immediately negated. Attacks that use this Power cannot do HP damage. This Power may be used (LV) times per Scenario.

Exorcising Lightning (Black Dog)

Max LV: 3 Timing: Major
Skill: <RC> DFCLTY: Opposed
Target: - RNG: View
Encroach: 4 Restrict: Trait Lois

Use all your bio-electricity to fire lightning at your target.

Perform a [Atk. Power: + LV x 4] ranged attack. Any Dodge checks against this attack receive a -2 dice penalty. This Power may be used three times per Scenario.

Royal Blood (Bram Stoker)

Max LV: 3 Timing: Major/Reaction
Skill: Syndrome DFCLTY: -
Target: - RNG: -
Encroach: 3 Restrict: Trait Lois

This Power shows that your blood is perfectly suited for Bram Stoker Powers

Checks that use this Power receive a + 5 dice bonus. This Power may be used (LV) times per Scenario.

Beast's Lair (Chimaera)

Max LV: 3 Timing: Major
Skill: <Melee> DFCLTY: Opposed
Target: - RNG: Weapon
Encroach: 4 Restrict: Trait Lois

Attack by having a beast (or part of one) appear from your body.

Melee attacks that use this Power receive a + [LV x 2] Atk. Power bonus. Any Dodge checks against this attack receive a + 1 Critical Value penalty. This Power may be used three times per Scenario.

Sea of Life (Exile)

Max LV: 3 Timing: Setup
Skill: - DFCLTY: Auto
Target: Self RNG: Close
Encroach: 5 Restrict: Trait Lois

Temporarily acquire unusual resilience by restructuring your cells.

Increase HP by + [LV + 2] when this Power is used. This increase may go over Max HP and remains until either it is taken away through damage or until the end of the Scene. This Power may only be used once per Scenario.

Overclocking (Hanuman)

Max LV: 3 Timing: Major
Skill: Syndrome DFCLTY: Opposed
Target: - RNG: -
Encroach: 4 Restrict: Trait Lois

Acquire ultimate speed.

Attacks that use this Power receive a + 3 dice and a + 5 Atk. Power bonus. This Power may be used [LV +1] times per Scenario.

Doppelganger (Morpheus)

Max LV: 3 Timing: Major
Skill: Syndrome DFCLTY: Opposed
Target: - RNG: -
Encroach: 5 Restrict: Trait Lois

Create copies of yourself and use them in a simultaneous attack.

Targets cannot Guard against attacks that use this Power and any characters that perform a Cover cannot calculate damage as if they Guarded. Attacks that use this Power receive a + 5 Atk. Power bonus. This Power may be used (LV) times per Scenario.

Prediction (Neumann)

Max LV: 3 Timing: Major
Skill: Refer DFCLTY: Opposed
Target: - RNG: -
Encroach: 4 Restrict: Trait Lois

Predict an opponent's plans and movement before attacking.

This Power can be used with any type of attack. Attacks that use this Power cannot be Dodged. This Power may be used (LV) times per Scenario.

Spectrum Cage (Orcus)

Max LV: 3 Timing: Setup
Skill: - DFCLTY: Auto
Target: Self RNG: Close
Encroach: 5 Restrict: Trait Lois

Create a Domain that enhances your abilities.

For the duration of the current Round, all checks that you perform receive a + [LV x 2] dice bonus. This Power may be used three times per Scenario.

Cocytus (Salamandra)

Max LV: 3 Timing: Major
Skill: <RC> DFCLTY: Opposed
Target: Scene (Select) RNG: View
Encroach: 4 Restrict: Trait Lois

Remove the heat from a wide area and freeze one target with the cold air.

Perform a [Atk. Power: + LV x 3] ranged attack. Attacks that use this Power receive a -3 dice penalty. This Power may be used three times per Scenario.

Energize (Solaris)

Max LV: 3 Timing: Major
Skill: <RC> DFCLTY: Opposed
Target: Single RNG: View
Encroach: 6 Restrict: Trait Lois

Energize the Renegade virus.

Select a Target. Any Powers used for the Target's next Major Action will receive a +1 lvl bonus. This bonus may go over the Max Lvl. The number of uses for a Power will not increase. This Power can only target one person and may be used (LV) times per Scenario.

Activate (Unique)

Max LV: 3 Timing: Minor
Skill: - DFCLTY: Auto
Target: Self RNG: Close
Encroach: 4 Restrict: Trait Lois

Increase the success rates of your actions by increasing your virus' activity levels. Note that this will tire you.

Pay up to [LV x 3] HP. For the duration of this Main Process, checks you perform receive a + [Spent HP] bonus to their scores. HP may not be reduced to zero with this effect.

Confusion (Unique)

Max LV: 3 Timing: Reaction
Skill: Refer DFCLTY: Opposed
Target: Self RNG: Close
Encroach: 2 Restrict: Trait Lois

Confuse incoming enemies by releasing the Renegade virus into the air.

This Power can be used with all Dodge checks. When performing checks that use this Power, temporarily negate any effects that reduce dice. This Power may be used (LV) times per Scenario.

Hard Luck (Unique)

Max LV: 3 Timing: Auto
Skill: - DFCLTY: Auto
Target: Self RNG: Close
Encroach: 3 Restrict: Trait Lois

Increase the Renegade's activity level, giving you the chance to change failure into success.

Declare right after rolling dice for a check. You may re-roll one of the dice used. This Power may be used during the middle of a check. This Power may only be used once per check and a only a total of (LV) times per Scenario.

Piercing (Unique)

Max LV: 3 Timing: Major
Skill: Refer DFCLTY: Opposed
Target: Single RNG: -
Encroach: 3 Restrict: Trait Lois

Make an attack sharp and piercing.

This Power can be used with any type of attack. Attacks that use this Power ignore the Target's [Armor] stat when calculating damage. This Power may be used (LV) times per Scenario.

Almighty (Unique)

Max LV: 1 Timing: Major/Reaction
Skill: Refer DFCLTY: -
Target: - RNG: -
Encroach: 4D10
Restrict: Trait Lois, 120%

A Power that defeats all challenges.

This Power can be used with all types of checks. Checks that use this Power cannot be forced to fail with the use of Powers. Attacks that use this Power cannot have its damage reduced with the use of Powers. This Power may only be used once per Scenario.

Powers: Ancient Renegade

The following Powers can only be acquired by characters that have the "Ancient Renegade" Trait Lois. Note that the max level of these Powers is not affected by the Breed modifiers of a character.

Equipment Reserves

Max LV: 5 **Timing:** Setup
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close
Encroach: 4 **Restrict:** Trait Lois

Use your authority to acquire tools.

Select one Item that is worth [LV x 5] Stock points or less. For the duration of the Scene, you acquire the selected Item. Weapons, armors, and Vehicles acquired with this effect may be immediately equipped. This Power may only be used once per Scenario.

Immortal Life

Max LV: 1 **Timing:** Auto
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close
Encroach: Refer **Restrict:** Trait Lois

Use the Renegade to recover from the abyss of death.

Use when you become Incapacitated. Recover from Incapacitation with up to 2D10 HP. Increase your Encroachment Rate by the amount of HP recovered. This Power may only be used once per Scenario.

Imperial Guard

Max LV: 3 **Timing:** Auto
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** Trait Lois

Call forth loyal followers or animals that will protect you from danger.

Declare right before HP damage is applied. Reduce the amount of (expected) HP damage that you will take by -2D10. This Power may be used (LV) times per Scenario.

Conduct

Max LV: 1 **Timing:** Initiative
Skill: - DFCLTY: Auto
Target: Single **RNG:** Close
Encroach: 10 **Restrict:** Trait Lois

Make a person attack by stimulating his Renegade virus.

The Target performs a Main Process during the Initiative Process. You may not target yourself or Post-Action characters with this effect. This Power may only be used once per Scenario and cannot be combined with other Powers.

Deja-Vu

Max LV: 3 **Timing:** Major
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** Trait Lois

Solve a mystery by comparing past experiences with the current situation.

The User may directly question the GM about any issues. The GM may refuse to answer, in which case the number of uses for this Power is not deducted. This Power may only be used once per Scenario and cannot be combined with other Powers.

Nimbus

Max LV: 3 **Timing:** Reaction
Skill: Refer **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** Trait Lois

Use the powers of the ancient Overed (or Gjaum) to pacify a target.

This Power can be used with any type of Reaction checks. Checks that use this Power receive a + (LV) dice bonus.

Force

Max LV: 3 **Timing:** Major
Skill: Refer **DFCLTY:** -
Target: - **RNG:** -
Encroach: 3 **Restrict:** Trait Lois

Enhancing your abilities by stimulating your Renegade virus.

This Power can be used with any type of Major Action checks. Checks that use this Power receive a + (LV) dice bonus.

Flat-Shift

Max LV: 1 **Timing:** Major/Reaction
Skill: Refer **DFCLTY:** -
Target: - **RNG:** -
Encroach: 0 **Restrict:** Trait Lois

Absorb strains of the Renegade virus from your surroundings and use them for Powers.

This Power can be used with any type of Major Action or Reaction checks. Checks that use this Power will have their Encroachment Rate cost reduced to zero. This Power may only be used once per Scenario.

Reset

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** Trait Lois

Recondition yourself by taking control of your Renegade virus.

This Power can be used at any time. Remove all Bad Statuses that you currently have. This Power may only be used once per Scenario and can be used even when affected by Pressure.

Repression

Max LV: 5 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 1D10 **Restrict:** Trait Lois

Control by Renegade's encroachment by pacifying the virus.

Reduce the Target's Encroachment Rate by up to $[LV \times 5]\%$. Increase your own Encroachment Rate by the reduced amount. This Power may only be used on willing characters. This Power can only target one character and can only be used once per Scenario.

Ruler

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Scene (Select) **RNG:** View
Encroach: 6 **Restrict:** Trait Lois

Limit a target's actions by taking control of the Renegade viruses in the area.

For the duration of the current Round, all checks that the Target performs receive a - (LV) dice penalty. This Power may be used three times per Scenario.

Powers: Avatar

The following Powers can only be acquired by characters that have the "Avatar" Trait Lois. Note that the max level of these Powers is not affected by the Breed modifiers of a character.

Amplification

Max LV: 3 **Timing:** Major
Skill: Refer **DFCLTY:** -
Target: - **RNG:** -
Encroach: 5 **Restrict:** Trait Lois

Increase attack power.

This Power can be used with any check that is using other Powers. Attacks that use this Power receive a + $[LV \times 5]$ Atk. Power bonus. This Power may be used three times per Scenario.

Energy Shift

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** -
Encroach: 10 **Restrict:** Trait Lois

Negate damage and heal wounds.

Declare right before HP damage is applied. Reduce that HP damage amount to zero and recover $[LV \times 3]$ HP. This Power may only be used once per Scenario.

Celerity

Max LV: 3 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** Trait Lois

Utilize the full power of your Syndrome to perform multiple actions.

You immediately perform two Major Actions. At the end of the Main Process when this effect was used, you will lose $[10 - LV]$ HP. This Power may only be used once per Scenario.

Burst

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 6 **Restrict:** Trait Lois

Boost the effect of Powers.

Declare right before using a Power. That Power receives a +2 level bonus. The Max Lvl. May be exceeded. Note that number of uses will not increase. If multiple Powers are being used, select only one Power to apply this effect. This Power may be used (LV) times per Scenario.

Limit Break

Max LV: 3 **Timing:** Major
Skill: Refer **DFCLTY:** -
Target: - **RNG:** -
Encroach: 4 **Restrict:** Trait Lois

Remove all restrictions.

This Power can be used with any check that is using other Powers. During checks that use this Power, you may ignore all Encroachment Rate requirements (i.e. 80%, 100%, etc.) for Powers. This Power may be used (LV) times per Scenario.

Items: Secret Weapon

The following Items can only be acquired by characters that have the "Secret Weapon" Trait. These Items may only be used and equipped by the character that acquired them.

Blade Bullet

Type: Melee/Ranged
Skill: <Melee>/<Ranged>
Acc: 0 **Atk. Power:** 8
Guard: 2 **RNG:** Close/10M
Procure/Stock: -/-

An EX Renegade throwing knife that can be accelerated when thrown, causing a concussive impact.

When a ranged attack is performed with this weapon and at least one point of damage is dealt, the Target receives the Bad Status Dazed. When used as a ranged weapon, utilize the data on slash's right.

Fallen Blade

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk. Power:** 9
Guard: 3 **RNG:** Close
Procure/Stock: -/-

A sword infected by an EX Renegade. The wielder can use make this weapon sharper by willing it.

Declare this ability right before the accuracy check of an attack that uses this weapon. That check's Critical Value receives a -1 bonus (min. 5). If this ability is used, this weapon is destroyed at the end of the Main Process.

Rising Blade

Type: Melee **Skill:** <Melee>
Acc: -3 **Atk. Power:** 12
Guard: 6 **RNG:** Close
Procure/Stock: -/-

A giant sword infected by the EX Renegade. The wielder can make this weapon more damaging by willing it.

Declare this ability right before an attack that uses this weapon. That attack's damage roll receives a +2D10 bonus. Use this ability only once per Scene. While this weapon is equipped, the user cannot equip other weapons and receives a -4 [Initiative] penalty.

Fallen Shield

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk. Power:** 2
Guard: 8 **RNG:** Close
Procure/Stock: -/-

A shield that can change its structural strength thanks to the EX Renegade.

Declare this ability when Guarding. For the duration of that Guard, this weapon receives a +5 [Guard] stat bonus. Raise your Encroachment Rate by +2 each time you use this ability.

Fallen Pistol

Type: Ranged **Skill:** <Ranged>
Acc: 0 **Atk. Power:** 8
Guard: - **RNG:** 20M
Procure/Stock: -/-

A pistol that has been infected by an EX Renegade. The wielder can will the path of the bullet to change course.

Declare this ability right before an attack that uses this weapon. All Reaction checks against this attack receive a +1 Critical Value penalty. This ability may be used three times per Scenario.

Fallen Rifle

Type: Ranged **Skill:** <Ranged>
Acc: 0 **Atk. Power:** 10
Guard: - **RNG:** 200M
Procure/Stock: -/-

A rifle that has been infected by an EX Renegade. The weapon can fire bullets that pacify the Renegade.

If this weapon does at least one point of damage against an Overed or Gjaum, all checks that Target performs receives a -3 dice penalty. Attacks that use this weapon cannot target characters that are in the User's Engagement.

Boost Armor

Type: Armor **Dodge:** -
Initiative: -2 **Armor:** 15
Procure/Stock: -/-

A body armor that enhances abilities by agitating the wearer's Renegade virus.

While this armor is equipped, you receive a +2 dice bonus towards all [Body], [Sense], and [Mind] checks. However, whenever you perform a Major Action with this armor on, your Encroachment Rate increases by +2 at the end of your Main Process.

Living Coat

Type: Armor* **Dodge:** -
Initiative: - **Armor:** 7
Procure/Stock: -/-

A coat that is infected with an EX Renegade.

Declare this ability right before HP damage is applied to you. Reduce the (expected) damage amount by 4D10. When this ability is used, this armor is destroyed right after HP damage is applied.

The Master's Connections

Type: Connection **Skill:** Refer
Procure/Stock: -/-

An organization of professionals of a particular field that offers mutual support to each of its members.

Declare this ability right before a check. That check automatically succeeds. This ability cannot be used for opposed checks. The GM may deny the use of this Item, in which case the number of uses will not decrease. This ability may only be used once per Scenario.

Fallen Vehicle

Type: Vehicle **Skill:** <Ride:>
Procure/Stock: -/-

An EX Renegade vehicle.

Select any <Ride:> Skill when acquiring this Vehicle. While riding this Vehicle, the User receives a +1 dice bonus to all checks.

While operating this Vehicle, utilize the following data:

Atk. Power: 13 **[Initiative]:** -3
Armor: 13 **Dash:** 300M

R-Controller

Type: Other
Procure/Stock: -/-

A Renegade enhancer that can be worn on the arm. Although its effects are powerful, this item only has a limited number of uses.

Declare this ability right before a <RC> check. That check receives a +5 dice bonus. This ability may be used three times per Scenario.

Truth's Sight

Type: Other
Procure/Stock: -/-

Multi-use goggles that were infected by an EX Renegade. Its many functions allow a person to react to any kind of situation.

Declare this ability right before any kind of check. That check receives a +3 dice bonus. This ability may be used three times per Scenario.

Special Armored Prosthetics

Type: Other
Procure/Stock: -/-

The latest prosthetic limbs that utilizes military-grade armor and enhanced muscles.

Only characters with Black Dog may acquire this Item. The User's Fists weapon receives a +4 Atk. Power and +3 [Guard] stat bonus. The User also receives a +1 dice bonus to all melee attack checks. This bonus is cumulative with «Cyber Arm» and remains in effect even when Fists is modified with a Power (i.e. Reaming Claw).

Breaker

Type: Other
Procure/Stock: -/-

A hairpin-shaped tool that affects the Renegade and destroys a target from within.

Declare this ability right before any character's attack. That attack ignores the the [Armor] stat when calculating damage. This ability may only be used once per Scenario.

Legendary Armor

Type: Other
Procure/Stock: -/-

Your armor is a legendary item and is clearly more powerful than anything else.

When this Item is acquired, select one Stocked armor that you own. The selected armor receives a +5 [Armor] bonus, as well as a +2 modifier to Dodge and Initiative (Max. Zero).

Legendary Vehicle

Type: Other
Procure/Stock: -/-

Your vehicle is a legendary item and is clearly more powerful than anything else.

When this Item is acquired, select one Stocked Vehicle that you own. The selected Vehicle receives a +5 Atk. Power bonus, as well as a +50M bonus to its Dash distance.

Legendary Weapon

Type: Other
Procure/Stock: -/-

Your weapon is a legendary item and is clearly more powerful than anything else.

When this Item is acquired, select one Stocked weapon that you own. The selected weapon receives a +3 Atk. Power bonus. In addition, melee weapons will receive +2 to the [Guard] stat, while ranged weapons will receive +10M to Range.

UNIQUE ITEMS

The following are unique items that can only be used by the person that acquired it. As such, these items are much more powerful than regular items.

DOUBLE CROSS

Wicked Blade

Type: Melee **Skill:** <Melee>
Acc: -1 **Atk. Power:** 10
Guard: 4 **RNG:** Close
Exp. Point Cost: 20

A type of katana that is known for having sucked the blood of victims of the swordsman that wielded it. It is said that these swords take on the mindset of its wielder and will cry out in joy as battle approaches. Thanks to the EX Renegade, this weapon is now more destructive than the regular blade.

The Cursed's Gun

Type: Ranged **Skill:** <Ranged>
Acc: -1 **Atk. Power:** 9
Guard: - **RNG:** 20M
Exp. Point Cost: 18

An old pistol that is said to be the favorite gun of a marksman that died a violent death. This gun has been infected with the EX Renegade and is now capable of breaking the law of physics on command from the wielder. Thanks to this power, a mere bullet can now shoot through iron.

Exotic Car

Type: Vehicle
Skill: <Ride:Four-Wheel>
Exp. Point Cost: 40

A piece of art with wheels and a powerful engine that keeps it ahead of the pack. Its very body excites those that see it. Various companies release their take on what a super car should be. While operating this Vehicle, utilize the following data:

Atk. Power: 13 **[Initiative]:** -3
Armor: 6 **Dash:** 200M

Military Helicopter

Type: Vehicle **Skill:** <Ride:Flight>
Exp. Point Cost: 50

A military helicopter that is armed with a machine gun. Many countries and organizations use this kind of vehicle.

While operating this Vehicle, the User automatically equips the Chaingun (Core Pg. 234) and utilizes the following data:

Atk. Power: 5 **[Initiative]:** -3
Armor: 18 **Dash:** 200M

Damage Glove

Type: Vehicle **Exp. Point Cost:** 50

A glove of mysterious material that conforms to the hand once worn.

As long as you possess this Item, your Fists are modified to the following data:

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk Power:** 1
Guard: 1 **Range:** Close

This bonus will be lost if Powers that modify Fists is used.

Panacea's Fruit

Type: Consumable
Exp. Point Cost: 15

A cluster of EX Renegades that has crystallized and taken the form of a fruit.

Use this Item with a Major Action. You will recover 5D10 HP.

You may only have one copy of this Item.

Unique Items: Angel Halo

The following Unique Items can only be acquired by characters that have the Angel Halo Syndrome.

Hell Sniper

Type: Ranged **Skill:** <Ranged>

Acc: 0 **Atk. Power:** 14

Guard: - **RNG:** 200M

Exp. Point Cost: 35

The latest in sniper rifles, this gun has been tuned specifically for Angel Halo's superior perception.

Use this ability right as a Minor Action. For the duration of that Main Process, all <Ranged> checks receive a +2 to its score.

While this weapon is equipped, no other weapons can be equipped and the User cannot target characters that are in his Engagement.

Mystic Eye

Type: Other **Exp. Point Cost:** 20

Mirrored sunglasses that enhances Angel Halo's superior perception. Senses are greatly enhanced, but a heavy strain will be placed on the user's nervous system.

Use this Item during the Setup Process. For the duration of that Round, you will receive a +3 dice bonus to all [Sense] and [Mind] checks. Each time this effect is used, you will lose 3HP. This Item may only be used once per Scene.

Unique Items: Balor

The following Unique Items can only be acquired by characters that have the Balor Syndrome.

Hourglass of Time

Type: Consumable

Exp. Point Cost: 30

An hourglass that uses Evil Eyes as sand. Without the ability to control gravity, lifting this item would be impossible.

Use right after a character that is in the Scene uses a [Timing: Auto] Power. Negate the effects of that Power. This effect cannot be used against Powers with a restriction (i.e. 80%, Pure, etc.) and Enemy Powers. If the negated Power needs a score, utilize zero. You may only have one copy of this Item.

Black Diamond

Type: Other **Exp. Point Cost:** 10

A legendary diamond that can create a bizarre new kind of Warding field.

When «Warding» is used, all Extras and inanimate objects will be frozen in time. Any objects or people that are destroyed while under this effect will be restored to its previous condition once the Warding field is gone. Living beings cannot be killed unless deliberately targeted. The GM will decide the exact details of this effect.

Unique Items: Black Dog

The following Unique Items can only be acquired by characters that have the Black Dog Syndrome.

Railgun

Type: Ranged **Skill:** <Ranged>

Acc: -4 **Atk. Power:** 20

Guard: - **RNG:** 100M

Exp. Point Cost: 30

A small electric cannon that uses the powers of Black Dog as a power source. Not even Overeds can react quickly enough to this weapon's speed.

Targets cannot Guard against ranged attacks that use this weapon. This weapon can only be used once per Scene.

Complete Augmentation

Type: Other **Exp. Point Cost:** 60

A new mechanized body powered by Black Dog electricity. The brain is the only organic part left.

A <Perception> opposed check must be performed if a person wishes to recognize a person as being mechanized. While in possession of this Item, you receive a cumulative bonus of +10 to [Armor] and your Fists will be modified to the below data:

Type: Melee **Skill:** <Melee>

Acc: -2 **Atk Power:** 8

Guard: 6 **Range:** Close

Unique Items: Bram Stoker

The following Unique Items can only be acquired by characters that have the Bram Stoker Syndrome.

The Noble's Formal Wear

Type: Armor **Dodge:** -1
Initiative: -1 **Armor:** 10

Exp. Point Cost: 30

A noble's clothes that has been infected by an EX Renegade. By soaking this in your blood, you can temporarily boost your physical and mental abilities.

Use this ability right before you perform a check. That check will receive a +5 bonus to its final score. You must pay 5HP each time this effect is used. This ability may be used up to three times per Scenario. All three uses may be used at once.

Coffin of Roses

Type: Other **Exp. Point Cost:** 20

An EX Renegade coffin that is filled with roses petals that will never wilt. The blood of any Bram Stoker Overed that rests in this coffin will be cleansed and refreshed.

Use this Item with a Major Action. You will recover all HP. This Item cannot be used during battle. If you use this Item, you will be unable to enter the next Scene. This ability may only be used once per Scenario.

Unique Items: Chimaera

The following Unique Items can only be acquired by characters that have the Chimaera Syndrome.

X-Gen Crystal

Type: Consumable
Exp. Point Cost: 10

A mysterious crystal that is infected with an EX Renegade. If a Chimaera Overed bites down on this shining item, he will develop crystal-like material on his skin. This crystal is apparently very bitter.

Use this Item right before you use a Minor Action Chimaera Power. For the duration of the Scene, you will receive a +5 [Armor] bonus. This effect does not stack.

Cursed Fruit

Type: Consumable
Exp. Point Cost: 15

A special EX Renegade fruit that could grow into a unique tree. If a Chimaera Overed were to eat this, he will acquire great strength. This fruit is apparently very sweet.

Use this Item right before you use a Minor Action Chimaera Power. For the duration of the Scene, damage dealt by your Fists will receive a +5 bonus. This effect does not stack.

Unique Items: Exile

The following Unique Items can only be acquired by characters that have the Exile Syndrome.

Phial of Worm Toxin

Type: Other **Exp. Point Cost:** 20

A bottle of venom that was created through ancient black magic rituals. The blood of an Exile Overed that drinks this liquid will become poisonous.

If you can deal at least one point of damage to a Target using your Fists, you can inflict the Bad Status Taint (LV 3) instead of dealing damage. You may choose to not apply this effect and instead deal damage normally.

Extra Heart

Type: Consumable
Exp. Point Cost: 50

A second heart made from a special fruit that has been infected with an EX Renegade. At this time, only Exile Overeds can use this Item.

Use this Item right when you become Incapacitated. You will recover from Incapacitation with 1HP. Raise your Encroachment Rate by 2D10.

You may only have one copy of this Item.

Unique Items: Hanuman

The following Unique Items can only be acquired by characters that have the Hanuman Syndrome.

Gaseous Blade

Type: Melee **Skill:** <Melee>
Acc: -2 **Atk. Power:** 3
Guard: - **RNG:** Close
Exp. Point Cost: 27

Corrosive gas that was formed into a deadly sword using Hanuman's oscillating waves.

This Item is only usable by equipping it and then declaring its use with a Minor Action. For the duration of the current Scene, attacks with this weapon ignore the Target's [Armor] when calculating damage.

Wind Cutter

Type: Melee **Skill:** <Melee>
Acc: -5 **Atk. Power:** 12
Guard: 10 **RNG:** 15M
Exp. Point Cost: 36

A strong and sharp carbon fiber nano-wire that is operated using Hanuman's oscillating waves. To the observer, it will look like the wind is pulling at countless strings.

Unique Items: Morpheus

The following Unique Items can only be acquired by characters that have the Morpheus Syndrome.

Rainbow Sand

Type: Consumable
Exp. Point Cost: 20

Unusually-colored sand that instantly concentrates Morpheus' power. This and is supposedly the dust of EX Renegades.

Use this Item right before you use a Morpheus Power. Reduce the encroach cost of every Morpheus Powers in the combo by -1 (min. zero). This effect cannot be used to lower your Encroachment Rate. You may only have once copy of this Item.

Heart of Dreams

Type: Consumable
Exp. Point Cost: 30

A mysterious object that temporarily enhances Renegade Powers. It may come in the form of a crystal, or something mundane like fruit of a stuffed animal.

Use this Item right before you use a [Timing: Minor] Morpheus Power. For the duration of the Scene, that Power receives a +2 level bonus (Max LV. may be exceeded). If a combo is being used, select only one Power. You may only have once copy of this Item.

Unique Items: Neumann

The following Unique Items can only be acquired by characters that have the Neumann Syndrome.

Support Program

Type: Consumable
Exp. Point Cost: 5

A highly-sophisticated support program that cannot possibly be operated without a Neumann's genius mind.

Use this Item right before a <Ride:>, <Art:>, <Knowledge:>, or <Info:> check. That check receives a +2 dice bonus.

Reaper's Book

Type: Other **Exp. Point Cost:** 50

A mysterious black book that will only open its pages to a Neumann Overed. Any whose name is written into this book will surely meet a deadly fate.

Use this Item during the Setup Process. Target one character in the current Scene. For that Scene, the character will take an extra +10 damage from attacks. This effect may only be used once per Scenario.

Unique Items: Orcus

The following Unique Items can only be acquired by characters that have the Orcus Syndrome.

Cherished Steed

Type: Vehicle
Skill: <Ride:Horseback>
Exp. Point Cost: 20

An Over-Horse that was infected by an EX Renegade and has developed a bond with his Orcus master.

While operating this Vehicle, utilize the following data:

Atk. Power: 4 **[Initiative]:** -1
Armor: - **Dash:** 100M

Twisted Kingdom

Type: Other **Exp. Point Cost:** 25

A small replica of an European castle that somebody filled with his particles. This Item will respond to the Orcus Syndrome of its owner and enhance his control over his Domain.

Any attacks of yours that uses an Orcus Power receives a +5 damage bonus. You may only have one copy of this Item.

Unique Items: Salamandra

The following Unique Items can only be acquired by characters that have the Salamandra Syndrome.

Vapor Wall

Type: Melee **Skill:** <Melee>
Acc: -1 **Atk. Power:** 6
Guard: 17 **RNG:** Close
Procure/Stock: 50

An invisible shield composed of hot, high-pressure steam. It draws water from the main unit's water tank and can only be used by Salamandra Overeds. The main unit itself is disguised as an attache suitcase, revealing its inner working only during use.

Full Active Camouflage Suit

Type: Armor **Dodge:** -2
Initiative: -1 **Armor:** 7
Exp. Point Cost: 30

That latest in active camouflage. It's an advanced prototype, but the lack of heat ventilation means only Salamandra Overeds can wear it.

Acquire Stealth by declaring this Item's use as a Minor Action. This ability can be used even if you are Engaged with an enemy. In addition, during <Perception> opposed checks to negate your Stealth, you receive a +4 dice bonus.

Unique Items: Solaris

The following Unique Items can only be acquired by characters that have the Solaris Syndrome.

Synapse Booster

Type: Other **Exp. Point Cost:** 20

A drug that pushes the nervous system and muscles to the limit. Due to the immense pain this drug causes, only Solaris Overeds can use it, as they can numb pain receptors.

Use this Item during the Setup Process. For the current Round, all [Body] and [Mind] checks receive a +2 dice bonus. Every time this Item is used, you lose 3HP. This Item can only be used once per Scene.

Hamelin's Flute

Type: Other **Exp. Point Cost:** 40

A legendary flute that can create a Warding field that causes disease.

When you use Warding, a character of your choice will fall ill. For the duration of the Scene, the ill character receives a +1 Critical Value Penalty towards all Dodge checks. An Overed will automatically recover from the disease at the end of the Scene, but you decide when Extra-type NPCs will no longer be sick.

The World



Double Cross

THE WORLD OF DOUBLE CROSS

DOUBLE CROSS

The world has changed. It is overrun with threats like the Renegade, Overeds, and secret organizations. This section will introduce the world of Double Cross, as well as the relationship between the Renegade and the world.

The Twisted World

The world has changed.

This new world is much like what we are familiar with, yet at the same time so wildly different.

It is a not so distant future. The world has become more dangerous, has experienced a little more conflict than before, and has fallen a little farther into the darkness. The change blindsided humanity, when a mysterious virus spread across the globe and infected most of the human race. Among the infected, there are the Overeds – super-beings wield unique powers.

The Overeds are traitors; They are born human, yet they turn their powers against their own people; they are super-beings, yet they protect humanity from the ones that abuse their powers. While the people will remain unaware of the truth, the battle between Overeds continues in the darkness.

This is the world of *Double Cross*.

■ The Beginning

The virus' invasion began twenty years ago in the Middle East, when an archeology team, led by American archeologist Ryan Philander, stumbled upon ancient ruins in the region. Thought to be the key to unlocking the mysteries of the Middle East's past, this previously-undiscovered site excited the interest of the people. Unfortunately, the gathered artifacts and research would never see the light of day.

When civil war broke out, the team and their excavated articles had to be flown out of the region. During the flight back to the United States, the plane was shot down. The team went missing and the cargo was turned into ash. At the time of the attack, neither the local armies nor the rebellion had weaponry capable of shooting down a plane that was twelve thousand meters in the air, yet no one investigated the possibility of a third-party culprit. The case was buried, and with the death of Doctor Philander, the excavation ground to a halt.

Doctor Philander's discovery of the ruins was thought to be mere coincidence, but recent rumors suggest that the team knew of the ruins' existence, and that they went there not to learn about past civilizations, but to recover something very specific.

■ The Virus Spreads

Excavated from the ruins was a virus that was sealed off from the world. When the plane was shot down, the excavated sample of the virus was shot into the atmosphere and spread throughout the world via air currents, infecting the entire world.

It would be three years before the effects of the virus became apparent. Bizarre incidents involving "monsters" began occurring all across the globe, resulting in a major public safety problem that the nations of the world were having trouble dealing with; many of these incidents involved unexplained fires, explosions, bizarre murders and ghastly acts of terrorism.

■ Professor Caudwell's Warning

During this time of new-found turmoil, a thesis was sent to all of the world's governments through top secret routes. Written by the renowned biologist Alfred J. Caudwell, this thesis discussed the existence of a retrovirus that the paper dubbed "Renegade," and brought to light what happened in the skies of the Middle East on that fateful day.

The thesis went on to explain how most of humanity became dormant carriers of the Renegade, and how carriers could become Overeds if the virus were to become active. The Professor warned that the virus could take over a carrier, and that if the carrier is unable to fight back the Renegade, he will lose his sanity and become a Gjaum, a monster that is motivated only by its impulses. Professor Caudwell asserted that the unusual increase of crime and terrorism in recent years was due to these Gjaums.

The contents of Professor Caudwell's thesis were never made public. Since most Overeds and some Gjaums look like regular people, a public announcement would cause the general public to fall into a state of paranoia, which would have certainly lead to riots and witch hunting.

● Overeds

Simply put, an Overed is a superhuman. They can instantly recover from normally-fatal injuries, and possesses extraordinary physical and/or mental abilities.

An Overed has access to supernatural powers; an Overed may have the ability to turn his skin into metal, or be able to manipulate fire and light. The average human is practically defenseless against Overeds and the powers they receive from the Renegade.

Overeds have the option to use their powers for the good of humanity, and many do fight those that abuse their powers. But an Overed must always remember that his powers come at a price, and they may end up costing him his soul.

● Gjaums

Gjaums (pronounced "Jy-au-m") are Overeds that lost their sanity to the Renegade, Their souls - and sometimes even outward appearance - have become inhuman in nature. Motivated only by animal impulse, these Gjaums leave nothing but destruction in their wake.

Overeds and Gjaums are two sides of the same coin. The Renegade is relentless, constantly assaulting its host's mind. If an Overed buckles under the pressure, he will become the very monster he fights everyday.

■ The Humans and the Renegade

During these times, society was considered incapable of properly dealing with the crimes and destruction that were caused by Gjaums. In his thesis, Professor Caudwell spoke of a terrorist organization that was made up of malicious Overeds and Gjaums. He argued that the global chaos is being deliberately caused by this terrorist organization, which he called False Hearts.

● The Universal Guardian Network

Professor Caudwell's thesis continued with the following declaration: "I am an Overed and with other sane Overeds like me, we will protect humanity from the Gjaums."

In order to defeat the unusually resilient Gjaums, one would need high-powered weaponry that cannot be used in a city environment, at least not without major collateral damage. In order to take down Gjaums without destroying a city in the process, Overeds and their powers were needed. For this purpose, Professor Caudwell and his Overed allies formed the Universal Guardian Network (UGN). This was the start of the shrouded battle for humanity.



■ The Renegade and the World

To this day, the existence of the Renegade has never made public. The general populace - doctors, most government officials, and the police - are unaware of the virus and are not prepared to properly deal with the Renegade.

However, as the mass media and police are continually removed from the scenes of all Renegade incidents, people have begun to suspect a mass cover-up.

The Renegade Virus

■ Characteristics of the Virus

While the exact conditions that triggers the Renegade is still a mystery, the transformation process has been thoroughly observed. If the carrier host has a particular affinity for the Renegade, the virus will become active and will rewrite the host's DNA. This rearrangement of DNA results in a transformation of cells and the sometimes the creation of new organs. It is through this process that the host becomes an Overed and gains superhuman powers.

While UGN scientists estimate that eighty percent of the world's populations are carriers, only a small number of people have a potential to become an Overed. In addition, out of all the people whose virus becomes active, fifty percent will be unable to bear the resulting physical and mental stress, and will become Gjaums.

■ Gjaum Transformation

When Overeds turn into Gjaums, they will lose their rationality and their ability to properly communicate with others. Often, physical mutations also occur, giving the new Gjaum a freakish appearance.

Rationality is defined as the ability to behave without being swayed by base desires. Gjaums have lost this ability, and thus are only capable of destructive rampages. Even if a Gjaum maintains human appearance and behavior, in the end it only acts to satisfy its impulses. Presently, scientists identified twelve different Impulses that stimulate the Renegade.



There are no instances where a Gjaum was able to regain his humanity. Since the use of Renegade powers stimulates the virus and makes it more invasive, all Overeds fear that they will surpass their limits and become a Gjaum.

■ Japan and the Renegade

Among the first-world countries, Japan was the last to accept the UGN and the slowest to offer financial backing. This was due to the complete lack of unity between three major government groups and their policies: The Ministry of Health, Labour and Welfare, National Security, and the Self-Defense Force.

In regards to public awareness of the Renegade, the Japanese government was successful with their cover-up, thanks to support from the UGN. Civilians know nothing about the Renegade, and on the surface, Japanese society seemed peaceful.

Overeds were handled by the UGN. A nationwide information network helped the UGN swiftly detain any awakened Overeds. Granted, there were enough instances where the target could not get to the target in time, and he turned into a Gjaum or was captured by False Hearts.

Those detained by the UGN would be given the knowledge and skills needed to function properly in society. They would be educated on the Renegade and trained in methods of control. However, those that unfortunately turned into Gjaums are either captured, or exterminated on the spot.

● The Encroachment Rate

The Encroachment Rate is a rating of the Renegade activity levels, and is measured by calculating the amount of Renegade Material that is in the air. An Overed will become a Gjaum when this rate reaches 100%.

Renegade Material is a substance that is released into the air whenever the virus is stimulated. Regardless of how an Overed is affected by the Renegade, he will always release Renegade Material when he uses his Powers.

■ Characteristics of the Virus

Thanks to the Renegade, an Overed will have various abilities at their disposal. These abilities are categorized into Syndromes and Powers.

● Syndromes

Syndromes are the categories that separates superpowers based on characteristics. Currently, there are twelve different Syndromes that abilities may fall into. For example, Powers involving heat control will be categorized into Salamandra, while chemical creation will fall into Solaris.

■ Breeds

Up until a certain point in time, there were only two kinds of Overeds: Crossbreeds and Pure-Breeds. Crossbreeds are Overeds that display two Syndromes, while Pure-Breeds are people with only one Syndrome. Recently, a new Breed has recently been confirmed.

● Tri-Breeds

Overeds with three Syndromes are referred to as Tri-Breeds. Originally, Overeds would only display a maximum of two Syndromes, but due what happened during the Phantom Cell Incident, people with three Syndromes have been appearing across the globe. Some Overeds first awakened as a Tri-Breed. Others were originally Crossbreeds, but later displayed a third Syndrome.

● Powers

Powers are a more specific grouping that is based on actual usage. For example, the creation of a melee weapon through the use of blood will be classified under the Bram Stoker Power Crimson Sword.

While most Powers are put into the main twelve Syndromes, there are some Powers that all Overeds are capable of using. These include Resurrect, which lets an Overed recover from all injuries, and Warding, which creates a power field that neutralize any non-Overeds in the immediate area.

Powers are the basis of an Overed's abilities, and they must be used with caution. The more powerful a Power is, the more the Renegade is stimulated. This leads to Impulses becoming stronger, thus increasing the chances of an Overed going berserk.

■ Renegade Control

Renegade Control (or RC for short) refers to any techniques that are used to better control Renegade Powers. The UGN in particular places much effort towards developing new control techniques. To better calm themselves, Overeds may be trained in an unique breathing style or in meditation.

■ What It Means to be an Overed

An Overed will be able to return to his normal life once he learned to control the Renegade's Power and its Impulses. However, it is impossible to completely tame the virus. Impulses can always be triggered when the Renegade reacts to something in the surroundings. Contact with fellow Overeds, the use of Powers, or any random occurrence could set off the virus. The greatest fear of all Overeds is the loss of the soul, and the inability to return to normality.

■ The Importance of Loises

If an Overed does not wish to become a Gjaum, he must suppress the Renegade using his willpower alone. This is a daunting feat that many have failed. To the struggling Overed, Loises and the relationships they represent are vital to maintaining a strong will. By concentrating on a particular person or group, an Overed can find the strength to fight off the virus and return to their lives and loved ones.

Although the average person will have enough relationships or rivalries that help encourage him fight back the virus, people who are cut off from society will have fewer Loises, and thus fewer reasons to return to humanity. UGN Children and FH Children are prime examples of socially-isolated Overeds. Since Children often spend their entire youth in a training center, they are less likely to develop relationships, which make them more likely to succumb to the virus.



HISTORY OF THE RENEGADE

DOUBLE CROSS

It has been twenty years since the virus was first unleashed onto the world, and many incidents have happened since then.

The following will discuss the incidents that had a lasting effect on the world. Some only affected organizations like the UGN and False Hearts, while others brought a change to the Renegade itself.

Akira Nagase's Coup d'état

In the past, the UGN was almost toppled by a traitor. Although the coup itself failed, the branch ended up in a very vulnerable position, one that it found itself in for a very long time.

■ The Disaster

The coup was executed right before a meeting between top UGN officials that was to take place at a hotel in City K. While the attack ended in failure, UGN Japan was temporarily taken over by the UGN's dissident elements. The UGN's global headquarters also became involved, as the attack was specifically timed to coincide with a supposedly top secret meeting.

Both the UGN and the Japanese government tried to push responsibility on each other. UGN HQ accused the Japanese of negligence and their late acceptance of the UGN. The Japanese lashed back, criticizing the UGN for treating the coup as a minor incident. Other countries, and even members of the UGN would reflect Japan's argument, further complicating the matter at hand.



Akira Nagase, the Lord of the Abyss

Although the coup failed in taking over the organization, it succeeded in weakening the relationships between national branches and the control each branch had. Not missing out on such an opportunity, groups that oppose the UGN would take the chance to accelerate the UGN's downfall.

■ The Leader of the Coup d'état

The coup was led by UGN official Akira Nagase, whose true identity is the False Hearts agent "Lord of the Abyss." He joined the UGN specifically to take it over, and spent the next decade preparing for his takeover. While working missions and earning the trust of the organization, in the background he would scout people for his coup and have them placed into positions at various UGN facilities.

Nagase also attempted to create a personal army by having UGN laboratories research ways to artificially create Overeds. His secret research resulted in the Overed Aoi Kan-zaki. Codenamed "Blue Queen," this girl had the ability to turn people into Overeds at will.

■ The Traitor's Final Moments

With the Blue Queen complete and his planned rebellion getting close, Nagase began mass-producing Overeds. Since City S was part of his jurisdiction, Nagase used the city's residents as test subjects. The string of disappearances and murders that occurred during this time was due to Nagase gathering subjects. The experiments proved a success, as Blue Queen's powers worked as planned.

Unfortunately for Nagase, the coup itself failed as agents from City K stopped the attack, and the traitor was defeated. Nagase was ultimately killed by his former subordinate, Branch Chief Yuki Yakoji, and three other UGN Overeds.

Yuki Yakoji was assisted in the final battle by three UGN Illegals: Keito "Sonic Blade" Hiyama, Tsukasa "Ice Emblem" Kozuki, and Nagato "Guns and Roses" Kozuki. All three are considered powerful individuals by the UGN. As for Keito Hiyama, he continues to work by Yuki Yakoji's side.

The Battle for the Renegade Crystals

While a coup d'état that shook the UGN, the many battles over the Renegade Crystals shook the world. The battles for this unique item were begun by Jin Kusakabe, a Master Wraith that had an insatiable desire for power. Believing that becoming a powerful Overed would put him on the path towards godhood, Kusakabe would seek out the Renegade Crystal as a means to fulfill his desires.

■ The Renegade Crystal

A Renegade Crystal is a high concentration of the Renegade virus that in an act of self-preservation has seeped into a piece of ore. Due to its elusiveness, it is often called the "Philosopher's Stone." It is something that only the Adapted – people who have an affinity for the Crystal – can actually use. Those without an affinity will become Gjaums or die when they absorb this Crystal.

This special ore can increase Renegade powers, thus dramatically enhancing the abilities of the Overed it is placed into. However, some suggest that the Crystal's true worth lies in its supposed ability to change someone into a Primate Overed, a higher existence that is said to be the next step in Overed evolution.

● The Primate Overed

The Primate Overed is a being that exists only in theories. Theoretically, a Primate Overed is a higher existence that has the power of a god, and can control all Renegades of the world.

There is no definite way to become a Primate, but many theories suggest that an Adapted Overed who has his own Renegade Crystal must absorb several other Crystals, pushing his powers past their limits. It is only after this limit is passed that an Adapted will become a Primate Overed.

Perhaps it was inevitable that someone as power-hungry as Kusakabe would pursue the Renegade Crystal and the above-mentioned method of evolution.

■ Jin Kusakabe, the Master Wraith

Jin Kusakabe was a Master agent under Kyoka Tsuzuki and the first Master Wraith that the UGN learned of. He was a cruel, scheming man who would use and sacrifice anyone if it meant getting what he wanted.

Kusakabe was feared by both the UGN and False Hearts alike. Even after his death, his infamy lived on among the ones who know about the Renegade's existence.

■ Jin Kusakabe's Ambitions

Jin Kusakabe would begin his plan by having every False Hearts agent under his command gather Renegade Crystals. He would then bestow his gathered Crystals onto numerous Adapted Overeds.

Since the Renegade Crystal becomes more powerful as it absorbs the Crystals of other Adapted, False Hearts would manipulate each Overed from the shadows, forcing them to fight each other, whether they wanted to or not. Eventually, every Crystal gathered for Kusakabe's plan would come under the ownership of a single Overed.

■ The Final Battle

The final battle was between Jin Kusakabe and the Overed that survived the battle royale. Like the Overed that survived the string of battles, Kusakabe also had a developed Crystal. Before the final battle, Kusakabe destroyed the False Hearts cell that held him back and murdered Kyoka Tsuzuki. Finally free of his shackles and seeking to finally become a god, Kusakabe would go after the final Renegade Crystal.

Unfortunately for Kusakabe, he lost. It would be Kusakabe's prey who would be the one to earn the right to evolve into the Primate Overed. However, that Overed went missing after the final battle. Did he fail to evolve and just pass away, or did he succeed and move onto the next plane of existence? Normal people have seen a person that resembled the missing Overed, so did he just revert back to being human?

There is no evidence that suggests that any of these guesses could be true. All we know is that the world continues as it is. Even the supposedly-dead Kyoka Tsuzuki returned and continued to lead FH Japan, as if nothing ever happened. Was the person who died a political decoy, a clone, or is Kyoka immortal?



Master Wraith Jin Kusakabe

The UGN's Dark Secrets

There is a wide variety of abilities the Renegade virus grants, not all of which is fully understood. Among these abilities, there is one called "Second Chance," a power that could twist the essence of Overeds and even humanity if it fell into the wrong hands.

During the fight over Second Chance and other missions, the dark secrets of the UGN were be uncovered, secrets involving diabolical experiments that went against the UGN's principles. For some, it was a revelation about their past.

Second Chance

Second Chance is quite literally a world-changing ability. Using a combination of Morpheus transmutation abilities and Solaris hallucinogens, this power is capable of shifting human recognition and changing history itself. Due to the danger the power posed, the UGN kept constant surveillance over the power's wielder, Nanase Kusamori.

To better illustrate what Second Chance can do, let's say there is store that went out of business a long time ago. If Second Chance's user were to erroneously believe that the store never closed down, Morpheus Powers will automatically activate and actually recreate the storefront. As people are drawn to this recreated store and start thinking that the store never went out of business, Solaris hallucinogens would take those thoughts, expand on them, and imprint them onto the people's minds as a past memory. It would be as if the store never went away.

The UGN recognized that Second Chance can essentially change history by rewriting people's memories. They kept information about Overeds from Nanase so that she would never realize what she was. Unfortunately, False Hearts sought to change the world using Replay. Lead by the "Master Mind," FH agents set out to kidnap Nanase Kusamori.

The two organizations fought, and the world was nearly changed, but thanks to Hayato Takasaki, Tsubaki Tamano, and other UGN agents, False Hearts' plans were stopped.

The UGN's Dark Side

The UGN was formed to protect the world from the threat of the Renegade, and promotes coexistence between human and Overed. Yet the organization has not always been incorruptible. It has a dark side that must never be brought out to the light. Unfortunately, during the battle over Replay, a handful of agents learned of an old initiative called Project Adam Kadmon.

Project Adam Kadmon

Project Adam Kadmon was a joint research initiative between the UGN and False Hearts that was created eleven years ago. While such cooperation between the two organizations would be unimaginable today, due to the lack of information pertaining to the Renegade at the time, both the UGN and False Hearts saw merit in working together on this one project.

Details on Project Adam Kadmon have been sealed away, and few know what kind of research was actually performed.

On the UGN side, the only person that knows what happened is Yugo Kiritani, who was the UGN's supervisor for the project. He pushed to have the project carried out so that more could be learned about the then-mysterious Renegade. If he took such outrageous actions today, it would have lead to Kiritani's downfall. But at the time, the end justified the means.

The project's original goal was to find out if a Gjaum can be returned back to its former human self. Many experiments were done on Gjaum test subjects, but the tests only resulted in death and failure. The project only succeeded in proving that Gjaums were horrible beings.

As time passed, the project began to take a horrible turn. Research on Gjaum transformation had become research on Gjaums, and eventually the distinction between Gjaums and Overeds was forgotten. Project Adam Kadmon was supposed to protect people from the Renegade, but every team member became perpetrators of crimes against Overed-kind.

The experiments were only halted when the test subject Dainsleif went berserk, completely destroying the facilities. Out of all the subjects, only Dainsleif – the one we now know as Hayato Takasaki – and a couple of other Overeds survived. After the accident, Project Adam Kadmon was buried and forgotten.



Hayato Takasaki's former self, Dainsleif

The Silver Stone Incident

The Silver Stone Incident was a series of battles for the Silver Stones, unique Renegade Crystals that could grant god-like powers. Although the battles began and ended in Karsujima, a city built on top of a landfill, this incident was one of the few that affected the entire world.

■ The Silver Stones

The battles were fought over the Silver Stones, a set of seven Renegade Crystals that emitted a silver light. When combined, they give a person the power of the Primate Overed. The Silver Stones were created by a scientist called Thoth and his think tank Hermes. Independent from both the UGN and False Hearts, Hermes sought to create a new god in the form of the Primate Overed.

Codenamed Ars Magna, the development project was running smoothly as experiments were performed on human subjects. Unfortunately, the project developed complications when the artificial human that was supposed to carry the Silver Stones developed sentience and free will.

■ The Man Called Crow

Referred to as Mule by Hermes, the artificial human originally did not have any sort of consciousness. It only developed sentient awareness after repeated contact with the Silver Stones. As mentioned earlier, the Silver Stones are Renegade Crystals, which have the unique ability to record and preserve a host's memories. After constant experiments, the stored information inside the Stones caused a reaction within Mule, and created a personality called "Crow."

From a state of nothingness, the Renegade created a personality and gave a shell clear sentience. According to Renegade sciences, this would mean that Crow is a Renegade Being.

The now-sentient Mule was not compliant with Hermes. It exercised its new-born will and revolted against the organization. This retaliation marked the birth of the man known as Crow. He destroyed Hermes' facilities, freed every captured Adapted from their experimenters, and went into hiding.

The Silver Stones were separated at this time, but would gather together again at Karasujima City.

■ Crow's Wish

Due to being a twisted existence that was born from nothingness, Crow's lifespan was incredibly short. To find purpose behind his birth and to leave his mark on the world, Crow initiated a plan that involved utilizing the Silver Stones to wipe out the Renegade virus.

Unfortunately, there was a problem with Crow's plan; if the Silver Stones forcefully remove viruses from people, there was a risk that sixty percent of those affected would die. Despite knowing the risks, Crow proceeded with his plan and used six of the Silver Stones to begin extraction.

Crow's actions resulted in many Overeds becoming comatose when their Renegades were extracted, and there would have been even more victims if the holder of the seventh Sil-

ver Stone – a girl named Shihori Nanamura – and three UGN agents of the Karasujima branch did not put a stop to Crow's plans. With Crow defeated, Shihori turned the Silver Stones into regular Renegade Crystals and absorbed the memories of the other six holders and Crow himself.

With the situation's resolution, Crow came to the end of his lifespan, but was at peace knowing that Shihori Nanamura would carry on his memories, the proof of his existence. The extracted viruses returned to their hosts, and the affected awoke from their comas.

For the most part, the world went back to its original state. But everyone involved in this incident would always remember the man who fought to leave his mark on the world.



The final battle between Crow and the UGN

The Phantom Cell Incident

In the far reaches of the Pacific Ocean, there was once an artificial island known as Island X. It was a base for Phantom Cell – one of False Hearts' larger cells – and a place where a unique type of Renegade research took place. This island was the starting point for the Phantom Cell Incident, an event that changed all of Overed-kind.

The Phantom Cell

Phantom Cell was a major False Hearts Cell commanded by Master Phantom. Inside its Island X base and many other laboratories, Phantom Cell researched new ways to strengthen Overeds. They succeeded in developing the X-Series, a breed of Overeds gifted with unique powers and abilities. Using the X-Series as a base, Phantom Cell mass-produced powerful Overed soldiers, and deployed them to any army that paid well.

Phantom Cell amassed huge profits from these deals, but Master Phantom saw this business only as a means to gather funding for his research. His ultimate goal was to take the Renegade virus itself to the next level of evolution.

The Renegade's Evolution

For the Renegade to reach the next stage of evolution, it had to become its own life form. In other words, the virus must become a Renegade Being. To achieve this goal, Master Phantom tried to develop an X-Series Overed that could act as a catalyst for the Renegade's evolution.

However, if Master Phantom's plans came to fruition, ninety percent of Overeds would die due to the resulting evolution. A group of X-Series Overeds objected to Master Phantom's plans, and revolted against Phantom Cell. Thanks to them, Master Phantom's plans were put to a stop. Phantom Cell was destroyed, and Master Phantom himself was killed.

Master Phantom

Who was Master Phantom, and why was he trying to get the Renegade to evolve? To understand Phantom Cell's leader, one will have to go back twenty years, when Doctor Philander's excavation team was killed.

According to Ivy Knowles, one of the X-Series Overeds that revolted and fought Master Phantom, he was an artificial human, controlled by the twelve surviving members of Ryan Philanders' archeology team. Thanks to the Renegade virus, the twelve survived being shot out of the sky, but lost their bodies in the process. Master Phantom was a proxy unit they used to set up Phantom Cell and further their research on the Renegade. The twelve had seen the potential of the virus, and sought the power that existed on the level that is past the Gjaum stage.

To shock everyone further, the twelve survivors revealed that the entire excavation team was sent to the Middle East specifically to recover the Renegade virus. The supposed archeology dig was only a cover story. They spoke of how someone leaked information about the Renegade to them, and how the virus' dispersal into the atmosphere was likely intentional.

With the twelve survivors now dead, no one can confirm if anything they said was true. Assuming they were not lying, who revealed information about the Renegade to them? For what purpose did that mystery person disperse the virus for? Many who know this story have made their own theories, but no one has drawn a definite conclusion.



The Many Clones of Master Phantom

The After-Effects

Master Phantom's plans were stopped by the X-Series that revolted, but scientists suggest that Phantom Cell's actions did trigger a change in the Renegade. What happened during this incident may have been what brought about the birth of the Tri-Breeds.

The trigger occurred several months ago, when every Overeds in the world received a telepathic message. Less of an image and more of an emotion, the message conveyed a feeling of homesickness, or perhaps of hope. No Overed knew what the message meant, but it clearly triggered a response in the Renegade. A month after the message, Crossbreeds began to exhibit a third Syndrome. This sudden occurrence would end quickly, but would be followed by Overeds who awakened with three Syndromes.

The moment the telepathic message was sent coincided with the incident's final battle at Enpirio, the space station that acted as Phantom Cell's headquarters. This message was supposedly caused by one of the X-Series, but the boy in question had gone missing. When asked about the whereabouts of her fellow X-Series, Ivy Knowles would remain quiet and look up into the night sky. Although scientists lack conclusive evidence, they generally accept that the telepathic message caused the birth of Tri-Breeds.

The Omokage Island Incident

In Japan's territorial waters, there is a lone island called Omokage Island. On this island, Renegade Beings were seen for the first time in modern history. Two Renegade Beings, Kyoka Tsuzuki and Lord Omoide, both played major roles in this incident.

■ Kyoka Tsuzuki

During the Omokage Island Incident, it was revealed that Kyoka Tsuzuki is a Renegade Being. Unlike other Renegade Beings, the former head of FH Japan has awareness and intelligence that exceeds even humans. She is special even among the Beings, and may even be the first one to ever exist. Even Kyoka herself doesn't completely remember how long she existed...or so people think.

Renegade Beings have existed well before the incident twenty years ago. However, these early Renegade Beings had low levels of intelligence. The rare few that were capable of communication had short lifespans, and were incapable of autonomous behavior. Kyoka Tsuzuki was the only one who possessed intelligence that was at least on par with humans and autonomous behavior.

The state of the Renegade Beings changed after the Renegade was dispersed twenty years ago. The number of Renegade Beings increased, and the intelligence of preexisting Beings began to slowly grow. Kyoka realized that this change was brought about when the Renegade infected humans and learned about the structure of the human mind, and hypothesized that the encroachment of the human mind will lead to the Renegade evolving.

In order for Renegade Beings to grow as a species, they needed more experiences, more information. The next stage of Kyoka's plans involved the collection of information via the use of a Renegade Being's powers. She intended to invade the mind of every human on the planet, and she needed to

use the power of Lord Omoide in order to succeed.

■ Lord Omoide

Lord Omoide is a unique Renegade Being who lived on Omokage Island. He displayed every known Syndrome, and was capable of turning the entire island into a Domain. His main body was a gigantic Renegade Crystal that rests under the island's ground.

Lord Omoide has a unique ability that allowed him to recreate the dead; by reading a person's memories, Lord Omoide could resurrect the dead in the form of a tangible illusion. This ability played a major role in Kyoka's plans.

Kyoka planned to implement Lord Omoide's ability on a global scale, allowing him to take in the memories of whole populations. If these gathered memories had been shared with all Renegade Beings, the race as a whole would have evolved by leaps and bounds.

■ The Resurrections

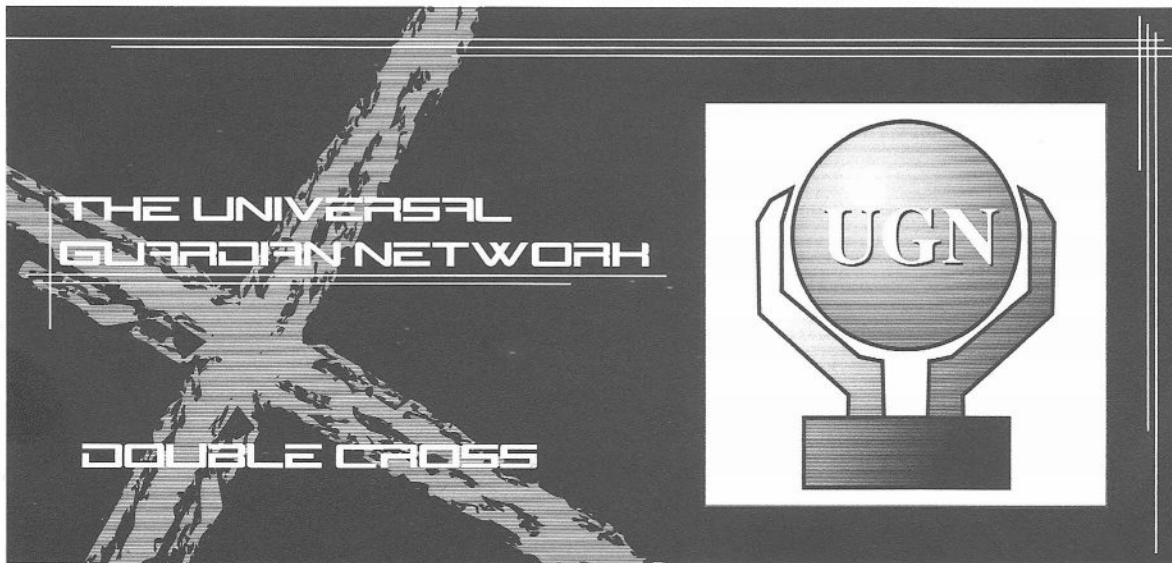
In accordance with Kyoka's plan, an Overed with a Renegade Crystal was lured to Lord Omoide. The meeting caused resurrections to occur on a global scale. People saw their loved ones again. This phenomenon would have changed the world, but thanks to interference from that Overed, the recreated dead disappeared within half a day. Peace was restored, but the world definitely experienced a change.

■ The Aftermath

Although Kyoka's plan technically failed, the Renegade Beings did experience some change. Their population increased exponentially, and an interest in humans was instilled into them. As of now, how the relationship between humans and Renegade Beings will develop is something no one knows for sure.



Lord Omoide and its Avatar



Humanity's Shield

■ The Beginning

The Universal Guardian Network - or UGN for short - was formed roughly sixteen years ago by Professor Alfred J. Caudwell and his allies. This group of people presented the massive amount of research they accumulated to the nations of the world, and warned them about the dangers of the Renegade. As part of their countermeasures, they created the Guardians, an organization that preceded the UGN.

One of the tenets of the UGN is the coexistence between humans and Overeds. They campaigned for Overeds to be recognized and accepted into society, despite their obvious differences. Although Overeds do possess superhuman powers, they are always in danger of losing their sanity, and only social support from their fellow man could save them.

● Expansion

When the UGN was officially founded, it had only been a few years since the Renegade was dispersed over the Middle East. At the time, many countries were struggling with mysterious paranormal incidents; Europe and the multinational company Lancaster Corporation in particular suffered heavy losses, and were quick to support the UGN.

Other world governments that were suffering from Renegade-related issues would soon follow suit. With political success and the Lancaster Corporation's financial backing, the UGN became a truly universal organization.

● Professor Caudwell's Death

Five years after the UGN's establishment, Professor Caudwell died in New Zealand, at one of Lancaster Corporation's research facilities.

During animal testing with the Renegade, one of the subjects went berserk and the entire facility was destroyed. There were no survivors. With the loss of Professor Caudwell's personal charisma and skills, the nature of the UGN would begin to change.

● The Creation of the Central Committee

After the UGN lost its central figure, the world govern-

ments began to interpose their will onto the organization. This resulted in the formation of a decision-making central committee of twelve-members called "Axis."

Each national branch of the UGN began to take more action independent from one another. As a result of these changes, the policies of the UGN began to lean more towards security enforcement, with extra effort put towards the monitoring of Overeds and crime response.

In regard to Gjaums, general policy started to place less priority on containment and more on extermination. Reducing any damage caused by the Renegade became heavily emphasized, and this trend continues to this day.

While the UGN continues to champion Overed/human coexistence, the message has become distorted by the level of priority the Renegade cover-up now has.

■ The UGN's Current State

While the UGN's ultimate goal is to create a peaceful world for both human and Overed, few branches actually work towards this ideal world. The UGN is consumed by the numerous Renegade incidents that occur each year, and they have not found the road that lead towards the ideal they should be striving for.

While people begin to question the current state of the UGN, a man that no one expected would return would make an appearance and send a shock throughout the UGN.

● Professor Caudwell's Return

It was cold winter day when he made his return. At 19:52:32 Japan time, every media outlet, from radio to the internet, was hijacked by one man who introduced himself as Alfred J. Caudwell. He said to the world, "Your lives as you know it has already been changed."

Alfred J. Caudwell had returned from the dead, but what he did next shocked the UGN. On a live media feed, the Professor revealed to the world the existence of the Renegade, the UGN and False Hearts. He then went on to make a very pointed declaration at the UGN.

"I am now an agent for False Hearts. The UGN has forgotten its purpose and I will bring you down." With those last words, the media hijack ended.

The UGN and the world governments immediately instigated a media lock down. Broadcasts were suspended and power outages were purposefully caused in some areas.

The UGN made use of every resource it had to hide the information; Overeds were deployed to hack systems and delete human memories. Within a few weeks of frantic work, the entire incident became a fleeting dream and was practically forgotten by most people.

The cost of the cover-up was by no means small; the UGN was practically penniless once all the work was done. Without funds, many branches ceased operating. The less fortunate branches were destroyed by opposing organizations during the chaos. Countries had to rework their agendas.

However, even despite the UGN's best efforts, some memories and information did escape the purge, and now live on as urban legends. The word "Overed" now floats around the underground and internet, and somewhere in the world copies of the broadcast still exist. Some may even understand what these bizarre words and information mean. If a new solution is not developed, someone may learn of the truth.

The UGN itself experienced a widespread shock that ran throughout its ranks. The supposedly deceased founder of the UGN has come back, but as a False Hearts agent. To prove the truth behind his words, Professor Caudwell destroyed several large branches with his own hands. The chaos and panic within the UGN instantly spread and many people began to leave the organization. To put an end to the organization's chaos, even Axis members had to scramble for solutions.

For whatever reason, Professor Caudwell has made Japan his target. It is not known what he is after, but it is rumored that Caudwell is looking for a certain "something" in Japan.

While the UGN is experiencing its greatest crisis since its founding, the agents continue deal with the daily Renegade incidents. They fight to protect the daily lives of people, fearing that these repetitive, yet precious, days may soon come to an end.

● The Demoralized UGN

The UGN was shocked when their supposedly-dead founder came back as a leader of False Hearts. Being rejected by their founder has demoralized everyone from the UGN leadership to bottom-rank agents.

In the chaos that followed, Professor Caudwell called out to members of the UGN, beckoning them to come to his side. Older members of the UGN, people who care about the UGN's original doctrine, and others that were suspicious of the current UGN began surrendering to False Hearts.

The UGN fell into a very dangerous situation; not only were agents leaving the organization, infighting within branches broke out, and Illegals that lost faith in the UGN began to boycott the organization.

● Axis' Policy Change

Due to the threat False Hearts presented and many other problems, the general policy of Axis began to change. Axis lost much of its influence, and in an attempt to regain power, would tighten its control on the UGN.

It was always an unwritten rule that the committee consist of six Overeds and six normal humans. However, parts of the committee began to suggest that all members should be Overeds. Others began pushing for tighter control over the various branches. They even began to push for the militarization of the UGN, and a more hawkish stance towards False Hearts.

Opposing committee members would retort back, saying that any major change would only exacerbate the already chaotic situation. Axis split into Moderates and Reformists, two groups that continue to fight to this day.

The Moderates, led by Theresa Blum, promote stabilization of the UGN over reformation. The Reformists, led by former HQ agent and newest committee member Ashe Redaric, seek an increase in the authority of all Overed UGN members and the militarization of all branches.

These two factions stand opposite from each other, their opinions always running parallel. The lack of cooperation only worsened the situation the lower ranks were in. It will take time before consensus is reached and a solution to the current situation is created.



Theresa Blum of the Moderates and Ashe Redaric of the Reformists

The UGN's Operations

■ The UGN's Ideals

The UGN's ultimate goal is to promote coexistence between normal humans and Overeds. In this section, we will discuss what the UGN does in its attempts to reach this goal. The UGN's operations fall into four main categories: Incident resolution, information manipulation, protection and training, and research and development.

● Incident Resolution

The UGN's main operations involve the handling of all Renegade-related incidents. When an Overed or Gjaum commits a crime, or if an incident is Renegade-related, the UGN will dispatch one of its agents or an allied Overed to investigate and handle the situation.

While there are instances where the cooperation of the local police or military is acquired, the local authorities usually only give logistical support, and are never informed about the true nature of the incident. This is due to Overeds being the only ones who can defeat a Gjaum, as well as the heavy regulations regarding information on anything Renegade-related.

● Information Manipulation

All information regarding the Renegade is highly classified. Even in first-world countries, only the most high-ranking officials have any knowledge.

The UGN is constantly manipulating all possible information sources, whether it is eyewitnesses, mass media, or rumors spread on the web. They make use of not only its connections with governments and media outlets, but also deploy Overeds to hack computers and delete memories, making the control on information very tight.

● Protection and Training

Whenever a Renegade becomes active and its carrier becomes an Overed, the UGN will take that person into custody. They will inform the person about the virus and teach him the rules and knowledge needed to live as an Overed. The new Overed will be placed under UGN surveillance, and will be required to have training in Renegade control and regular physicals. At times, he may also be asked to assist the UGN during missions.

● Research and Development

Since much about the Renegade is still a mystery, the UGN puts much effort towards researching the virus. While it does behave like a virus, it is not even clear if the Renegade is a true virus or not.

Research involves not only analyzing the virus, but also developing control and manipulation methods for Overeds, which advances Renegade-related technology and leads to the creation of special equipment.

The ultimate goal of this research is to find a cure for the virus; simply speaking, the UGN wants to find a way to turn an Overed back into a normal human. However, researchers have yet to figure out where to start working, much less create a treatment.

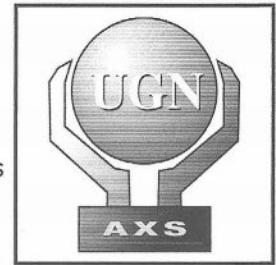
■ The UGN's Organizational Structure

Axis is the UGN's highest decision-making authority. Underneath Axis is UGN HQ, followed by the national branches, and then the individual city branches. Despite this clear chain of command, each nation runs their branches in a different manner.

When the UGN was first founded, its members consisted of an equal number of Overeds and non-Overeds. However, the percentage of Overed members steadily increased as the Overed population and the UGN's influence grew.

● Axis

Axis is the central committee that creates the UGN's overarching policies. The twelve members of this committee are not situated in any particular location, and are only summoned together as needed. It is rare for Axis to be summoned, and any debated topics are classified. Even then, the decisions of Axis are absolute. Currently, the committee consists of six Overed and six normal humans.



● UGN HQ

UGN HQ is the global office that coordinates every UGN branch office. They are responsible for giving orders to each individual branch, as well as deciding on future course of action based on whatever reports come in.

To maintain overall unification, it is often necessary to override the policies of individual branches. It is for this purpose that HQ agents are usually given the authority to override the decisions of branch chiefs and directors.

■ The Branches

Below HQ are the North, South, East and West branches that each manage a quarter of the Earth. Below these branches are the national branches. How a national branch sets up smaller managerial districts differs depending on the country, but the lowest branches are usually set up based on city or region.

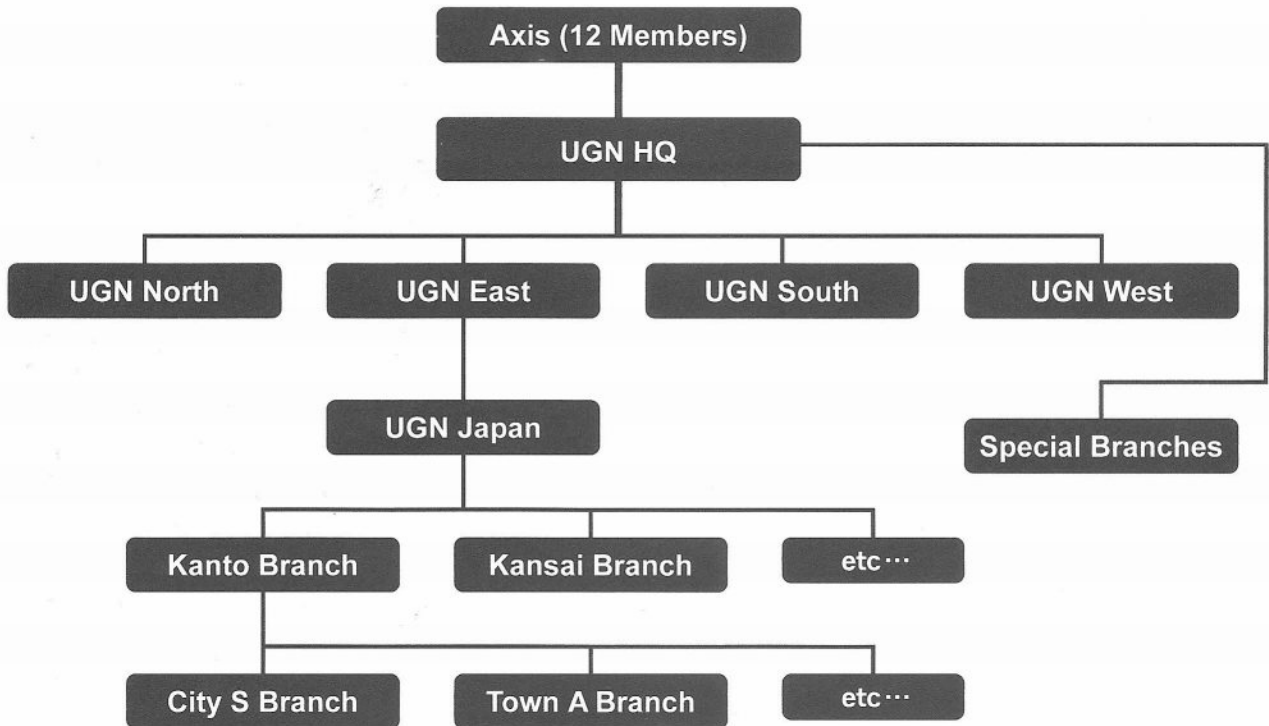
● Special Branches

There are special branches that fall outside the above-mentioned command structure. These branches are managed directly by Axis or HQ, and are usually set up to handle a specific role.

For example, there is the Sacred Pillars Branch, which monitor special stone pillars that have become EX Renegades. There is also an Oversight branch - whose job is to inspect and grade every UGN branch - as well the Other-World Priestess branch, which was set up specifically to monitor Kozue Shinjyo.

■ UGN Organizational Structure

The UGN is set up in a pyramid-style command structure. Branches will have executive leadership, research department, and combat teams. However, lower-rank branches may be lacking some of these departments.



■ UGN Agents

The following will introduce the different types of members that work for the UGN.

● UGN Agents

UGN agents are the front-line personnel that actively deal with Renegade incidents. This group is composed primarily of battle-trained Overeds. Many use a secondary job as a cover for their real work.

● UGN Children

UGN Children are youth under the age of twenty that were either born as Overeds or awakened at a young age, and have been raised inside an UGN facility. Children are usually orphans or people that had to be taken away due to their uncontrollable power. Although they do not know what a "normal" life is, the Children are experts on the Renegade virus and its powers.

● Illegals

Illegals are Overeds that are not directly affiliated with the UGN, but cooperate with the organization. Illegals normally live their own lives and only deal with Renegade crime when the UGN requests their help.

Each Illegal has his own reason for not joining the UGN. For many, it is because they have different views about morality and justice. Illegals come from all walks of life; they may be students, policemen, private investigators, or even hackers.

The UGN in Japan

■ UGN Japan and the Japanese Government

Currently, the UGN has an agreement with the Ministry of Health, Labour, and Welfare that allows them to handle all Renegade incidents and grants them special privileges. However, this agreement was unilaterally orchestrated by the Ministry without the consent of National Security.

National Security was anti-Overed since the beginning, and this agreement has created a permanent rift between the two government bodies. While the UGN's relations with the Japanese government may seem bad, it is actually fairly smooth compared to the early years.

In the beginning, the Japanese government initially refused to support the UGN. However, when their response teams could no longer handle the increasing number of Overed crimes, they looked towards the UGN.

Many officials realized that not all Overeds commit crimes, and the Ministry of Health, Labour, and Welfare would be the first to support the UGN's ideals. To build a relationship, they created the currently-standing agreement.

■ The UGN Japan Branch

The UGN Japan branch is run by Director Yugo Kiritani. Below him are the various regional branches, as well as the branches of large cities and areas with a high rate of Renegade incidents.

Each branch has a strong sense of independence and will act autonomously from one another. However, UGN Japan will deploy its own agents during large-scale operations and incidents where False Hearts is involved.



● The Various Branches

Each city branch office is tasked with the resolution of all Renegade incidents within their city and its surrounding area. The Japan Branch only acts in a supervisory manner. Many branches will disguise themselves as a government office or Lancaster Corporation subsidiary, but smaller branches may sometimes open a cafe or detective agency as a cover operation. Other branches may only handle research or training, and thus will structure their branch to specialize in that field.

■ UGN Japan's Current State

UGN Japan has overcome many dangers, but now it faces many enemies from both the outside and from within.

UGN Japan had only recovered from a traitor's failed coup when Professor Caudwell made his return. The Professor's reappearance destroyed whatever stability was restored to the chain of command. The words of rejection from the UGN's founder shook the branch, but thankfully the number of agents that abandoned them was not as high as other national branches.

This is thanks in part to Director Kiritani, who swiftly summoned the various branch chiefs and worked with them to settle the chaos. Thanks to the Director's swift actions, total collapse was avoided and UGN Japan was able to maintain some form of organizational structure.

However, UGN Japan did not handle the situation with Illegals quickly enough. This mishandling led to the operations of numerous branches slowing down, and created a rift between agents and Illegals.

● Conflict with the Illegals, and...

The chaos reached as far as the Illegals. While they are not part of the UGN, they still need the organization's assistance in order to properly respond, especially when an incident of this magnitude occurs. In this kind of chaos, when people are switching sides, it could mean life or death.

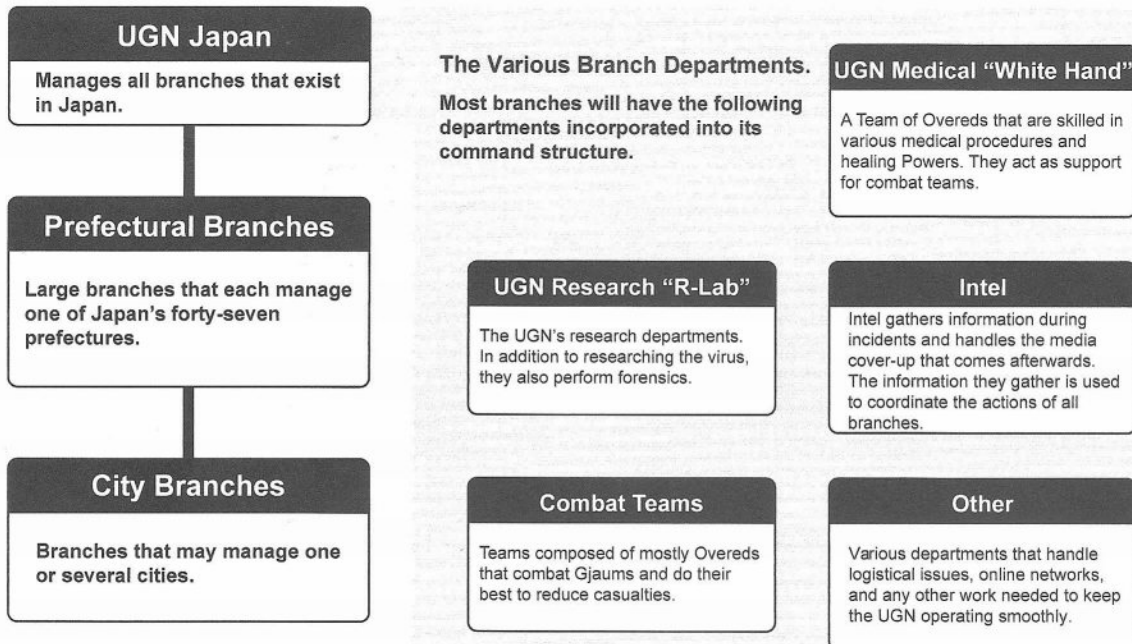
During this time, Illegals had a difficult time getting in contact with UGN operatives. Those that found someone were either turned away or giving faulty information. In the chaos that followed, Illegals began chasing whole UGN branches out of their towns, and UGN agents started attacking Illegals, believing them to be defectors.

Not only were unnecessary casualties sustained during this period, but civilians were also accidentally killed. Sakyo Kurosu's sister was one of the unfortunate civilian deaths, and the loss was what drove Sakyo to leave the UGN and eventually become a Master Wraith.

Many other Illegals also abandoned the UGN. Those that stayed became more cautious with the UGN. Even after order was restored, the UGN's reputation stayed tarnished.

■ UGN Japan Organizational Structure

UGN Japan is set up in a pyramid-style command structure. Below the main office are the various regional, city, and research branches.



■ Interference from Axis

The UGN Japan branch had enough problems from within its own country, but now it has to deal with a new threat from the outside: Axis began interfering in UGN Japan's affairs.

For whatever reason, Professor Caudwell has set his sights on Japan, concentrating his forces on the island country. To counteract the Professor, Axis demanded that UGN Japan be placed directly under their supervision. Considering the circumstances, this does seem like the proper decision, but it was motivated by the power struggle that exists in the UGN; The Axis sought to make UGN Japan their own.

In the past, Director Kiritani has imposed absolute authority in order to deal with Renegade incidents that would have needed the forces of other branches or Axis. While the Director only sought to reduce casualties, some members of Axis saw Kiritani's actions as attempts to hoard credit.

Director Kiritani is the kind of man that would place his own ideals in front of the decisions of the higher authorities, and he saw Axis' interference as nothing but trouble. In response, a part of Axis (most likely Ashe Redaric and his Reformists) transferred Rosa Baskerville to UGN Japan as the new Assistant Director.

Officially, Rosa acts as Kiritani's aid, but in actuality she is there to monitor UGN Japan's actions. She is to prevent any unilateral action the branch may take, and if needed, force Kiritani out of office and place UGN Japan under Axis control.

In Rosa's defense, it is unlikely that she will take such drastic action. She is an intelligent person who bases her actions and decisions on logic.

That being said...

Other Parts of the UGN

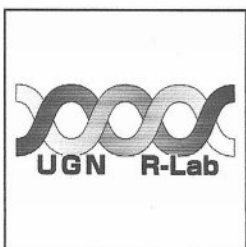


**UGN Special Forces
"Strikehounds"**

Branch Chief: Gregory Minster

Scale: Global

UGN Strikehounds is the UGN's special forces unit. Known as the UGN's strongest, the "Hounds" are comprised of seasoned Overeds that carry out their missions in small strike teams. There are no records of this force actually being deployed, but there have been several eyewitness reports of the Hounds intervening into several different operations.



**UGN Research Agency
"R-Lab"**

Branch Chief: Natsumi Hasegawa

Scale: Global

R-Lab is the research agency that handles all the UGN's Renegade research. R-Lab is set up in all UGN branch offices, although the size of the department will differ between branches.

R-Lab's mission is the eradication of the Renegade and the treatment of all Overeds. Each R-Lab branch differs on their approach to this mission. For example, the R-Lab in Japan concentrates their research on the effects the human body suffers. There are also rumors of unethical experiments being carried out by some R-Lab members.



**UGN Medical Branch
"White Hand"**

Branch Chief: Yosuke Wako

Scale: Global

White Hand is the UGN's medical division. If one is stationed at a UGN hospital, chances are you will find a White Hand member. Since White Hand treats so many Overeds, it is natural for many members to be Overeds as well. Among these members, some develop their Powers for medical purposes. Due to the danger that comes with treating Gjaums, doctors often require the protection of field agents.

IMPORTANT CHARACTERS • UGN

DOUBLE CROSS

These are members of the UGN that the players may meet some day. They may all belong to the same organization, but that doesn't necessarily mean that they share the same goals. Whether or not these people will be ally or foe is up to the players.



UGN Japan Director

Yugo "Leviathan" Kiritani

"Our duty is to protect the world."

Yugo Kiritani is director of the UGN Japan Branch. He is a kind man, yet decisive and strong of will. His excellent diplomatic skills and judgment has led to people calling him the Leviathan, the one that consumes all.

Kiritani has worked his way out of numerous situations, but often objects to the decisions of Axis, earning him the ire of some committee members. That being said, he is trusted by the people on the front lines.

UGN Japan would have fallen a long time ago without Director Kiritani, and he will continue to be a key person in UGN Japan's future.

Gender: Male **Age:** 34
Syndrome: Solaris
Work: UGN Branch Chief
Cover: UGN Japan Director
[Body] 3 <Dodge> 1

[Sense] 6 <Ranged> 1

[Mind] 4 <RC> 1

[Social] 2 <Negotiation> 12,
 <Info: UGN> 12 etc.

HP:32 **Initiative:**10 **Encroach:**30%
Powers: «Irresistible Words» 3,
 «Delusive Scent» 2



The UGN's Watchdog

Rosa "Name of the Rose" Baskerville

"I don't care for sentimentalist arguments."

Rosa Baskerville is an UGN HQ agent who was ordered by Axis to assist Yugo Kiritani. She currently serves as Assistant Director, carrying out her duties perfectly and without harming UGN Japan's efficiency. Rosa is also feared as "The Inquisitor," the silent beauty who passes quick and ruthless judgment on the corrupt.

It is a well-known (but unspoken) secret that Rosa was sent by Axis to keep an eye on UGN Japan. She is on constant watch to stop any unilateral actions the branch might take, and to facilitate Axis' direct takeover if possible.

Gender: Female **Age:** 29
Syndrome: Morpheus/Solaris
Work: UGN Agent
Cover: UGN Japan Assist. Director
[Body] 3 <Dodge> 2

[Sense] 3 <Perception> 1

[Mind] 8 <RC> 7, <Will> 4

[Social] 5 <Negotiation>5, <Procure>3
 <Info: UGN> 10

HP:34 **Initiative:**14 **Encroach:**34%
Powers: «Sand Blade» 5, «Petrify» 3
 «Bloodletting Spores» 3, etc.



An UGN Renegade Scientist

Yurika "Rafflesia" Himemiya

"Your powers are...so very interesting."

Yurika Himemiya is a scientist in "R-Lab," the UGN's Renegade research division. Despite being born into the wealthy and noble Himemiya House, Yurika threw it all away to chase the mysteries of the Renegade.

She truly loves Renegade-related research, so much so that she once forgot about food and sleep for a whole week and ended up passing out.

Other than the Renegade, Yurika is also familiar with the political power balance within the UGN. Most of the information she has is used to pull strings to get more research funding.

Gender: Female **Age:** 24
Syndrome: Neumann/Solaris
Work: Researcher
Cover: UGN Agent
[Body] 2

[Sense] 1 <Perception> 1

[Mind] 11 <RC> 3,
 <Knowledge: Renegade> 9, etc.

[Social] 8 <Negotiation> 3
 <Info: UGN> 10, etc.

HP: 35 **Initiative:** 12 **Encroach:** 60%
Powers: «Inspiration» 3,
 «Walking Encyclopedia» 5, etc.



The Children's Instructor

Tsubaki "Silk Spider" Tamano

"Don't worry, you'll be fine. You can do this."

Tsubaki Tamano is an UGN Agent who started her service as a Child. She is a veteran Overed who has survived many battles, and now serves as drill instructor for UGN Children.

Tsubaki is a calm, diligent individual who is loved and feared by the Children under her care. To the Children, she is not a cold-hearted instructor, but more like a kind and strong-willed school teacher. Tsubaki's codename comes from her ability to change her nails into threads. She teams up with her long-time partner Hayato Takazaki when working a mission.

Gender: Female **Age:** 19
Syndrome: Exile
Work: UGN Child
Cover: UGN Children Instructor
[Body] 11 <Melee> 7, <Dodge> 2

[Sense] 4 <Art: Photography> 1

[Mind] 2 <RC> 2, <Will> 3

[Social] 3 <Info: UGN> 2

HP: 44 **Initiative:** 10 **Encroach:** 32%
Powers: «Elastic Arm» 3,
 «Bone Sword» 7, «Giant Growth» 3, etc.



UGN Axis Member

Therese Blum

"Could you tell me more?"

Therese Blum is an UGN Axis committee member and head of the Moderate faction. She's not an Overed, but she is a true genius, having already earned several doctorates at the mere age of fifteen. The owl that perches on Therese's shoulder is an EX-Overed that acts as her bodyguard/pet, and has become her trademark.

Therese is caring, hard-working and skilled, but suffers needlessly because she doesn't know how to let problems go. She is using all her political might to pull the chaotic UGN together. For her efforts, she has become famous within the organization.

Gender: Female **Age:** 15
Syndrome: None
Work: UGN Agent
Cover: UGN Axis Member
[Body] 1

[Sense] 2 <Perception> 1

[Mind] 9 <Will> 2,
 <Knowledge: Sociobiology> 9, etc.

[Social] 15 <Negotiation> 7,
 <Procure> 5, <Info: UGN> 11

HP: 31 **Initiative:** 13 **Encroach:** -
Powers: None

Ayame "Artemis" Shikishima

"...Can I really pull this off?"

Ayame Shikishima is girl from Ayama, a city that lacks an UGN branch. She a newly-awakened Overed whose Renegade first activated during a serial murder incident.

Working with UGN Children that were dispatched to Ayama, she helped put an end to the killings. Since then, she has become an UGN Illegal, making full use of Neumann's fast brain processing speed during missions.

Ayame does not ignore people in need, and thus always sticks her head into problems. This attitude of is not something she cares to change. If anything, it has gotten worse ever since she became an Overed.

Gender: Female **Age:** 17
Syndrome: Neumann/Morpheus
Work: High School Student
Cover: High School Student
[Body] 2 <Dodge> 1

[Sense] 5 <Ranged>3,
 <Perception>1

[Mind] 3 <RC> 2

[Social] 2 <Info: Rumors> 1

HP: 27 **Initiative:**13 **Encroach:** 34%
Powers: «Hundred Guns» 2,
 «Inspiration» 1, etc.



An UGN Illegal

Yuki "Guiding Fate" Yakoji

"We'll make sure people's lives remain the way they are."

Yuki Yakoji is chief of the City S Branch. Despite her young age, she has led many successful missions and is recognized by UGN Japan as a highly-capable leader.

In the past, she often let doubt and desperation show while in front of her subordinates, but is now capable of hiding such feelings. She was able to calm down her agents who were shaken by Professor Caudwell's return, and now goes beyond the duty of a branch chief as she works to restore unity to the UGN.

She is frequently attacked by False Hearts, but each so far attempt has been thwarted by the UGN Illegal Keito Sugiyama.

Gender: Female **Age:** 15
Syndrome: Neumann
Work: UGN Branch Chief
Cover: High School Student
[Body] 1 <Dodge> 1

[Sense] 4 <Ranged>4

[Mind] 6 <RC> 2, <Will> 3

[Social] 5 <Negotiation> 6,
 <Procure>4, <Info: UGN> 5

HP:28 **Initiative:**14 **Encroach:** 27%
Powers: «Advice» 7, «Weak Point Detection» 5, etc.



UGN City S Branch Chief

Hayato "Falcon Blade" Takasaki

"Yeah, yeah. Mission first. Whatever you say."

Hayato Takasaki is an UGN Agent what first started out as an UGN Child. Unlike the average Child, who is diligent and reserved, Hayato carries himself in an unprofessional manner. No one would expect a sense of urgency or responsibility thanks to his attitude.

Hayato currently works under HQ Agent Genichi Fujisaki, and has been dispatched to every branch office in Japan. While he takes his complaining and slacker attitude wherever he goes, he has never abandoned a mission and that has earned him some respect.

Tsubaki Tamano is Hayato's long-time partner, and he still sometimes teams up with her for the occasional mission.

Gender: Male **Age:** 19
Syndrome: Morpheus/Hanuman
Work: UGN Child
Cover: UGN Agent
[Body] 9 <Melee> 6, <Dodge> 3

[Sense] 3

[Mind] 2 <RC> 1, <Will> 2

[Social] 2<Procure> 2, <Info: UGN> 2

HP: 40 **Initiative:** 8 **Encroach:** 34%
Powers: «Infinite Weapons» 3,
 «Support Device» 3, etc.



An UGN Agent



UGN Axis Member

Ashe "Million Suns" Redaric

"I don't need your incompetence. Just show me results."

Ashe Redaric sits on the Axis committee and is the man spearheading the Reform faction. Formerly the head of the Oversight division that managed each national branch, Ashe acquired his seat during the turmoil caused by Professor Caudwell's return.

Many field agents hate Redaric like the plague, although some of the fear stems from the infamy he earned during his time in Oversight. Many were demoted or transferred to worse positions by him, and in some cases falsified evidence may have been used.

Naturally, there are rumors about that say he pulled strings to get this latest promotion.

Gender: Male **Age:** 34
Syndrome: Balor/Orcus/Hanuman
Work: UGN Branch Chief
Cover: UGN Axis Member
[Body] 3 <Dodge> 1

[Sense] 4

[Mind] 24 <RC> 14,
 <Knowledge: Renegade> 4, etc.

[Social] 12 <Procure> 3,
 <Info: UGN> 16

HP: 50 **Initiative:** 32 **Encroach:** ??
Powers: Unknown



UGN Agent and Scientist

Kaoru "Jester's Truth" Senjoji

"Oh, you're interesting. I like you."

Despite being an UGN agent and R-Lab scientist, Kaoru Senjoji is practically a lap dog for Axis member Therese Blum.

Within the UGN, he is known as a bizarre individual. Once, he claimed that his family had a castle in a mountain range in Western Australia and was the ruling nobility of that area.

While that claim is highly unlikely, the man does possess immense wealth and many connections. If you can pique his interest, he may get you in contact with the right people.

Gender: Male **Age:** 28
Syndrome: Orcus/Morpheus
Work: UGN Agent
Cover: Researcher
[Body] 6 <Melee> 6, <Dodge> 3

[Sense] 3

[Mind] 5 <RC> 2,
 <Knowledge: Renegade> 4, etc.

[Social] 3 <Procure> 6,
 <Info: UGN> 6, etc.

HP: 37 **Initiative:** 11 **Encroach:** 48%
Powers: «Green Whip» 5,
 «Psychometry» 1, etc.



UGN HQ Agent

Genichi "Holy Mediator" Fujisaki

"I hate to admit it, but we just have to trust him."

Genichi Fujisaki is an agent that works directly for UGN HQ. He is composed and strict, even with himself, but he is by no means a cold-hearted man. Currently, he is attempting to convince each national branch about the need for global cooperation and unity in the fight against False Hearts.

Genichi is a realist and thus is often at odds with the more idealistic Yugo Kiritani. Despite this, he is supportive of the director in regards to the Professor Caudwell problem, suggesting that Kiritani be trusted to handle the situation. Regardless of differences in ideology, no one values Kiritani's abilities more than this man.

Gender: Male **Age:** 32
Syndrome: Orcus/Solaris
Work: UGN Agent
Cover: UGN Agent
[Body] 1

[Sense] 1 <Perception> 1

[Mind] 7 <RC> 2, <Will> 2

[Social] 8 <Negotiation> 6,
 <Procure> 3,
 <Info: UGN> 3

HP: 29 **Initiative:** 9 **Encroach:** 30%
Powers: «Luck's Protection» 1,
 «Irresistible Words» 3, etc.

Ivy "Sylphid" Knowles

"I'll be my best, so that I can face those two when they come back."

Ivy Knowles is a prodigal pianist who is also known for being a former abductee case. Kidnapped by FH's Phantom Cell, Ivy was held for an extended period of time, during which she was turned into an X-Series, Phantom Cell's specially-designed Overed.

With her fellow X-Series, she fought through what would be later known as the Phantom Cell Incident. After regaining her freedom, Ivy devoted herself to music.

If asked about what motivated her choice, Ivy would talk about two very close friends, and how for their sake, she wants to change the world through music.

Gender: Female **Age:** 13
Syndrome: Hanuman/Angel Halo
Work: Artist
Cover: Artist
[Body] 1

[Sense] 6 <Perception> 2,
 <Art: Piano> 15
[Mind] 8 <RC> 6, <Will> 3
[Social] 1 <Info:UGN> 2,
 <Info: Web> 2

HP: 30 **Initiative:** 20 **Encroach:** 28%
Powers: «Siren's Song» 3,
 «Robe of Light» 3, etc.



A Piano Prodigy

Shiori "Transceiver Girl" Fujimiya

"Hey! I'm just a hacker. I may steal data, but I don't destroy it."

Transceiver Girl is a clever hacker who boasts being able to break through any security system. Her real identity (which few know of) is Shiori Fujimiya, a high school girl that lives near City K.

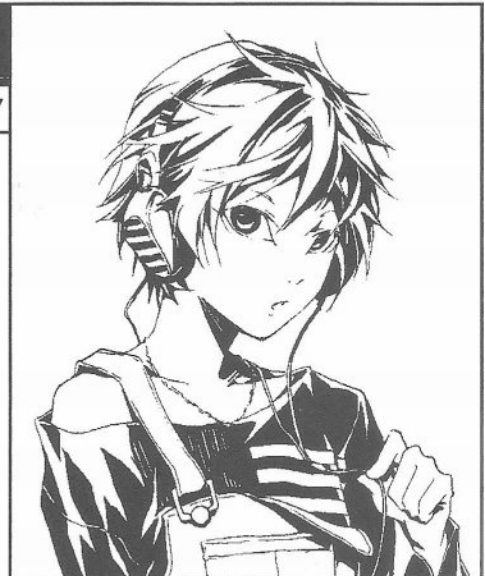
Despite being skilled enough to hack False Hearts, she was caught and had to seek out the UGN for help. Shiori continues to work as a hacker, but now under the surveillance and protection of the UGN.

Shiori has pride as a hacker, but outright refuses to do software cracking. For now, the UGN continues to respect her decision.

Gender: Female **Age:** 15
Syndrome: Neumann
Work: Hacker
Cover: High School Student
[Body] 1

[Sense] 3
[Mind] 8 <RC> 2,
 <Knowledge: Programming> 10, etc.
[Social] 2 <Procure> 2,
 <Info: Web> 8, etc.

HP: 30 **Initiative:** 14 **Encroach:** 31%
Powers: «Genius' Insight» 3,
 «Code Deciphering» 1, etc.



A Hacker for the UGN

Midori "Clean Green" Kano

"Wait, you destroyed that building again!? I just had it rebuilt!"

In certain circles, it is well-known that the Tokyo-based Midorimaru Cleaning Services is a front operation for UGN Japan's clean-up division. Midori Kano is the president of this front, and head of the Clean-Up division.

Midori is completely swamped with work. The war with False Hearts has gotten worse, and all of her disposal teams have been working around the clock. She has been requesting for more staffing and a bigger budget, but it doesn't seem like her requests will be granted. For now, Clean-Up will continue to be very busy.

Gender: Female **Age:** 28
Syndrome: Orcus/Solaris/Exile
Work: UGN Agent
Cover: Executive
[Body] 1

[Sense] 3 <Perception> 2
[Mind] 4 <RC> 3, <Will> 2
[Social] 8 <Negotiation> 5,
 <Info: UGN> 2, etc.

HP: 26 **Initiative:** 10 **Encroach:** 56%
Powers: «Domain Adjustment» 2,
 «Puppeteer» 2, etc.



UGN Japan's Head of Clean-Up



A Rookie Agent

Masamichi "Burning Heart" Ino

"Don't worry! You can do it! I believe in you!"

Masamichi Ino is a rookie agent who just joined the UGN in the spring. He is a true believer of the UGN's philosophy, and works feverishly (and recklessly) towards the realization of those ideals.

Masamichi first became an Overed when he got caught in the middle of a Renegade incident. When rescued by an UGN agent, he became inspired to join the UGN.

Masamichi preaches the wonders of a human/Overed world to any who would listen. To those that has seen the Renegade's dark side, his words sound hollow. But Masamichi is the kind of person that will keep the UGN on the path that it needs to walk.

Gender: Male **Age:** 22
Syndrome: Salamandra/Hanuman
Work: UGN Agent
Cover: UGN Agent
[Body] 7 <Melee> 4, <Dodge> 2

[Sense] 1

[Mind] 2 <RC> 1

[Social] 2 <Procure> 2,
 <Info: UGN> 1

HP: 36 **Initiative:** 4 **Encroach:** 26%
Powers: «White Heat» 1,
 «Roaring Claw» 1, etc.



An UGN Agent

Maria "Fragarach" Chesnokov

"Remember, and remember well, that desertion is punishable with death."

Maria Chesnokov is head of Overseight's Section Four, which is infamously known as the Fugitive Killers. The section is essentially a squad of barrier troops, tasked with exterminating anyone who betrays the UGN.

Ashe Redaric staffed Section Four with his most trusted of agents, and Maria is Redaric's most loyal zealot.

Maria's past is a mystery, but one can surmise from her skills that she has done wet works before. Some claim to have seen her do work as an assassin or False Hearts barrier troop, but these are only rumors.

Gender: Female **Age:** 26
Syndrome: Angel Halo
Work: Assassin
Cover: UGN Agent
[Body] 3 <Melee> 2, <Dodge> 2,
 <Ride: 4-Wheel> 2
[Sense] 9 <Ranged> 8,
 <Perception> 4
[Mind] 2 <RC> 2, <Will> 2

[Social] 2 <Procure> 4,
 <Info: Underworld> 4, etc.

HP: 28 **Initiative:** 26 **Encroach:** 30%
Powers: «Miniscule Dust» 7,
 «Gun of Light» 3, etc.



A Strikehound Soldier

Masaya "Cool Runner" Arishiro

"Keep cool, men. I want you all coming back alive."

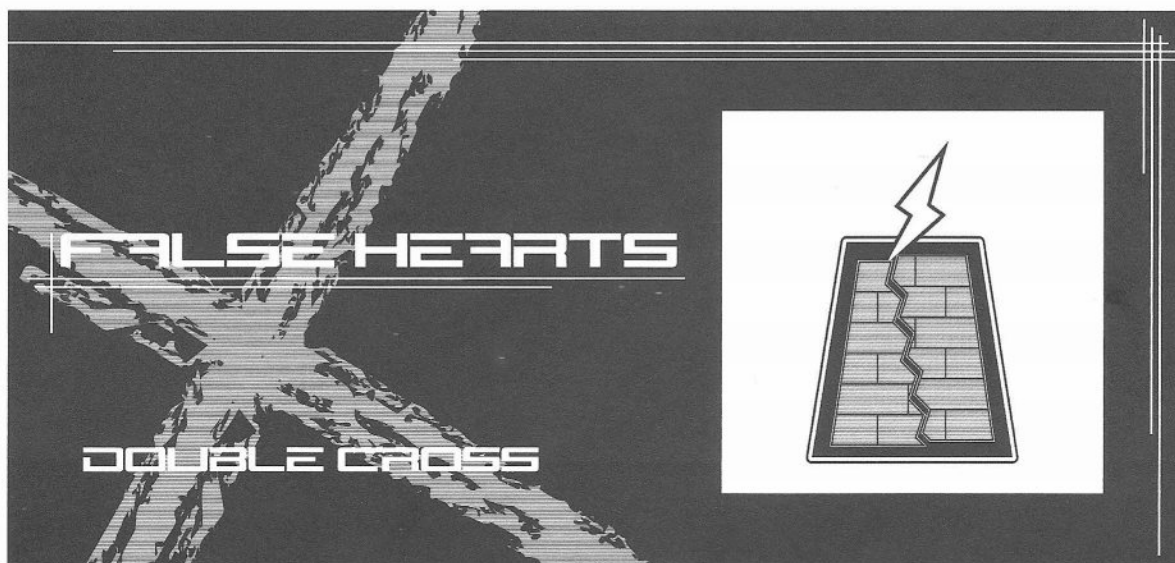
Masaya Arishiro is vice-captain of UGN Japan's Strikehounds squad. Once a candidate for leadership within the JSDF's ground division, Masaya awakened as an Overed during a Middle Eastern conflict and became a mercenary. He fought in conflicts around the globe, but joined the UGN once he learned of the organization's existence.

For a man with such a bloody history, Masaya is a kind individual who never forgets to watch out for others. His abilities as a soldier earn him the trust of his soldiers, and he is a talented vice-commander.

Gender: Male **Age:** 38
Syndrome: Neumann/Black Dog/
 Morpheus
Work: Mercenary
Cover: Strikehound Soldier
[Body] 4 <Melee> 2, <Dodge> 4,
 <Ride: 4-Wheel> 4
[Sense] 6 <Ranged> 5,
 <Perception> 2

[Mind] 4 <RC> 1,
 <Knowledge: Military> 6
[Social] 2 <Procure> 3,
 <Info: Military> 3 etc.

HP: 32 **Initiative:** 16 **Encroach:** 36%
Powers: «Combat System» 2,
 «Weapon Link» 2, etc.



The Threat To Humanity

■ The Organization

In the thesis that became the starting point for the UGN, Professor Caudwell discussed the existence of an international terrorist organization of Overeds that was the cause of all the Renegade crimes that were occurring at the time. This organization is known as False Hearts.

Other than being the first organization to use Renegade powers for terrorism, the UGN knows little about False Hearts. How was it formed? What are their goals? How large is it? The answers to these questions are shrouded in mystery.

What is clear is that False Hearts has no intention of hiding the existence of Overeds, instead using their powers to further their own goals. They accept Gjaums into their ranks, and its agents have infiltrated every part of the world, from the depths of the criminal underworld, to the hearts of corporations and governments.

Despite the endless mysteries, there are two things that are certain: First, they see the UGN as an enemy and seek to destroy it. Second, only the UGN can combat False Hearts.

■ False Hearts' Attacks

False Hearts operates on a global scale, but few know the exact amount of damage they do, as they never publicly take responsibility for any particular attack. They are a threat that hides from the eyes of the people as they sink their roots into the world.

Even if False Hearts does not directly participate in crimes, it is not unusual for them to offer support for criminal societies. There have even reached as far as the mass media outlets and government bodies of countries, allowing them to cover-up any damage they do.

Based on data gathered by the UGN, ICPO and other organizations, about seventy percent of terrorist attacks can be traced in some way back to False Hearts. This statistic only takes into account known attacks, and may be higher if classified or unpublicized attacks are accounted for. To better understand the level of damage the organization causes, we will discuss three particularly major attacks.

● The New Haven Conflict

This incident took place about twenty years ago, on the island of New Haven, which is located in the southern half of the Pacific Ocean. It was a territorial conflict that was fought by two ethnic groups that lived on the island. In the five years that this conflict lasted, ten percent of the island's population perished.

Normally, this conflict would have never reached the scale it had; four years after the war started, a lack of resources forced the two sides to enter peace talks. It was at this point that False Hearts intervened and prolonged the war. They caused the peace talks to fail, and at the same time provided both sides with weapons and supplies. They also turned soldiers from both sides into Overeds or Gjaums, and used them as a case study for the strength and practical use of Overed soldiers.

Due to False Hearts' interference, the final year of the conflict produced casualties that exceeded the casualty count of the past four years combined. There were testimonies of tentacle monsters, panther humans and flying guerillas on the battlefields, which would suggest that Overeds were actively used. If all these testimonies are true and not the result of too many sci-fi movies, then twenty percent of total casualties were caused by the Renegade.

● The Krodova Civil War

Civil war erupted in the Krodova Principality of Eastern Europe several years ago, and the fighting continues to this day. In the background of the war, one could find the shadow of False Hearts.

There are few False Hearts agents that are active in the country, but many of the weapons that are being sent into Krodova could only have been developed by False Hearts. The organization clearly has a stake in this war. In addition to weapons, Overed soldiers and mercenaries fight on the battlefield using special abilities known as "Superior" and "Neuntoter."

The UGN believes that False Hearts is using Krodova as a test bed for new weapons and Overed soldiers, but they have no solid evidence to prove their theories. They also have not found a solution to get False Hearts out. The civil war itself is escalating in intensity, and no end is in sight.

● The Baranian President's Assassination

Along the shores of the Mediterranean Sea, there is a small Middle Eastern country known as the Baranian Republic. The country is embroiled in conflict, as False Hearts destroyed whatever chances for peace the country had.

Due to disputes over territorial rights, Barania has always been at odds with its neighboring countries. However, thanks

to the Baranian president and his efforts to create universally-recognized borders, the area saw an ease in tensions.

But just as relations were being reestablished, the president was assassinated while he was meeting with the goodwill ambassador of the opposing countries. The president was killed with a single bullet that looked like it was shot from within the office. The ambassador was implicated in the crime, and relations between the countries became tense once again.

False Hearts is thought to be behind the assassination. Firing a bullet from the outside without damaging a window is normally impossible, but it is a feat that is doable by an Overed.

False Hearts' Operations

■ False Hearts' Activities

Every False Hearts agent is attempting to fulfill some desire through the use of the Renegade's powers. What this desire is differs between person to person; some desire financial or political success; some only want to analyze the virus; others just want to use the Renegade's powers to its fullest potential.

In order to fulfill their desires, False Hearts agents ignore the established laws and morality of society. This is the ultimate difference between the UGN and False Hearts. The following are examples of actions False Hearts often takes.

● Mass Overed Creation

In the past, False Hearts has used of special drugs or Overeds that can trigger a Renegade to awaken in its host. While each cell has its own reasons for creating more Overeds, the UGN believes that the main motivation behind such actions is to make their presence known to the world, or to just cause destruction.

● Massive Property Damage

Property damage is a common result of Overed creation. The usual perpetrators of such mayhem are usually the Gjaums that come from False Hearts' attempts to create new Overeds.

● Attacks against the UGN

The UGN is the greatest obstacle that any False Hearts agent has to face. As such, they often preemptively attack any UGN presence they can find.

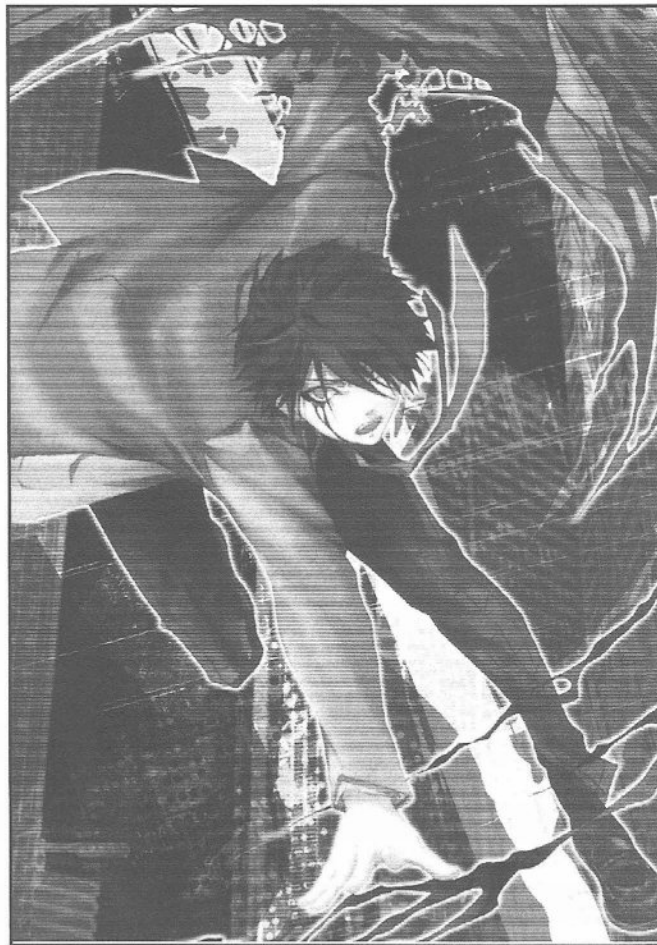
■ False Hearts' Goals and Doctrine

What are False Hearts' long-term goals, and what is the doctrine that drives them? Since the organization does not broadcast any sort of propaganda, only False Hearts members would know the answer to that question. The UGN have captured and interrogated several False Hearts members, but each one did nothing but tell their captors to use the Renegade to fulfill their own desires. They were like devils that were trying to seduce a priest.

Many Overeds cannot resist the lure of False Hearts. This is to be expected, as many feel that the Renegade is an overbearing curse, one that always threatens to drag them

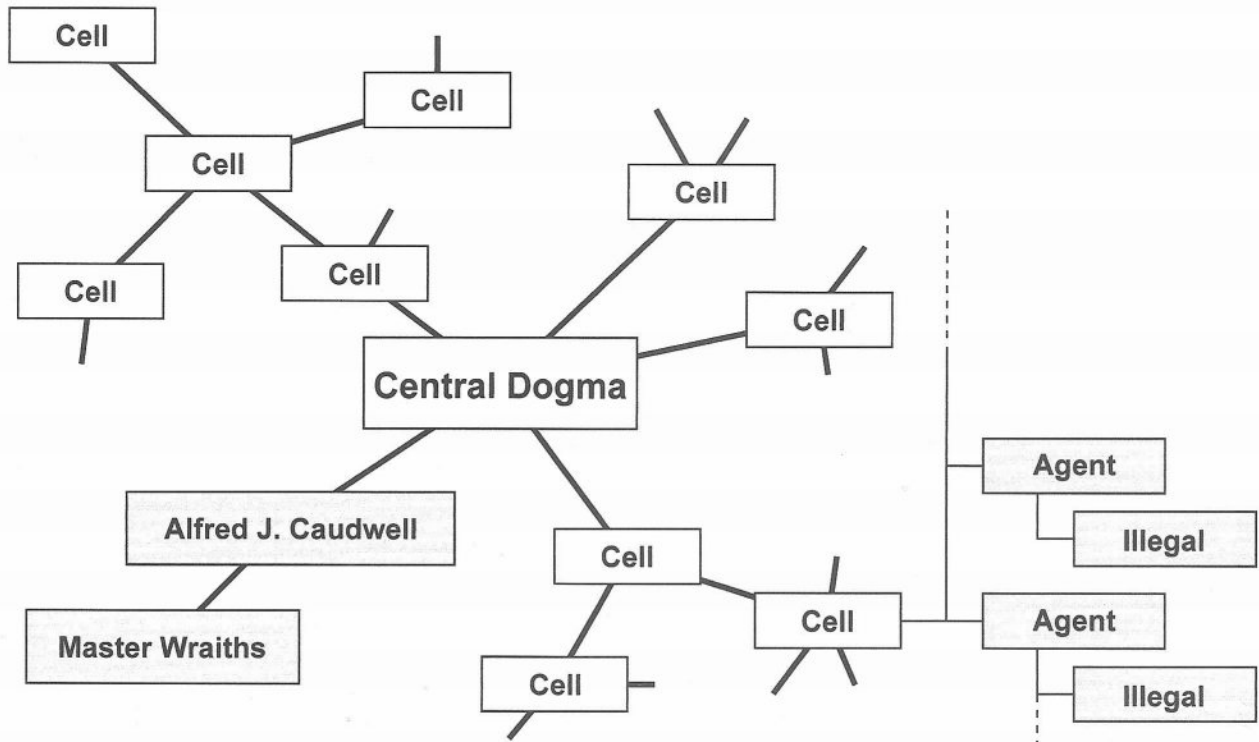
away from their sanity. If presented with an organization that understands their loneliness and the pain that came with their initial awakening, how could they resist not joining?

Many Overeds picked up by False Hearts only interact with other Overeds that are within the organization, as they feel False Hearts is the only place that recognizes their existence and needs.



False Hearts Organizational Structure

Unlike the UGN, False Hearts is set up like a web. Cells may be structured for a single or multiple purposes. Cooperation between cells depends solely on agreements between cell leaders.



False Hearts' Organizational Structure

Unlike the UGN, False Hearts organizes itself into an interconnected web of cells. Cells are independent from one another, each one with its own team of agents and contacts.

Since each cell has its own agenda, it is questionable if False Hearts has any sort of overarching plan. However, there is supposedly a master cell that is at the center of the web. Codenamed "Central Dogma" by the UGN, this central cell is apparently guiding False Hearts towards a single goal.

● Cells

The UGN refers to groups of active False Hearts agents as cells. Actual cooperation between cells is weak, with a higher importance placed on interpersonal connections between operatives. It is due to this lack of structure that makes False Hearts so hard to root out. Even if a single cell is defeated, there may be another cell in the same area that the defeated cell leader is completely unaware of.

False Hearts respects the personal wishes and desires of its agents. While the executive leaders do demand the compliance and fulfillment of their orders, they place no restrictions on an agent's actions or preferred methods.

● Cell Leaders

The actions and policies of a cell are decided on by its leader. The personality and philosophy of the leader becomes the guiding doctrine of the cell itself. In regards to relationships between leaders, there seems to be concept of "high-level" and "low-level" cells.

The leaders are not unified under a single ideal, and will only work towards their own goals. Every False Hearts cell can be generally categorized into five different types, but larger cells may be structured to serve more than one purpose.

● Combat Cells

The soldiers of False Hearts are separated into their own independent cells. The captain of a combat cell is given high-level authority, and is usually the strongest member of that particular cell.

These combat cells are comprised of mainly Overeds, and are sent out to exterminate any enemy forces. Armed with the latest weaponry developed by False Hearts, these soldiers are deadly.

Combat cells normally operate under the orders of executive cells, but there some cells that are fully independent. Depending on the motivations (or personal grudges) of the captain, a cell may randomly engage the UGN in combat.

Well-known combat cells include the Moon Dogs, which are led by Eiichi Takajo.

● Intelligence Cells

Intelligence cells specialize in espionage and subterfuge, infiltrating both governments and corporations. Leaders of these cells tend to be either the captain of the infiltration team, or the person who plans out every operation.

These covert cells take a less direct approach with their operation. They may lace beverages with drugs that turn people into Overeds, or spy on UGN branches. Acts of terrorism that utilize Renegade powers are also carried out by these cells. Intelligence cells are perhaps the most numerous out of all the False Hearts cells.

Ratfink, led by Ayana Soramori, is one of the more infamous intelligence cells.

● R&D Cells

R&D cells are set up to push the boundaries of a single science; some cells may develop weapons and armor, others may be drug manufacturers, and some are think tanks that study the Renegade virus. Human experimentation and other unethical procedures are to be expected from these cells. The leader of a R&D cell tends to be the head scientist, or the sponsor who is funding the research.

Many cells comprise of only a research facility, and often have other cells field-test their prototypes.

The most well-known R&D cell is Yukari Watanuki's Two-Time.

● Executive Cells

The main job of executive cells is the management and deployment of other cells. Executives give combat cells a war zone, and supplies intelligence cells with the operatives needed to carry out their plans. These cells connect the otherwise isolated cells, and pave the road for their plans.

Because False Hearts cells are very independent and dislike interference from others, executive cells are the fewest among all the cell types. Often times, a temporary executive cell may be set up when several cells are working on a single project.

● Personal Cells

Personal cells are special cells that have only one member. The cell leader essentially carries out all of his plans by himself. These cells are created by False Hearts agents that have been granted special authority by Central Dogma.

● Central Dogma

Central Dogma is the codename used by the UGN to refer to the central body that gives orders to False Hearts agents. How this central body is organized and how it makes decisions is unknown.

Agents that are given orders from Central Dogma are obligated to fulfill those orders using any means available. How an agent completes his mission depends completely on that person's personal policies and preferences.

■ Liaison Agents

In False Hearts, relationships between agents can be practically non-existent. However, without a clear command structure, it would be impossible to operate as an organization. In order to create some sort of cohesion between the different cells and Central Dogma, a middle-man is needed. The middle-men are known as liaison agents.

Liaison agents are apparently more than just messengers; they have the important role of commanding cells. An agent's rank and authority is directly correlated to the number of cells

under his influence. According to UGN intelligence, there are twelve particularly powerful liaison agents in False Hearts, who have deep, direct connections with Central Dogma.

● Masters

Powerful agents in False Hearts are referred to by special codenames. Those with "Master" in their codename are the de-facto leaders of False Hearts.

Most Masters are liaison agents that command several cells, but particularly powerful cell leaders or individuals may be given the codename as well.

■ Master Wraiths

Among the different Master codenames of False Hearts, there is one of great importance: the Master Wraith codename.

Master Wraiths command several agents and are authorized to deploy them without orders from Central Dogma. How a Master Wraith is chosen is unknown, but it is obviously a position that is given by Central Dogma.

It is not clear as to how long Master Wraiths existed, but the UGN has encountered a few in the past.

● Jin Kusakabe

Jin Kusakabe was the first Master Wraith the UGN encountered. He was a soldier and fearsome agent, who inflicted immense casualties on the UGN whenever they met during battle. He died during battle, during his personal project involving the Renegade Crystal.

● Akito Sakuma

Akito Sakuma is a young boy who was appointed to the position of Master Wraith after the death of Jin Kusakabe. He was a former UGN Child, but he switched to False Hearts after becoming disillusioned with the UGN. He attempted to release knowledge of the Renegade to the public, but ultimately failed and died in the process.

False Hearts' Current State

■ The Initial Chaos

Thanks to the leadership of Kyoka "Planner" Tsuzuki, the False Hearts cells in Japan were relatively organized. When Kyoka Tsuzuki suddenly left the organization a few months ago, control over the collective whole was lost, but this did not make False Hearts weaker. Instead, the individual cells became more active, resulting in more terrorist attacks and crime than ever before.

It's also rumored that Master-class agents have been sent into FH Japan from the outside. Coupled with their increased activity, the influence of False Hearts grew.

● Professor Caudwell's Ascent

However, False Hearts' unguided activity ended when Professor Caudwell returned. The revived founder of the UGN began his war by first conquering each and every cell in Japan. At this time, nearly all of FH Japan's activities are being guided by Professor Caudwell.

Professor Caudwell's short-term goals has brought him to Japan, and he is making use of every cell under his command. No one knows what the Professor wants, but some say that he is looking for "something" or "someone." What or who that is, only the Professor knows.

■ Professor Caudwell's Powers

Within False Hearts, Professor Caudwell commands great power. He himself is a powerful Overed, but the Professor also has the Master Wraiths and Apostles at his disposal.

● The New Master Wraiths

Since the deaths of both Jin Kusakabe and Akito Sakuma, the UGN has not seen any more of these incredibly powerful False Hearts agents. However, as if to coincide with Professor Caudwell's return as a False Hearts leader, new Master Wraiths have become active.

Unlike the ones of the past, these new Master Wraiths are much younger, and some claim to be the offspring of Professor Caudwell. Some, like Sakyo Kurosugi, were scouted from outside, but they seem to be the exception. No one knows if these new Wraiths really are Professor Caudwell's children, but their power is unquestionable, as they have already destroyed several UGN branches.

In total, there are four known Master Wraiths that now threaten the UGN:

-Master Wraith 03: Cain A. Caudwell

Cain is a confirmed Master Wraith, but does not take actions against the UGN.

-Master Wraith 05: Johan C. Caudwell

Actively attacks UGN branches as per the Professor's orders. Johan is the most belligerent out of the four and has caused the most damage.

-Master Wraith 09: Laelia Giuly

Actively attacks UGN branches as per the Professor's orders. Laelia despises battle, yet her actions during a fight can be described as demonically cruel.

-Master Wraith 14: Sakyo Kurosugi

Sakyo is a former UGN Illegal. He disappeared after the fallout between the UGN and Illegals, but later returned as a Master Wraith. Sakyo indiscriminately attacks anyone that is part of the UGN.

● The Apostles

The Apostles are thirteen divisions of soldiers that Professor Caudwell commands. These divisions are composed only of Overeds that possess special powers. Each soldier is powerful enough to take on a thousand men alone. Based on the testimonies of people who have seen the Apostles in action, it can be assumed that they wield the power of Trait Loises, and have Renegade Beings in their ranks.

■ How the Other Cells Reacted

The agents of False Hearts Japan did as they pleased after Kyoka Tsuzuki disappeared, but that freedom was taken away when Professor Caudwell appeared as their new ruler. The UGN predicted that this would cause chaos in the organization, but FH Japan accepted Professor Caudwell's command with barely any resistance.

No one knows why FH Japan was so accepting. Professor Caudwell did suppress every cell with absolute power, but it's possible that secret deals were made. No one knows what really happened.

To be precise, there were cells that rebelled, but they were quickly squashed by the Master Wraiths and the Apostles.

Other Parts of the UGN



Two-Time

Cell Leader: Yukari Watanuki
Scale: Global

Two-Time is the main R&D cell of False Hearts. They develop various prototype biological agents and armaments, and apply some of their designs to the normal weaponry that they sell to other cells.

Two-Time was once controlled by Kyoka Tsuzuki, but operations have switched hands to another agent. However, reports suggest that Two-Time's profits are being funneled to Xenos.



Moon Dogs

Cell Leader: Eiichi Takajo
Scale: ??

The Moon Dogs, led by Eiichi Takajo, is perhaps the strongest out of all of False Hearts' combat cells. Practically all of Moon Dog's agents have a strong lust for battle, and many of them have already crossed the threshold and become Gjaums.

Possessing control that could be described as demonic, Dog Master is able to command his Gjaum soldiers in an efficient yet elegant fashion, taking victory in any battle he enters.



Ratfink

Cell Leader: Ayana Soramori
Scale: Global

Ratfink is False Hearts' main intelligence cell. This cell is capable of hacking the database of any country, military, or paramilitary organization, and can download or modify the accessed information as needed. Ratfink typically sells these hacking services to other cells.

When Professor Caudwell did his world-wide media hijack, Ratfink and its leader Ayana Soramori made it known that they were responsible for hacking every media outlet in the world. They are now called the best hackers in the world. However, "Ayana Soramori" cannot possibly be a real name, and its questionable if the person using that moniker actually exists or not.

IMPORTANT CHARACTERS · FALSE HEARTS

DOUBLE CROSS

These are some of the members of False Hearts. Each has their own reason for joining the terrorist organization, whether it be chasing a dream or fulfilling a desire.



A Top False Hearts Leader

Alfred J. "Iscaiot" Caudwell

"To build a new world, everything must be destroyed."

Alfred J. Caudwell is the founder of the UGN. Once thought to have died in an unfortunate accident eleven years ago, he has returned as a top leader within False Hearts.

Very little is known about the Professor's current state. How did he come back? Why does he want to destroy the UGN? Why does he have the body of a thirty-year old? Why is he only targeting Japan?

The lack of answers to the above questions only exacerbates the UGN's current chaotic state. However, there is no question that the Professor is now the UGN's greatest enemy.

Gender: Male **Age:** 51

Syndrome: ??

Work: FH Cell Leader

Cover: FH Command

[Body] 20 <Melee> 18, <Dodge> 15

[Sense] 20 <Ranged> 18,
<Perception> 12

[Mind] 25 <RC> 20,
<Knowledge: Renegade> 15, etc.

[Social] 23 <Negotiation> 20,
<Info: UGN> 15, etc.

HP: 85 **Initiative:** 65 **Encroach:** ??

Powers: Unknown



Professor Caudwell's Follower

Master Wraith Epsilon (05), Johan C. Caudwell

"This is the will of my father! Die!"

Johan C. Caudwell is one of the new Master Wraiths and self-proclaimed son of Professor Caudwell. He may only be a teenager, but he is powerful, as is to be expected from his codename. In fact, in the many battles with the UGN he fought in, he has not been injured once.

Johan is very belligerent, so much so that he seems to enjoy the fighting. He prefers the straight-forward approach, often charging into UGN branches through the front door. Among the Master Wraiths, he is the most dangerous of them all.

Gender: Female **Age:** 17

Syndrome: Salamandra/Chimaera

Work: FH Child

Cover: High School Student

[Body] 9 <Melee> 7, <Dodge> 3

[Sense] 5 <Perception> 3

[Mind] 2 <RC> 5

[Social] 4 <Procure> 3,
<Info: FH> 2, etc.

HP: 40 **Initiative:** 12 **Encroach:** 210%

Powers: «Final Blaze» 5, «Beast's Strength» 5, «Reaming Claw» 10, etc.



Professor Caudwell's Follower

Master Wraith Gamma (03), Cain A. Caudwell

"If you get in my way...I'll kill you."

Cain A. Caudwell is a Master Wraith and supposed son of Professor Caudwell. He does not actively engage the UGN in battle, and is assumed to have motives that differ from the other Master Wraiths.

The UGN has been investigating this young man, but results have been poor as investigating agents often disappear. No intelligence on Cain was available until recently, when he was seen with the UGN Illegal Ayame Shikishima. No one knows why the most mysterious Master Wraith would reveal himself to this girl.

Gender: Male **Age:** 17
Syndrome: ??
Work: FH Child
Cover: High School Student
[Body] 9 <Melee> 6, <Dodge> 2

[Sense] 5 <Perception> 3

[Mind] 9 <RC> 3, <Will> 5

[Social] 4 <Procure> 4,
 <Info: FH> 4, etc.

HP: 47 **Initiative:** 19 **Encroach:** 170%
Powers: Unknown



A former UGN Illegal

Master Wraith Xi (14), Sakyo Kurosu

"...I'll kill every last Overed. Me, him, everyone."

The Master Wraith Sakyo Kurosu carries a deep hatred of Overeds, especially UGN Overeds. His hate is almost pathological and it drives him to indiscriminately hunt down any Overeds that work for the UGN.

Once an UGN Illegal, Sakyo changed when during the chaos caused by the Professor's return, an UGN agent mistakenly killed his family.

Sakyo desire is the extermination of all Overeds, a wish that leaves him isolated within False Hearts, and forced to carry out his duties alone.

Gender: Male **Age:** 19
Syndrome: Black Dog
Work: False Hearts Agent
Cover: False Hearts Agent
[Body] 4 <Dodge> 2

[Sense] 3 <Perception> 2

[Mind] 9 <RC> 8, <Will> 4

[Social] 3 <Info: UGN> 2, etc.

HP: 37 **Initiative:** 15 **Encroach:** 148%
Powers: «Lightning Spear» 3, «Thor's Hammer» 5, «Max Voltage» 5, etc.



Professor Caudwell's Follower

Master Wraith Nona (09), Laelia Giuly

"I'm sorry, but for that man and my father's sake, I need you to die."

Laelia Giuly is a girl that serves Professor Caudwell. Despite her ever-present expression of sadness and aura of tragedy, this beautiful young girl is a powerful threat, having already destroyed several branches.

According to an agent lucky enough to meet her and live, Laelia does not enjoy the fighting. If anything, she seems to despise the violence. Despite this, Laelia is like a demon in battle, mercilessly destroying her opponents in a bath of light and blood. What could her true intentions be?

Gender: Female **Age:** 16
Syndrome: Bram Stoker/Angel Halo
Work: FH Cell Leader
Cover: High School Student
[Body] 1 <Dodge> 1

[Sense] 7 <Ranged> 6,
 <Perception> 2

[Mind] 7 <RC> 6, <Will> 4

[Social] 3 <Procure> 3, <Info: FH> 1

HP: 29 **Initiative:** 21 **Encroach:** 95%
Powers: «Bloody Banquet» 3,
 «Miniscule Dust» 5, «Gun of Light» 5,
 etc.

Kyoji "Diablos" Kasuga

"With these new powers, I will win this time!"

Kyoji Kasuga is a False Hearts agent what was once a candidate for leadership. Once considered excellent, he has had a never-ending string of failures, a curse that started long ago with one single defeat.

If there's anything special about Kyoji, it's his physical and mental resilience. He has suffered countless defeats, and was confirmed "dead" on more than one occasion, but he continues to fight against the UGN.

Kyoji recently became a Tri-Breed. Convinced that his new Powers will bring him victory, he went on a new mission, and was quickly defeated.

Gender: Male **Age:** 40
Syndrome: Chimaera/Exile
/Bram Stoker

Work: False Hearts Agent

Cover: False Hearts Agent

[Body] 6 <Melee> 4, <Dodge> 3

[Sense] 5 <Perception> 3

[Mind] 8 <RC> 4, <Will> 3

[Social] 1 <Info: Underworld> 3

HP: 40 **Initiative:** 18 **Encroach:** 115%

Powers: «Reaming Claw» 2, «Absorb» 2, «The Thirsting Lord» 2, etc.



The Unyielding Agent

Shizuma "Carnage" Orito

"It's a thin line between life and death. When death comes, it comes."

Shizuma Orito is a professional assassin that's wanted throughout East Asia. Using classical Japanese martial arts as a base, he takes disciplines from all periods and regions and mixes them into own unique fighting style.

He is so skilled, that before awakening as an Overed, he was able to kill a Gjaum with just his hands. In the underworld, he is known as a monster that is on par with the Predator.

Despite being almost seventy, his spirit shows no sign of aging. On top of that, the Renegade virus has restored his body to the youthful condition of a twenty-year old man, giving him unusual vitality.

Gender: Male **Age:** 69

Syndrome: ??

Work: Fighter

Cover: Martial Artist

[Body] 17 <Melee> 40, <Dodge> 25

[Sense] 13 <Perception> 5

[Mind] 7 <Will> 8,
<Knowledge: Fighting Styles> 5

[Social] 1 <Info: Underworld> 2

HP: 61 **Initiative:** 33 **Encroach:** 186%

Powers: Unknown



An FH Mercenary

Eiichi "Dog Master" Takajo

"Your orders are to be merciless, cruel, and efficient messengers of death."

Eiichi Takajo is a seasoned warrior who has been the leader of False Hearts' combat unit "Moon Dogs" for over a decade. Based on the "Master" codename and his position as the leader of the unit that takes on the hardest missions, one can surmise how powerful this man is.

Eiichi is not a warmonger or a risk junkie, nor does he have a particular creed or philosophy. His goal is to see how high someone will pay for his unit's services. In accordance to this policy, Eiichi has followed the highest bid to Professor Caudwell's command and is now active in Japan.

Gender: Male **Age:** 45

Syndrome: Balor/Hanuman

Work: FH Solider

Cover: Moon Dog Captain

[Body] 4 <Melee> 3, <Dodge> 8
<Ride: Tank> 5

[Sense] 10 <Ranged> 10,
<Perception> 6

[Mind] 4 <RC> 3,
<Knowledge: Military> 8

[Social] 6 <Procure> 6, <Info: FH> 8

HP: 32 **Initiative:** 24 **Encroach:** 150%

Powers: «Giant's Axe» 3, «Dark Spiral» 5, «Roaring Claw» 3, etc.



Captain of the Moon Dogs



A Member of the Kasuga Clan

Mio "Lady Panther" Kasuga

"I'll have to exterminate any pests that dare mislead the mistress..."

Mio Kasuga is a girl from the Kasuga Clan and a False Hearts agent who swears allegiance to Kyoka "Planner" Tsuzuki.

Kyoka's abrupt desertion of False Hearts has caused the Kasuga Clan to fall into disarray, essentially destroying their ability to act as a cohesive unit. But despite the betrayal, Mio continues to wait for the Planner to present her with new orders.

Mio's views Xenos with animosity, as they are the ones who are now being guided by Planner. She believes that if Xenos is destroyed, her mistress will return to her.

Gender: Female **Age:** 12
Syndrome: Solaris/Orcus
Work: False Hearts Agent
Cover: False Hearts Agent
[Body] 2 <Dodge> 1

[Sense] 3

[Mind] 7 <RC> 6, <Will> 2,

[Social] 8 <Negotiation> 6,
<Procure> 2, <Info: FH> 2,

HP: 31 **Initiative:** 13 **Encroach:** 141%
Powers: «Animal Tamer» 3,
«Handling» 3, etc.



A Mad Scientist

Robert "Mad Scientist" Short

"Mwuhahahaha! This is the find of the century!"

Robert Short is a False Hearts scientist. He doesn't specialize in a particular science, but he has become the leading expert in practically every academic field. His mind is all-encompassing and clever, which may be why normal folk are unable to comprehend this man.

Despite being called the Mad Scientist, Short was a normal person until twenty years ago, when the Renegade virus made him an Overed. After understanding the meaning behind matter and life, Short willfully surrendered his sanity. He now utilizes his intellectual curiosity in the pursuit of new – and sometimes forbidden – knowledge.

Gender: Male **Age:** 59
Syndrome: Morpheus/Exile/Chimaera
Work: Researcher
Cover: Researcher
[Body] 6 <Melee> 4, <Dodge> 2

[Sense] 4 <Perception> 2,

[Mind] 20 <Knowledge: Science> 20,
etc.

[Social] 2 <Info: Academics> 20

HP: 52 **Initiative:** 28 **Encroach:** 132%
Powers: «Perfect Control» 2, «Complete Therianthropy» 2, etc.



A False Hearts Agent

Kanata "The End" Hiura

"Don't end up like me."

Kanata Hiura is an agent with the complexion and aura of a dead man. Despite the lack of passion and energy evident from his ever-present and empty smile, the man boasts an 80% success rate for missions.

It wouldn't be unusual for this ace agent to be a Master, but it seems he does not desire self-aggrandizement. In fact, he has let other agents take the credit for a job.

Anyone who stays with False Hearts must have a strong reason for doing so, but when asked about his motivations, Kanata only gives an empty smile and mumbles, "It's over for me."

Gender: Male **Age:** 26
Syndrome: Exile/Salamandra
Work: False Hearts Agent
Cover: False Hearts Agent
[Body] 12 <Melee> 10, <Dodge> 6

[Sense] 3 <Perception> 4

[Mind] 3 <RC> 6, <Will> 4

[Social] 6 <Procure> 4,
<Info: FH> 8, etc.

HP: 47 **Initiative:** 9 **Encroach:** 125%
Powers: «Unyielding Flock» 2, «Life Curtain» 3, «Ice Shield» 3, etc.



The Herald of the Renegade

■ The New Life Form

The world has been changed by the Renegade, and behind the world of normality, the battle between Overeds continues. However, Overeds are not the only residents of this hidden world. There is an existence that is stranger than the Overeds. They are the heralds of the Renegade. They are known as the Renegade Beings.

As their name suggests, Renegade Beings are a strain of the virus that has become a self-aware life form. They possess great intellect and is clearly sentient. Since the Renegade was released from those ruins in the Middle East, the number of Renegade Beings has dramatically increased, making these Beings an existence that cannot be ignored.

In the hidden world of Overeds, can coexistence with the Renegade Beings be achieved, or will it become a battle for survival? If peace cannot be made with these powerful Beings, then the world will certainly fall deeper into the chaos.

■ About Renegade Beings

As explained earlier, Renegade Beings are sentient forms of the Renegade virus. The physical appearance of these Beings greatly vary, with forms ranging from something as simple as a piece of ore, the familiar human shape, or even something that can be called mystical.

Regardless of what shape it takes, every Renegade Being shares two common traits: Each one is capable of communicating with humans, and is aware that it is a strain of the Renegade. Short of some sort of interference from outside sources, a Renegade Being will never mistake itself for something else.

Other than physical appearance, Renegade Beings are also noted to be more powerful than normal Overeds. While the powers of Renegade Beings have not been fully analyzed, research shows that they have access to unique and very powerful abilities. However, they are at much higher risk of becoming Gjaums.

Researchers theorize that a mix of inexperience and overwhelming power is the reason why Renegade Beings are more susceptible to becoming Gjaums. These creatures only recently established themselves as a sentient life form and are still developing as a species.



The Renegade Being Saburo, meeting three Overeds

Behavior-wise, Renegade Beings are very interested in humans. No matter what a Renegade Being's normal disposition may be, it will show an almost child-like fascination with humans, and will find some way to socialize with them or observe them.

Contact with humans is what jump-started their last phase of evolution, and their continued interaction with them will certainly help the Renegade Beings develop more. To understand how far they have come, one needs to look back on the history of Renegade Beings.

● Their Evolution

It is said that Renegade Beings have existed since ancient times, possibly long before humans came about. However, these early Renegade Beings had low levels of intelligence, and only a rare few were capable of communication. At this time, the only one capable of autonomous behavior was the one that would later be known as Kyoka "Planner" Tsuzuki.

For most of their existence, Renegade Beings were nothing more than an obscure presence, devoid of self-awareness. Many only had limited intelligence, and those that had a high level of intelligence also had short life spans. Ultimately, Renegade Beings as a whole were imperfect life forms, incapable of human-like behavior.

● The Turning Point

The state of the Renegade Beings changed on the fateful day twenty years ago, when the Renegade was spread across the world through the atmosphere. New Renegade Beings were born, ones that had a consciousness and the ability to enter a mutual relationship with humans. At the same time, the intelligence of preexisting Beings began to slowly develop.

Ever since the plane that carried the ancient sample of the Renegade was shot down, the Renegade Beings have been evolving at a rapid pace, achieving higher levels of intelligence. The Renegade Beings acquired their new found intellect because the virus was spread across the world; they got the chance to interact with humans, the most intelligent life forms on the planet.

Just like how a child develops by interacting with others, Renegade Beings grew as they continued to communicate with humans. They copied the human's mental structure, and developed intelligence that was on-par with humans. Their evolution would take another step forward during the Omokage Island Incident, where they came in contact with human memories.

● The Population Boom

Before the Omokage Island Incident, there were only a few tens of Renegade Beings that existed in the entire world. Since the event, the Renegade Being population has become staggering, increasing by the hundreds and thousands. The increasing number of confirmed sightings from the Renegade-related organizations of the world helps prove that the population is increasing.

It is unknown as to how many Renegade Beings currently exist in this world, but based on accounts from several different organizations, it is predicted that there are anywhere from between a few thousand to several tens of thousands. In addition to the population increase, the Omokage Island Incident instilled a curiosity towards humans in many of the Renegade Beings.



Kyoka Tsuzuki, during the final battle on Omokage Island

■ The Rise of Xenos

During and after the Omokage Island Incident, Kyoka "Planner" Tsuzuki vanished from False Hearts Japan. It was assumed that she died during the incident, but she reemerged and became a new threat to the current power balance between the UGN and False Hearts.

In contrast to her previous appearance as a young woman, Kyoka Tsuzuki returned in the form of a ten year old girl. She revealed her true identity as a Renegade Being and her intention to leave False Hearts. She then went on to create an organization of Renegade Beings called "Xenos."

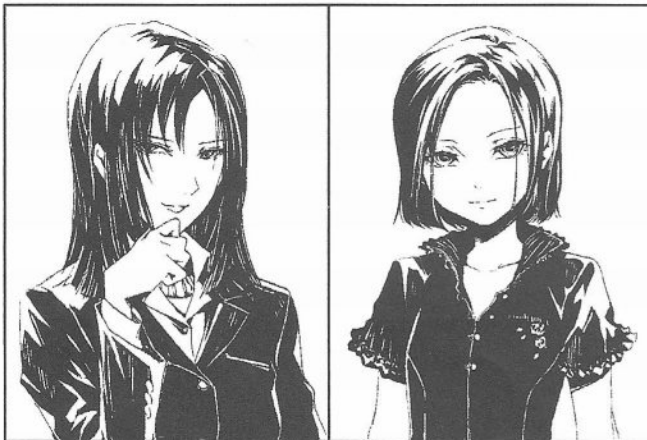
■ Kyoka Tsuzuki's History

Kyoka Tsuzuki is believed to be one of the first Renegade Beings to awaken, but it is unknown as to when or where she was born. Supposedly even Kyoka herself does not know her actual age.

Some say that she has often intervened in human history, regularly changing her name as time passed. The only indisputable fact about Kyoka Tsuzuki is that she is a unique existence whose distinct self-awareness and intelligence surpasses humans.

Despite having been killed during the Omokage Island Incident, she returned a few days later in the form of a ten year old girl. Such occurrences feed the rumors that she is actually immortal.

Kyoka supposedly has the ability to use Powers from all twelve Syndromes, and it's rumored that she even has Powers that normal Overeds cannot handle.



Kyoka Tsuzuki. Before and after the Omokage Island Incident.

● Xenos as an Organization

Xenos, an organization comprised of a small number of Renegade Beings, is a complete enigma to the UGN and other organizations. According to intelligence gathered by various organizations, Xenos' central members are composed of Kyoka Tsuzuki and twenty-four Renegade Beings that have been handpicked by Kyoka herself. Other than these central members, Xenos has numerous allies that offer assistance when needed.

At first glance, Xenos members do not work together; if there is one member that goes out to destroy a small country's military, there's another member that coordinates with False Hearts to carry out acts of terrorism. Some members

may work with the UGN to handle Renegade-related incidents. Others may steal Renegade data, or experiment on Overeds. However despite the perceived disorganization, it is known that Xenos' leader, Kyoka Tsuzuki, is in the background manipulating the actions of every member.

No one knows what Kyoka's plans are, but it is possible to speculate to what they are. If one thinks not from the viewpoint of humans but Renegade Beings, as well as connect the words Kyoka speaks together, one will realize what Xenos' final goals are.

■ Xenos' Goals

When Kyoka Tsuzuki revealed herself to be a Renegade Being, she said that her goal was the advancement of the Renegade Beings. Based on these recorded words and the history of Renegade Being evolution, one can surmise that Xenos is attempting to increase the amount of experience the Renegade Beings as a species has.

The Renegade Beings as a species is still much undeveloped. Just as how human babies grow and learn as they experience more, Renegade Beings will develop as they experience different situations. Xenos may be putting Renegade Beings in many situations, so that the species can be taken to the next stage of evolution.

■ The Reaction of Other Organizations

At this time, no organization knows exactly what Xenos' goals are. As such, the countermeasures against Xenos differ between organizations.

● The UGN's Reaction

The UGN has yet to create a countermeasure towards Xenos. Currently, each branch chief has been ordered to act according to circumstance should Xenos appear in their district.

● False Hearts' Reaction

False Hearts never had much in terms of unified policy, so naturally the response towards Xenos differs between each cell. Their general stance is to treat Xenos as an enemy when their actions pose a threat, and to treat them as allies when their actions can be beneficial.

● The Reaction of other Renegade Beings

Not all Renegade Beings work with Xenos. Some stay neutral, while others openly oppose the organization. Cesario, whose personal mission is to eliminate any Renegade that poses a danger, is one such Being that opposes Xenos.

■ The Current State of Renegade Beings

As the number of Renegade Beings increase and their existence becomes more stabilized, many have begun to exercise their new-found intelligence. In regards to humans the new Renegade Beings are taking one of three general stances.

● Entering Human Society

Due to the events of the past twenty years, Renegade Beings have developed a desire to understand humans. Many have entered human society in some form. Some work with the UGN, while others have joined False Hearts.

● Opposing Humanity

Most "hostile" Renegade Beings do not harm humans out of hatred, but out of a twisted desire to understand humans. They sometimes capture and study humans, which obviously leads to hostile relations. Those that take this course of action often end up becoming Gjaums.

● Isolation

Unlike their fellow brethren who have joined human society, certain Renegade Beings choose to ignore that urge to interact with humans. Those that choose this path tend to live in natural habitats, isolated from the humans.

■ Types of Renegade Beings

As mentioned before, Renegade Beings take on various physical forms. Their form is affected by their Origin, the living being, object, or idea that they were born from.

● About Origins

An Origin is a base form that the Renegade virus uses to form its physical identity when evolving into a full-fledged Renegade Being.

The Renegade may make use of an animal, a piece of ore, or even something abstract like an urban legend. This Origin affects not only physical form, but also personality to a slight (if sometimes negligible) degree.

Currently, there are seven confirmed Origins. Whether or not these will be the only Origins remains to be seen.

◆ Origin: Animal

Renegade Beings that came from animals fall under this Origin type. Parts of the base animal will be incorporated into the Renegade Being's body. Some Renegade Beings may take on a more mystical appearance that is akin to mythological animals.

◆ Origin: Colony

Renegade Beings of this Origin were born from some form of collective life form, such as coral reef, slime mold or a forest. The phrase "all in one and one in all" may best describe Renegade Beings of this Origin. Even if a part of the whole is lost, the Renegade Being can continue to live without any loss of function.

◆ Origin: Cyber

Renegade Beings of this Origin use some form of technology as its core. They may appear of function like an internet program, an AI with a soul or a robot.

◆ Origin: Human

Renegade Beings that originated from a human or human-like life form fall under this Origin type. They are biologically human, but their mental state is completely different. Clones without self-awareness and other types of empty vessels that later acquire awareness through the Renegade will usually fall under this category.

◆ Origin: Plant

These Renegade Beings used plant life during their rise to sentience. Unlike Colony Renegade Beings, Plant Renegade Beings usually originate from a single plant. Due to having taken so many plant qualities, many of these Renegade Beings have a unique sense of time that differs from humans.

◆ Origin: Mineral

Renegade Beings that came from rocks, ores or crystals are of this Origin type. The qualities of the original mineral will be reflected in the Renegade Being's physical form and personality.

◆ Origin: Legend

Renegade Beings of this Origin are born from the imagery of a rumor, urban legend or a bit of information. Their true forms are created based on the social idea, common imagery, or story that they were born from.

For example, Renegade Beings born from the story of a serial killer will take a form that resembles what society thinks that killer looks like.

■ Renegade Being Behavior

Just as there differences in the form of Renegade Beings, there are differences in behavior. Every Renegade Being capable of autonomous behavior will behave in one of three different ways.

● Independent

Independent Renegade Beings possess their own body and live without a host. Like humans, they are complete as a single unit.

Since many Renegade Beings can use «Humanity's Neighbor» to hide their Origin and take on human form, independent behavior is most common among Beings.

● Controller

Controllers operate by taking over a host (either biological or inanimate) and controlling it. When a living host is taken over, its consciousness will be sealed away by the Renegade Being.

● Collaborator

Like Controllers, Collaborators will enter a host body, but will not seal away the host's consciousness. Instead, it will coexist with the host. The host himself may even know that another living being is inside his body.

If a host is unaware of his Renegade Being, it is usually because he passes out whenever the Renegade Being's personality surfaces. Cesario is an example of such a case.

OTHER ORGANIZATIONS

DOUBLE CROSS

Other than the UGN and False Hearts, there are many organizations that deal with the Renegade. Some will be allies, while others will be enemies.

■ The Ministry of Health, Labour and Welfare

The Ministry of Health, Labour and Welfare is one of many Japanese agencies that are developing countermeasures against the Renegade. It is a more moderate faction, seeking to prevent incidents by taking Overeds into their custody. The ministry has developed an official relationship of cooperation with the UGN, and will grant special authorities to UGN agents during incidents that involve the Renegade.

■ Section R

The Renegade Crimes Investigation Unit, or Section R as it is informally called, is a new division created by the pro-UGN faction of the police. This unit has gathered together veterans officers from across the nation, and has proved its worth through intel operations and clean-up. Often, Section R provides logistics support for the UGN.

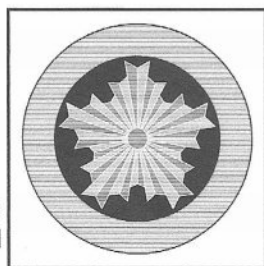
■ Special Investigations Agency

Director: Seiji Munei

Scale: Japan

The Special Investigations Agency (SIA for short) is a division of National Security (which does not exist on official records) that acts as the first line of defense against the Renegade. Their approach to the Renegade issue is the polar opposite of the Ministry of Health, Labour and Welfare's methods, seeking to eliminate the Renegade threat by exterminating the Overeds.

The SIA prefers that the UGN not take the lead during any cases, and thus may even keep them out of the loop. This lack of cooperation has indirectly caused unnecessary casualties in the past. Reprimands from their superiors have forced SIA to be more cooperative with the UGN, but they still abhor the UGN.



■ Strangers

Captain: Takemichi Kurosaki

Scale: Japan

The Strangers is a battalion of the Japanese Self-Defense Force that has been armed and trained to fight the Renegade. With anti-Renegade equipment and heavy artillery, the Strangers is the only part of the armed forces that can effectively counter Overeds. They often work in conjunction with the SIA, and are known for their cold, heavy-handed response towards Overeds.

The Strangers cannot be sorted on a whim, as this battalion and the Renegade officially do not exist. There are several rumors afloat that they have become the de facto personal troops of General Sugawara, the founder of the Strangers. In fact, many Stranger soldiers are not even members of the national military, which is why the battalion as a whole is viewed as dangerous by even their fellow JSDF soldiers.



■ Tempest

Captain: Dias McLain

Scale: Japan

Tempest is an US Marines company that is currently stationed in Japan. Like the Strangers, Tempest is an unofficial company that was created as an anti-Overed countermeasure. As such, many details about them are kept secret.



This company was formed to be an experiment for the military application of Overeds and the testing of Renegade weaponry. Many of the soldiers of Tempest are either Overeds or Gjaums. Some have even opted to enhance their Renegade powers and bodies through the use of cybernetic implants.

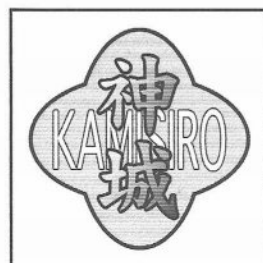
Some of the tests and missions performed by Tempest can be seen as unethical by some, and the UGN has lodged complaints against the company. However, Tempest simply ignores the protests. The conflict between the two organizations may not be obvious, but relations are not amiable.

■ The Kamishiro Group

Chairman: Satsuki Kamishiro

Scale: Japan

The Kamishiro Group is a major Japanese conglomerate that has holdings in every part of the global economy, with its main operations centered on heavy industry and biotechnology. The conglomerate has been run by a member of the Kamishiro family since its founding, which is why it is sometimes referred to as the Kamishiro Empire. The latest Chairman, Satsuki Kamishiro, is seen by the media as a kind of pretty girl prodigy, and media outlets have practically been parading her around as the "Princess of Industry."



Other than its public holdings, the Kamishiro Group also oversees secret Renegade research for the UGN. The Group has been on good terms with the UGN, but factions within the company are expressing displeasure over the UGN's complete control over Renegade-related data. Factions have started acting on their own accord, with some even planning to cooperate with False Hearts.

■ The State of Grace

Captain: Andrew Wong

Scale: Unknown

The State of Grace is a radical cult of Overeds that become known for its terrorist and criminal activities. Members believe Overeds are the new chosen race, and view anyone with no Renegade abilities as infidels. While the cult uses their powers for various illegal activities, they are practically amateurs with their powers, which makes it easy for the UGN to foil their plans.



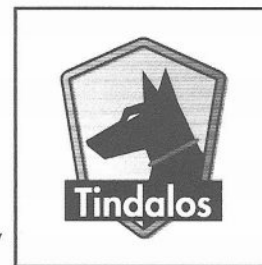
As one can expect from zealots, the State of Grace kidnaps humans and attempts to "guide" them to the world of Overeds. Unfortunately for the victims, the cult has yet to successfully convert a single person.

■ Tindalos

Captain: Natsuki Minase

Scale: Japan

Tindalos is a Japanese civilian group that is dedicated to keeping people safe from Overeds and Gjaums. Unlike other similar groups, Tindalos has a relatively good understanding of the Renegade, and is aware of secret organizations like the UGN. Tindalos is at odds with the UGN, an organization they consider elitist and uncaring of the civilian casualties they cause.



Tindalos was formerly lead by Takamasa Haga, a man who attempted to fight back the Renegade threat without the help of the UGN or Overeds. Natsuki Minase and other Tindalos members found Haga's plans foolish, and ousted him from his position. Tindalos now accepts Overeds into its ranks and is steadily increasing in power.

■ Wild Horses

The Wild Horses is a group of freelance Overeds lead by Mikiyasu Kagura (Age 56, Male). Wild Horses is a PMC in name, but will accept even the most mundane of jobs if paid properly. Since Kagura is a former UGN agent, many of his contracts come from the UGN. Wild Horses now has its own web site, and is expanding the spectrum of jobs that they will accept.

■ S-Ranking

Webmaster: Show-K

Scale: Global

S-Ranking is an internet site that gathers battle data on Overeds, quantifies it using its own unique formulas, and assigns ranks based the calculated power level. While the ranking of Overeds within itself is nothing unique, what interests people is the fact that Overeds like Iscaiot (the top ranker), the Other-World Priestess (who's second on the list), and others that the UGN have marked are included in the list. The site's webmaster, Show-K, is rumored to be an Overed himself (herself?), but no one has ever seen the person.



■ The Guild

Japan Branch Leader: Alfonso Fuentes
Scale: Global

The Guild is a worldwide criminal network that started out as a loose alliance between the drug-trafficking mafia families. Its original purpose was the harboring and transfer of felons. Its information and social networks helped maximize profits for all participating groups, and the Guild now has its own standing military force.

The Guild stopped being a loose alliance and became its own criminal society when it began using its army to intervene in wars between its members. The Guild now harbors criminal Overed and Renegade-abusing career criminals, which makes up for their lack of Renegade knowledge.

Due to the nature of the network, the Guild works with False Hearts on several operations. However, their relationship is strictly business, and the Guild will oppose False Hearts, or leak information to the UGN, if the outcome is beneficial to them.



■ Kou-Ou Society

Chairman: Seigen Takayama
Scale: Japan

The Kou-Ou Society is the largest organized criminal organization in Japan, and is kept under heavy surveillance by the police. Being marked by the police has not changed the Society's greed, instead encouraging them to be more subtle in their ways. The Society did not have many encounters with the Renegade, but that changed when members noticed the existence of the virus.

These members see the potential profit that Renegade powers can bring in, and have started secretly gathering as much information as possible. To these men, the Renegade is money. While they may not have made any major moves with the Renegade, the Kou-Ou Society may one day disturb the power balance between the Renegade organizations.



■ Overed Mutual Aid Society

Webmaster: Little Levia10
Scale: Global

OMaS is an unofficial social network that exists within the UGN. It started out as a site used by the Illegals, who tend to be younger, and looking to talk about their problems with someone who is in their age group and has the same worries they do. All interactions on this site are carried out through screen names only.



■ Space Unity Association

President: Shinzo Seohana
Scale: Japan

The Space Unity Association is a hobbyist group that regularly attempts to contact extraterrestrial life.

This in itself is not problematic, but the Association has become aware of the Renegade's existence. However, they have mistaken Overeds for a type of parasitic alien, with some believing that they are the advance force of an alien invasion. But the real issue is that these people think that the UGN is part of some global conspiracy to conceal the existence of alien life.



IMPORTANT CHARACTERS · OTHER

DOUBLE CROSS

These residents of the twisted world have not directly affiliated themselves with the UGN or False Hearts. They may become your enemy, or your friend. Cherish the people you meet, as the bonds you share with them will become the Loises that keep you on this side of the world.

Mia "Meerkat" Nekogawa

"Bump up my pay, and I'll tell you something interesting."



A Promising New Informant

Mia Nekogawa is a freelance informant that loves money. She is skilled despite being so young; she is a talented hacker and has numerous connections with people on the internet. Her information is good, and is gathered unusually quick.

Yet despite her talents, Mia's overall reputation is poor. She is confident in her abilities, but she does not follow through on her work, which leads to dumb mistakes. Still, her numerous regulars are proof that she is good.

Mia's private life is a mystery, but she seems to be a teen. Perhaps she has a regular life as a high schooler.

Gender: Female **Age:** 17
Syndrome: Black Dog/Chimaera
Work: High School Student
Cover: Informant

[Body] 5 <Dodge> 1

[Sense] 1 <Perception> 1

[Mind] 2 <RC> 2

[Social] 4 <Negotiation> 4,
<Info: Web> 7 etc.

HP:32 **Initiative:**4 **Encroach:** 28%
Powers: «Security Cut» 3,
«Dormant Genes» 1

Soichi "Predator" Iba

"Can there be anything more beautiful than the color of blood?"



The Battle-Crazed Assassin

Soichi Iba is known as the underworld's most deadly professional assassin. His battle prowess is without a doubt top-level, and the name Predator frightens even the most battle-hardened gangsters.

But what's most frightening is that he puts the joy of battle before his work. Very rarely does he only kill his target, and casualties skyrocket wherever he goes. There are at least a thousand instances where the death toll increased because Soichi wanted to have some fun.

The only thing this man seeks is a fearsome battle, one where life becomes as fleeting as fireworks.

Gender: Male **Age:** 30
Syndrome: Bram Stoker/Neumann/
Balor

Work: Assassin

Cover: Assassin

[Body] 15 <Melee> 20, <Dodge> 5

[Sense] 15 <Ranged> 9,
<Perception> 3

[Mind] 15 <RC> 15, <Will> 20

[Social] 6 <Info: Underworld> 5

HP: 65 **Initiative:** 45 **Encroach:** 260%
Powers: «Crimson Sword» 5, «Combat System» 3, «Giant's Axe» 3, etc.

Satsuki "Daybreak" Kamishiro

"I won't give in, even if I'm the last one standing."

Satsuki Kamishiro is chairman of the global conglomerate Kamishiro Group. Despite her age, she has undeniable talent, and has proved her abilities when she eliminated both internal and external rival factions. Satsuki is recognized as one of the greatest in the world of business, but cracks in her reputation have started to appear.

Satsuki built a relationship with the UGN, but due to the issues that the UGN has been having, some see her move as a failure. Rivals and anti-UGN factions have risen, causing a rift in the Group. With her trusted aides gone, Satsuki must now fight this new battle alone.

Gender: Female **Age:** 18
Syndrome: Neumann/Orcus
Work: Executive
Cover: High School Student
[Body] 1 <Ride: 4-Wheel> 2

[Sense] 2 <Perception> 1

[Mind] 7 <RC> 3, <Will> 4
 <Knowledge: Business> 9

[Social] 6 <Negotiation> 20,
 <Procure> 35, etc.

HP: 29 **Initiative:** 11 **Encroach:** 43%

Powers: «Inspiration» 3,
 «Genius' Insight» 3, etc.



Chairman of the Kamishiro Group

Takemichi "Paint it Black" Kurosaki

"They're like zombies. You got to be more ruthless."

Lieutenant Colonel Takemichi Kurosaki is the current captain of the Strangers. Formerly the vice-captain, he was promoted after Yasumichi Sugawara, the previous commander, moved on to the position of general.

Despite being an Overed himself, Takemichi utterly despises the Renegade. During past missions, he was criticized for his cruel and overly violent methods. He hasn't change since being promoted, and the UGN's failures have legitimized his stance.

Takemichi was handpicked and favored by General Sugawara, and he often deploys the Strangers when asked by the general.

Gender: Male **Age:** 32
Syndrome: Angel Halo/Black Dog
Work: National Guard
Cover: Strangers Captain

[Body] 5 <Melee> 3, <Dodge> 3
 <Ride: 4-Wheel> 2

[Sense] 9 <Ranged> 9,
 <Perception> 3

[Mind] 2 <RC> 1, <Will> 5
 <Knowledge: Military> 13

[Social] 4 <Procure> 7
 <Info: Military> 9

HP: 32 **Initiative:** 20 **Encroach:** 110%

Powers: «Eyes from Heaven» 3,
 «Barrier Cracker» 3, etc.



Captain of the Strangers

Shusei Tani

"I've informed the proper authorities. The rest is up to you."

Shusei Tani is a detective for Section R. Even among the veterans that were gathered to form his department, Shusei is remarkably experienced and well-known throughout the police force, which is why he is sent out to investigate cases for every district in the country.

Thanks to his time in Forensics and preexisting connections with the UGN, Shusei is knowledgeable about the Renegade. He is better at identifying and tracking culprits than even UGN specialists.

Shusei lost both wife and child to the Renegade, which is why he is so thorough with his investigations.

Gender: Male **Age:** 51
Syndrome: None
Work: Police
Cover: Detective
[Body] 5 <Melee> 1, <Dodge> 1,
 <Ride: 4-Wheel> 2

[Sense] 6 <Ranged> 1,
 <Perception> 1

[Mind] 2 <Will> 5,
 <Knowledge: Forensics> 3, etc.

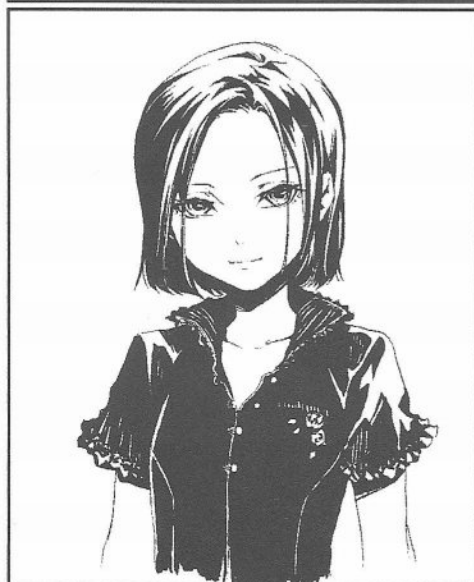
[Social] 1 <Negotiation> 3,
 <Info: Police> 4

HP: 32 **Initiative:** 14 **Encroach:** -

Powers: None



The Detective for Renegade Crimes



The Leader of Xenos

Kyoka "Planner" Tsuzuki

"Let us commence our new plan."

Kyoka Tsuzuki is the world's most ancient Renegade Being capable of autonomous behavior. Once the leader of FH Japan, she now is the leader of Xenos.

Kyoka may look like a little girl, but she is not to be underestimated. The plans that this person (?) initiated have dealt damaging blows to the UGN. If one were to also include times when she was only indirectly involved, the total damage caused is unimaginable.

Kyoka now uses her wisdom to guide the still young Renegade Beings to the next stage of evolution. To the Renegade Beings, her plans are a blessing.

Gender: Female **Age:** ??

Syndrome: Neumann

Work: Renegade Being

Cover: Xenos Leader

[Body] 8 <Melee> 8

[Sense] 8 <Ranged> 8

[Mind] 12 <RC> 15, <Will> 8

[Social] 18 <Negotiation> 12, <Procure> 16, <Info: UGN> 12, etc.

HP: 48 **Initiative:** 24 **Encroach:** ??

Powers: «Advice» 3, «Walking Encyclopedia» 3, «Fountain of Knowledge» 3, etc.



A Xenos Member

Tiger Eye

"Human, show thy heart to me."

Tiger Eye is a Controller Renegade Being that uses a red tiger eye stone as a body. Once an EX Renegade, Tiger Eye developed an arrogant attitude and an antiquated way of speaking. With his curiosity and strong desire for knowledge, some could say he acts like an old sage.

Due to his ability set, Tiger Eye handles Xenos' infiltration missions. His rate of success is high, and he is grateful for getting the chance to study human behavior in detail.

Gender: ?? **Age:** ??

Syndrome: Angel Halo/Orcus

Work: Renegade Being

Cover: Xenos Member

[Body] 1

[Sense] 4 <Perception> 6

[Mind] 8 <RC> 13, <Will> 7

[Social] 7 <Negotiation> 5, <Info: Underworld> 2, etc.

HP: 30 **Initiative:** 16 **Encroach:** 158%

Powers: «Origin: Mineral» 5, «Nerve Jack» 3, etc.



A Xenos Member

Nagi "Minerva" Sakatsuki

"You interest me. Shall we fight to the death?"

Nagi Sakatsuki is a woman that is in a symbiotic relationship with the Collaborator Renegade Being Minerva.

Nagi is a swordsman who is certified in traditional sword styles, and sought an opponent worthy of using her techniques against; Minerva wished to understand humans through battle. These two had a mutual interest, and their meeting was perhaps destined.

Nagi and Minerva are now Xenos' resident experts on melee combat, and they make full use of their sword techniques and Renegade Powers.

Gender: Female **Age:** 20

Syndrome: Neumann/Solaris

Work: Renegade Being

Cover: Xenos Member

[Body] 9 <Melee> 8, <Dodge> 3

[Sense] 2

[Mind] 5 <RC> 5, <Will> 7 <Knowledge: Swordsmanship> 3

[Social] 4 <Procure> 2, <Info: Underworld> 2, etc.

HP: 30 **Initiative:** 16 **Encroach:** 99%

Powers: «Origin: Legend» 1, «Ogreish Fighting» 3, etc.

Cesario

**"Things bad begun make strong themselves by ill."
...Macbeth's words."**

Cesario is a Collaborator Renegade Being that resides in Kiyone Hoshino, a local high school girl. Kiyone herself is not aware of Cesario's presence or the Renegade's existence.

Usually, Kiyone is in control of her body, only losing consciousness when Cesario senses Renegade-related danger and surfaces. Cesario claims to be "the hunter of the Gjaums, traitors to the collective will of the Renegade." So, while Cesario does not belong to a particular organization, she often works with the UGN.

On a side note, Cesario loves Shakespeare.

Gender: Female **Age:** 16
Syndrome: Balor/Orcus
Work: Renegade Being
Cover: High School Girl
[Body] 2 <Melee> 1, <Dodge> 3

[Sense] 8 <Ranged> 5,
<Perception> 4
[Mind] 4
<Knowledge: Shakespeare> 5, etc.

[Social] 4 <Procure> 2

HP: 28 **Initiative:** 20 **Encroachment:** 30%
Powers: «Time Casket» 1,
«Perfect World» 1, etc.



A Mysterious Overd

Junji "Hasty" Shigano

"It's a government conspiracy!"

Junji Shigano is a journalist that is starting to gain recognition. He is brash and charges into things without thinking of the consequences. This recklessness of his often puts him in the middle of a Renegade incident.

Thankfully, Junji's articles are considered nonsense, more in line with gossip and bad occult news than actual journalism. However, there is no guarantee that his next article will not reveal the truth. The UGN monitors his activities, and is prepared to deal with any unexpected turn of events.

Gender: Male **Age:** 25
Syndrome: None
Work: Journalist
Cover: Journalist
[Body] 3 <Ride: 4-Wheel> 2

[Sense] 3 <Perception> 2
[Mind] 5 <Will> 1,
<Knowledge: Conspiracy Theory> 1

[Social] 1 <Info: Rumors> 7,
<Info: Media> 5

HP: 31 **Initiative:** 11 **Encroachment:** -
Powers: None



A Journalist

Takashi "Merchant" Minesaki

"Hey, even hell has a price. I can get you anything, but it'll cost you."

Takashi Minesaki is in charge of procuring goods for the Guild's Japan branch. He has a bad habit of always trying to make money; for him, comments about a pebble is enough to start talking about business.

On the flip side, it can be said that this man can be trusted during business transactions. If you have the money, Takashi will get you anything, whether it be guns, drugs, rockets or missiles. He boasts that he can even get you fighter jets.

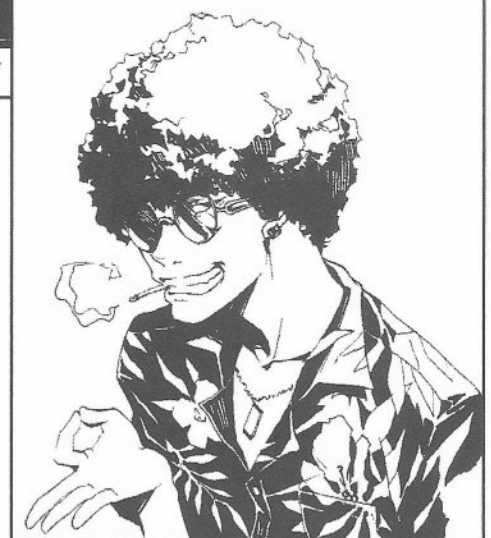
Takashi refuses to obey anyone who doesn't pay, a policy that he upholds even with his boss Fernando. Takashi is truly a weird man.

Gender: Male **Age:** 32
Syndrome: Morpheus/Neumann/
Solaris
Work: Shop Owner
Cover: Guild Member
[Body] 2 <Ride: 4-Wheel> 2

[Sense] 7 <Ranged> 5,
<Perception> 2
[Mind] 4 <RC> 1, <Will> 3

[Social] 5 <Negotiation> 7,
<Procure> 20, etc.

HP: 31 **Initiative:** 11 **Encroachment:** 68%
Powers: «Gold Alchemy» 3,
«Black Market» 5, etc.



A Guild Member

Kozue Shinjo, The Other-World Priestess

"...I think somebody's calling out to me."



A Girl Under UGN Surveillance

Kozue Shinjo is one of many Overeds that the UGN keeps under surveillance. She is as powerful as she is high-risk, so the agents monitoring her are always on alert. But despite the likely occurrence of a catastrophe, there are no records of Kozue ever losing control, and the number of times her abilities naturally activated has decreased.

Recent reports state that her powers have stabilized at their high level. However, Kozue is in the second stage of puberty, making her mind and body unstable. Both R-Lab and White Hand recommend that she be placed under stricter surveillance or be inducted into the UGN.

Gender: Female **Age:** 12
Syndrome: Salamandra/Solaris/Balor
Work: Elementary School Student
Cover: Elementary School Student
[Body] 2

[Sense] 4 <Perception> 2

[Mind] 8 <RC> 30, <Will> 2

[Social] 6 <Negotiation> 6,
 <Info: Rumors> 1

HP: 32 **Initiative:** 16 **Encroach:** 666%
Powers: «Blazing Bullets» 8,
 «Bloodletting Spores» 3, etc.

Nameless

"Woof! ...My apologies. I have the information you requested."



The Legendary Informant

Urban legend speaks of an informant that can uncover any kind of information on the underworld. Having worked under countless aliases and having no known real name, this man came to be known as just "Nameless."

A picture of a man in his twenties floats around as Nameless' true face. The picture is believed to be one of his many dummy faces, as the man never meets a client directly, only using small animals as proxies.

If you spot an animal that understands human speech or is unusually human-like, you may have just found one of Nameless' proxies.

Gender: Male(?) **Age:** 24
Syndrome: Orcus/Black Dog
Work: Informant
Cover: Informant
[Body] 2

[Sense] 2 <Perception> 2

[Mind] 6 <RC> 6

[Social] 6 <Info: UGN> 5,
 <Info: Rumors> 5, etc.

HP: 30 **Initiative:** 10 **Encroach:** 34%
Powers: «Handling» 3,
 «Tapping&On-Air» 1, etc.

Ryo "Midnight Driver" Kugayama

"Where to, sir? Ah, that story...Get in. We'll talk while I drive."



An Informant/Taxi Driver

Ryo Kugayama is a late-night taxi driver who also moonlights as an informant. Thanks to his taxi job, he hears most of the rumors that float around the city.

Ryo maintains a neutral position with all organizations and is known for highly reliable information. Using his taxi to pass on information, Ryo continually drives until the fare equals his informant fee.

Like all informants, Ryo seldom talks about his past. However, people who have seen the unique way he handles a gun speculate that he may be a former Strangers soldier.

Gender: Male **Age:** 33
Syndrome: Angel Halo/Neumann
Work: Informant
Cover: Taxi Driver
[Body] 3 <Dodge> 1,
 <Ride: 4-Wheel> 8

[Sense] 6 <Ranged> 1,
 <Perception> 1

[Mind] 5 <Will> 2

[Social] 10 <Info: Military> 8, etc.

HP: 31 **Initiative:** 17 **Encroach:** 30%
Powers: «Tactics» 3, «Tactical Decision» 3, «Anticipation of Battle» 2, etc.

Diaz "Ace Card" McLain

**"You call yourself a soldier?
Trying doing something first before you whine."**

Lieutenant Colonel Diaz McLain is the captain of Tempest, the US Marine company created to test Renegade powers. Despite the many mechanical augmentations and Renegade enhancements that have placed his men on the brink of Gjaum transformation, McLain's superior Overed abilities and charisma keep the men in line.

To better combat the chaotic state that was caused by Professor Caudwell's return, McLain underwent further mechanical augmentation. However, top US military officials fear that the power the Lt. Colonel is gaining will turn him into a Gjaum.

Gender: Male **Age:** 36
Syndrome: Hanuman/Black Dog/Exile
Work: Mercenary
Cover: Tempest Captain
[Body] 14 <Melee> 8, <Dodge> 10,
 <Ride: 4-Wheel> 3
[Sense] 9 <Ranged> 6
[Mind] 5 <RC> 5, <Will> 15
[Social] 5 <Procure> 8,
 <Info: Military> 4
HP: 53 **Initiative:** 23 **Encroach:** ??
Powers: «Hard-Wired» 3,
 «Festival of the Twisted» 5,
 etc.



The Captain of Tempest

Fionn "Old S" Boothroyd

"Really? Must you drag this old man out again?"

Fionn Boothroyd is a former intelligence agent for the SIS, which is popularly known as MI6. He began his service before World War Two started. The gadgets he used during missions were of his own invention.

Fionn is now retired, but due to the lack of personnel that can handle the Renegade, he will still take on cases for Her Majesty's sake.

He is like a real-life John Bull, a well-dressed man that watches out for the next generation. Sadly, he has a love for bad English jokes and will share them at every opportunity.

Gender: Male **Age:** Around 80
Syndrome: Black Dog
Work: Spy
Cover: Elderly Inventor
[Body] 4 <Dodge> 1,
 <Ride: 4-Wheel> 2
[Sense] 6 <Ranged> 6,
 <Perception> 3
[Mind] 4 <RC> 2,
 <Knowledge: Mechanics> 8, etc.
[Social] 2 <Procure> 4,
 <Info: Underworld> 4
HP: 32 **Initiative:** 16 **Encroach:** 29%
Powers: «Hard-Wired» 1,
 «Liberating Lightning» 3, etc.



A Former MI6 Agent

Douji Saga, the Knight of the Round Table

"May God guide me in my way!"

Douji Saga is a mystery man in medieval knight armor, who has been spotted in all parts of the world. He claims to be Lord Gawain, one of the legendary Knights of the Round Table. It reality, he is a Renegade Being that was born from King Arthur's legend and took control of a suit of armor.

This Controller Renegade Being spent much of his existence ignorant of his true identity, but finally became aware of his origins when he made contact with Xenos.

However, Douji still claims to be Lord Gawain, and continues to search the world for the Holy Grail.

Gender: Male **Age:** ??
Syndrome: Neumann/Black Dog
Work: Renegade Being
Cover: Iron Giant
[Body] 8 <Melee> 9, <Dodge> 3,
 <Ride: Horseback> 2
[Sense] 2
[Mind] 4 <RC> 2, <Will> 4,
 <Knowledge: Chivalry> 10
[Social] 2 <Procure> 4,
 <Info: UGN> 1
HP: 40 **Initiative:** 8 **Encroach:** 30%
Powers: «Magnet Force» 2,
 «Ball Lightning Shield» 5, etc.



A Mystery in Armor



Guild Japan's Leader

Fernando "Smoker" Franco

"Now now, let's just talk about this."

Fernando Franco is the Guild member who manages the organization's Japanese branch

Despite being the de facto chief, Fernando maintains a low profile and keeps a servile smile on his face. The only anti-establishment aspect this man has is the unlit cigarette that hangs from his mouth.

Despite appearances, Fernando is a tough negotiator and has a knack for finding common ground. Since the nature of the Guild means that most work requires coordination between different organizations, Fernando may be the best man to be leader.

Gender: Male **Age:** 47

Syndrome: Morpheus/Neumann

Work: Negotiator

Cover: Head of Guild Japan Branch

[Body] 3 <Melee> 2, <Dodge> 2

[Sense] 5 <Ranged> 3,
<Perception> 1

[Mind] 6 <RC> 5,
<Knowledge: Crime Syndicates>6, etc.

[Social] 6 <Negotiation> 15,
<Procure> 3, <Info: Underworld> 5

HP:32 **Initiative:**16 **Encroach:** 86%

Powers: «Sand Blade»6, «Domain Adjustment»3, «Guiding Flower»3, etc.



SIA Director

Seiji Munei, AKA The Walking Animal

"This is our jurisdiction, UGN. Keep your lap dogs on a leash."

Seiji Munei is the head of the Special Investigations Agency (or SIA), the division of National Security that investigates for Renegade incidents. Their duty is to coordinate with the UGN on missions. Unfortunately, due to both organizations' secretive nature, actual cooperation is anything but stellar.

Munei does not think highly of the UGN, and is openly discriminatory towards Overeds, making him hated among even the UGN's human members. Nonetheless, he knows that it is foolhardy for humans to fight Gjaums. So despite his need to appear superior compared to the UGN, Munei continues to maintain a working relationship.

Gender: Male **Age:** 38

Syndrome: None

Work: Detective

Cover: SIA Director

[Body] 2 <Dodge> 1,
<Ride: 4-Wheel> 2

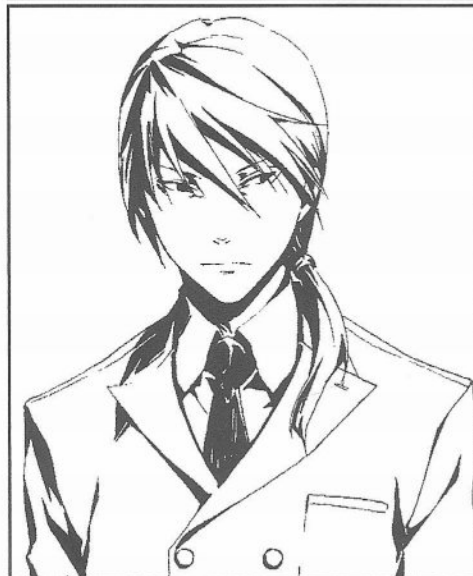
[Sense] 3 <Ranged> 1

[Mind] 4 <Will> 2,
<Knowledge: Detective Work> 10

[Social] 4 <Negotiation> 3,
<Procure> 2, <Info: Police> 5, etc.

HP: 28 **Initiative:** 10 **Encroach:** -

Powers: None



The Takagawa Family Boss

Shoya "Clockwork" Mitsurugi

"This is my Domain, and I expect you to follow my rules."

Shoya Mitsurugi is the current boss of the Takagawa Yakuza family, which belongs to the Ko-Ou Society. Since Chairman Takagawa's days as Takagawa boss, Shoya was the chairman's most trusted confidant, and was the only one who could speak frankly him.

With the chairman's trust and an aptitude for espionage that puts professionals to shame, Shoya is gradually expanding his family's territory.

Due to his young age, the older bosses within the Society disapprove of Shoya, but he gives no heed to their words and continues to work in his detached fashion.

Gender: Male **Age:** 24

Syndrome: Orcus

Work: Researcher

Cover: Takagawa Family Boss

[Body] 5

[Sense] 4 <Ranged> 2,

[Mind] 6 <RC> 6, <Will> 2,
<Knowledge: Sociology>15, etc.

[Social] 6 <Negotiation> 4,
<Procure> 4, <Info: Underworld> 4

HP: 36 **Initiative:** 14 **Encroach:** 90%

Powers: «Fairy's Hand» 3, «Domain Adjustment»3, «Domain's Voice»3, etc.

Natsuki "Steel Guardian" Minase

"If it means saving someone, I'd gladly give my life."

Natsuki Minase leads the armed civilian group Tindalos, a job she took after getting the previous leader to resign.

She was motivated to stage her de facto coup after realizing that Tindalos in its current state cannot protect the people from Overeds or Gjaums. This understanding came to her in a traumatic fashion when she awakened as an Overed and experienced firsthand how humans cannot fight the Renegade.

In order to fight off the monsters, Natsuki plans to recruit Overeds into Tindalos and transform the organization into a force to be reckoned with.

Gender: Female **Age:** 26

Syndrome: Salamandra/Exile

Work: Bodyguard

Cover: Tindalos Leader

[Body] 7 <Melee> 7,
<Ride: 4-Wheel> 3

[Sense] 2

[Mind] 5 <Will> 8,

[Social] 2 <Negotiation> 5,
<Info: Underworld> 4, etc.

HP: 39 **Initiative:** 9 **Encroach:** ??

Powers: «Ice Shield» 3, «Blizzard's Protection» 3, «Bone Sword» 1, etc.



The Leader of Tindalos

Toshimichi Asada

"Elected officials aren't exactly all-powerful, but I'll see what I can do."

Toshimichi Asada is a member of the majority party in the Japanese Diet's lower house. He currently serves as parliamentary secretary for the Department of Work and Pensions, and is one of the few politicians who know about the Renegade.

The UGN has created a strong connection with Asada and performs their political campaigning through him. Being a former doctor, Asada sees the virus as a (currently) untreatable disease, and is discontent at how he cannot campaign for a cure.

It would seem that an Overed is in his family, making the situation personal for him.

Gender: Male **Age:** 51

Syndrome: None

Work: None

Cover: Politician

[Body] 2 <Ride: 4-Wheel> 2

[Sense] 3

[Mind] 9 <Will> 13, <Knowledge: Medicine> 4, <Knowledge: Politics> 21

[Social] 15 <Negotiation> 20,
<Info: UGN> 12, etc.

HP: 33 **Initiative:** 15 **Encroach:** -

Powers: None



A Member of the Legislature

Kiyomaru Kawai, the "Mountain Hsein"

"Man, I love this world! The mystic realm can go suck it!"

Kiyomaru Kawai is a traveling homeless man, self-proclaimed sage, and an Overed who knows much about the Renegade. He has an impressive history, as is connected with various organizations.

Despite living a carefree homeless life, he apparently is very wealthy; many of the forests, lots and abandoned buildings he squats in are supposedly his personal property.

It is unknown as to why he wanders the country, but he does have an interest in helping out young people with problems. If you meet him, he may find a reason to follow you and meddle in your affairs.

Gender: Male **Age:** ??

Syndrome: ??

Work: ??

Cover: Homeless Man

[Body] 20 <Melee> 20,
<Dodge> 15, etc.

[Sense] 20 <Ranged> 20,
<Perception> 25, etc.

[Mind] 30 <RC> 40, <Will> 35, etc.

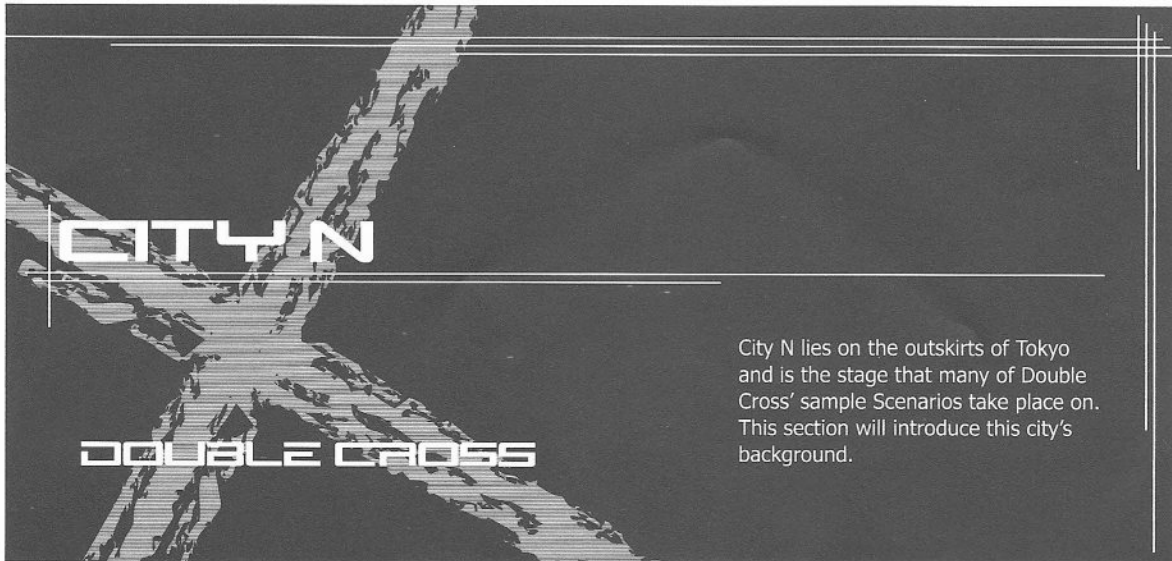
[Social] 15 <Negotiation> 15,
<Procure> 30, etc.

HP: 90 **Initiative:** 70 **Encroach:** ??

Powers: Unknown



A Mysterious Homeless Man



City N lies on the outskirts of Tokyo and is the stage that many of Double Cross' sample Scenarios take place on. This section will introduce this city's background.

City N

City N lies on the outskirts of Tokyo, about an hour train ride away from the heart of the capital. The city's population is one hundred and fifty thousand, and experiences a lot of traffic in the form of students coming in and out for the college that is situated northeast of the train station.

Ever since JR (Japan Railways) revised its service planning diagram, City N has entered a new period of development. Newly-constructed buildings now stand right by old buildings, making the cityscape seem disorderly.

The JR line that runs east to west along the middle of the city carries numerous workers every day to the capital. There is a private railway that runs south to north through the central station, but residents tend to ride the buses when traveling in this direction.

A small lake that flows into a river is situated in the city's northeast corner. Since public transportation lines don't run that many buses by the lake, people generally drive around this area.

History

City N is situated on land that was once nothing more than numerous farming villages. When the system of feudal domains was abolished in 1871, the entire area was consolidated into Unincorporated Area N. As time passed, the area would go through several municipal charters, until the it was finally granted city status. City N as it is now has been standing for forty years.

Administration

Plans to redevelop the city were introduced to take advantage of the opportunity the JR service plan revision presented. Redevelopment is concentrated on the area around the central train station, making the new construction noticeable to anyone in the city.

The city's main residential areas are situated in the west and northeast. The west side's residential area that has been around for ages, but the northeastern area past River N was rezoned for redevelopment, and is now the site for new high-rise apartment buildings and the like.

The city council is actively passing policies to lure companies to the city, and has succeeded in bringing in branch offices of corporations like the Kamishiro Group.

Traffic

The train station at the center of the city connects the JR line and private line together. From here, it is about an hour ride to the heart of Tokyo. Since this train station is the only one in the city, buses and cars are the main methods of transportation within City N.

Other than public buses, there are several privately-owned bus lines running throughout City N. However, there are few lines that run by the northeastern lake, so local residents tend to drive their own cars when heading to that particular area.

Economy and Industry

City N's development occurs around the train station, which is what redevelopment plan practically hinges on. As such, the area around the train station is comprised mainly of commercial businesses. Thanks to the progress achieved by the redevelopment plan, this area has been completely renovated and is now home to a shopping mall and other new buildings.

The redeveloped parts of the city's east side has become home to branch offices of companies that were enticed by City N's economic policies. The area southeast of River N has now become an industrial zone, where various different products are being manufactured.

Unfortunately, certain areas on the outskirts of the city were left out of the redevelopment plan, resulting in an abandoned area that contrasts heavily with the newer areas of the city.

■ City N Guide

The following are notable areas in City N.

① City N Station

The City N station is mainly used to travel to Tokyo and to carry students to the city's university. It's still in excellent condition, as it hasn't been long since it was rebuilt. The west-east line of JR and the north-south line of the private line share platforms, allowing passengers to easily transfer between the two lines.

To the east of the station, there is the downtown area, the university, and the university hospital. Past River N in the northeast, there is a residential area. In the southeast sits the industrial zone. To the west, within walking distance of the station, one can find a shopping mall, the amusement park, and the library.

② The International University of Environmental Information

This is an extension of the Tokyo main campus. This is a massive academic facility that has all levels of education, from elementary to college. Although students pass through each level without exams, the university is known for offering an excellent education. The program is so good, parents from faraway frantically try to get their children enrolled. However, the grading curve on the entrance exams is very high.

It's recommended that students commute to school, but the campus is fully-equipped with dormitories, where many students and even teachers live in.

Unbeknownst to the public, the UGN is a major financial supporter of the university, allowing them to use the campus as a safe house for Illegals and Children, as well as a facility to perform Renegade research in.

Perhaps it is due to having Renegade research on campus, but there is heavy emphasis on biology lessons, and the level of work going on at the normal laboratories and the hospital is very high.

③ The University Hospital

This hospital is operated by the university and also acts as a UGN research center for the Renegade.

The hospital boasts a level of research that is very high among all of Japan's hospitals, and is trusted by the local residents. Unfortunately, due to the large number of patients, a referral is required to make an appointment.

④ City N Public Middle School

City N's public middle school is only average in terms of academic performance. Still, it has many students enrolled, many of whom are local. There is more of an emphasis on sports, and the school has shown good athletic performance in the past.

The school's precepts are integrity and fortitude. The curriculum's goal is to nurture strength in body and character, emphasizing humility and etiquette.

⑤ City N Public High School

Since many of the public middle school's graduates move on to the public high school, many students already know each other, and interactions between classes are regular.

The high school's curriculum emphasizes intelligence, morality and vitality. It is designed to respect each student's individuality, forming the lessons to match their aptitudes and capacities. By creating a bright and positive environment, the school seeks to nurture both the body and mind of the students.

Like the public middle school, the high school also emphasizes physical education. Every year, students of this school will meet the International University's high school students in a major sporting event.

⑥ The Shopping Mall

As per the redevelopment plan, this shopping mall was built right in front of the train station. Only six months have passed since its completion, so the mall's still has that pristine, new look to it. Major chain stores, restaurants, and a movie theater can be found inside, and is crowded with customers every day of the week.

⑦ The Public Library

This library was built around the same time City N earned its city status. It is an old building, and stands out among the newer buildings surrounding it.

The library boasts a large repertoire of books from many genres. Many residents come here to read a book or study quietly.

⑧ Downtown

The downtown area is located near the train station, but since it was left out of the redevelopment plan, it has become the seedier part of the city.

The area consists of multi-tenant buildings, which form the shopping district. Many of the shops that are tucked away amongst these buildings offer good deals on merchandise. Since this shopping district is close to the university, students often come here to do their purchasing.

⑨ The Hanshima Building

The Hanashima Building is the headquarters for Shotaro Kashima's Hanashima Family. On the outside, the building looks like a legitimate business, but the family has joined forces with False Hearts and runs several illicit operations in the back. UGN's City N Branch has become very cautious with this crime family.

⑩ The F&F Sports Club

The F&F sports club is where Akira Matsunawa works as a trainer. Its facilities well-equipped, there is a pool, and the club has a huge clientele. Several UGN agents and Illegals, using their connection with Matsunawa, come here under the pretense of training to work out.

■ City N Central Park

This park is a piece of natural beauty. The cherry blossom trees at this park were planted all around Koumi pond, creating a spot with beauty that changes with the seasons. During the weekends, one can see families out for a walk, and people jogging about.

When spring comes and the flowers are in full bloom, a big festival is held, and many stalls are setup for the festivities.

■ The Amusement Park

This indoor amusement park was built right next to the park and offers a wide selection of indoor and outdoor activities. Visitors may go to the pool, hit the ice rink, see a movie, or play in the arcade.

The younger crowd usually visits this park, and the place is crowded with students on the weekends.

■ River N

River N is a major city waterway that flows into the lake that is at the city's northeast end. On the river's west bank, there is the City N Cycling Path, a bike road that is enjoyed by the locals. This path is used on the weekdays by people who bike to school and work, and on the weekends is used by people out on a walk or jog.

The river's banks are used during the summer to put on a fireworks display, and to host a marathon during the autumn.

■ Abandoned Area

This area consists mainly of buildings that were left out of the redevelopment plan. Unlike the nearby downtown area, this section of the city is eerily quiet. Most of the buildings have been condemned, but nothing in particular is being done about this forgotten area.

Many take advantage of the area's abandoned state to partake in illegal activities, most of which develop into widespread crime. This is a problem that the police are trying to take care of, but due to their lack of staffing and funding, they haven't done anything yet.

■ Industrial Zone

There is a factory in this area that was built by a large corporation during the bubble economy. Originally intended to be used for some sort of chemical production, this factory has been shut down and abandoned, its dilapidated state giving off a creepy atmosphere.

Since the factory occupies a wide swath of land, many proposals for reclaiming the land have been brought up, but every plan so far has been ignored.

■ Kamishiro Foods – City N Office

This is one of the branch offices for the subsidiary that manages the Kamishiro Group's food products lines. Despite being only a branch office, its operations are very large. This office manages the development and sale of non-alcoholic beverages and other foods, as well as the actual creation of new products.

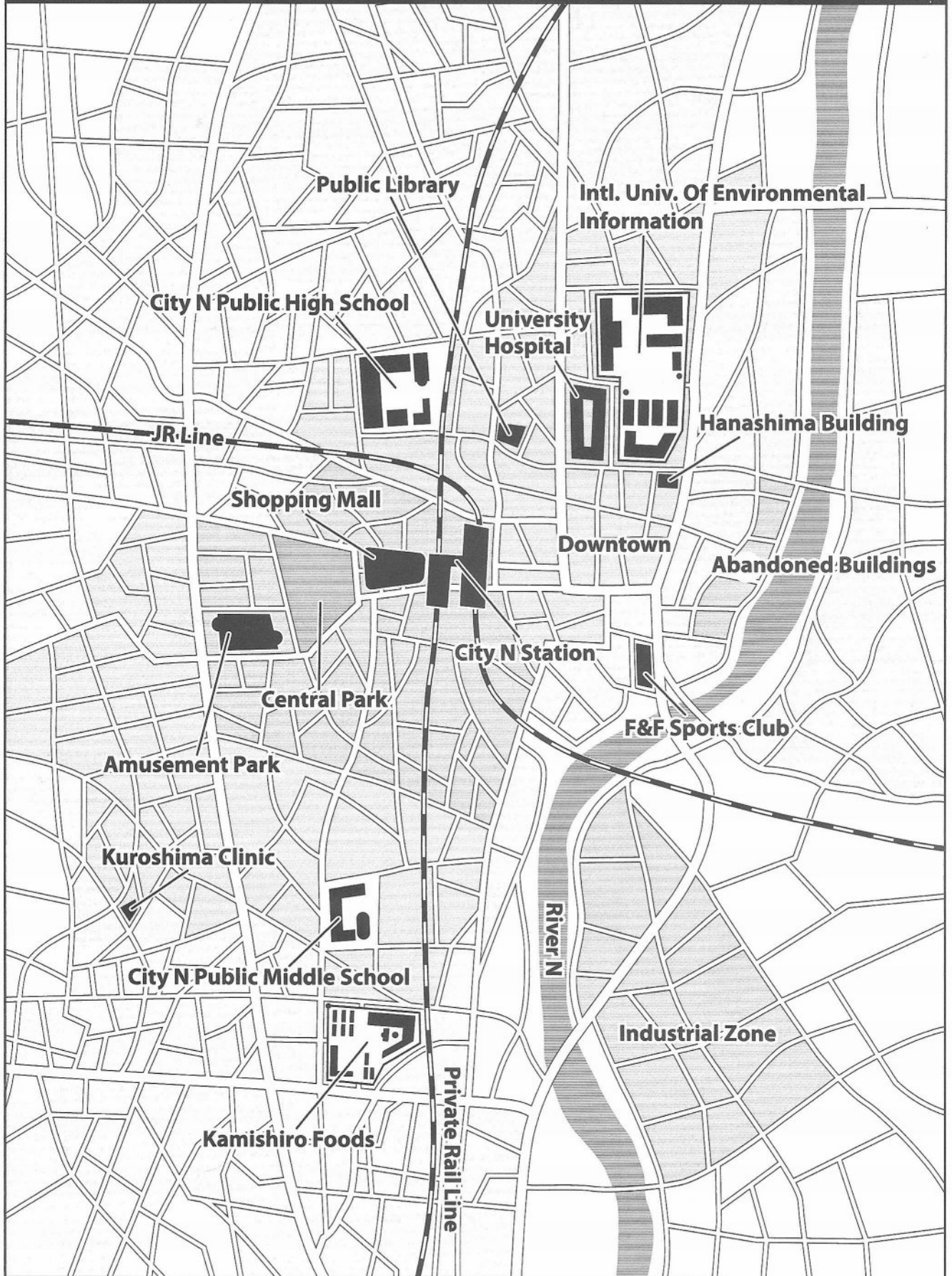
Recently, a suspicious man has been seen entering and exiting the building, causing bizarre rumors to spread among the locals.

■ Kuroshima Clinic

This is the clinic of Mitsuo Kuroshima. It is a shack on the outskirts of City N. There are no signs or billboards to notify people of the clinic's existence.

The doctor's fees are astronomically high, but Kuroshima's skills, his knowledge of the Renegade, and his ability to keep a secret makes him reliable. People of the underworld and Overeds are regulars of this clinic.

City N Map



IMPORTANT CHARACTERS · CITY N

DOUBLE CROSS

These are the people that inhabit City N. Some live their lives on the normal side of the world, while others will join you in your adventures through the abnormal. No matter what they do, never forget that these people are your neighbors.



The Student Body President

Wakana Yaegashi

"Just ask me if you ever need help!"

Wakana Yaegashi is student president at City N Public High School. Her goal is make school more enjoyable, and to this extent she runs around on and off campus looking for and solving problems. Her antics have become quite a sight.

Wakana's also enthusiastic about renewing the school, requesting for things like suggestion boxes. She is popular with both students and the faculty, and they all know that if you have a problem, you go to Wakana for help. This level of trust from the school is something Wakana is proud of.

Gender: Female **Age:** 16
Syndrome: None
Work: High School Student
Cover: Student Body President
[Body] 2 <Dodge> 1

[Sense] 2 <Perception> 1

[Mind] 3 <Will> 1

[Social] 5 <Negotiation> 3,
 <Procure> 1, <Info: Rumors> 3

HP: 32 **Initiative:** 7 **Encroach:** -
Powers: None



A Local Delinquent

Takeshi Aiba

"Hey, bud. How's it going?"

Takeshi Aiba is a delinquent youth from City N Public High School. He's strong and hasn't lost a street brawl, which has earned him some respect from the local youth gangs. Takeshi tries to be a lone wolf, but he can't ignore people that need help, and this caring side of his personality has earned him the admiration of many.

Some are trying to entice Takeshi to be the leader of a new gang, an offer he always refuses, possibly because it would disturb the current power balance between the gangs. Still, Takeshi's supporters haven't given up, giving Takeshi a new problem to deal with.

Gender: Male **Age:** 17
Syndrome: None
Work: Delinquent
Cover: Delinquent
[Body] 5 <Melee> 4, <Dodge> 1,
 <Ride: 2-Wheel> 2
[Sense] 2 <Perception> 1

[Mind] 3 <Will> 2

[Social] 2 <Info: Underworld> 1

HP: 33 **Initiative:** 7 **Encroach:** -
Powers: None

Asaka Tsukihara

"...Are you hiding something from me?"

Asaka Tsukihara is a student at City N High School. She has an sharp intellect, vast knowledge, and wisdom that is unusual for a high schooler. Her friends and little sister have started calling her "Prof."

This girl became who she is now thanks to a certain childhood event that involved the Renegade. She was saved by the UGN, who then erased her memories of the incident.

However, as if motivated by her supposedly erased memories, Asaka began training her mind, resulting in the girl who exists now. Her efforts are starting to pay off as she is getting closer to learning the hidden truth.

Gender: Female **Age:** 16
Syndrome: None
Work: Researcher
Cover: High School Student
[Body] 1

[Sense] 2 <Perception> 2

[Mind] 8 <Knowledge:
 General Wisdom> 4

[Social] 3 <Negotiation> 2,
 <Procure> 1 <Info: Academics> 2

HP: 29 **Initiative:** 11 **Encroach:** 43%
Powers: None



The Inquisitive Girl

Akira "Dragon Breath" Matsunawa

"You're not getting away that easily."

Akira Matsunami is an agent at the City N Branch and a practitioner of Overed Karate. She awakened as an Overed during high school. She started out as an Illegal, but took a job at one of the UGN's front operations after graduating from high school.

When not on duty, Akira is a trainer at the F&F sports club. Akira mainly investigates rumors (a task that makes use of her experiences from high school), as well as securing or observing youth that are or thought to be Overeds.

On a side note, Overed Karate is a style that a young girl taught Akira during her days as an Illegal.

Gender: Female **Age:** 19
Syndrome: Salamandra/Balor
Work: Fighter
Cover: UGN Agent
[Body] 6 <Melee> 5, <Dodge> 4
 <Ride: 2-Wheel> 3
[Sense] 4 <Perception> 1

[Mind] 3 <RC> 2,
 <Knowledge: Sports Physiology> 3

[Social] 2 <Info: UGN> 1, etc.

HP: 35 **Initiative:** 13 **Encroach:** 30%
Powers: «White Heat»1, «Fire Blade»2, «Fist of Darkness»1, etc.



An UGN Agent

Yoko Mizoguchi, AKA "Mom"

"This job's for you. Do your best out there."

Yoko Mizoguchi is in charge of managing the Children and Illegals of the City N branch. She is a straightforward person, yet is kind and always considerate of other people.

She has become a mother figure for the young Overeds that live in City N. Yoko wishes that through their missions, the children find what is needed to live in this world.

The problem is, this wish may send them to their deaths. Sending children to fight so that not another child is born miserable is a contradiction that constantly bothers her.

Gender: Female **Age:** 17
Syndrome: Solaris/Neumann
Work: Housewife
Cover: UGN Agent
[Body] 1

[Sense] 3 <Perception> 1,
 <Art: Housework> 2

[Mind] 6 <RC> 3, <Will> 5

[Social] 5<Negotiation>7,
 <Procure>2 <Info: UGN> 4

HP: 28 **Initiative:**12 **Encroach:** 36%
Powers: «Delusive Scent» 2,
 «Valkyrie's Guidance»2, etc.



An UGN Agent



An UGN Child

Mifuyu "White Winter" Kanemura

"My dear brothers and sisters, I'm working hard, so don't worry about me."

Mifuyu Kanemura is an Overed that lives in the City N Branch. Under special consideration, she was placed into the branch's custody after her powers awakened.

Despite being young, Mifuyu understands what kind of situation she is in, and trains hard so that she can help the agents and Children she respects as older siblings. Her training has paid off, and now she has some control over the Renegade.

Some branch personnel think that Mifuyu should serve as a Child, but there are unexplored aspects of her powers that even the girl herself is unaware of. Who knows what will happen if her powers truly awaken.

Gender: female **Age:** 11
Syndrome: Salamandra
Work: Salamandra
Cover: Elementary School Student
[Body] 6 <Melee> 4, <Dodge> 1

[Sense] 1

[Mind] 3 <RC> 2, <Will> 1

[Social] 2 <Procure> 1, <Info: UGN> 1

HP: 35 **Initiative:** 5 **Encroach:** 27%
Powers: «Fire and Ice Sword» 1, «Fire Formation» 1, «Ice Shield» 2, etc.



An UGN Illegal

Shun "Good Life" Masakura

"It's not a good life if you don't enjoy both sides of the world."

Shun Masakura is high school student living in City N. Never standing out or speaking up, Shun spent most of his time alone and continued to do so until one fateful day.

The lonely boy is now an Overed and member of the true world, living a life that was unimaginable up until now. The life he once considered the paradigm of boredom has now become a shining jewel to him.

As if to make up for lost time, Shun always tries to do something with his free time and gives his best when working as an Illegal. Even if he were to past the point of no return, he will not have any regrets.

Gender: Male **Age:** 17
Syndrome: Chimaera/Bram Stoker/Morpheus

Work: High School Student
Cover: High School Student
[Body] 9 <Melee> 5, <Dodge> 1

[Sense] 2 <Perception> 1

[Mind] 2 <RC> 2

[Social] 1 <Procure> 2, <Info: Rumors> 2

HP: 40 **Initiative:** 6 **Encroach:** 29%
Powers: «Complete Therianthropy» 7, «The Thirsting Lord» 1, «Customize» 1, etc.



A Veteran Detective

Kohei Samejima

"Ugh, the UGN...Ah, whatever. Everyone, clear out!"

Kohei Samejima is a veteran detective for the City N Police. Having spent over a decade on the job, he has connections with most of the city's unsavory types. He is also one of the few people at any given crime scene who knows about the Renegade.

Kohei does not trust the shady kids known as Overeds and even despises them. Still, since only Overeds can handle Renegade incidents, he will put up with the likes of the UGN. The only people he hates more than Overeds are the Public Safety Commission, with whom he is rarely compliant with.

Gender: Male **Age:** 42
Syndrome: None
Work: Detective
Cover: Detective
[Body] 3 <Melee> 1, <Dodge> 2

[Sense] 5 <Perception> 1

[Mind] 4 <Will> 2, <Knowledge: Crime> 4

[Social] 1 <Info: Police> 6, <Info: Underworld> 6

HP: 30 **Initiative:** 14 **Encroach:** -
Powers: None

Shotaro Kashima

"If you're going to cause trouble, you better see us first."

Shotaro Kashima is the boss of the Hanashima Family, a member of the Kou-Ou Society. The Family was once willing to run any racket, but has pulled out of the more high-profile crimes once Kashima became boss.

So instead of hits and drugs, the Family manages legal businesses like security and construction. Parts of the family believe these changes are meant not to reform the Family, but to cleverly work around the police.

This is true. Kashima has joined hands with False Hearts and works with them on certain rackets. Since Overed crimes are hard to trace, it helps stabilize the money flow.

Gender: Male **Age:** 48
Syndrome: None
Work: Yakuza
Cover: Hanashima Family Boss
[Body] 1

[Sense] 4 <Ranged> 2, <Perception> 1

[Mind] 4 <Will> 2,
 <Knowledge: Gallantry> 12

[Social] 6 <Info: Police> 6,
 <Info: Underworld> 12, etc.

HP: 26 **Initiative:** 12 **Encroach:** -
Powers: None



The Hanashima Family Boss

Mitsuo "Dr. Lincoln" Kuroshima

"If you have the money, I'll fix you up."

Mitsuo Kuroshima is a back-alley doctor who has set up shop on the outskirts of City N. Thanks to his bushy hair, as well as being unusually tall for a Japanese man, Mitsuo is often called Dr. Lincoln.

You wouldn't know from his laid-back pace, but he is a skilled doctor. As long as he is paid, Kuroshima is willing to treat any injury, a disposition that has earned him the patronage of people with "interesting" injuries.

That said, his fees are astronomically high and the doctor does not accept insurance. He seems to be aware of the existence of the Renegade and Overeds, but as expected he does not ask questions.

Gender: Male **Age:** 36
Syndrome: None
Work: Doctor
Cover: Back-Alley Doctor
[Body] 2 <Dodge> 2

[Sense] 8 <Perception> 3,
 <Art: Surgery> 35

[Mind] 5 <Knowledge: Medical> 30,
 <Knowledge: Pharmaceuticals> 25

[Social] 5 <Procure> 4,
 <Info: Underworld> 3, etc.

HP: 29 **Initiative:** 21 **Encroach:** -
Powers: None



A Back-Alley Doctor

Tama, the City's Companion

"I am not a cat! I am a Renegade!"

According to legend, there is a calico cat in City N that has been alive since the 1600's. To most, this story is just an old wives tale, but there is some truth behind the legend.

The cat in the story is actually an ancient Renegade Being named Tama. So technically, he's not an actual cat. He is as old as the legend suggests, but he only recently acquired the ability to communicate with humans.

He actively pursues contact with humans, but it seems his understanding of human society is still lacking. The talking calico cat has now become the subject of new rumors.

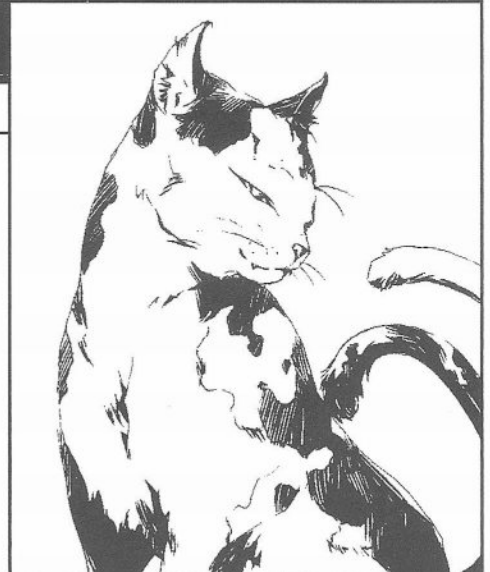
Gender: Male **Age:** ??
Syndrome: Chimaera
Work: Renegade Being
Cover: Stray Cat
[Body] 12 <Melee> 8, <Dodge> 4

[Sense] 6 <Perception> 1

[Mind] 6 <Knowledge: City N> 4

[Social] 2 <Info: UGN> 1

HP: 50 **Initiative:** 18 **Encroach:** 80%
Powers: «Humanity's Neighbor» 1,
 «Origin: Animal» 3, etc.

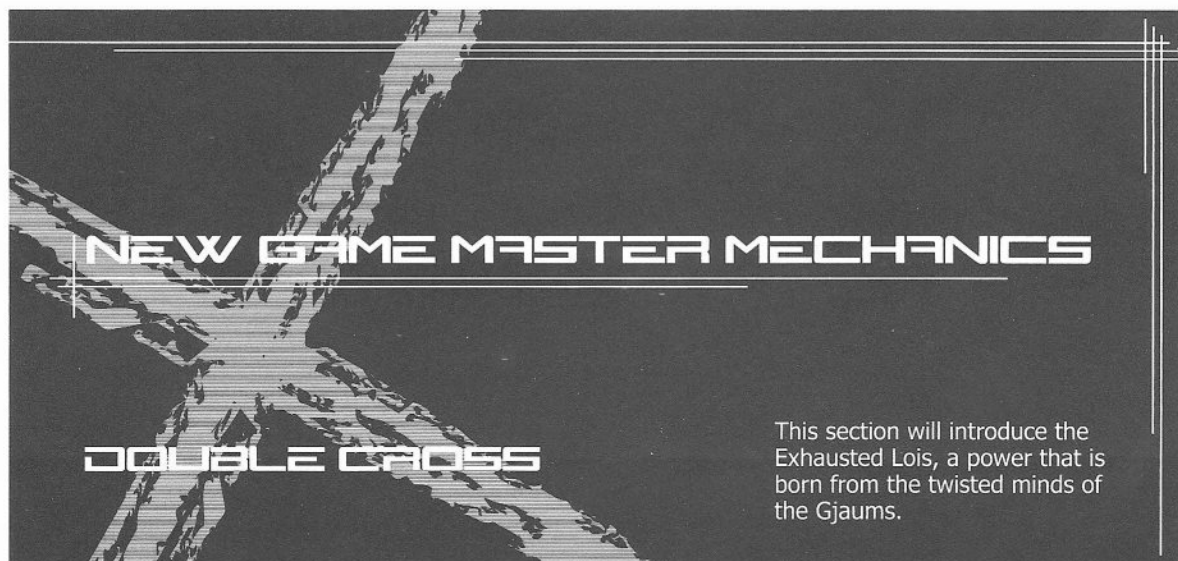


A Local Renegade Being

Game Master Section



Double Cross



The Exhausted Lois

A human will become an Overed when he is infected with the Renegade. If an Overed succumbs to the virus, he will become a Gjaum. Gjaums are beings without any sort of sanity and thus are completely controlled by base urges. Even if a Gjaum looks and talks like a human, ultimately it cannot fight off the desires that drive it.

Much like how an Overed can draw power from his Loises, a Gjaum can draw power from those base desires. This power, born from the warped souls of Gjaums, is known as the Exhausted Lois.

■ What is an Exhausted Lois?

An Exhausted Lois (or E-Lois for short) is a dangerous power that gives a Gjaum the ability to satiate whatever impulse drives it. Those that seek to kill will become more skilled at the act, while those that seek battle will develop the endurance needed to enjoy the fight for longer.

E-Loises are the remnants of the human mind. To be specific, they are the spent and exhausted Loises of the former person.

● Giving E-Loises

The GM can give E-Loises to an NPC or enemy character. The chosen character must be a Gjaum. The GM must record the E-Lois into the character's list of Loises. Since there are only seven slots available, the maximum number of E-Loises a character may have is seven(7).

Each E-Lois will have its own unique effect and can only be used once per Scenario. Constant E-Loises are excluded from this restriction. To work around this restriction, the GM may give a Gjaum multiple copies of a single E-Lois, allowing a character to use each unique copy once.

■ Impulses and E-Loises

Gjaums are driven by a single impulse, and the E-Lois is a hyperbolic manifestation of that impulse. In terms of gameplay, this means that a Gjaum must have a certain Impulse in order to acquire certain E-Loises. Which Impulse an E-Lois requires will be listed in the "Impulse" entry of an E-Lois' data.

Therefore, the GM must consider a Gjaum's Impulse when adding E-Loises. The GM may change Impulses as needed, but a character can only have one Impulse.

■ Its Effects on Backtrack

E-Loises take a Gjaum further away from their humanity. Overeds that witness what an E-Lois does to a Gjaum will become repulsed, making the desire to return to normality that much stronger.

When an enemy with an E-Lois is defeated, players are allowed a bonus reduction to their character's Encroachment Rate. Before players perform Backtrack, they may roll XD10 dice and reduce the Encroachment Rate by the sum of the roll. X is equal to the number of E-Loises that all defeated enemies had. Since this bonus roll is done before Backtrack, these dice cannot be doubled-up or rerolled.

Each player is to do this reduction individually and they have the choice of passing over this bonus. Once this bonus is calculated, players move on to Backtrack.

■ Considerations for Bonus Experience

Enemies with T-Loises or E-Loises are powerful. If the GM wishes, he may offer bonus experience points for defeating these powerful enemies. Categorize this bonus experience under "Completion of the Scenario's Goals."

Reward experience points based on the number of T-Loises and E-Loises all defeated enemies had. One bonus point for each Lois can be considered reasonable.

■ About E-Loises that Give Bigger Bonuses

Some E-Loises are more powerful than others, and thus are counted as multiple E-Loises when bonus Encroachment Rate reductions and experience points are being calculated. This is to further reward players for overcoming greater obstacles.

Exhausted Loises

Exhausted Loises are all that is left of whatever humanity still exists in the burnt-out soul of a Gjaum. Despite its now twisted existence, this remnant of a human heart still strives towards a particular goal and will motivate the Gjaum to fulfill it. However, unlike the regular Loises of an Overed, Exhausted Loises will only drag the soul and world down further into the abyss.

Infectious Malice

Timing: Auto **Impulse:** -
Skill: - DFCLTY: Auto
Target: Scene **RNG:** View

This E-Lois allows you to project your hate, despair, and miserable memories onto the world. With the grim imagery that is filling your head, people of only average mental strength will be unable to get close to you. Even if they do try to resist the madness you emit, they will eventually falter and become Gjaums themselves.

This ability can be declared at any time. After this E-Lois is used, no one will be able to enter the current Scene anymore. If the GM wishes, he may allow only certain characters to enter the Scene, or create conditions that once fulfilled, will allow this effect to be negated.

Mirror Image of Nightmares

Timing: Constant **Impulse:** -
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close

You are a copy that separated from your original. You may have been part of your original's body or mind. It's also possible that no one knows who is the original and who is the copy.

A Gjaum that have this E-Lois is a double of another being. He may look exactly like his original, or he may have a completely different appearance. This Gjaum may have any Syndrome or Power, but he may not have stats or data that the original does not have.

A character that has this E-Lois may not acquire or use other E-Loises.

Impossible Existence

Timing: Constant **Impulse:** -
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close

Your bloated ego has surpassed the laws of nature and has granted you immense power. Normally, this level of power cannot possibly be achieved, but the usual limits of the Renegade virus no longer apply to you. You now only exist to destroy the world with your hatred.

Select one Power from a Syndrome you do not have and acquire it at the level of your choice. The selected Power must not have any Restrictions (i.e. 80%, Pure, etc.) and it cannot be acquired at a level that surpasses its Max Level.

If multiple copies of this E-Lois are acquired, different Powers may be chosen for each copy.

Arrogant Ideals

Timing: Auto **Impulse:** -
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close

You are the embodiment of an arrogant and selfish ideal. In order to realize your twisted dream, your powers will continue to grow until it has consumed the world.

Use this E-Lois in conjunction with another E-Lois. The Range of the other E-Lois is changed to Area (Select). This effect cannot change E-Loises that target the User.

Range can be increased further by using this E-Lois several times at once. Two uses can change Range to Scene (Select), and three uses can encompass an area that exists outside of the current Scene. The entire Stage or a whole country can be affected, but the GM decides how far the E-Lois can reach.

The Solitary Cry

Timing: Auto **Impulse:** -
Skill: - DFCLTY: Auto
Target: Single **RNG:** View

You are a Gjaum that is haunted by a hard, frigid sense of loneliness. You desire to make yourself known, even if it means forcefully marking your existence onto the hearts of others. Those scars are the twisted proof of your existence.

This ability can be declared at any time. The Target of this E-Lois immediately forms a Lois with you. The GM may select the emotions for this Lois if he wishes. If the Target has already acquired the maximum number of Loises for the session, this E-Lois will have no effect. The Target will no longer be able to acquire any other new Loises once this E-Lois has been used on him.

Growing Despair

Timing: Initiative **Impulse:** -
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close

With this E-Lois, you can instantly summon new fighters onto the battlefield. These new fighters may be a physical manifestation of your malice, Gjaums that were lured by your aura of madness, or summoned through some other method. No matter how they came, your opponents will see new despair.

You can summon one enemy character into the Scene and have him appear at any location. The summoned unit starts out in the Pre-Action state.

The GM will decide what stats to use for this enemy.

Encroaching Impulse

Timing: Auto **Impulse:** -
Skill: - DFCLTY: Auto
Target: Scene (Select) **RNG:** View

Your madness is so uncontrollable that it can go through your Warding field and spread into the surrounding area. Wherever you walk, people will lose their sanity and begin to violently act out. With this power, you are a walking disaster.

Select one Impulse when you acquire this E-Lois. When this E-Lois is used, the Targets must perform an Impulse check. If they fail this Impulse check, they will be inflicted with the Impulse you chose instead of their normal Impulse. How this manifests in the characters is up to the GM.

The Temptation of Corruption

Timing: Auto **Impulse:** -
Skill: - DFCLTY: Auto
Target: Scene (Select) **RNG:** View

Stimulate the Renegade virus to unusual levels by telepathically sending out feelings of despair and instability. Now that you know that you cannot go back, you will now harm everyone in your path as you speed up your rampage.

Use this E-Lois right before an Impulse check. If a character fails this Impulse check and his Encroachment Rate is 99% or below, that character's Rate is immediately raised to 100%. Apply the Rate increase from the Impulse check after the initial adjustment is made. The GM may make non-Overeds become Overeds and Extras become Gjaums. When calculating usable dice and experience points during Back-track, count this single E-Lois as two E-Loises.

Undying Delusions

Timing: Constant **Impulse:** -
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close

You have died once, but now returned as a powerful Gjaum. You came back from the dead because you have an unknown obsession or wish that you want to fulfill. Until you rediscover your unfinished business and finish it, you will never truly die.

This E-Lois automatically takes effect when you become Incapacitated or die. You immediately revive from Incapacitation or death, and may immediately leave the Scene. The GM must make conditions that will allow this E-Lois to be negated once fulfilled. The GM may add additional effects to this E-Lois, such as the character always reviving at a certain place, or set a time limit before each revival.

Self-Centered Mindset

Timing: Auto **Impulse:** -
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close

You are an arrogantly confident and grossly prideful Gjaum. Your unwavering belief in your omnipotence can actually twist the laws of space-time, causing greater evil to materialize.

Use this E-Lois right after a [Timing: Setup] or [Timing: Minor] Power (or E-Lois) is used. You may use that Power or E-Lois one more time.

Twisted Whisper

Timing: Auto **Impulse:** -
Skill: - DFCLTY: Auto
Target: Single **RNG:** View

By implanting misunderstandings and delusions into a person's mind, you will be able to take control of that him. As a Gjaum, your mind is full of jealousy and hate, which can be used to destroy relationships. Watching and enjoying the resulting tragedy as it unfolds is your one desire.

Use this E-Lois at any time. Select the Lois of one character and rewrite that relationship. You may select Positive or Negative to be the surface emotion. The GM may decide what exactly happens once a Lois is rewritten.

The GM, if he wishes, may also set conditions, that once fulfilled, will allow the E-Lois's Target to restore his Lois.

E-Loises: Release

Only Gjaums with the "Release" Impulse may acquire the following E-Loises.

Ultimate Existence

Timing: Constant **Impulse:** Release
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close

You have been released from the limits of either the Renegade virus or physical body. Your ultimate, egotistical wish to live without any interferences or restrictions has made you the ultimate immortal being. You are now a perfect lone unit that needs no others.

You will not take any kind of damage. The GM must create conditions for negating this effect.

The GM, if he wishes, may add extra effects such as being immunity to Bad Statuses, freedom from aging and disease, or freedom from the laws of nature and physics.

The Fool's Contract

Timing: Auto **Impulse:** Release
Skill: - DFCLTY: Auto
Target: Refer **RNG:** Refer

This E-Lois is born from the desire to have a certain life, or to be free from all pain. This E-Lois can grant any wish, but at a frightening cost to both the user and the world.

This E-Lois can be used at any time. You can grant the wish of any person other than yourself, but at a certain cost. The GM will decide how a wish is realized and what the cost is.

The GM may corrupt the wish if he wishes. For example, if Overed and human coexistence is wished for, the GM may have all non-Overeds die one by one. The GM may also add costs that the wisher is unaware of, or require a cost that must be paid regularly.

E-Loises: Bloodsucking

Only Gjaums with the "Bloodsucking" Impulse may acquire the following E-Loises.

Bloodlust

Timing: Setup
Impulse: Bloodsucking
Skill: - DFCLTY: Auto
Target: Scene (Select) **RNG:** View

You are a natural disaster that sucks at the very life force of the Earth. Your undying desire for survival slowly sucks the life from everything that is around you, leaving nothing but death in your wake. This E-Lois represents your desire to live at the cost of all life and even the planet.

When this E-Lois is used, the Target loses 2D10 HP. The User will be the one who will roll the dice that determines the amount of HP lost. The User will then recover HP equal to the amount the Target lost.

Incapacitated characters cannot be killed with this ability.

Blood Bride

Timing: Major
Impulse: Bloodsucking
Skill: - DFCLTY: Auto
Target: Single **RNG:** Single

Resurrect the deceased and make them your puppet. This E-Lois is born from the twisted and egotistical desire to be with somebody, even if it means taking away his or her free will.

This E-Lois can only be used on a dead character. The character is revived with full HP. When the character is revived, he will automatically become a Gjaum and will be obedient to you, the User. The GM may create conditions that will allow for this E-Lois to be negated. However, negating this E-Lois will cause the Target die once again.

For RP purposes, the GM may also add details about the physical and mental condition of the resurrected.

E-Loises: Hunger

Only Gjaums with the "Hunger" Impulse may acquire the following E-Loises.

Starving Soul

Timing: Auto **Impulse:** Hunger
Skill: - DFCLTY: Auto
Target: Single **RNG:** View

Take the powers of the slain and make them your own. Born from the need to satisfy an undying need for power through murder and theft, this E-Lois only takes effect when you kill someone. As such, your desire for greater power has doomed you to a life of murder and pillaging.

Use this E-Lois when you kill your Target. Select one of your Target's Powers and permanently acquire it at the same level.

You may ignore all restrictions (i.e. Breed, Syndrome, etc.) when selecting a Power.

Depths of Hunger

Timing: Major **Impulse:** Hunger
Skill: - DFCLTY: Auto
Target: Single **RNG:** Close

Power up by capturing and absorbing another person into yourself. Born from the wish to unite with another person, you literally eat your target.

Absorb your Target. While you have your Target, you achieve a +2 dice bonus towards all checks. If your Target is not an Extra, then he must be Incapacitated or agree to be the Target of this ability before you can use this E-Lois. Unless the GM says so otherwise, the absorbed Target cannot Move, take any Actions, and travels with the User whenever he Moves.

The GM may create conditions that allows for this E-Lois to be negated once fulfilled. If the User is killed before the Target is free, the GM may kill the Target as well.

E-Loises: Slaughter

Only Gjaums with the "Slaughter" Impulse may acquire the following E-Loises.

Impulsive Slaughter

Timing: Setup **Impulse:** Slaughter
Skill: - DFCLTY: Auto
Target: Scene **RNG:** View

Those defeated by you will be fated to die. You are not so weak as to let your victims live. You don't even know how to hold back. Your uncontrolled impulse compels you to spread death and fill the world with grave markers.

For the duration of this Scene, any character that is still Incapacitated when the Cleanup Process starts will automatically die.

Circle of Tragedy

Timing: Initiative
Impulse: Slaughter
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close

Your never-ending desire for death gives you more power as you kill others. Death gives you a sense of satisfaction, but instead of calming you down, your desire for death is rekindled. Your ideal world is the endless continuation of the slaughter.

This E-Lois can only be declared if a character that's in the Scene is Incapacitated. You may perform a Main Process during the Initiative Process. This Main Process can be performed even if you are in the Post-Action state and does not make you enter the Post-Action state. Note that during this Main Process, the only action you can take is killing off characters.

E-Loises: Destruction

Only Gjaums with the "Destruction" Impulse may acquire the following E-Loises.

Shattered Bonds

Timing: Major
Impulse: Destruction
Skill: - DFCLTY: Auto
Target: Single **RNG:** View

You destroy the bonds between people. As a Gjaum, you have no bonds with others and thus find the bonds that others have to be an annoyance. If you find any worth in these bonds, it is from the joy you feel from destroying them.

Delete one Lois that a character has. The GM decides which one to delete. Until certain conditions that the GM make are met, the character that lost the Lois will be unable to acquire a new Lois to fill in the blank.

The GM decides the exact effects of losing a Lois. For example, the character may lose memories of a person. If a Trait Lois was deleted, then these extra effects may be skipped.

Manifestation of the Destroyer

Timing: Major
Impulse: Destruction
Skill: - DFCLTY: Auto
Target: Refer **RNG:** View

Your desire for total destruction has given you the power to fulfill that very wish. You are a god of destruction that freely destroys and changes the world.

You may destroy one of anything in the universe. You may select a building, land, a town, a planet, or anything else you see fit. The destruction may also affect surroundings as well.

The GM decides the exact consequences of the destruction, but he cannot deal damage or Bad Statuses to characters. He may destroy things in a particular fashion, such as destroying only the insides of the target, destroying only certain type of objects, or set a time limit until the destruction occurs.

E-Loises: Torture

Only Gjaums with the "Torture" Impulse may acquire the following E-Loises.

Feastival of Torture

Timing: Major **Impulse:** Torture
Skill: - DFCLTY: Auto
Target: Single **RNG:** Close

Transform a person into a living bomb. This power is born from the dark desire to make someone experience the most painful, agonizing, and horrible death there is. Nothing will stop you from hurting the victim and the people around him.

During this Scenario, if this E-Lois's Target becomes Incapacitated, all characters that are in the Target's Engagement receive 5D10 damage. The Target dies after this effect is applied.

This E-Lois is negated if you die. Also, the GM may create conditions that when fulfilled, will allow for this E-Lois to be negated.

Absolute Shackles

Timing: Major **Impulse:** Torture
Skill: - DFCLTY: Auto
Target: Single **RNG:** View

Use extreme mental and physical stress to make a person swear to an absolute contract. This power is born from the desire to force someone to obey an order. Thus, the contracts you make are absolute not because the person wants to keep the contract, but because he will die if he breaks his oath.

This E-Lois can only be used on Extras and Non-Overeds. Make the Target swear to obey one order, such as not attacking or keeping a particular secret. If the Target breaks his oath, he instantly dies. The GM decides what constitutes a violation of an order. The GM may create conditions that once fulfilled, will negate this E-Lois. This E-Lois' effect is constant throughout a Scenario.

E-Loises: Distaste

Only Gjaums with the "Distaste" Impulse may acquire the following E-Loises.

Fated Malice

Timing: Auto **Impulse:** Distaste
Skill: - DFCLTY: Auto
Target: Single **RNG:** View

Someone has rejected you, and now you really want to exact revenge through death. You feel that if someone rejects you, you will viciously return the favor. To you, all that do not understand you, or assume that they understand you, are just as unforgivable.

Use this E-Lois when your Target changes a Lois that has your name into a Titus. At the end of the Target's Main Process, he receives 4D10 HP damage.

Wall of Denial

Timing: Auto **Impulse:** Distaste
Skill: - DFCLTY: Auto
Target: Single **RNG:** View

Use your near impulsive hate to block out the strong emotions of others. As a Gjaum, you have no desire to feel or remember the human touch, and any power born from it is nothing more than an abominable joke to you.

Use this E-Lois when your Target uses one or more Tituses during an attack against you. Negate one of the Titus bonuses the Target applied to his attack.

This E-Lois has no effect on S-Loises that have been broken and discarded for a bonus.

When calculating usable dice and experience points during Back-track, count this single E-Lois as two E-Loises.

E-Loises: Battle Lust

Only Gjaums with the "Battle Lust" Impulse may acquire the following E-Loises.

Decree of Death

Timing: Setup **Impulse:** Battle Lust
Skill: <Will> **DFCLTY:** Opposed
Target: Scene **RNG:** View

Instill a lust for battle into everyone in the area, changing the surroundings into a world ruled by violence. Peaceful solutions do not exist and the only common language is death. The basis of this power is the supreme joy that you find in battle. Now, it is time to fight!

Perform a <Will> Opposed check with your Target(s). If you win this check, the Target(s) receive the Bad Status Berserk and for the remainder of the Round, will receive a -3 dice penalty for all non-attack checks. You will not be affected by this E-Lois.

World of Battle

Timing: Auto **Impulse:** Battle Lust
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close

You have the ability to overcome any handicap and return to full fighting capability. Even if your body is broken or your soul is eroded away, your glorious battle will never end. Your wish is for eternal war.

This E-Lois can be used at any time. Any disadvantageous effect you have (i.e. Bad Statuses, Blockades, dice and score penalties, the effects of Powers, etc.) is negated. The GM will determine what constitutes as a disadvantageous effect.

This E-Lois can be used even when Incapacitated. In this case, you will recover from Incapacitation with 1HP.

E-Loises: Delusions

Only Gjaums with the "Delusions" Impulse may acquire the following E-Loises.

Crumbling Reality

Timing: Major **Impulse:** Delusions

Skill: - DFCLTY: Auto

Target: Refer **RNG:** Refer

You can make your delusions become reality. When your firmly entrenched madness and delusions weaken your ability to recognize what is real, fantasy and reality will converge. As long as you are not stopped, the world will surely go down the horrifying road of destruction.

Change the world by turning your delusions into reality. The GM will decide what exactly happens when this E-Lois is used. He may change the rules and accepted conventions of the current Stage if he wishes.

This ability stays in effect until you die. The GM may also create conditions that once fulfilled, will negate the effects of this E-Lois.

Delusional Appearance

Timing: Constant

Impulse: Delusions

Skill: - DFCLTY: Auto

Target: Self **RNG:** Close

With the powers of the Renegade, you can morph your body and soul into your ideal form. Both your body and your powers can be changed as you wish. This ability draws its power from the complexities, jealousies, and self-hatred that a person feels.

When you acquire this E-Lois, select one Power from a Syndrome you do not have and acquire it at any level up to its Max Level. Enemy Powers and Powers with restrictions can be chosen.

Also change your physical appearance (or even gender) and behavior to anything you wish. The GM may create conditions that once fulfilled, will negate the effects of this E-Lois.

E-Loises: Self-Mutilation

Only Gjaums with the "Self-Mutilation" Impulse may acquire the following E-Loises.

Dark Joys

Timing: Constant

Impulse: Self-Mutilation

Skill: - DFCLTY: Auto

Target: Self **RNG:** Close

Your Renegade virus becomes more active and powerful as you are injured. Your desire is to be hurt, ridiculed, and made to bleed. This pain sends a dark sense of joy through your body and gives you the power to drag yourself and the people around you to hell.

This E-Lois takes effect when you take damage. The score of all checks you perform during this Scene receive a +2 bonus. This E-Lois only activates once for each time you take damage, but the modifier you receive is cumulative. If you are attacked once, you get +2. If you are attacked twice more, you get a total of +6.

Blade of Mortification

Timing: Auto

Impulse: Self-Mutilation

Skill: - DFCLTY: Auto

Target: Scene (Select) **RNG:** View

Infect other people with a strong desire for self-mutilation. Your own desire to disappear and die can no longer be held within your body and has now spilled out into the outside world, awakening the suicide urge in all living beings. Your ideal death will only be achieved when you drag all life down with you.

Use this E-Lois right before an Impulse check is performed. Characters that fail this Impulse check will be affected with the Bad Status Hatred. The Target for each character's Hatred will be the character himself.

E-Loises: Fear

Only Gjaums with the "Fear" Impulse may acquire the following E-Loises.

The Look of Fear

Timing: Initiative **Impulse:** Fear
Skill: - DFCLTY: Auto
Target: Scene (Select) **RNG:** View

Take the fear that a person feels towards you or another person, and implant it into other people. Those that try to understand your mind will suffer a mental breakdown, as they see and hear what you see and hear. Any that feel this massive sense of despair will lose their sanity, just like you have.

This E-Lois can only target characters that have a Lois with you. The Target receives the Bad Status Berserk.

Utter Rejection

Timing: Constant **Impulse:** Fear
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close

Warp those around you with the fear in your heart. Your fear and rejection of all other people will infect others, mutating their physical and mental forms into perhaps what is the one thing you do not fear – a monster that is just like yourself.

When this E-Lois is used, all characters in your Engagement immediately increase their Encroachment Rates by 1D10. If a character exits and re-enters your Engagement, he will be affected by this E-Lois again and thus must raise his Encroachment Rate once more.

With this effect, you may have non-Overed characters awaken or become Gjaums.

E-Loises: Hatred

Only Gjaums with the "Hatred" Impulse may acquire the following E-Loises.

Strike of Undying Hatred

Timing: Auto **Impulse:** Hatred
Skill: - DFCLTY: Auto
Target: Self **RNG:** Close

Thanks to anger and hatred, you will be able to reflect malice back at those that hurt you. The basis for your Impulse is your never-ending hatred for the world that has hurt and rejected you. You will never forgive those that rejected you, and you will not stop until you sent them to hell, even if it means going down with them.

Use this E-Lois right after you have taken HP damage. The character that dealt the damage will receive HP damage equal to what he dealt. This damage amount cannot be reduced by any means.

Wedge of Hatred

Timing: Auto **Impulse:** Hatred
Skill: - DFCLTY: Auto
Target: Single **RNG:** View

Implant a near obsessive hatred into your target and drag him into its abyss. The hatred you release temporarily makes people mad, breaking their heart and encouraging them to fight with abandon. No matter what honorable purpose a person brought into the fight with you, the flames of hatred will burn him and make him a monster that is no different from you.

This E-Lois can be used at any time. Select one of your Target's Loises and change it into a Titus. The GM may add side-effects that occur from having a Lois changed in this fashion.

ENEMY DATA

DOUBLE CROSS

The following are additional pre-made characters that the GM can use as obstacles against the players. Refer to page 377 of the Core Rulebook for the Enemy Data legend. Note that for the Power list of all Renegade Being enemies, «Humanity's Neighbor» has been omitted, as it is a Power that all Renegade Beings must have.

Thugs

Type: Troop Breed: -
Syndrome: -
 [Body] 2 <Melee> 2, <Dodge> 1
 [Sense] 2
 [Mind] 1
 [Social] 1 <Info: Rumors> 1

HP: 10 **Initiative:** 5
Armor: 1 **Encroach:** -

Equip	Skill	Acc.	Atk.
Knife	<Melee>/<Ranged>	-1	2

Power: -

Combo: -

Description: The kind of thug that can be found near the downtown area.

Yakuza/Mafia

Type: Troop Breed: -
Syndrome: -
 [Body] 3 <Melee> 2, <Dodge> 2
 [Sense] 3 <Ranged> 2
 [Mind] 2
 [Social] 2 <Info: Underworld> 1

HP: 15 **Initiative:** 8
Armor: 3 **Encroach:** -

Equip	Skill	Acc.	Atk.
Handgun	<Ranged>	-1	3

Power: -

Combo: -

Description: Gangsters that carry handguns.

Gjaum: Tribe

Type: Troop Breed: Pure
Syndrome: Chimaera
 [Body] 6 <Melee> 3, <Dodge> 1
 [Sense] 1
 [Mind] 1
 [Social] 1

HP: 15 **Initiative:** 3
Armor: 3 **Encroach:** 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists (w/ Reaming Claw)	<Melee>	0	10

Power: «Beast's Strength» 2, «Reaming Claw» 2, «Evasion» 2

Combo: -

Description: Gjaums that operate in groups.

EX Gjaum: Dogs

Type: Troop Breed: Cross
Syndrome: Bram Stoker/Chimaera
 [Body] 5 <Melee> 3, <Dodge> 2
 [Sense] 3 <Perception> 3
 [Mind] 1
 [Social] 1

HP: 20 **Initiative:** 7
Armor: 0 **Encroach:** 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists (w/ Reaming Claw)	<Melee>	0	10

Power: «The Thirsting Lord» 2, «Reaming Claw» 2, «Evasion» 2

Combo: -

Description: A pack of feral dogs that have become Gjaums.

EX Gjaum: The Undead

Type: Troop Breed: Pure
Syndrome: Exile
 [Body] 6 <Melee> 4
 [Sense] 2
 [Mind] 1
 [Social] 2

HP: 25 **Initiative:** 5
Armor: 1 **Encroach:** 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists (w/ Bone Sword)	<Melee>	-1	7

Power: «All Range» 2, «Bone Sword» 2, «Evasion» 2

Combo: -

Description: Corpses that move thanks to the Renegade's power.

EX Gjaum: Birds

Type: Troop Breed: Cross
Syndrome: Exile/Hanuman
 [Body] 3 <Dodge> 4
 [Sense] 5 <Ranged> 3, <Perception> 3
 [Mind] 2
 [Social] 2

HP: 15 **Initiative:** 12
Armor: 0 **Encroach:** 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Reaper's Needle» 2, «Sonic Attack» 2, «Flight» 2, «Evasion» 2

Combo: -

Description: Birds that have been infected by EX Renegades.

Rogue

Type: Common Breed: -

Syndrome: -

[Body] 5 <Melee> 2, <Dodge> 2

[Sense] 4 <Ranged> 2

[Mind] 3

[Social] 1 <Info: Underworld> 1

HP: 33 Initiative: -11

Armor: 3 Encroach: -

Equip	Skill	Acc.	Atk.
Katana	<Melee>	-1	5

Power: -

Combo: -

Description: A buff thug or failed martial artist that has become a bouncer or bodyguard.

Security Robot

Type: Common Breed: -

Syndrome: -

[Body] 5 <Melee> 4, <Dodge> 4

[Sense] 5 <Ranged> 2, <Perception> 2

[Mind] 3

[Social] 1 <Info: Security> 1

HP: 33 Initiative: 13

Armor: 10 Encroach: -

Equip	Skill	Acc.	Atk.
Submachine Gun	<Ranged>	-1	8

Power: «Anti-Warding Factor»

Combo: -

Description: A security robot armed with a gun.

Enhanced Infantry: Light

Type: Common Breed: Cross

Syndrome: Chimaera/Hanuman

[Body] 6 <Melee> 5, <Dodge> 2

[Sense] 3 <Perception> 1

[Mind] 5 <RC> 2, <Will> 2

[Social] 2

HP: 37 Initiative: 11

Armor: 7 Encroach: 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Two-handed Sword	<Melee>	-3	10

Power: «Beast's Strength» 3, «Grapple» 2, «Flash» 2

Combo: -

Description: Enhanced infantry that specializes in close-quarters combat.

Enhanced Infantry: Heavy

Type: Common Breed: Cross

Syndrome: Black Dog/Neumann

[Body] 5 <Dodge> 2

[Sense] 6 <Ranged> 5, <Perception> 1

[Mind] 4 <RC> 2, <Will> 2

[Social] 1

HP: 34 Initiative: 16

Armor: 7 Encroach: 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Sniper Rifle	<Ranged>	0	11

Power: «Weapon Link» 2, «Critical Shot» 3, «Breaking Point» 2

Combo: -

Description: Enhanced infantry that specializes in ranged combat.

Tempest: Back

Type: Common Breed: Cross

Syndrome: Balor/Morpheus

[Body] 2 <Dodge> 3

[Sense] 3 <Perception> 2

[Mind] 6 <RC> 5, <Will> 3

[Social] 2

HP: 30 Initiative: 12

Armor: 10 Encroach: 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Black Hammer» 2, «Paralyze» 2

Combo: -

Description: A Tempest soldier that utilizes Powers in long-range attacks.

Strangers: Vanguard

Type: Common Breed: Cross

Syndrome: Hanuman/Salamandra

[Body] 6 <Melee> 6, <Dodge> 3

[Sense] 4 <Perception> 2

[Mind] 3 <RC> 5, <Will> 3

[Social] 2

HP: 35 Initiative: 11

Armor: 10 Encroach: 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Wire Whip	<Melee>	-2	6

Power: «Gale Sword» 2, «Flame Blade» 2, «Fury» 2

Combo: -

Description: The Strangers' front-line soldier.

Gjaum: Disaster

Type: Common Breed: Cross

Syndrome: Black/Hanuman

[Body] 4

[Sense] 3 <Perception> 3

[Mind] 6 <RC> 4

[Social] 1

HP: 34 Initiative: 12

Armor: 3 Encroach: 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Lightning Spear» 2, «Oscillating Sphere» 2

Combo: -

Description: A Gjaum that controls lightning and tremors.

Gjaum: Toxin Plant

Type: Common Breed: Cross

Syndrome: Orcus/Solaris

[Body] 3

[Sense] 1

[Mind] 6 <RC> 4, <Will> 4

[Social] 5

HP: 32 Initiative: 8

Armor: 10 Encroach: 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Thorn Constraints» 2, «Bloodletting Spores» 5

Combo: -

Description: A Gjaum that creates poisonous plants.

EX Gjaum: Beast

Type: Common Breed: Cross

Syndrome: Chimaera/Orcus

[Body] 7 <Melee> 4, <Dodge> 4

[Sense] 3 <Perception> 3

[Mind] 4 <Will> 2

[Social] 3

HP: 38 Initiative: 10

Armor: 0 Encroach: 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists (w/ Reaming Claw)	<Melee>	0	-5

Power: «Ogre's Attack» 5, «Reaming Claw» 4, «Formless Sword» 2

Combo: -

Description: A large animal that turned into a Gjaum.

EX Gjaum: Bat

Type: Troop Breed: Cross

Syndrome: Hanuman/Angel Halo

[Body] 3 <Melee> 1

[Sense] 5 <Ranged> 4

[Mind] 4

[Social] 2

HP: 30 **Initiative:** 14

Armor: 0 **Encroach:** 100% (+3 dice)

Equip **Skill** **Acc.** **Atk.**

Gun of Light <Ranged> 0 5

Power: «Roaring Claw» 3, «Eyes from Heaven» 2, «Gun of Light» 3, «Concentrate: Hanuman» 2, «Flight» 2

Combo:

1) «Roaring Claw» + «Eyes from Heaven» + «Concentrate: Hanuman»

Timing: Major

Perform a [Target: Single] [RNG: View] ranged attack. Roll using <Ranged> with 10 dice. Critical Value 8. Attack Power + 3 and ignores [Armor] stat.

Description: Bats that have been infected by EX Renegades.

EX Gjaum: Monkey

Type: Troop Breed: Cross

Syndrome: Morpheus/Exile

[Body] 6 <Melee> 3

[Sense] 3 <Perception> 2

[Mind] 1

[Social] 2

HP: 33 **Initiative:** 7

Armor: 0 **Encroach:** 100% (+3 dice)

Equip **Skill** **Acc.** **Atk.**

Infinite Weapons <Melee> 0 10

Power: «Infinite Weapons» 3, «Penetrate» 2, «Elastic Arm» 2, «Concentrate: Morpheus» 2

Combo:

1) «Penetrate» + «Elastic Arm» + «Concentrate: Morpheus»

Timing: Major

Perform a [Target: Single] [RNG: View] melee attack. Roll using <Melee> with 7 dice. Critical Value 8. Attack Power + 10 and ignores [Armor] stat.

Description: An EX Renegade monkey that attacks from a distance using weapons.

EX Gjaum: Sandman

Type: Troop Breed: Cross

Syndrome: Morpheus/Angel Halo

[Body] 4 <Dodge> 3

[Sense] 4 <Perception> 2

[Mind] 8 <RC> 5

[Social] 2

HP: 36 **Initiative:** 16

Armor: 2 **Encroach:** 100% (+3 dice)

Equip **Skill** **Acc.** **Atk.**

Fists <Melee> 0 -5

Power: «Sand Blade» 3, «Bow of Light» 3, «Blinding Dash» 2, «Concentrate: Morpheus» 2

Combo:

1) «Sand Blade» + «Bow of Light» + «Concentrate: Hanuman»

Timing: Major

Perform a [Target: Single] [RNG: View] ranged attack. Roll using <RC> with 10 dice. Critical Value 8. Attack Power + 10 and the Target receives - 5 to [Guard]. Cannot target anyone that is in the same Engagement as the attacker.

Description: A lump of sand that has turned into an EX Renegade.

EX Gjaum: Plant

Type: Troop Breed: Pure

Syndrome: Exile

[Body] 12 <Melee> 4

[Sense] 2

[Mind] 3

[Social] 2

HP: 47 **Initiative:** 7

Armor: 9 **Encroach:** 100% (+4 dice)

Equip **Skill** **Acc.** **Atk.**

Fists <Melee> -1 10

(w/ Bone Sword)

Power: «Elastic Arm» 3, «Bone Sword» 5, «Entangle» 3, «Concentrate: Exile» 2

Combo:

1) «Elastic Arm» + «Entangle» + «Concentrate: Exile»

Timing: Major

Use this combo after using «Bone Sword». Perform a [Target: Single] [RNG: View] melee attack. Roll using <Melee> with 16 dice. Critical Value 8. Attack Power + 10 and gives the Bad Status Pressure if at least one point of damage is dealt. Use this combo only three times per Scenario.

Description: A plant that has turned into an EX Renegade.

Agent: Driver

Type: Common Breed: Pure

Syndrome: Morpheus

[Body] 5 <Ride: 4-Wheel> 6

[Sense] 5 <Perception> 3

[Mind] 2

[Social] 2

HP: 32 **Initiative:** 10

Armor: 12 **Encroach:** 100% (+3 dice)

Equip **Skill** **Acc.** **Atk.**

Morphing <Ride: 4-Wheel> 0 12

Car II

Power: «Vehicle Morph» 3, «Ace Driver» 2, «Reinforce» 2, «Concentrate: Morpheus» 2

Combo:

1) «Ace Driver» + «Reinforce» + «Concentrate: Morpheus»

Timing: Major

Perform a [Target: Single] [RNG: Close] melee attack. Roll using <Ride: 4-Wheel> with 10 dice. Critical Value 8. Attack Power + 16.

Description: An agent who specializes in personnel transportation. Fights using Vehicles.

Strangers: Schutz

Type: Common Breed: Pure

Syndrome: Salamandra

[Body] 7 <Melee> 3

[Sense] 3 <Ranged> 2

[Mind] 2

[Social] 2 <Procure> 4

HP: 36 **Initiative:** 8

Armor: 3 **Encroach:** 100% (+3 dice)

Equip **Skill** **Acc.** **Atk.**

Fire and <Melee> -2 8

Ice Sword

Power: «Blue Demon» 3, «Fire Formation» 2, «Fire and Ice Sword» 2, «Ice Cloister» 2, «Heat Barrier» 2, «Ice Shield» 2, «Blazing Fort» 2

Combo:

1) «Blue Demon» + «Heat Barrier» + «Ice Shield»

Timing: Auto

Declare right before a Guard. Perform the Guard with a [Guard] stat of 20. Deal 9 points of HP damage to the attacking character.

Description: A Strangers soldier that takes point, protecting his allies from harm.

Tempest: Forward

Type: Common **Breed:** Tri
Syndrome: Exile/Salamandra/Black Dog
 [Body] 6 <Melee> 4, <Dodge> 2
 [Sense] 5
 [Mind] 3 <RC> 1
 [Social] 2 <Procure> 4

HP: 35 **Initiative:** 13
Armor: 10 **Encroach:** 100% (+3 dice)
Equip **Skill** **Acc.** **Atk.**
 Arm Blade <Melee> -1 9

Power: «Piercing Arm» 3, «Ravenous Fists» 3, «Flame Blade» 3, «Hard-Wired» 3, «Concentrate: Exile» 2

Combo:
 1) «Piercing Arm» + «Ravenous Fists» + «Flame Blade» + «Concentrate: Exile»

Timing: Major

Perform a [Target: Single] [RNG: Close] melee attack. Roll using <Melee> with 15 dice. Critical Value 8. Attack Power + 15 and Target cannot Guard. Use this attack only three times per Scenario.

Description: Tempest's front-line soldier.

Gjaum: Wall

Type: Common **Breed:** Tri
Syndrome: Morpheus/Balor/Exile
 [Body] 4 <Melee> 2
 [Sense] 3
 [Mind] 2
 [Social] 1

HP: 30 **Initiative:** 8
Armor: 0 **Encroach:** 120% (+3 dice)
Equip **Skill** **Acc.** **Atk.**
 Create Shield <Melee> 0 0

Power: «Create Shield» 3, «Evil Eye of Solitude» 2, «Repulsion Jump» 2, «Dark Spiral» 2, «Gravity Guard» 3, «Unyielding Flock» 2, «Life Curtain» 3

Combo:
 1) «Gravity Guard» + «Unyielding Flock» + «Life Curtain»

Timing: Auto

Cover a character that is up to 10M away and Guard at [3D10 +10]. Use up to three times per Scenario.

Description: A Gjuam that specializes in defense. It can create both physical and gravity-based barriers.

Gjaum: Poison

Type: Common **Breed:** Cross
Syndrome: Hanuman/Angel Halo
 [Body] 3 <Melee> 1
 [Sense] 5 <Ranged> 4
 [Mind] 4
 [Social] 2

HP: 30 **Initiative:** 14
Armor: 0 **Encroach:** 100% (+3 dice)
Equip **Skill** **Acc.** **Atk.**
 Gun of Light <Ranged> 0 5

Power: «Roaring Claw» 3, «Eyes from Heaven» 2, «Gun of Light» 3, «Concentrate: Hanuman» 2, «Flight» 2

Combo:
 1) «Roaring Claw» + «Eyes from Heaven» + «Concentrate: Hanuman»

Timing: Major

Perform a [Target: Single] [RNG: View] ranged attack. Roll using <Ranged> with 10 dice. Critical Value 8. Attack Power + 3 and ignores [Armor] stat.

Description: A Gjuam that uses poison.

RB: Animal

Type: Common **Breed:** Cross
Syndrome: Chimaera/Black Dog
 [Body] 9 <Melee> 4
 [Sense] 1
 [Mind] 1 <RC> 4
 [Social] 1

HP: 39 **Initiative:** 3
Armor: 0 **Encroach:** 110% (+3 dice)
Equip **Skill** **Acc.** **Atk.**
 Fists (w/ <Melee> 0 16
 Powers)

Power: «Complete Therianthropy» 2, «Reaming Claw» 2, «Beast's Malice» 2, «Lightning Fang» 2, «Concentrate: Chimaera» 2, «Origin: Animal» 3

Combo:
 1) «Beast's Malice» + «Lightning Fang» + «Concentrate: Chimaera»

Timing: Major

Perform a [Target: Single] [RNG: Close] melee attack. Roll using <Melee> with 16 dice. Dice. Critical Value 8. Attack Power + 16. Dodge checks lose -4 dice.

Description: An animal-type Renegade Being.

RB: Crystal

Type: Common **Breed:** Cross
Syndrome: Black Dog/Salamandra
 [Body] 7 <Melee> 2
 [Sense] 4 <Perception> 2
 [Mind] 2 <RC> 4
 [Social] 2

HP: 46 **Initiative:** 10
Armor: 4 **Encroach:** 110% (+3 dice)
Equip **Skill** **Acc.** **Atk.**
 Fists <Melee> 0 -5

Power: «Ball Lightning Shield» 3, «Magnet Force» 2, «Repulsion Barrier» 2, «Pain Editor» 2, «Ice Shield» 2, «Blizzard's Protection» 3, «Origin: Mineral» 2

Combo:
 1) «Ball Lightning Shield» + «Repulsion Barrier» + «Ice Shield»

Timing: Auto

Declare right before a Guard. Perform the Guard with a [Guard] stat of [2D10 +16].

Description: A Renegade Being that uses a crystal at its core.

RB: Database

Type: Common **Breed:** Cross
Syndrome: Solaris/Orcus
 [Body] 2
 [Sense] 3
 [Mind] 5 <RC> 4
 [Social] 5 <Negotiation> 6

HP: 29 **Initiative:** 11
Armor: 2 **Encroach:** 110% (+3 dice)
Equip **Skill** **Acc.** **Atk.**
 Fists <Melee> 0 -5

Power: «Absolute Fear» 5, «Domain Adjustment» 2, «Concentrate: Solaris» 2, «Origin: Cyber» 2

Combo:
 1) «Absolute Fear» + «Domain Adjustment» + «Concentrate: Solaris»

Timing: Major

Perform a [Target: Single] [RNG: View] ranged attack. Roll using <Negotiation> with 10 dice. Critical Value 8. Attack Power + 5 and ignores [Armor] stat.

Description: A Renegade Being that was born from electronic data.

Gjaum: Fenrir

Type: Common Breed: Pure

Syndrome: Chimaera

[Body] 10 <Melee> 10, <Dodge> 5

[Sense] 6 <Perception> 6

[Mind] 6 <Will> 6

[Social] 4

HP: 106 **Initiative:** 18

Armor: 0 **Encroach:** 180% (+5 dice)

Equip	Skill	Acc.	Atk.
Fists (w/ Reaming Claw)	<Melee>	0	12

Power: «Aegis Shield» 3, «Complete Therianthropy» 3, «Mars' Defense» 3, «Beast's Strength» 3, «Reaming Claw» 4, «Hunting Style» 5, «Steel Body» 3, «Hell Beast's Roar» 3, «Dragon Scales» 3, «Ultimate Therianthropy» 3, «Mighty Therianthropy» 3, «Eye of Argos» 3, «Ogre's Attack» 2, «Beast's Malice» 5, «Beast Eyes» 3, «Centaur Legs» 4, «Flying Debris» 5, «Blow Away» 5, «Blade of Vengeance» 3, «King of Beasts» 3, «Proof of the Hell Beast» 3, «Extra Arms» 5, «Concentrate: Chimaera» 3, «Accelerated Time» 3, «Restoration» 3, «Life Increase» 2, «Titan Therianthropy» 3,

Combo:

1) «Beast's Strength» + «Ogre's Attack» + «Blow Away» + «Concentrate: Chimaera» (+ «Flying Debris» + «Extra Arms»)

Timing: Major

Use after using «Complete Therianthropy», «Reaming Claw», «Ultimate Therianthropy», «Mighty Therianthropy», and «Titan Therianthropy». Perform a [Target: Single] [RNG: Close] melee attack. Roll using <Melee> with 20 dice. Critical Value 7. Attack Power + 39 and the damage roll receives a +3 dice bonus. If at least one point of damage is done to the Target, the Target is moved 10M.

Five times per Scenario, you may combine «Flying Debris» into the attack. Range becomes 20M and the Attack Power bonus is reduced to + 31. Five times per Scenario, you may combine «Extra Arms» into the attack and change it to [Target: Area (Select)].

2) «Aegis Shield»

Timing: Auto

Use after «Reaming Claw» has been used. Declare right before Guarding. [Guard] stat becomes [3D10 + 1].

Description: A Gjaum that transformed into Fenrir, the wicked beast of legend.

EX Gjaum: Boulder

Type: Common Breed: Cross

Syndrome: Morpheus/Balor

[Body] 6 <Dodge> 4

[Sense] 10 <Ranged> 9, <Perception> 8

[Mind] 8 <RC> 4

[Social] 3

HP: 130 **Initiative:** 38

Armor: 4 **Encroach:** 180% (+5 dice)

Equip	Skill	Acc.	Atk.
Repulsion Arrow	<Ranged>	-1	10

Power: «Infinite Weapons» 3, «Gigantic Mode» 3, «Customize» 3, «Penetrate» 3, «Reinforce» 3, «Soul Alchemy» 3, «Create Armor» 3, «Double Creation» 3, «Giganto Lance» 3, «Tyrant's Law» 3, «Repulsion Jump» 3, «Time Casket» 3, «Repulsion Hammer» 5, «Repulsion Arrow» 5, «Static Space» 3, «Tyrant's Arm» 3, «Marksman» 4, «Demon's Shadow» 3, «Pagan God's Heart» 3, «Black Hole Destruction» 3, «Concentrate: Morpheus» 3, «Accelerated Time» 3, «Restoration» 3, «Life Increase» 3, «Reflex Response» 5, «Kingdom» 3, «Sky Castle» 3, «Gravity Area» 3

Combo:

1) «Infinite Weapons» + «Gigantic Mode» + «Customize» + «Penetrate» + «Reinforce» + «Double Creation» + «Tyrant's Arm» + «Marksman» + «Pagan God's Heart» + «Concentrate: Morpheus» (+ «Giganto Lance»)

Timing: Minor + Major

Perform a [Target: Area (Select)] [RNG: View] ranged attack. Roll using <Ranged> with 17 dice. Critical Value 7. Attack Power + 38 and ignores the [Armor] stat. If the attack hits the Target, the Target receives the Bad Status Rigor and a -9 dice penalty for all checks for that Round. Also, if at least one point of damage is dealt, the Target is moved 10M. This combo can only be used four times per Scenario.

Once each Scenario, you may combine «Giganto Lance» instead of «Gigantic Mode» into the attack, making it [Target: Scene (Select)].

Description: A boulder that is now an EX Renegade. By changing its form and density, it can turn itself into a black hole, allowing it to suck in and destroy anything physical.

RB: Serial Killer

Type: Common Breed: Tri

Syndrome: Orcus/Solaris/Black Dog

[Body] 4 <Dodge> 7

[Sense] 8 <Perception> 4

[Mind] 10 <RC> 12, <Will> 8

[Social] 8 <Negotiation> 6, <Procure> 2

HP: 128 **Initiative:** 26

Armor: 8 **Encroach:** 180% (+5 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Keystone Formation» 4, «Absolute Space» 4, «Earth Fang» 8, «Guiding Flower» 5, «Nerve Hijack» 3, «Confusing Blow» 3, «Domain of Vengeance» 3, «Bloodletting Spores» 3, «Berserker» 3, «Aqua Vitae» 3, «Additional Strength» 3, «Ionocraft» 5, «Lightning Spear» 3, «Lightning Attack» 5, «Thor's Hammer» 3, «Liberating Lightning» 3, «Concentrate: Orcus» 3, «Origin: Legend» 5, «Accelerated Time» 3, «Restoration» 3, «Life Increase» 3, «Ruler's Command» 5, «Battle Reinforcements» 3, «Lightning of Fate» 3

Combo:

1) «Absolute Space» + «Earth Fang» + «Confusing Blow» + «Lightning Spear» + «Lightning Attack» + «Concentrate: Morpheus» (+ «Thor's Hammer»)

Timing: Minor + Major

Use this combo after using «Origin: Legend».

Perform a [Target: Single] [RNG: View] ranged attack. Roll using <RC> with 18 dice. Critical Value 7 and +10 bonuses to final score. Attack Power + 30 and -4 dice to the Target's Dodge check. Cannot target characters that are in this enemy's Engagement. If at least one point of damage is dealt, the Target receives Taint (Rank 3).

Three times per Scenario, you may combine «Thor's Hammer» into the attack, making it [Target: Area (Select)] and raising its Atk. Power bonus to +36.

2) «Keystone Formation» + «Guiding Flower» + «Berserker» + «Liberating Lightning»

Timing: Major

No check needed. [Target: 3] within [RNG: View] receive -2 Critical Value, +6 dice, and a +10 score bonus to their next Major Action. Use this combo up to four times per Scenario.

Description: A Renegade Being that was born from the urban legend of a serial killer. Just like in the rumors, this being attempts to understand humans by killing them.



Scenarios

Double Cross



About the New Scenarios

This section will discuss what to do when playing the following two Scenarios as a follow-up to the Core Rulebook's Scenarios. Explanations on the use of Trait Loises during these Scenarios are also included.

• About T-Loises

The following two Scenarios were written under the assumption that T-Loises will be used. When playing with the sample characters, it is recommended that you follow the list on page 4 and acquire the T-Lois that corresponds with the sample character being used. When playing with Construction characters, the players may select a T-Lois of their choice.

Due to the story of this book's second Scenario, it is important that PC1 and 2 acquire specific T-Loises. PC1 must acquire "Renegade Crystal (01)," and PC2 must acquire "Dual Personality (06)." When playing this second Scenario with pre-existing characters, please make the proper adjustments to either the Scenario or the characters. Refer to Scenario 2's Pre-Game section for more details.

• Role-Playing T-Loises

When you acquire a T-Lois, you are giving your character a unique trait. As such, you should think of a back story that explains that characteristic and perhaps even role-play it during the Opening. Refer to the story and Scene description when incorporating back story into the Scenario. Discuss with the GM when actually acquiring T-Loises.

When Playing the following Scenarios as a Standalone Game

In this situation, no special preparation is needed outside of what is outlined in the Pre-Game.

• Continuing from *Crumbling Days*

When continuing from *Crumbling Days*, have the players use the same player character number they had before. Use the same Works and Covers that the characters were first created with.

Depending on how strong the players' characters are, it may be necessary to adjust the Scenario's data to match their strength. If players have only played *Crumbling Days*, no adjustments are needed.

• Continuing from *Armageddon's Youths or Truth or Fiction*

When continuing from either *Armageddon's Youths* or *Truth or Fiction*, the GM will need to change the script for PC5's Opening. Since the sample character that was assigned to be PC5 for the previously-mentioned Scenarios is a Renegade Being, replace Rosa Baskerville with Kyoka Tsuzuki. Explain that Shadow Night's actions do not benefit Xenos. Implement a similar change for this book's second Scenario.

If both of the above-mentioned Scenarios have already been played, chances are players will have about thirty experience points. In this case, consider making the battles more difficult by increasing HP totals or giving enemies three or four E-Loises that suit that character's personality.

If each of the three Core Rulebook Scenarios were played with different characters, the players can choose whichever character they want for the new Scenarios. Have them properly balance their party's strengths before deciding on a final party.

Try to prioritize the use of *Crumbling Days*' PC5, as this will save the GM the trouble of rewriting PC5's Opening for a Renegade Being.

• Strengthening the Enemies

The following will discuss how to strengthen the enemies of the following Scenarios.

• Increasing Stats and Skill Levels

Increasing Base Stats will give enemies more dice for rolls, while higher Skill levels will give a bigger bonus for check's final score. This kind of strengthening is relatively easy, but be careful as there are many stats that need to be modified.

• Adding E-Loises

E-Loises are an easy way to improve an enemy. Consider giving an enemy one E-Lois for every twenty experience points that the players have.



Pre-Game

Scenario Data

Recommended number of players: 3 to 5.

Recommended PC growth: 0 to 15 pts.spent.

Play time: 3 to 4 hours.

• Stage

This Scenario takes place in City N.

• Story

In City N Central Park, there is a large cherry blossom tree. Called the "Lord of the Cherry Blossoms," this tree is the symbol of the park and loved by the people. It is old, and does not bloom each year. However this year, the tree has buds that may open up.

This Lord of the Cherry Blossoms is actually infected by an EX Renegade, a Renegade strain that infects nonhumans, and is showing signs of awakening. Sensing this, the False Hearts agent Kazuya "Shadow Night" Kageyama plans to inject the tree with Alpha-Trance, a drug that stimulates the Renegade virus. With this stimulant, Kageyama plans to turn the tree into a Gjaum and have it spread Renegade-infected pollen all over City N.

To actualize his plans, Kageyama will also fuse Mika "Rainbow Snake" Minashiro to the Lord. This Scenario will end when the players put a stop to Kageyama's plans and defeat Mika, who will be fused together with the Lord.

Trailer

In City N Central Park, there exists an old tree. Known as the "Lord of the Cherry Blossoms" and loved by the people, this ancient tree now rarely produces flowers.

The days when the Lord fully bloomed are now but a fleeting memory.

But one girl strongly desires to see the bloom that she remembers from her more innocent, happier times.

Double Cross – Memorial Blossom

Welcome to Double Cross. This is the world of traitors.

■ Character Creation

● Quick Start

The following five sample characters are recommended for this Scenario:

PC1: Wild Card (Core Rulebook Pg. 33)

PC2: Speeding Bullets (Core Rulebook Pg. 35)

PC3: The Idealist (Core Rulebook Pg. 37)

PC4: Shining Void (Core Rulebook Pg. 39)

PC5: Truth-Seeker (Core Rulebook Pg. 41)

● Construction

If you choose to create your character Construction, please use your Handout's recommended Work. If the handout does not specify a Work, please consult with the GM and pick a Work of your liking.

■ Loises between PCs

Form Loises between PCs in the following order:

PC1 → PC2 → PC3 → PC4 → PC5 → PC1

ROC the Emotions for these Loises. Consult with your GM on what emotions to use if needed.

■ T-Loises

This Scenario will utilize T-Loises. Refer to page three for more information on how to use them. If starting with Quick Start characters, refer to page four to find out which T-Loises to give the sample characters.

It is recommended that PC3 and PC5 acquire T-Loises that are unique to their character's Syndromes.

● If Using Construction Characters

If you are using Construction characters, you may acquire T-Loises that are different from what is recommended above. Get the GM's permission when acquiring a T-Lois.

However, if you plan to plan to play this book's second Scenario with the same characters, there are issues to be aware of.

● If Continuing on to Scenario Two

This book's second Scenario assumes that PC1 has "Renegade Crystal" and PC2 has "Dual Personality." This is because those T-Loises play a part in the story.

If you plan to continue on to Scenario Two and are making characters through Construction, explain to the players that PC1 and PC2's T-Loises are set to the above-mentioned T-Loises.

Scenario Handouts

Each Player Character will have the following aspects as part of his background. The GM should discuss this with the players as they are creating their characters.

PC1: Is a childhood friend's of Mika Minashiro.
PC2: Once fought Rainbow Snake.
PC3: Is the City N Branch Chief.
PC4: Lived in City N for a long time.
PC5: Is an UGN Illegal.

PC2 Handout

Lois: Rainbow Snake **Emotions** **P:** Pity **N:** Anxiety
Quick Start: Speeding Bullets
Cover/Work: Any/UGN Child

As per your duty as an UGN Child, you once infiltrated a False Hearts facility. There, you came face to face with the FH agent "Rainbow Snake." Instead of fighting you, Rainbow Snake simply left. It seemed like she was looking for salvation.

PC4 Handout

Lois: The Lord **Emotions** **P:** Protection **N:** Anxiety
Quick Start: Shining Void **Cover/Work:** Any/Any

You live in City N. In the city's central park, there is large cherry blossom tree called the Lord of Cherry Blossoms. It is very old and rarely sprouts flowers, but just taking in the soothing view of the old tree calms you. Now something is happening to the Lord.

PC1 Handout

Lois: Mika Minashiro **Emotions** **P:** Nostalgia
N: Reservation **Quick Start:** Wild Card
Cover/Work: High Schooler/Any

Mika Minashiro is a childhood friend of yours. She left this city three years ago, but by coincidence you meet her again underneath the Lord of Cherry Blossoms.

As the two of you talk underneath the tree you have many memories of, you notice that Mika looks sad. What happened to Mika in the three years since you've seen each other?

PC3 Handout

Lois: Kazuya Kageyama **Emotions** **P:** Curiosity **N:** Threat
Quick Start: Idealist **Cover/Work:** Any/UGN Branch Chief

You are the chief of City N's Branch. Yugo Kiritani has presented you with a new mission. Kazuya Kageyama is conducting suspicious experiments in your jurisdiction. The details of the experiments are unknown, but it has something to do with the Warding fields happening across the city. You immediately start your investigation.

PC5 Handout

Lois: Shadow Night **Emotions** **P:** Potential **N:** Enmity
Quick Start: Truth-Seeker **Cover/Work:** Any/Any

Unusual incidents involving Warding fields have been happening across the city and are being examined by the UGN. You have been contracted by Rosa Baskerville to help investigate this phenomenon.

Opening Phase

■ Scene 1: When the Cherry Blossoms Bloomed (PC1)

• Description 1

This is a flashback scene that takes place three years ago. PC1 and his childhood friend Mika are out at night walking the streets of City N. This Scene assumes that PC1 and Mika are the same age.

Mika will tell PC1 that she and her family will be moving away. The two will come to the Lord of Cherry Blossoms, which happens to be blooming for the first time in a long while. After burning the sight into their memories, Mika and PC1 will say their goodbyes.

• Setting 1

Three years ago on a spring night, you went out with your childhood friend Mika to see the Lord of Cherry Blossoms. Mika insisted on seeing the night blossoms and dragged you out.

"Oh, the blossoms are so beautiful."

Mika runs up to the Lord, which is blooming for the first time in a long while.

• Dialogue: Mika Minashiro (Three Years Ago)

"I'm glad the Lord bloomed this year. He didn't last year, so I thought I wouldn't get a chance to see this one last time."

"...Well, I'm moving away tomorrow. We're heading to the country, so we can't really meet anymore."

"I wanted to tell you sooner, but I really didn't want things to get all emotional. This is kind of late now, but there's one thing I want to tell you."

"I'm glad I got to say goodbye to you and the Lord."

"I'll never forget this day..."

• Description 2

The flashback ends and you return to the present. On a whim, PC1 goes by the park after leaving school and checks on the Lord of Cherry Blossoms. In the three years that passed, the Lord did not bloom once. Once there, PC1 will be united with Mika, who happens to be administering Alpha-Trance to the tree. During the conversation with Mika, refer back to the flashback in your lines. Once the conversation ends, Mika's cellphone will ring and she will be summoned by Shadow Night.

• Setting 2

Three years have passed since Mika moved away and you haven't heard from her since. The only thing that connects you to Mika is the flowerless Lord.

On a whim, you decide to go see the Lord of Cherry Blossoms. There, you see someone sitting in the tree. It has been three years, but you definitely recognize the person. It's Mika.

• Dialogue: Mika Minashiro

(When called to) "Hm? ...Is that you, PC1? Hey, long time no see!"

(Comes down from the tree) "Oh, you caught me at an embarrassing moment."

(Why are you here?) "Well...I had business nearby, so I just came."

"This brings back memories. Do you remember that night three years ago?"

"The cherry blossoms were so beautiful..."

"So, I heard the Lord hasn't bloomed since that night."

"Will we never see this tree's flowers again? And they were so pretty too..."

"If I can see the full bloom just one more time, I would be..."

(A cellphone rings) "Hello? Yes, I understand. ...Sorry. Something came up."

• Conclusion

"...PC1. Get out of this city as soon as possible."

With that, Mika will leave. Even if PC1 asks for details, Mika will exit the Scene without answering. End the Scene.

■ Scene 2: The Attack (PC2)

• Description

This Scene will involve PC2, who has found and attacked a False Hearts research facility. At the lowest underground level, PC2 will face off with Rainbow Snake, who reveals that she has no intention to fight. She will run away with the Alpha-Trance drug that was being developed at the facility.

PC2 will see that Rainbow Snake looks just like Mika Minashiro. PC1 and PC2 may share this information when they meet.

• Setting

At the heart of a False Hearts laboratory somewhere in City H, a Renegade stimulant called Alpha-Trance is being stored. You come face to face with the drug's protector Rainbow Snake, but something's off. The girl doesn't even ready a weapon. Instead she holds onto an attaché case and just stares at you.

• Dialogue: Rainbow Snake

"...Lets not fight. We don't need to."

"This facility is done for. The lab was destroyed by the UGN and I take this (points to the case) away. That's it. You can have this win."

"Soon enough, I'm going to be gone from this world. Nothing has meaning now."

"There's no place for me to run."

• Conclusion

Once the conversation is over, Rainbow Snake will leave the Scene. Her face was that of someone looking for help. PC2 will receive a transmission that requests his return to base. End the Scene.

■ Scene 3: The City's Bizarre Phenomena (PC5)

• Description

PC5 will receive a job from Rosa Baskerville and set out to investigate the False Hearts agent "Shadow Night."

• Setting

Rosa Baskerville personally summons you to the Japan Main Office. She has a case that she wants you to investigate through your own means.

• Dialogue: Rosa Baskerville

"Now then, PC. I want you investigate something."

"A False Hearts agent called Shadow Night is active in City N."

"I would like a detailed investigation on this individual, as well as a proper handling of the situation."

"Coordinate with the City N Chief and bring this incident to an end. That is all."

• Conclusion

PC5 begins his investigation of Shadow Night. End the Scene.

■ Scene 4: Beginning the Investigation (PC3)

• Description

While sitting in his office, PC3 will receive a request from Yugo Kiritani. He wants PC3 to investigate a scholar named Kazuya Kageyama, who is currently working in City N.

• Setting

You are sitting in your office at the City N Branch office when a call comes in. It's from Yugo Kiritani. After exchanging pleasantries, Yugo will give you your orders.

• Dialogue: Yugo Kiritani

"PC3. Excuse my abruptness, but I want you to investi-

gate Kazuya Kageyama. He is known as a scientist, but it's possible that he is an active False Hearts agent."

"The man is currently running experiments in City N. Please find out what his experiments are."

"If he is working with False Hearts, we must deal with him immediately."

• Conclusion

End the Scene once PC3 receives his orders.

■ Scene 5: Mysteries of the Cherry Blossoms (PC4)

• Description

While PC4 is passing by City N Central Park, he will go check on the Lord of Cherry Blossoms. He will see Kazuya Kageyama and his men injecting the Lord with Alpha-Trance.

When he gets close, Kageyama will order his men to take out PC4. While these men can use Warding, they are just Extras and thus can be defeated by the player character declaring victory. Once his men are defeated, Kageyama will flee.

• Setting

You stop by City N Central Park, which is the home of the beloved Lord of the Cherry Blossoms. There are buds on its branches and it may bloom this year. But what caught your eye more is the suspicious men that surround the tree.

• Dialogue: Kazuya Kageyama

(While injecting Alpha-Trance) "Hm, excellent response. We can count on the Encroachment Rate to rise. We can eas-ily place a city of this size under the influence of the Renegade."

(Notices PC4) "Who's there!?"

(To his men) "Fools! I told you to put up a Warding field!" ...Silence the witness."

• Dialogue: FH Agents

"But Warding is up! This guy's an Overed!"

(To PC4) "You're not leaving here alive."

(Once defeated) "Impossible..."

• Conclusion

Once the FH agents are defeated, Kageyama hastily runs away and ends up dropping a vial. If PC4 picks it up, he will see that it is labeled "Alpha-Trance." Once the vial is retrieved, end the Scene.

Middle Phase

● Predetermined Events

Perform these events in numerical order.

■ Scene 6: Looking Back on Days Gone By (PC1)

● Description

No other player characters may enter this Scene. During this Scene, PC1 and Mika will meet once more at City N Central Park. While talking with PC1, Mika will reveal that the Lord will likely bloom once more, and that they will soon part ways once more. Once this information is relayed, Mika will run from PC1.

● Setting

In City N Central Park, the flowers of the park trees bloom as if announcing the beginning of spring, yet the Lord itself has yet to show a single flower.

"This year might be its last chance."

Hearing that voice, you turn around. As you suspected, it's Mika.

● Dialogue: Mika Minashiro

"Hey, PC1. Sorry about last time. Something came up."

(When asked about the person on the phone) "...Well, that's a secret. Don't worry. It's not a boyfriend or anything like that."

"See the buds there? The Lord's going to bloom this year. This might be the last time though. He's old now."

"We haven't seen each other for three years. Anything special happen to you?"

(After answering) "...I changed a lot."

"Let's say...Let's say I'm no longer human. Would you believe me?"

(You believe her) "Wow. You do."

(You don't believe her) "Oh, you don't."

"But I'm glad we met when the Lord is about to bloom. Now I got no regrets."

"When the Lord blooms, you and I have to say goodbye. I'm...so tired now."

"Please. Get out of this city..."

● Conclusion

The wind blows, scattering petals of cherry blossoms. Mika will have disappeared. End the Scene.

■ Scene 7: Storm of Flowers (PC5)

● Description

It is nighttime in City N. A storm of flower petals blows through and a Warding field is created. It is the Lord of Cherry Blossoms that is causing these fields. At this time, Kazuya Kageyama will be dissecting the corpses of Gjaums. Kageyama will exit once he notices the player characters.

On a side note, the corpses are of people that died from shock when the Renegade virus awakened in them. Kageyama did not kill them. The Lord's Warding field is causing people to become Gjaums (Rule-wise, this is just Warding being role-played), but this fact need not be explained to the players.

On another note, people have a 50% chance of immediately becoming Gjaums when the virus awakens. Most of the others die.

● Setting

You enter City N and immediately begin your investigation. It is night and the wind blows in your face. You notice petals in the wind. At that time, a Warding field is erected. Noticing the new presence, you run to the back alley, where you find someone who might be Shadow Night.

● Dialogue: Kazuya Kageyama

"Hm, so the Warding field's area of effect only reaches this far. We'll have to use Rainbow Snake's powers."

"The acceleration of Gjaum transformation is lacking."

(Notices the PCs) "What!? Is that the UGN!? I'm leaving!"
(Exits Scene)

● Conclusion

Kazuya Kageyama immediately exits, leaving the corpses of the Gjaums behind. UGN's disposal team will come when called. End the Scene.

■ Scene 8: The Start of the Catastrophe (PC3)

● Description

During this Scene, PC3 will rendezvous with the other PCs. Have as many players as possible enter the Scene and share information between everyone.

For the setting, have it where the players would prefer to gather, such as the City N branch office. Once gathered, go over the following information.

– The FH agents Rainbow Snake and Shadow Night are hiding in City N.

– Warding fields are suddenly being erected near Central Park. The cause is unknown, but it seems Shadow Night is looking into it.

Once information is shared, have Yugo Kiritani enter the Scene and order the continuation of the investigation.

• Setting

Many bizarre incidents are occurring in City N right now. Other than Shadow Night's activities, there are reports of unexplained Warding fields around Central Park and the appearances of new Gjaums. The world as you know it is being eaten away.

• Dialogue: Yugo Kiritani

(After information has been exchanged) "Excellent work, PC4"

"I've seen the reports. It seems that the Warding fields and Shadow Night are connected."

"About the Alpha-Trance drug that PC2 reported on, I'm worried about what Rainbow Snake plans to do with it. Please continue your investigation."

• Conclusion

End the Scene once information has been exchanged. Begin the Investigation Scene.

• Investigations

During this section, players may research the following six subjects. If needed, role-play Scenes where player characters either gather or exchange information.

• Mika Minashiro

<Info: Rumors, Police> 8

A girl that lived in City N three years ago. She and her family moved away to the countryside.

One year ago, Mika became a victim in an incident and disappeared from the grid.

<Info: UGN> 10

The incident that Mika was involved in was reported to the UGN as being Renegade-related. Due to this incident, Mika became infected and subsequently became an Overed. Since then, she has been operating for False Hearts under the codename Rainbow Snake.

• Rainbow Snake

<Info: UGN, Underworld> 11

A False Hearts agent that specializes in the use of «Mimicry Mask» for the purpose of disguise and infiltration. She has been active for one year, which is believed to be when she first awakened.

Her real name is Mika Minashiro.

<Info: UGN, FH, Underworld> 8

A subordinate of the False Hearts agent "Shadow Night." She is an Exile/Hanuman Crossbreed.

• Kazuya Kageyama

<Info: UGN, Academics> 8

He claims to be a botanist, but the UGN has him under

surveillance due to his suspicious activities. He always wears a white lab coat.

He is the False Hearts agent Shadow Night.

• Shadow Night

<Info: UGN, Academics> 13

<Knowledge: Botany> 13

He has been researching EX Renegades and ways to spread the virus through the use of pollen.

He plans to utilize Rainbow Snake's powers and the Lord of Cherry Blossoms to disperse the Renegade virus across City N.

• The Warding Incidents

<Info: UGN, Underworld> 8

The Lord of Cherry Blossoms is thought to be the cause of the Warding fields that have been occurring near Central Park.

• The Lord of Cherry Blossoms

<Info: City N, Rumors> 7

An old tree that is the symbol of Central Park. It should be too old to grow flowers, but buds have appeared on its branches and may bloom this year.

About a week ago, a suspicious man in a white lab coat began surveying the area around the tree.

<Info: UGN> 10

The Lord has been infected by the Renegade virus and has become an EX Renegade. Something is rapidly increasing its Encroachment Rate, causing the tree to become a Gjaum.

• Alpha-Trance

<Info: UGN, FH> 10

<Knowledge: Biology> 10

A drug that stimulates the Renegade virus, causing a subject to become an Overed. In a past terror plot, False Hearts laced beverages with this drug. If a plant has a predisposition, it will turn into a Gjaum when exposed to Alpha-Trance.

• The Renegade Dispersal Plan

<Info: UGN> 11

A plan that involves using the Lord's pollen to disperse the Renegade virus across City N. This involves Rainbow Snake using «Fusion» to become one with the Lord once it has become a Gjaum. An estimate of fifty percent of City N's population is expected to become Gjaums.

• Trigger Events

These events occur when the proper conditions have been met.

■ Scene 9: No Going Back (PC2)

Condition: Triggers when players find out Rainbow Snake is Mika Minashiro

Description

When this Scene triggers, Mika Minashiro will appear before PC2, but will make it clear she has no intention to fight. She will talk about how there is no place for her in this world and no moment when she is at ease.

If PC1 enters this Scene, Mika will reveal to him that she is an Overed.

Although Mika is talking about how she has essentially given up, it still shows that she wants help. If PC2 creates a Lois for her (one that is separate from the Rainbow Snake Lois) and holds onto it until the end of the game, the players will be able to save Mika.

• Setting

While investigating Rainbow Snake, the agent herself appears before you. Like before, she has no intention to fight. Instead, she seems to have something to tell you.

• Dialogue: Mika Minashiro

"Hey again."

"How much have you found out about me?"

(After the player answers) "Then you would know that I had a normal life not too long ago."

"I became an Overed about a year ago. I did a lot of things under Shadow Night, and I do mean a lot of things."

"That's why I know there's no going back to the world I wanted."

"You protect the normal world, but will you ever be able to truly join it?"

"Shadow Night tells me that with my power and the Lord, we can completely change this city. Maybe then I can truly come back."

(To PC1) "...So you're on this side of the world."

"I'm a traitor. I can't go back to those days where we just watched the cherry blossoms."

"But if you think I can go back to those days, then please. Stop me."

• Conclusion

Mika will not leave the Scene before anyone can chase her. If the players attempt to stop or attack Mika, she will use «Instant Retreat». End the Scene.



Breed: Crossbreed
Syndrome: Hanuman/Orcus

An agent and Renegade researcher for False Hearts, Kazuya Kageyama is only interested in confirming his theories and research. He joined False Hearts under the condition of unrestricted research. His cell is called "Lab." During an incident, he found Mika Minashiro and made her his subordinate, giving her the codename Rainbow Snake.

■ Scene 10: When the Flowers Bloom (Master Scene)

Condition: Triggers when players successfully investigate the Renegade Dispersal Plan and subsequently heads to the Lord of Cherry Blossoms.

• Description

This is a Master Scene that occurs when players head to the Lord of Cherry Blossoms. Kageyama is injecting Alpha-Trance into the Lord, assisting its transformation into a Gjaum. Under Kageyama's orders, Mika will prepare to use «Fusion» with the Lord.

• Setting

Kageyama injects Alpha-Trance into the Lord. The tree's branches stir, despite there being no wind. However, nothing else happens.

• Dialogue: Kazuya Kageyama

"Hm, so this is the highest the encroachment rate can be raised using Alpha-Trance."

"It seems we will need your powers, Rainbow Snake. Fuse with the tree."

"Rejoice. As you wished, you will become one with the Lord."

• Dialogue: Mika Minashiro

"...Yes, sir."

"So, it comes down to this..."

• Conclusion

Kageyama receives a call from his agents, and then gives orders to intercept the player characters. Meanwhile, Mika stares at the Lord with a desperate look in her eyes.

■ Scene 11: Cherry Blossom Festival (PC4)

Condition: Immediately follows Scene 10.

• Description

PC4 will be heading to Central Park and the Lord. Today is everyone's day off, and many people are gathering at night to see the cherry blossoms. Suddenly, a «Warding» field erects as petals dance in the wind.

• Setting

If the Lord's pollen gets a chance to spread out, then all of City N will be hit with a Renegade virus epidemic. You head to Central Park. Right about now, a lot of people are gathering at the park to see the cherry blossoms in the night sky.

• Dialogue: City N Residents

"A lot bloomed this year."

"Hey, did anything grow out of the Lord this year?"

"Nah. There were buds, but nothing opened up. You can go see the Lord, but you won't spot a single flower."

(Sees the petals) "Hey, the flowers are..."

• Conclusion

As the petals fly in the wind, the Lord's «Warding» field continues to spread outward. The people stop moving and are knocked unconscious. End the Scene.

■ Scene 12: The Chaos of Flowers (PC2)

Condition: Immediately follows Scene 11.

• Description 1

All player characters enter this Scene. Due to the effects of «Warding», all the people in the park have been neutralized. As the player characters enter, a storm of flower petals blow in and surround the immediate area.

• Setting 1

As you head towards the Lord, there is a blast of wind, and you are surrounded by a large amount of flower petals. It is as if a snowstorm just swept in, its dreamy nature encroaching on the balmy spring day.

• Description 2

Kageyama will appear when the «Warding» is up, bringing with him several Gjaums. This is the beginning of the battle. There will be two Gjaum: Crushers (Core pg. 380), one Gjaum: Blaster (Core pg. 380), and Kageyama himself. For Kageyama, use the Agent: Commander data (Core pg. 383). All enemies will be in a single Engagement that is five meters away from the player characters.

In the event that there are three or fewer players, remove the Gjaum: Blaster from the battle.

• Setting 2

When the storm of petals clears, you notice that you are surrounded by Gjaums, who are led by Kazuya "Shadow Night" Kageyama.

• Dialogue: Kazuya Kageyama

"Ah, UGN agents. It would seem that you are all a bit late."

"Not only have I turned the Lord from being an EX Renegade into a Gjaum, I will soon have this entire area under the influence of the Renegade. Tell me, does that not sound like an excellent outcome?"

"Of course, my plans do not stop there. Once the Lord fully blooms, its pollen will spread all across City N and cause a massive epidemic of the Renegade virus."

"I can control the pollen thanks to Rainbow Snake and her «Fusion» Power. The transformation of the entire human race will happen overnight, and you will not stop me! Hahahaha!"

(When defeated) "Ugh...Y-You can't stop it now. Rainbow Snake wants to die with these trees."

• Dialogue: Gjaums

Roars (Enters battle)

(When defeated) *Shrieks*

• Conclusion

The players can reach the Lord of Cherry Blossoms now that Shadow Night is defeated. End the Scene.

■ Scene 13: Under the Cherry Blossoms (PC1)

Condition: Immediately follows Scene 12.

• Description

This Scene occurs as the players head towards the Lord of Cherry blossoms. As the player characters head toward the tree, «Soundless Voice» (Core Pg.217) is used, which makes all the characters in the vicinity relive a three-year old memory. To be specific, the memory is Scene 1 of this Scenario, but replayed as how the Lord remembers it.

• Setting

As you get closer to the Lord of Cherry Blossoms, an old memory emerges in your mind. You begin to vividly relive that moment from three years ago, when you and Mika took in the sight of the Lord in full bloom.

• Dialogue: Mika Minashiro

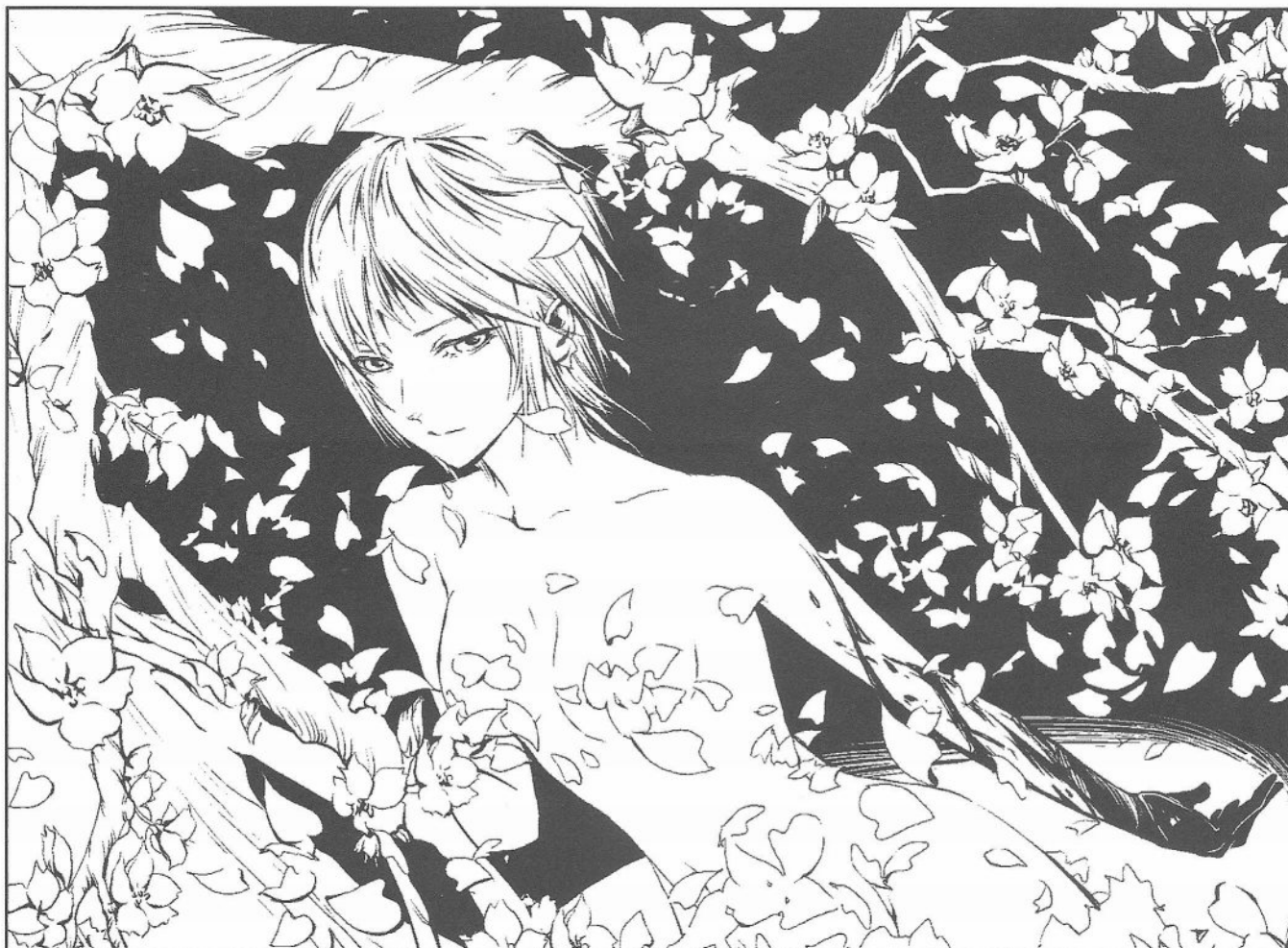
"The cherry blossoms sure are beautiful, PC1."

"I'm glad I could say my goodbyes to you and the Lord. I won't forget this day..."

"PC1, help me..." (This line is "spoken" by the Lord of Cherry Blossoms. Mika is fusing together with the Lord, which allows the tree to relay Mika's inner feelings to you.)

• Conclusion

As you hear Mika's cry for help, you will finally reach the Lord of Cherry Blossoms. Start the Climax.



Climax Phase

■ Scene 14: Wishing for the Days when the Flowers Bloomed (PC1)

● Description

This Scene takes place in City N Central Park. Mika is using «Fusion» to become one with the Lord of Cherry Blossoms. This battle will be against both Mika and the Lord. Have all player characters perform an Impulse Check.

Mika and the Lord will be grouped into a single Engagement. All player characters are to be placed into a single Engagement that is five meters away from Mika and the Lord. The battle will end once Mika is rendered incapacitated. There is no other way to get Mika to listen to what you have to say.

If the player characters are defeated or forced to retreat, the Lord's infected pollen will spread all across City N. Mika will successfully become one with the Lord and half of City N's population will become Gjaums.

● Setting

Mika is waiting for you in front of the Lord. You can tell by the vacant look on her face that she has been living in great despair. It speaks to how much Rainbow Snake wants to go back to being Mika and a normal life.

The Lord of Cherry Blossoms is in full bloom, its petals the same light-red color you saw three years ago.

● Dialogue: Mika Minashiro

"You're finally here, PC1."

(When asked about her motivations) "There was only one thing I wanted to do, and that was to make the Lord bloom one more time. Now that I've seen this bloom, I have no more regrets."

"The color of the flowers we saw three years ago was beautiful. But I can never go back to those days."

"I always wanted to go back to that normal life, but I've been forced many times to realize that the dream will never come true."

"I'm tired of fighting, tired of living. All that's left is to become one with the Lord...and die in peace."

(Tell her she can go back)"That's a lie and I won't believe it! I can't go back."

"...I've already started fusing with the Lord. This is goodbye." (Begin battle)

"Did it have to come down to this?"

● Conclusion

Your final attack goes through. Mika falls and the Lord begins to break down. End the Scene and start the Endings.

Enemy Data

Mika Minashiro

◆ Data

Breed: Crossbreed
Syndrome: Exile/Hanuman

Stats	Skills
[Body] 8	<Melee> 4, <Dodge> 2
[Sense] 6	
[Mind] 2	<Will> 4
[Social] 2	<Negotiation> 4
[HP] 38	[Initiative] 14
[Armor] 0	
Encroachment Rate: 150% (Dice +4)	

◆ Powers

«Mimicry Mask» 2, «All Range» 3, «Dancing Hair» 3, «Elastic Arm» 3, «Bone Sword» 3, «Ravenous Fists» 3, «Fusion» 2, «Serpent's Moves» 3, «Penetrating Attack» 2, «Siren's Song» 2, «Energy Wave» 3, «Transmission» 2, «Concentrate: Exile» 3, «Instant Retreat» 2

◆ Combos

>Spiral Lance

«All Range»+«Dancing Hair»+«Elastic Arm»+«Ravenous Fists»+«Penetrating Attack»+«Energy Wave»+«Concentrate: Exile»

Timing: Major
Skill: <Melee> Dice: 19
Critical: 7 DFCLTY: Opposed
Target: Single Range: View
Atk Power: +14

◆ **Description:** A melee attack that utilizes «Bone Sword» [Acc. -1]. This attack cannot be Guarded against. If at least one point of damage is dealt, the Target receives the Bad Status Rigor. Use this combo up to twice per Scenario.

Lord of Cherry Blossoms

◆ Data

Breed: Crossbreed
Syndrome: Orcus/Solaris

Stats	Skills
[Body] 6	
[Sense] 2	
[Mind] 6	<RC> 4
[Social] 6	
[HP] 98	[Initiative] 10 (7)
[Armor] 0 (17)	
Encroachment Rate: 150% (Dice +4)	

◆ Powers

«Animal Tamer» 3, «Handling» 3, «Earth's Protection» 3, «Earth Fang» 3, «Keystone Formation» 3, «Absolute

Space» 3, «Obsidian Armor» 3, «Yggdrasil's Leaf» 2, «Domain's Shield» 3, «Tranquility» 2, «Aqua Vitae» 3, «Concentrate: Orcus» 3, «Life Increase» 2

◆ E-Lois:

«Manifestation of the Destroyer»

◆ Combos

>Howling Voice

«Animal Tamer»+«Earth's Protection»+«Tranquility»+«Earth Fang»+«Siren's Song» (Only while «Fusion» is in effect)

Timing: Major
Skill: <RC> Dice: 17
Critical: 10 DFCLTY: Opposed
Target: Scene(Select) Range: View
Atk Power: +12

◆ **Description:** A ranged attack based on «RC». Ignores Target's [Armor] stat. When this combo is used, sacrifice 3HP at the end of the Main Process.

>Grinding Fang

«Animal Tamer»+«Earth's Protection»+«Keystone Formation»+«Tranquility»+«Earth Fang»+«Concentrate: Orcus» (Only while «Fusion» is in effect)

Timing: Major
Skill: <RC> Dice: 17
Critical: 7 DFCLTY: Opposed
Target: 3 Range: View
Atk Power: +11

◆ **Description:** A ranged attack based on «RC». Target's Dodge receives a -1 die penalty. This combo cannot target characters that are in the User's Engagement. When this combo is used, sacrifice 3HP at the end of the Main Process.

Battle Plan

Mika Minashiro

At the start of each Setup Process, declare «Fusion» and fuse with the Lord of Cherry Blossoms. If the Lord is defeated, switch to attacking single targets. Use «Bone Sword» with a Minor Action and then proceed to use the Spiral Lance combo. In order to convince Mika to stop, the players must defeat her first.

■ Lord of Cherry Blossoms

For the Lord's first Minor Action, declare «Obsidian Armor». This will change its [Armor] and [Initiative] to 17 and 7 respectively, as well as give it a -3 dice penalty to Dodge checks.

After Mika uses «Fusion», have the Lord use the Howling Voice combo, targeting the entire Scene. Once done, switch to attacking with Grinding Fang. Up to three times per Scenario, Grinding Fang can be made to target three characters.

If Mika is attacked, use «Domain's Shield» to cover her. This may be done up to three times per Scenario.



Mika Minashiro



Lord of Cherry Blossoms

When the Lord's HP hits zero, use «Aqua Vitae» to revive it with 30 HP.

If all player characters are defeated, have the Lord use «Manifestation of the Destroyer» to destroy City N.

■ Battle Placement

Mika and the Lord will be in one Engagement. All player characters will be in their own Engagement, which will be five meters away from Mika and the Lord.

■ When there are a Small Number of Players

If there are only four players, reduce the Lord's HP to 78. If there are only three players, reduce the Lord's HP down to 58.

Ending Phase

● About the Endings

The Ending changes depending on whether or not PC1 or PC2 still has a Lois with Mika. Be prepared for whatever path the players take by reading through both Scene 15 and 16.

Please note that these endings are only examples. Change these Scenes as needed to match the actual events of the game and the backgrounds of the player characters.

■ Scene 15: During the Full Moon of February (PC1)

Condition: The Lois with Mika was kept.

● Description

This Ending occurs if PC1 kept his Lois with Mika. Mika will not turn into a Gjaum and will regain sanity once she awakens. The Lord of Cherry Blossoms sacrificed itself to save Mika. The flowers have been scattered, and the moon is high in the sky.

● Setting

The Lord of Cherry Blossoms begins to collapse. At the last moment, Mika is separated from the tree. Mika wished to die with the old tree, but now she lies next to the now-withered Lord.

● Dialogue: Mika Minashiro

(Recovers) "What happened to me?"

"The Lord saved me..."

(While looking at the cherry blossoms) "They really are beautiful..."

● Conclusion

As if making a final goodbye, all of the flower petals disperse and the Lord disappears. End the Scene.

■ Scene 16: Dying in Spring under the Blossoming Trees (PC1)

Condition: The Lois with Mika was not kept.

● Description

This Ending occurs if PC1 changed his Lois with Mika into a Titus. Mika turns into a Gjaum and will die together with the Lord of Cherry Blossoms.

● Setting

The Lord of Cherry Blossoms begins to collapse and Mika joins the tree in its fate. The falling flower petals gently caress Mika's corpse. The flowers have been scattered, and the moon is high in the sky.

● Dialogue: Mika Minashiro

"It's over..."

(Looking at the Lord) "It really is beautiful..."

"I can die happy now."

● Conclusion

The wind scatters the flower petals and Mika disappears along with them.

■ Scene 17: Late Spring (PC4)

● Description

This is PC4's ending. He will be at Central Park, looking at the withered remains of the Lord.

● Setting

It is the time of the season when the flowers are blown away. The people of City N gather at the spot where the Lord was to bemoan their loss.

● Dialogue: People of City N

"Hey, did you know there was a big cherry blossom tree here? We called it the Lord of Cherry Blossoms and it had the most beautiful flowers."

● Conclusion

Once the player characters leave the site, end the Scene.

■ Scene 18: The Destruction of Lab (PC5)

● Description

This is PC5's ending. Shadow Night's cell will have been destroyed by PC5.

● Setting

You have hunted down the remainder of Shadow Night's cell "Lab," fought its remaining members, and destroyed the group. For now, the fighting has ended.

● Conclusion

PC5 will take a small vacation. End the Scene.

■ Scene 19: Situation's End (PC3)

• Description

This is PC3's ending. He will be reporting to Kiritani.

• Setting

The situation in City N has been diffused. You report to Yugo Kiritani, who gives his appreciation.

• Dialogue: Yugo Kiritani

"Excellent work. We see that the situation has been handled."

"It's late in the season now, but would you like to go flower viewing?"

• Conclusion

End the Scene once PC3 replies.

■ Scene 20: A New Mission (PC2)

• Description

This is PC2's ending. Rosa Baskerville will give PC2 a new mission to work on.

• Setting

The incident is over, but a new mission is waiting for you. Rosa Baskerville, second in command of the Japan Branch, briefs you on the details.

• Dialogue: Rosa Baskerville

"You did well on this past mission."

"Here's a new one. Head to your new post and get ready to fight False Hearts."

• Conclusion

As PC2 heads out on assignment, he once again begins to question the purpose behind the fighting.

■ Scene 21: Spring's End (PC1)

• Description

This is PC1's ending. This Scene assumes that Mika was saved during Scene 14. Mika was placed into an UGN hospital after Scene 14's battle, but is now discharged.

If Mika died, set this Scene at Central Park, where the player will be thinking about Mika.

• Setting

Spring is about to end. You are at an UGN medical facility, waiting for the now-recovered Mika to be discharged.

• Dialogue: Mika Minashiro

"Oh, hey PC1. Are you here for me?"

"You and the Lord really saved me."

(When asked about the cries for help) "Maybe it was the Lord that spoke my mind."

"No more running away. I'm going to do my best to accept who I am."

"I think I'll go say thanks some time."

• Conclusion

Both PC1 and Mika leave the hospital. Spring has come to an end, but the two now head towards someplace new.

• After-Game

Enter the After-Game once the endings are complete and start passing out experience points. For completing this Scenario's goals, give the players five points. If Mika was saved, give an extra two points. Since the Lord of Cherry Blossoms had one E-Lois, the GM may reward players with an extra one point.

Since the Lord had the E-Lois «Manifestation of the Destroyer», players get to lower their Encroachment Rates by an extra 1D10 during Backtrack.

Memorial Blossom Test-Play Report

◆ About this Scenario

This Scenario utilizes the T-Lois and E-Lois mechanics that were introduced in this book. Have the players try out the new mechanics and use that information as a guideline when creating future Scenarios.

Despite using these new mechanics for the first time, the test-play's GM experienced no problems advancing the Scenario, as he followed the Pre-Game's preparation instructions.

◆ About Campaign Play

As mentioned earlier, this Scenario can be played back-to-back with the Core Rulebook's Scenarios.

Although characters made for Memorial Blossom can be used to play this book's second Scenario, be warned that Dual Calamity requires certain players to acquire a specific T-Lois. It may be best to also look over the second Scenario when planning continual play.

◆ Mika the Heroine

This Scenario's heroine is Mika Minashiro, a False Hearts agent that although wishes to return to a normal life, has given up.

As per instructions, PC1 was created to be a girl that was the same age as Mika. Like Mika, PC1 also was a character that lost that normal life. Even when using a character from Crumbling Days, the background story caused no contradiction.

◆ About Trait Loises

This Scenario's heroine is Mika Minashiro, a False Hearts agent that although wishes to return to a normal life, has given up.

During the test-play using Construction, all players other than 1 and 2 picked a T-Lois of their choice. They created back story that coincided with their choice and role-played their T-Lois. No issues occurred during game-play. The GM accepted the role-play that was presented and enjoyed the game.

◆ The Ending Branch

During test-play, many players expressed the desire to save Mika. PC1 used the Renegade Crystal T-Lois, but left his Lois with Mika intact and won. During Backtrack, he rolled double the dice and saved his character from being lost. Since the Lord had an E-Lois, the Backtrack bonus helped out.

There was a case where Mika was not saved. Since many Loises were used and the player failed during Backtrack, PC1's ending showed the character becoming a Gjaum due to shock towards Mika's death. Since the table planned to continue on to the second Scenario, a new character had to be made. There were no issues with continual play using a new character.



Dual Calamity

Pre-Game

Scenario Data

Recommended number of players: 3 to 5.

Recommended PC growth: 15 to 20 pts. spent.

Play time: 3 to 4 hours.

• Stage

This Scenario takes place in City N.

• Story

Remi Ogata, a researcher for the UGN, created a special personality called "Dual Calamity." Designed specifically for battle, Dual Calamity is recorded onto nano-machines and travels between humans, implanting himself onto their minds. However, due to the potential damage this personality could cause, the UGN ordered Remi to halt her research.

Displeased with the order, Remi decides to switch to False Hearts. She turns the nano-machines into a silver rain, and plans to have it take over anyone it falls on. This silver rain has come in contact with a girl named Yuu Takahara, and her personality is now slowly being changed by Dual Calamity.

Dual Calamity shows an interest in PC1 and his Renegade Crystal. By using the Renegade Crystal, he plans to widen the area the silver rain can fall on.

The Scenario ends when the players figure out the truth behind the silver rain, and then defeat both Remi and Dual Calamity.

Trailer

Silver rain falls from a sky of shining stars.
Watch the silver droplets and become a new you.
A girl wishes to change herself...
...and the destruction begins.
Watch as rain brings a flood of despair.

Double Cross – Dual Calamity

Welcome to Double Cross. This is the world of traitors.

■ Character Creation

• Quick Start

The following five sample characters are recommended for this Scenario:

PC1: Wild Card (Core Rulebook Pg. 33)

PC2: Speeding Bullets (Core Rulebook Pg. 35)

PC3: The Idealist (Core Rulebook Pg. 37)

PC4: Shining Void (Core Rulebook Pg. 39)

PC5: Truth-Seeker (Core Rulebook Pg. 41)

• Construction

If you choose to create your character Construction, please use your Handout's recommended Work. If the handout does not specify a Work, please consult with the GM and pick a Work of your liking.

■ Loises between PCs

Form Loises between PCs in the following order:

PC1 → PC2 → PC3 → PC4 → PC5 → PC1

ROC the Emotions for these Loises. Consult with your GM on what emotions to use if needed.

■ T-Loises

This Scenario will utilize T-Loises. Refer to page three for more information on how to use them. If starting with Quick Start characters, refer to page four to find out which T-Loises to give the sample characters.

It is recommended that PC3 and PC5 acquire T-Loises that are unique to their character's Syndromes.

• If Using Construction Characters

If you are using Construction characters, you may acquire T-Loises that are different from what is recommended above. Get the GM's permission when acquiring a T-Lois.

• If Continuing from Scenario One

This Scenario assumes that PC1 has "Renegade Crystal" and PC2 has "Dual Personality." If PC1 and 2 do not have these T-Loises, the GM should either have the players create new characters, or rewrite parts of the Scenario.

Scenario Handouts

Each Player Character will have the following aspects as part of his background. The GM should discuss this with the players as they are creating their characters.

PC1: Was ordered to watch Yuu Takahara.

PC2: Acquired a battle personality from Remi Ogata.

PC3: Is the City N Branch Chief.

PC4: Is an UGN Illegal.

PC5: Was hired by Yugo Kiritani to help out.

PC2 Handout

Lois: Remi Ogata **Emotions** P: Protection N: Anxiety

Quick Start: Speeding Bullets

Cover/Work: Any/UGN Child

Remi Ogata is an UGN researcher and one of the people who handled your battle personality's implantation. When you were re-stationed to City N, she followed you to offer her support. Now she betrayed the UGN and joined False Hearts. Killing former allies without a qualm, Remi asks you to join her.

PC4 Handout

Lois: Dual Calamity **Emotions** P: Curiosity N: Fear

Quick Start: Shining Void **Cover/Work:** Any/Any

On a request from the UGN, you have been following a Gjaum called Dual Calamity. You quickly tracked him down and killed him, but later you received a call from Dual Calamity himself. He gloats about his survival and tells you about a new game involving City N.

PC1 Handout

Lois: Yuu Takahara **Emotions** P: Protection N: Anxiety

Quick Start: Wild Card

Cover/Work: High Schooler/Any

Yuu Takahara has the potential to be an Overed. Since you go to the same school as her, you have been asked to monitor her. Yuu is a quiet but diligent girl, and despite the no-shows she keeps the astronomy club running by herself. Now all of the sudden, Yuu has begun changing.

PC3 Handout

Lois: Silver **Emotions** P: Curiosity N: Threat

Quick Start: Idealist **Cover/Work:** Any/UGN Branch Chief

You are the chief of City N's branch. Recently, there have been several Gjaums appearing in City N. There is much damage to the city, but there is little information about the causes. According to eyewitness reports, the victims experienced an extreme personality change and lashed out when they were touched by a silver rain. A quick resolution must be brought to this incident.

PC5 Handout

Lois: Prospector **Emotions** P: Earnestness N: Threat

Quick Start: Truth-Seeker **Cover/Work:** Any/Any

You are in City N, dealing with a bizarre case involving a silver rain that creates Gjaums. Thanks to a traitor called Prospector, the UGN is in chaos. Yugo Kiritani has officially asked you to assist in the resolution of the current situation.

Opening Phase

■ Scene 1: The Star-Gazing Girl (PC1)

• Description 1

PC1 will be in his school's Astronomy club with Yuu Takahara. Since Yuu has the potential to be an Overed, the UGN has asked PC1 to monitor her. Joining the Astronomy club is PC1's way of getting close.

The only active members of the club are PC1 and Yuu. Everyone else typically does not show up. Yuu tries to strike up conversation with PC1, but being the quiet-type, she has a difficult time beginning the conversation. Yuu bought a new telescope and tries to invite PC1 to go watch the stars, but in the end she couldn't ask him to join her.

On an unrelated note, players may be wondering about the potential to be an Overed. People can be infected with the virus, but they cannot unconsciously use Powers. It is thought that there are many of these latent carriers.

• Setting 1

You have been asked to monitor Yuu Takahara. You know her as the quiet girl with glasses and braids. You joined the Astronomy club as a way of getting close and now you are alone with her in the clubroom. Since the moment you walked into the room, not a single word has been exchanged. So far, you have done nothing but read astronomy books.

• Dialogue: Yuu Takahara

(When talked to) "Hm? O-oh...I'm sorry. I wasn't paying attention. So...um..."

"...So, do you like stars?"

"Well, no one comes to the club anymore. So, someone liking stars is...kind of rare..."

(Say you like them) "R-really?"

(Say you don't) "O-oh...yeah."

"I love stars, and all the legends about the constellations."

(After a long silence) "Hey...I got part-time job and bought a new telescope. This weekend is going a great night to see the stars, so...maybe..."

(The bell rings) "...I'm sorry. Never mind." (Leaves without finishing)

• Description 2

This section of the Scene takes place immediately after Setting 1. PC1 cannot enter this part of the Scene. While Yuu is lamenting her failure to bring PC1 into the club activities, she will overhear the rumors about the Silver Rain.

• Setting 2

Yuu practically runs out of the room, and then lets out a quiet sigh. She turns to the windows and looks at her own reflection. As she stares at the plain, unassuming girl looking back, Yuu overhears some girls talking about the Silver Rain.

• Dialogue: Gossiping Girls

"Hey, did you hear about the Silver Rain?"

"Yeah. Shining silver rain is supposed to fall when the night sky is clear. Watching that rain is supposed to totally change your personality or something."

"It's true. You know that girl from that other class? The one that suddenly became all cheery? Seems like she watched the Silver Rain."

• Description 2

This third part takes place one day after Setting 2. PC1 will be greeted by Yuu at school. She will act like a different person, nothing like the girl you just talked to yesterday. However, in the middle of the conversation, she will revert back to her old personality.

• Setting 2

A new day has begun and you get ready for school.

"Hey! Morning, PC1!"

The sudden greeting catches you by surprise and you turn around.

"What's the matter? It's me. Yuu."

Looking closer at the seemingly unfamiliar girl, you realize it's Yuu Takahara. She took off her glasses and undid her braids.

• Dialogue: Yuu Takahara

"Really? You can't tell? All I did was take off my glasses and change my hair."

"I'm a new girl now. No more gloomy attitude."

(Suddenly reverts back) "...Huh? What am I wearing?"

"I-I'm sorry!" (Runs off in a hurry)

• Conclusion

Yuu runs off. End the Scene.

Yuu Takahara



Breed: Crossbreed
Syndrome: Morpheus/
Salamandra

A plain and quiet girl from PC1's high school. Despite the number of inactive members in the Astronomy club, she sets up and participates in club activities by herself. In an attempt to change her personality, she does as the Silver Rain rumors dictate and ends up being infected with Dual Calamity.

Yuu is an Overed, but is unaware of this fact and doesn't show any active Syndromes.

■ Scene 2: Betrayal (PC2)

• Description

PC2 will be in an UGN research facility. The building's alarm system will go off, and PC2 will rush to the scene of the attack. PC2 will see Remi Ogata standing above several dead researchers.

• Setting

You are inside an UGN research facility. The security alarm goes off, alerting you to an emergency. You head to the site of the abnormality, where you find the corpses of researchers lying on the ground. They were killed by Gjaums. Standing in the middle of the massacred personnel is Remi Ogata.

• Dialogue: Remi Ogata

(Looking at the Gjaums) "Area of effect, chance of occurrence, the Gjaums' power level, their directive reception... everything's within predicted parameters."

(Turns to PC2) "Ah, PC2. You're here. Would this be bad timing or an opportunity?"

"I'm leaving the UGN. From now on, call me the False Hearts agent Prospector."

"Everything here is the handiwork of my creations."

"I think of you as one of my creations. Come with me to False Hearts."

(Refuse) "That's disappointing. Is your other self saying the same thing?"

"The next time we meet, I expect a better answer." (Signals to the Gjaums)

"Think you can catch me?"

• Conclusion:

The Gjaums will attack PC2. These Gjaums are Extras, so the player can simply declare their defeat. Remi will have run while PC2 is busy fighting. End the Scene.

■ Scene 3: On a Rainy Day (PC5)

• Description

PC5 will be in fighting Gjaums that were created by the Silver Rain that has been falling on City N. Once the fighting is over, Yugo Kiritani will contact PC5 and reveal that Prospector may be responsible for this latest incident. He will then proceed to request PC5's help.

The silver-colored rain is a bunch of nano-machines that transfers Dual Calamity's personality to his targets. At this point in the story, Yugo Kiritani is not aware of this and will not give the player any information when asked.

• Setting

You have been dealing with the recent increase of Gjaums. Silver-colored rain is falling from the sky. As bizarre screams that are neither beast or monster ring in the air, you take down the Gjaums one by one. Just as the battle ends, you receive a call from Yugo Kiritani.

• Dialogue: Yugo Kiritani

"Are you done? A clean-up crew will be immediately dispatched to your location."

"One of the researchers from the City N branch betrayed the UGN and may be responsible for the recent rise in Gjaums. Her name is Remi Ogata."

"She now works with False Hearts under the codename Prospector."

"Right now, the City N Branch is understaffed. Will you help us with this incident?"

(When asked about the Silver Rain) "Silver Rain? This might be important. I'll have someone look into it."

• Conclusion:

End the Scene once PC5 accepts the job.

Remi "Prospector" Ogata



Breed: Tri-Breed
Syndrome: Neumann/Balor
/Angel Halo

A researcher for the UGN and creator of PC2's battle personality. She developed a new battle personality called Dual Calamity, but became dissatisfied when the UGN ordered her project to be frozen. She completed Dual Calamity and switched to False Hearts.

Remi is a self-serving, but calculating woman who is looking for a chance to fully realize her abilities.

■ Scene 4: Silver Rain (PC3)

• Description

While sitting in his office, PC3 will receive a request from Yugo Kiritani. He will tell PC3 that Gjaums appear in City N whenever silver rain falls from the sky. Kiritani will then ask PC3 to cooperate with the other player characters and bring closure to this latest incident.

• Setting

You are sitting in your office at the City N Branch when a call comes in. It's from Yugo Kiritani. He tells you about the Gjaums that are appearing in City N and the silver rain that falls before they appear.

• Dialogue: Yugo Kiritani

"Hello PC3. Excuse the interruption, but a string of Gjaum appearances have been occurring in City N. Please look into these incidents.

"Reports say that silver rain is falling from the sky whenever a Gjaum is spotted. Now, people who have seen this rain claim that whoever is touched by it experience a sudden change of personality. The Gjaums and this rain might be connected."

"Due to Remi Ogata's betrayal, the UGN has fallen into a state of chaos. We will not be able to offer much support."

"PC4 and PC5 are currently operating in City N. Try contacting them for support."

"I leave the rest to you. I hope for swift closure."

• Conclusion

End the Scene once PC3 accepts his orders and starts his investigation.

■ Scene 5: An Immortal Enemy (PC4)

• Description

PC4 will be in City N, facing off with Dual Calamity. This version of Dual Calamity is a beta version that has imprinted himself onto an adult male. This Dual Calamity is an Extra and can be defeated with a declaration. Once PC4 wins, he will immediately receive a call from someone claiming to be Dual Calamity.

If PC4 is a support-character or someone without any battle prowess, it may make more sense to have him role-play him ordering agents to take out Dual Calamity.

Dual Calamity's appearance changes depending on who he's imprinted on, but his personality and unusual use of the word "happy" will remain the same. These traits help PC4 recognize him when he makes his phone call.

• Setting 1

You have finally cornered Dual Calamity. At the end of an intense battle, you succeed in dodging his attack and landing the finishing blow.

• Dialogue: Dual Calamity

(When hit with the final blow) "And here I thought happy times were about to come...I-I will not die!"

• Setting 2

As you are confirming Dual Calamity's death, your cell-phone rings.

"Hey, it's me. Dual Calamity. Happy to hear me?"

• Dialogue: Dual Calamity

(Cellphone Rings) "Did you really think you beat me?"

"Sorry man, but I'm immortal."

"Let's play a game. The prize is this city. You lose, and everybody here will die. What do you think? Sound fun?"

"Just enjoy yourself. Bye."

• Conclusion

The call is cut off. End the Scene.

Middle Phase

● Predetermined Events

Perform these events in numerical order.

■ Scene 6: Transformation (PC1)

● Description 1

Only PC1 can enter this Scene. Days after the first Opening Scene, PC1 will see Yuu at school again. She is back to being that quiet girl again, and will be confused by her earlier change. Suddenly, in the middle of the conversation, Yuu's personality will change again. She will then leave the school and bring PC1 along.

● Setting 1

You are sitting inside the Astronomy club. Although Yuu's change bothers you, you continue your mission.

Yuu has reverted back to her glasses and braids. She seems confused over her sudden change.

● Dialogue: Yuu Takahara

"A-About last time...I'm sorry. I don't know why I was wearing that..."

"...I don't even remember anything. Did the Silver Rain actually do something?"

(Personality suddenly changes) "Eh, whatever."

"Let's go have some fun. Anything's good."

● Description 2

Yuu forcefully drags PC1 out of the school and takes him to a deserted back-alley. She will then attempt to attack him from behind using Freezing Vortex. This attack is a combo that can be found on the boss data page of this Scenario. Refer to it for role-play purposes.

Have PC1 perform a <Perception> check of 8. If he succeeds, PC1 will notice what Yuu is doing and dodge the attack. If he fails, he will take 2D10 damage.

It is during this attack that Dual Calamity will notice that PC1 has a Renegade Crystal.

● Setting 2

You have been dragged out of school by Yuu and now you are walking the streets of City N. After a while, Yuu leads you into a back-alley.

● Dialogue: Yuu Takahara

"Come on. Happy times are waiting." (Takes PC1 to the back-alley)

"Turn around. Ready to feel happy!?" (Attacks. Have PC1 perform the <Perception> check)

(Wins Check) "Wow. You dodged that. Ain't that nice."

(Fails Check) "Hah! Can't even dodge that? Not so happy now, huh!?"

"I know you're with the UGN."

(Notices PC1's Renegade Crystal) "Hey, nice little thing you have there. That's a Renegade Crystal, am I right?"

"Take care of it. I'll be coming for it next time."

(Reverts personalities) "W-What am I...?"

"I-I'm sorry!" (Leaves the Scene)

● Conclusion

Yuu will leave the Scene. A message will come in on PC1's cellphone, telling him to gather at the City N Branch. PC1 will be unable to follow Yuu. End the Scene.

■ Scene 7: Players Assemble (PC3)

● Description

All players will enter this Scene. At this time, player characters will be revealing their objectives, sharing information, and coordinating future investigations.

If information needs to be summarized, have Yugo Kiritani make an appearance.

● Setting

In order to deal with the Gjaums that have been appearing in City N, every available agent and Illegal has been summoned. You have all been called in to fulfill your duty as Overeds.

● Dialogue: Yugo Kiritani

"Thank you for coming. We will need you to investigate the Gjaums that have been appearing in City N and find out what is causing them. Chief PC3 will take lead. Thank you, and good luck."

● Conclusion

Exchange information and end the Scene. Move on to Investigations.

● Investigations

During this section, players may research the following five subjects. If needed, role-play Scenes where player characters either gather or exchange information.

● The Silver Rain

<Info: UGN, Rumors> 9

Whenever the Silver Rain falls from the sky, a large amount of Gjaums will always appear. The UGN handled each occurrence before the situation got out of hand, using rioting or explosions as cover-up stories. Each incident was separately from each other.

Analysis of this rain shows that nano-machines are in the water.

• Yuu Takahara

<Info: Rumors> 7

A girl from PC1's school and member of the Astronomy Club. Once a quiet girl, she suddenly became more outgoing. Rumor has it that she went to a hill that has a clear view of the night sky and bathed in the Silver Rain.

<Info: UGN> 10

UGN records show that she is a potential Overed. Her Syndromes are Salamandra/Morpheus, but they are dormant.

• Dual Calamity

<Info: UGN, Underworld> 7

A mysterious Gjaum that appeared, but was defeated by PC4, one year ago.

He works for Remi "Prospector" Ogata. He was involved in a top secret research project for the UGN, but due to the freeze on all of the project's reports, all details on his identity are unknown.

• Remi "Prospector" Ogata

<Info: UGN>9

An UGN researcher that switched sides to False Hearts when her research was frozen. She operates in City N and has her hideout in the condemned industrial district.

Scene 8 is triggered when the player characters go to Prospector's hideout.

<Info: UGN>11

Remi once ignored the UGN's regulations and created a Gjaum called Dual Calamity. This Gjaum was the one PC4 defeated one year ago.

Remi's frozen research involved the preservation and transfer of personalities through the use of nano-machines.

• Nano-Machines

<Info: UGN, Academics>11

These nano-machines carry the Dual Calamity personality as data. When released, they mix with moisture in the air, making the Silver Rain. Anyone touched by the rain will be taken over by Dual Calamity.

Player Characters will not be affected by the Silver Rain. Only Extras and mobs can be taken over.

These nano-machines are remote-controlled and deliver the Dual Calamity personality from a server computer. It is very likely that this server was brought to City N.

Scene 9 triggers when this subject is investigated.

● Trigger Events

These events occur when certain conditions are met.

■ Scene 8: No Going Back (PC2)

Condition: Triggers when players head to Ogata's hideout in the industrial district.

• Description

In this Scene, the player characters have tracked Remi Ogata to her hideout in the industrial district. When PC2 enters the Scene, Remi will walk out and greet him. She will begin talking to PC2's battle personality. Once the conversation is over, Remi will use «Instant Retreat» to exit the Scene. Whether or not PC2 role-plays the battle personality is up to his controlling player.

Once Remi leaves, the players can start searching her hideout. Have the players perform a <Perception> check of 10. If they succeed, they will find documents that show the server has been moved to the redevelopment district of the city. Record the result of this check, as it will affect the Scenario later on.

• Setting

You step into the condemned industrial district. Walking through the deserted area, you see traces of what could be Remi Ogata's hideout. Inside the hideout, you see Remi Ogata calmly waiting for you.

• Dialogue: Remi Ogata

"Well you came fairly quickly, PC2"

"Ah, yes. I have something to tell you. Well, to your battle personality."

"Don't you want to be free from that shell? If you come with me, you can have anybody you want, and not have to worry about a master personality."

(Refuses) "Very well. If that is your choice."

Note: If PC2 accepts, have Remi order PC2 to wait for the proper time. During the Climax, she will order PC2 to attack the other player characters. Vaguely indicate to PC2 that this is a possibility.

"I don't regret my decisions. I hope you don't regret yours." (Exits Scene)

• Conclusion

End the Scene once the players are done searching.

■ Scene 9: Fading Memories (PC1)

Condition: Triggers when "Nano-Machines" is investigated.

• Description 1

In this Scene, Dual Calamity will completely take over Yuu's body. Until the Scene moves on to Setting 2, all player characters other than PC1 cannot enter the Scene. Set the Scene in a place where the two can meet alone, like a park.

Yuu calls out PC1 and begins to ask what is happening to her body. PC1 does not have an answer. Once PC1 handled Yuu's questions, move on to Setting 2.

• Setting 1

Yuu has asked you to come to a park. Standing in front of you is not that outgoing stranger from before, but the Yuu you know from the Astronomy Club.

"PC1, tell me. What's happening to me?"

Her memory loss is worrying her, and is clearly wearing her down mentally.

• Dialogue: Yuu Takahara

"Something's wrong with me. I wake up, and I'm wearing those clothes, and I can't remember anything..."

"I can't even remember what I did yesterday. It's like I'm someone I don't know."

"And I thought...you might know something..."

(Explain what's happening) "I-I did that..." (To Setting 2)

(Lie) "Don't dodge the question! Just! What! Is! Happening to me!?" (To Setting 2)

• Description 2

At this point, all other player characters may enter the Scene. Yuu's personality will disappear and Dual Calamity will assume full control. The sobbing will slowly turn into a laugh. Dual Calamity will then raise a «Warding» field and use «Instant Retreat» to exit the Scene.

• Setting 2

Yuu covers her face with her hands and begins sobbing. Her shoulders are visibly shaking, but something is wrong.

• Dialogue: Dual Calamity

(Shoulders are shaking) "Ugh...huh...ha..."

"...Ha...haha...hahahahahahaha!"

"Time's up! This body is mine now!"

"You all know what I am, right? Still want to throw down? I'm all for it, but I wonder will happen to this girl? She might end up...happy."

"Come on, I was nice. Let her live her dream for a little while. She did slowly go off the deep end through. Eh, it was still fun to watch. Heh."

"Stay happy, fools. You take care of your Renegade Crystal, you hear me?" (Exits Scene)

• Conclusion

Dual Calamity uses «Instant Retreat» and exits the Scene. End the Scene.

■ Scene 10: The Chase (PC3)

Condition: All Investigation information has been gathered.

• Description

The players gather in the branch office to develop a countermeasure. Yugo Kiritani will contact the player characters and relay the following information:

-The weather outside is getting close to the conditions needed for the Silver Rain to fall.

-In order to defeat Dual Calamity while it still controls Yuu Takahara, the players need to destroy the server that holds Dual Calamity's data.

-If Yuu Takahara is rendered Incapacitated after the server is destroyed, she will be freed from Dual Calamity.

In game-play terms, destorying the server will let Yuu eventually discard the "Dual Personality" T-Lois.

• Setting

In order to defeat Dual Calamity, you have gathered to exchange information for the last time. Yugo Kiritani contacts you with an important situation report.

• Dialogue: Yugo Kiritani

"How is the situation?"

"The sky has cleared up during the weekend nights. The conditions needed to make the Silver Rain are almost met."

"If you destroy the server, the nano-machines will lose their control over Yuu Takahara. Once that is done, you might be able to save her by knocking her unconscious."

• Conclusion

The next Scene will involve searching for the server that acts as Dual Calamity's main unit. End the Scene.

■ Scene 11: The Server's Location (PC5)

Condition: Players start looking for the server.

• Description

During this Scene, players will be looking for the server. To find this server, players must perform a difficulty 12 check based on <Info: Web> or <Perception>. Each player character that is in the Scene may make one attempt at this check.

If someone beat Scene 8's <Perception> check and got the documents that show that server has been moved to the redevelopment district, change the check difficulty from 12 to 10.

If all players failed this check, end the Scene and move on to Scene 13.

• Setting

You now must search for Dual Calamity's server. You will have to use the internet and any other means to find out where in City N that server is.

• Conclusion

If someone beats the check, players will find out that the server is in an abandoned building in City N's redevelopment district. Complete the check and end this Scene.

■ Scene 12: Destroying the Server (PC5)

Condition: Players head to the abandoned building that houses the server.

• Description

This Scene occurs when players head to the abandoned building. Several Gjaums that have been imprinted with Dual Calamity's personality will appear.

The battle will be against two Agent: Blockers and one Agent: Attacker. Both of these enemies' stats can be found in the Core Rulebook on page 381. All three enemies will be in a single Engagement that is five meters away from the player characters.

• Setting

You set your sights on an abandoned building in the redevelopment district. The server is most likely there.

As you enter, you see several people protecting the server. These enemies are Gjaums that have been possessed by Dual Calamity..

• Dialogue: Dual Calamity (Mob)

"Well if it ain't the UGN! Check it out! Everyone here is me! We're one happy little family!"

"You're not destroying my body!" (Begin Battle)

• Conclusion

After the battle, the server can be destroyed with a declaration. Once done, end the Scene.

■ Scene 13: Blackmail (PC1)

Condition: After Scene 11.

• Description

Dual Calamity will call PC1 on his cellphone and demands that he comes to a hill on the outskirts of City N.

• Setting

You get a call on your cellphone. The caller ID is Yuu. You answer the call, and Dual Calamity begins to talk in Yuu's voice.

• Dialogue: Dual Calamity

(The server was destroyed) "Oh, you did it now. You want to play it like that, fine. My turn."

(The server was not destroyed) "Hey, PC1. Time's up. Sucks to be you."

"Tonight, come to a hill that's right outside City N. The stars are going to be beautiful. Let's watch them together."

"If you don't come...well, who knows what will happen to Yuu?"

• Conclusion

Once PC1 heads to the designated hill, enter the Climax.



Climax Phase

■ Scene 14: The Starfall Hill (PC1)

• Description

All player characters enter this Scene. The Scene is set at a hill outside City N. The night sky can clearly be seen thanks to the lack of buildings in the immediate area. This is where Dual Calamity and Remi Ogata will be waiting.

For this boss battle, place Dual Calamity and Remi Ogata into a single Engagement. The player characters will be in one Engagement that is five meters away from Dual Calamity.

As the player characters enter the Scene, have the Silver Rain fall. If the server was not destroyed, then during the Setup Process of each Round, three citizens of City N will be affected by the Silver Rain and turned into Gjaums. Use the Gjaum: Blaster data from page 380. Place these three in a single Engagement that is twenty meters away from Dual Calamity.

If the player characters run away or are defeated, then Dual Calamity will imprint his personality onto the residents of City N, causing a mass amount of Gjaums to appear. If PC1 also died during battle, Dual Calamity will take the Renegade Crystal and spread the Silver Rain across the globe.

Once ready, have players perform an Impulse check and begin the battle.

• Setting

The night sky shines brightly with the beauty of the stars. Nothing man-made is on this hill, giving you an unobstructed view of the stars.

Waiting for you is the Dual Calamity that inhabits Yuu's body, and Remi Ogata. As you approach the hill, the Silver Rain begins to fall.

• Dialogue: Dual Calamity

"Our dear little Yuu does know some nice places. I can see the whole city from here!"

(Server was destroyed) "Thanks to what you did to the server, our plans are ruined. But if I can get a backup running, then my nano-machines will make this city mine!"

(Server was not destroyed) "Oh, my copies will be joining the fight too. Oh Yeah!"

"Now I just have to take your Crystal, PC1, and I will be able to go global!" (Begin Battle)

• Dialogue: Remi Ogata

"PC2, if you don't join me, I will have to kill you."
(When defeated) "My research...ends here."

• Conclusion

The Silver Rain will stop once the battle ends. Yuu's survival will depend on whether or not the server was destroyed. Move on to the Endings.

Enemy Data

Dual Calamity

◆ Data

Breed: Crossbreed

Syndrome: Morpheus/Salamandra

Stats	Skills
[Body] 8	<Melee> 5, <Dodge> 2
[Sense] 5	
[Mind] 2	<RC> 5, <Will> 4
[Social] 3	<Negotiation> 4
[HP] 128	[Initiative] 12
[Armor] 0	

Encroachment Rate: 150% (Dice +8)

T-Lois: Dual Personality (Modifiers Calculated)

◆ Powers

«Infinite Weapons» 5, «Customize» 3, «Gigantic Mode» 3, «Crystallize» 3, «Soul Alchemy» 3, «Ice Protection» 5, «Ice Scythe» 4, «Concentrate: Morpheus» 3, «Life Increase» 3, «Restoration» 2, «Instant Retreat» 2

◆ E-Lois

«Infectious Malice», «Growing Despair» x2

◆ Combos

>Freezing Vortex

«Customize»+«Gigantic Mode»+«Ice Scythe»+«Concentrate: Morpheus»

Timing: Major

Skill: <Melee> Dice: 19

Critical: 7 DFCLTY: Opposed

Target: Area(Select) Range: Close

Atk Power: +22

◆ **Description:** A melee attack that utilizes a weapon made from «Infinite Weapons». «Ice Protection»'s modifier has already been applied. Dodge checks against this attack receive a -4 dice penalty. Weapons used in this attack will be destroyed. Up to three times per Scenario, add «Crystallize» into the combo, giving it an extra +9 attack power and the ability to ignore the Target's [Armor] stat.

«Greater Despair»

Timing: Initiative

Skill: - Dice: -

Critical: - DFCLTY: Auto

Target: Self Range: Close

Description: Select any position in the Scene and summon an Agent: Blocker (Core Pg. 381) to that spot. Use this ability only twice per Scenario.

Remi Ogata

◆ Data

Breed: Tri-Breed

Syndrome: Angel Halo/Balor/Neumann

Stats	Skills
[Body] 1	
[Sense] 4	
[Mind] 5	<RC> 4
[Social] 2	<Knowledge: Renegade> 5
[HP] 87	[Initiative] 13
[Armor] 3	

Encroachment Rate: 150% (Dice +4)

◆ Powers

«The Lord's Right Arm» 2, «The Lord's Blessing» 2, «Invisible Hand» 2, «Absolute Solitude» 2, «Repulsion Field» 4, «Ogreish Fighting» 2, «Tactics» 2, «Concentrate: Angel Halo» 3, «Life Increase» 2

◆ Combos

>Dark Prison

«Invisible Hand»+«The Lord's Right Arm»+«Absolute Solitude» + «Concentrate: Angel Halo»

Timing: Major

Skill: <RC> Dice: 8

Critical: 7 DFCLTY: Opposed

Target: Single Range: View

Atk Power: +10

◆ **Description:** A ranged attack based on «RC». With a Minor Action, use «The Lord's Blessing» + «Ogreish Fighting». If this attack hits its Target, for the remainder of the Round the Target will have a -3 dice penalty towards all checks. Also, dealing at least one point of damage will negate a Target's Flight status. Use only once per Round.

«Repulsion Field»

Timing: Auto

Skill: - Dice: -

Critical: - DFCLTY: Auto

Target: Single Range: View

◆ **Description:** Declare when HP damage is being applied to your Target. Reduce that damage by - [1D +8]. Use this Power only once per Round.

Battle Plan

■ Dual Calamity

With the Minor Action, use «Infinite Weapons» + «Ice Protection», and then



Dual Calamity



Remi Ogata

use **Freezing Vortex**. Add «Crystallize» to the combo when possible. During the Initiative Process, use «Greater Despair» to summon an Agent: Blocker and have it protect Dual Calamity and Remi.

When Incapacitated, use «Soul Alchemy» to revive with 30 HP.

■ Remi Ogata

During the Setup Process, use «Tactics» and give Dual Calamity a +2 dice bonus towards all her checks.

Attack by using «The Lord's Blessing» + «Ogreish Battle» for Remi's Minor Action, then follow with the Dark Prison combo.

Use «Repulsion Field» to limit damage towards Dual Calamity as much as possible.

Battle Placement

Dual Calamity and Remi will be in one Engagement. All player characters will be in their own Engagement, which will be five meters away from Mika and the Lord.

When there are a Small Number of Players

If there are only four players, reduce the Dual Calamity's HP by -30. If there are only three players, also reduce Remi's HP by -30.

Ending Phase

● About the Endings

The Ending changes depending whether or not the server was destroyed. Be prepared to role-play all results of the players' actions.

Please note that these endings are only examples. Change these Scenes as needed to match the actual events of the game and the backgrounds of the player characters.

■ Scene 15: During the Full Moon of February (PC1)

Condition: The server was destroyed.

● Description

Yuu will be saved if during Scene 12, the server was destroyed.

● Setting

"I-I'm dying!? Nooooooooo!!!"

As Dual Calamity's scream fades, Yuu's body collapses onto the ground. You run to her, and see that she is barely conscious.

● Dialogue: Yuu Takahara

"Hey...PC1"

"Don't the stars look beautiful? This I what I wanted you to see."

"It's nice that we could do this together..." (Passes out)

● Conclusion

Yuu passes out, and an UGN clean-up team arrives. Yuu is taken to an UGN facility, where her memories of this incident will be erased. End the Scene.

■ Scene 16: The Cold Rain (PC1)

Condition: The server was not destroyed.

● Description

If during Scene 12, the server was not destroyed, Yuu cannot be saved. She will die.

● Setting

"I-I'm dying!? ...I'm taking this girl with me!"

With Dual Calamity's final shout, Yuu's body crumples onto the ground. Yuu's life is being extinguished.

● Dialogue: Yuu Takahara

"Hey...PC1"

"Don't the stars look beautiful? This I what I wanted you to see."

"It's nice that we could do this together..." (Dies)

● Conclusion

Yuu takes her final breath, and an UGN clean-up team arrives. Yuu's death will be attributed to an accident. End the Scene.

■ Scene 17: The Rain's End (PC5)

● Description

This is PC5's ending. The next day, the UGN buried the truth about the incident, but the rumors about the Silver Rain are still being talked about.

● Setting

It is the day after the Silver Rain. Despite the UGN's efforts, the rumors about the silver-colored rain still haven't disappeared. But in time, they will fade away.

● Dialogue: Students

"Hey, there was the Silver Rain yesterday."

"Yeah, a girl from the next class over says she saw it."

● Conclusion

PC5 returns to his normal life. End the Scene.

■ Scene 18: Immortality's Secret (PC4)

● Description

This is PC4's ending. He will be informing Yugo Kiritani about the incident's resolution.

● Setting

Dual Calamity has been destroyed. Once the trick behind his immortality was figured out, he was easily handled.

A new battle will be waiting for you tomorrow.

● Dialogue: Yugo Kiritani

"Dual Calamity has been destroyed. I doubt he will appear again."

"Not even Overeds like us are completely immortal. Only preserving memories would not be enough to escape death."

"Now, about your next mission..."

● Conclusion

Once PC4 departs on his new mission, end the Scene.

■ Scene 19: Follow-Up (PC3)

• Description

This is PC3's ending. He will be receiving reports about the incident's aftermath. If the server was not destroyed, then PC3 will also receive a report about the server's discovery and recovery.

• Setting

This is PC3's ending. He will be receiving reports about the incident's aftermath. If the server was not destroyed, then PC3 will also receive a report about the server's discovery and recovery.

• Dialogue: Yugo Kiritani

"Several people who have come in contact with Dual Calamity's nano-machines have been discovered, but it seems that the technology will cease functioning after a certain amount of time.

(If the server was not destroyed) "Another clean-up team has found the server in question. This means Dual Calamity is permanently erased."

"Excellent work, PC3."

• Conclusion

Kiritani's final words of congratulations signal the end of the Scene.

■ Scene 20: The Other Me (PC2)

• Description

This is PC2's ending. He will be in Remi Ogata's laboratory, the place where his battle personality was born. Here, he will be contemplating his other self.

• Setting

You are inside Remi Ogata's laboratory, or at least what remains of it. This is where your battle personality was completed.

• Dialogue: The Other You

"I...am you."

"And you will eventually...be me."

• Conclusion

End the Scene once PC2 leaves.

■ Scene 21: Star-Gazing (PC1)

• Description

This is PC1's ending. If Yuu was saved, her memory will be wiped. She will invite PC1 to go observe the stars.

If Yuu died, set the Scene at a hill where the stars can be seen. PC1 will be there, thinking about Yuu.

• Setting

After the battle, Yuu's memory was wiped and she remembers nothing about the incident. As usual, you two are in the Astronomy clubroom, quietly reading books.

"...PC1? W-would you like to go watch the stars?"

It seems like she finally summoned up her courage.

• Dialogue: Yuu Takahara

"I-I bought a new telescope. Would you like to go see some stars with me?"

• Conclusion

Once PC1 gives his answer and the rest of the Scene is acted out, end the game.

● After-Game

Enter the After-Game once the endings are complete. Start passing out experience points. For completing this Scenario's goals, give the players five points. If Yuu was saved, give an extra two points. Since Dual Calamity had of total of three T-Loises and E-Loises, the GM may reward players with three extra points.

Since the Lord had once «Infectious Malice» and two «Greater Despair» E-Loises, players get to lower their Encroachment Rates by an extra 3D10 during Backtrack.

Dual Calamity Test-Play Report

◆ About this Scenario

As mentioned in the Pre-Game section, Dual Calamity can be played right after the Core Rulebook's Scenarios or Memorial Blossom.

Since T-Loises play a large part, the test-play's GM looked over not only this Scenario, but also the background of the specified T-Loises. With this understanding, he was able to properly role-play the enemies.

◆ About Yuu Takahara

Yuu Takahara is a NPC that requires a person to role-play a quiet girl that transforms into a wild and direct person. A GM may have difficulty acting the transformation if he is not comfortable with the role.

For the test-play, the GM showed the illustrations of Yuu on top of role-playing her. This allowed the GM to properly show Yuu's dramatic change.

◆ About Dual Calamity

Dual Calamity is one of this Scenario's enemies and is shown to be immortal in the Opening Phase. However, Investigations will reveal that Dual Calamity's personality is saved onto nano-machines.

The GM may reveal during the early part of the game that Dual Calamity is just a bunch of nano-machines that came in the form of the Silver Rain. Revealing the truth behind the Silver Rain early will shift the game to finding a way to save or defeat Yuu.

The word "happy" is used to hint that Yuu is possessed. During test-play, players would immediately realize that Dual Calamity was in charge when the word was said. This motivated PC1 to find the others and share the information.

◆ About Remi Ogata and Role-playing Battle Personality

This Scenario's other enemy is Remi Ogata, the traitorous UGN

researcher who created PC2's battle personality. Once the Opening started, Remi's switch to False Hearts and fallout with PC2 were immediately played out. There is also a Scene where Remi speaks directly to PC2's other personality. The GM may entrust the role-play specifics of the battle personality to PC2's player.

For the test-play, PC2's player hadn't created the details behind the secondary personality and just played along. But as he conversed with Remi Ogata, the secondary personality was fleshed-out to be a level-headed person.

◆ The Ending Branch

If players move on to the Climax without destroying the server during Scene 12, Yuu cannot be saved and the final battle will become more difficult. When test-playing this situation, the players were not only wiped out, but many characters were lost during Backtrack. Although the result was disappointing, there were no disgruntled feelings as players had given it their best effort.

Scenario Starters

Here are five ideas for potential Scenarios. Some of these ideas incorporate T-Loises into their stories. The GM may complete Scenarios from these starters, or use them as a reference for an original story.

From Hell

"I'll never forgive them for leaving me behind. I'll get my revenge on them and anything they had their hand in."

* * *

Everyone knows the story of the archeology team that was shot down over the Middle East. It was only after a certain diary was discovered that people learned of Jonathan Cunningham, a member of the archeology team left behind in the excavated ruins. Now anyone who knew the excavation team are dying gruesome deaths.

**Jonathan "From Hell" Cunningham
Salamandra/Orcus**

After nineteen years, Jonathan Cunningham has escaped from the Gjaum-infested ruin. Now he is exacting revenge on the team members who abandoned him and joined the UGN.

The Forgotten City

"Don't worry. This is just a city the world forgot about."

The girl had a saddened expression as she said those words.

* * *

On the outskirts of Tokyo, there is a place called City F. Every agent that has been sent to investigate the city has disappeared. As the players search City F, they will meet a mysterious girl named Lilly, who tells them that they are in the city the world forgot about.

**Lilly "The Daydream"
Morpheus/Orcus**

City F itself has become a Renegade Being and Lilly is an entity born from the city's mind. In exchange for recreating a visitor's memories, the city will devour that person's mind. Eventually, City F will steal the memories of the entire world.

Childhood's End

"Homo Sapiens, now is the time to open your eyes. Take this power, and awaken."

This was the message a super-human boy sent to the entire world.

* * *

One day, a boy named Arthur Karellen appeared in the world's media. He claimed to be an alien and that the time had come for humanity to awaken. At first, it was thought to be a hoax, but Arthur slowly gained credibility as he used his super-human powers.

**Arthur "Overlord" Karellen
Neumann/Angel Halo**

Arthur Karellen is a False Hearts agent that was sent to spread Alpha-Trance throughout the world in the form of a soft drink. Working for him is a generation of people who are fascinated by the paranormal.

The Many Little Wars

"Let's decide the fate of the world, you and I. Winner becomes the original."

With his declaration of war, the city froze in silence.

* * *

Reports say that a person that looks just like one of the player characters has been seen in City N. First thought to be a rumor, this fake started to appear before the player characters, affecting their daily lives. Eventually, he called himself the "(PC) Original" and now faces off with the original.

**"(Insert PC's name) Original"
Exile/Morpheus**

City N has been surrounded by a Warding field, which cannot be lifted until the fake has been defeated. The player characters have been given time to prepare, and they must now search the dead-still city. They will need to create Loises and fight back.

Legend of the Art

"Silence. Ready yourself. I will show you true technique."

You prepare to face off with your opponent. You are going up against the techniques of legend.

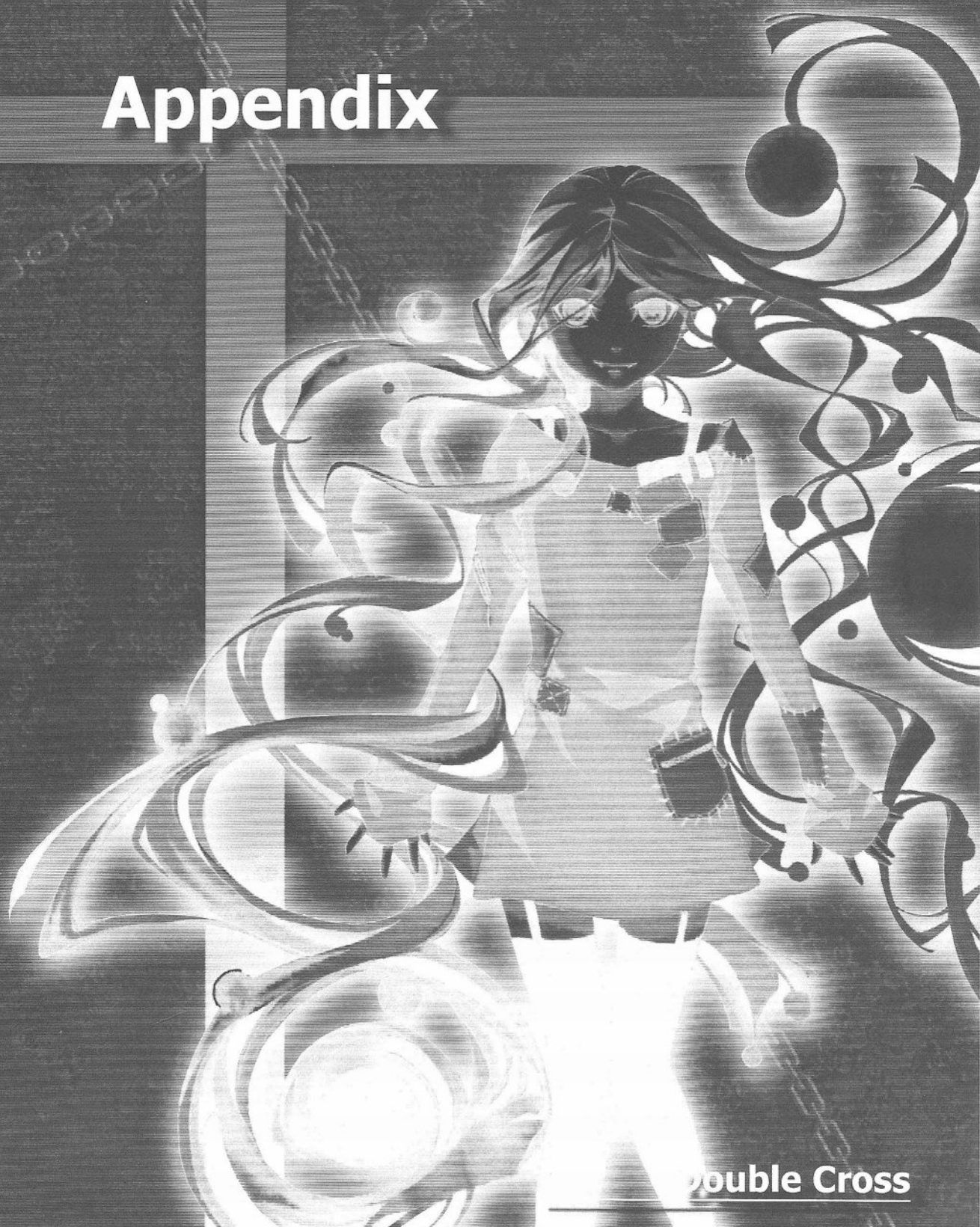
* * *

The player character is a successor of a martial art and will be fighting off several opponents. These challengers are warriors who built a fighting style from nothing: Miyamoto Musashi of the Niten Ichi-ryu, Li Shuwen of Bajiquan, James Figg of modern boxing, and other legendary strongmen will appear.

**Miyamoto "Niten Ichi-Ryu" Musashi
Chimaera/Neumann**

The warriors that appear before the player characters are copies created by Xenos' Kyoka Tsuzuki. By making these copies fight, Kyoka plans to acquire new techniques that can be taught to Overed soldiers.

Appendix



Double Cross

DOUBLE CROSS

CHARACTER
SHEET

Name/ Codename				Player Name			
Age		Gender		Zodiac		Spent XP	
Height		weight		Blood Type		Work	Cover

Breed	Syndromes		Sub-Syndrome

Stats							
Body		Sense		Mind		Social	
Melee	Lv	Ranged	Lv	RC	Lv	Negotiation	Lv
Dodge	Lv	Perception	Lv	Will	Lv	Procure	Lv
Ride:	Lv	Art:	Lv	Knowl.:	Lv	Info:	Lv
Ride:	Lv	Art:	Lv	Knowl.:	Lv	Info:	Lv
	Lv		Lv		Lv		Lv

Life History		Max HP		Stock Points	
Origin		Body x 2	Mind	Social x 2	Procure x 2
Experience			+20=		=
Encounter		Savings		Initiative	
Awakening	Encroach			Sense x 2	
Impulse	Encroach			Mind	
	Base Rate	Move		Item	
		Initiative	+5=	Move	x2=
			m		m

Lois				
Relationship	Name	Emotion (Positive)	Emotion (Negative)	Titus
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Exp. Points	Notes
Total									

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Exp. Points	Notes
Total							

Miscellaneous Items

Item	Type	Skill	Stock	Exp. Points	Notes
Total					

DOUBLE CROSS

POWER SHEET

Character Name	
Code Name	
Player Name	

No.	
LV:	Timing:
Skill:	DFCLTY:
Target:	RNG:
Enroach:	Restrict:
Notes:	
Pg.	

No.	
LV:	Timing:
Skill:	DFCLTY:
Target:	RNG:
Enroach:	Restrict:
Notes:	
Pg.	

No.	
LV:	Timing:
Skill:	DFCLTY:
Target:	RNG:
Enroach:	Restrict:
Notes:	
Pg.	

No.	
LV:	Timing:
Skill:	DFCLTY:
Target:	RNG:
Enroach:	Restrict:
Notes:	
Pg.	

No.	
LV:	Timing:
Skill:	DFCLTY:
Target:	RNG:
Enroach:	Restrict:
Notes:	
Pg.	

No.	
LV:	Timing:
Skill:	DFCLTY:
Target:	RNG:
Enroach:	Restrict:
Notes:	
Pg.	

No.	
LV:	Timing:
Skill:	DFCLTY:
Target:	RNG:
Enroach:	Restrict:
Notes:	
Pg.	

No.	
LV:	Timing:
Skill:	DFCLTY:
Target:	RNG:
Enroach:	Restrict:
Notes:	
Pg.	

No.	
LV:	Timing:
Skill:	DFCLTY:
Target:	RNG:
Enroach:	Restrict:
Notes:	
Pg.	

DOUBLE CROSS

COMBO
SHEET

Character Name

Code Name

Player Name

Name	Condition	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
		Dice	Crit. Value	Atk. Power	Notes			
		+ _ (Encroach Bonus)						

Name	Condition	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
		Dice	Crit. Value	Atk. Power	Notes			
		+ _ (Encroach Bonus)						

Name	Condition	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
		Dice	Crit. Value	Atk. Power	Notes			
		+ _ (Encroach Bonus)						

Name	Condition	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
		Dice	Crit. Value	Atk. Power	Notes			
		+ _ (Encroach Bonus)						

Name	Condition	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
		Dice	Crit. Value	Atk. Power	Notes			
		+ _ (Encroach Bonus)						

Name	Condition	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
		Dice	Crit. Value	Atk. Power	Notes			
		+ _ (Encroach Bonus)						

Name	Condition	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
		Dice	Crit. Value	Atk. Power	Notes			
		+ _ (Encroach Bonus)						

Name	Condition	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
		Dice	Crit. Value	Atk. Power	Notes			
		+ _ (Encroach Bonus)						

Name	Condition	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
		Dice	Crit. Value	Atk. Power	Notes			
		+ _ (Encroach Bonus)						

DOUBLE CROSS

RECORD SHEET

MEMOS

Character Name

Player Name

GM

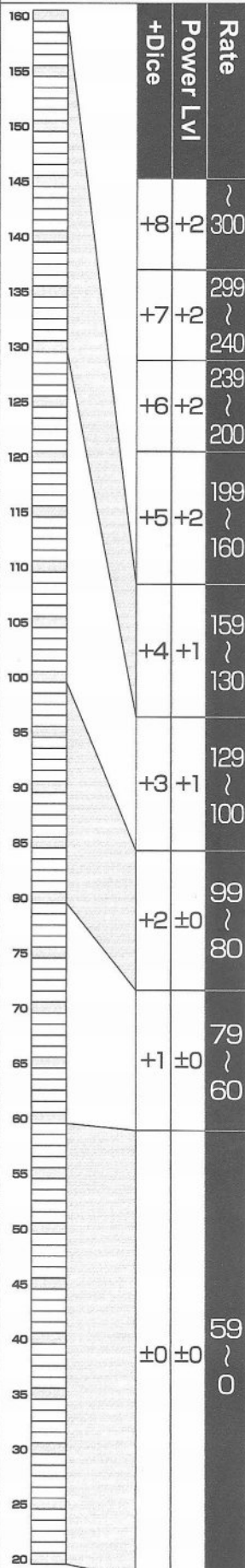
Game Date

Scenario

HP

Encroachment Rate

Encroachment Bonus



Loises

Relationship	Name	Emotion (Positive)	Emotion (Negative)	S-Lois	Titus	Discard
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Titus Discard Bonuses

Discard a Titus for one of the following in-battle bonuses

+10 Dice Bonus for one Check

Timing: Declare before rolling.

Effect: +10 dice bonus for any check.

+1D Bonus to one Check's Score

Timing: Declare after rolling.

Effect: +1D score bonus for any check. During Opposed checks, a Titus may be used even after the opposing side has rolled.

-1 Critical Value for a Check

Timing: Declare before rolling.

Effect: -1 Critical Value bonus for any check.

Min. value 2.

Recover from Incapacitation

Timing: Right after becoming Incapacitated

Effect: Recover from Incapacitation with ([Body]+10) HP.

Remove Disadvantageous Effects

Timing: Anytime.

Effect: Remove all disadvantageous effects (i.e. Bad Statuses and dice penalties). The GM decides how many effects may be removed. Incapacitation and Death cannot be removed.

Experience Points

Played to The End	1 Pt	<input type="checkbox"/>
Achieved Session's Goals	___ Pt	<input type="checkbox"/>
Final Encroachment Rate	0 - 30%	2 Pt <input type="checkbox"/>
	31 - 50%	3 Pt <input type="checkbox"/>
	51 - 70%	4 Pt <input type="checkbox"/>
	71 - 99%	5 Pt <input type="checkbox"/>
	100% ~	3 Pt <input type="checkbox"/>
Backtracked with 2x (Loises) dice	3 Pt	<input type="checkbox"/>
Rolled a second time during Backtrack	0 Pt	<input type="checkbox"/>
Kept S-Lois	5 Pt	<input type="checkbox"/>
Good Role-play	1 Pt	<input type="checkbox"/>
Helped other players	1 Pt	<input type="checkbox"/>
Helped advance the game	1 Pt	<input type="checkbox"/>
Helped set up a place and time	1 Pt	<input type="checkbox"/>
Total	___ Pt	
GM's Signature		

DOUBLE CROSS

For Original Renegade

RECORD
SHEET

Character Name

Player Name

GM

Game Date

Scenario

MEMOS

HP

Encroachment Rate

Loises

Relationship	Name	Emotion (Positive)	Emotion (Negative)	S-Lois	Titus	Discard
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Titus Discard Bonuses

Discard a Titus for one of the following in-battle bonuses

+10 Dice Bonus for one Check

Timing: Declare before rolling.

Effect: +10 dice bonus for any check.

+1D Bonus to one Check's Score

Timing: Declare after rolling.

Effect: +1D score bonus for any check. During Opposed checks, a Titus may be used even after the opposing side has rolled.

-1 Critical Value for a Check

Timing: Declare before rolling.

Effect: -1 Critical Value bonus for any check.
Min. value 2.**Recover from Incapacitation**

Timing: Right after becoming Incapacitated

Effect: Recover from Incapacitation with ([Body]+10) HP.

Remove Disadvantageous Effects

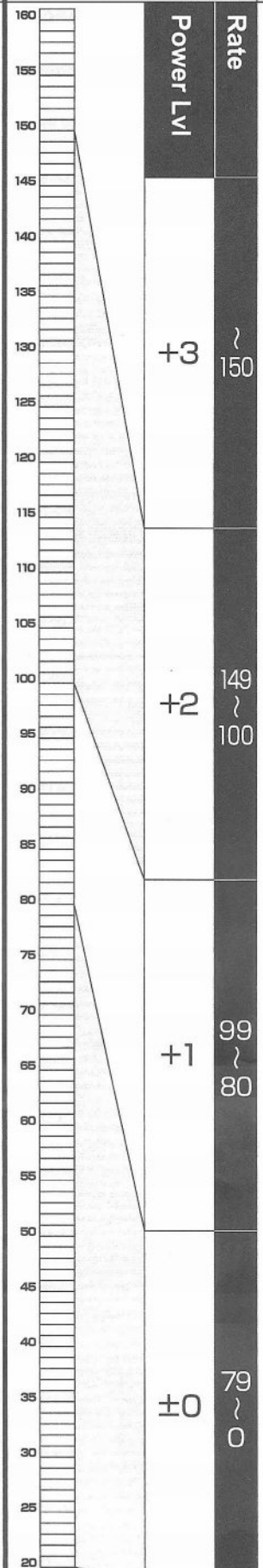
Timing: Anytime.

Effect: Remove all disadvantageous effects (i.e. Bad Statuses and dice penalties). The GM decides how many effects may be removed. Incapacitation and Death cannot be removed.

Experience Points

Played to The End	1 Pt	<input type="checkbox"/>
Achieved Session's Goals	___ Pt	<input type="checkbox"/>
Final Encroachment Rate	0 - 30%	2 Pt <input type="checkbox"/>
	31 - 50%	3 Pt <input type="checkbox"/>
	51 - 70%	4 Pt <input type="checkbox"/>
	71 - 99%	5 Pt <input type="checkbox"/>
	100% ~	3 Pt <input type="checkbox"/>
Backtracked with 2x (Loises) dice	3 Pt	<input type="checkbox"/>
Rolled a second time during Backtrack	0 Pt	<input type="checkbox"/>
Kept S-Lois	5 Pt	<input type="checkbox"/>
Good Role-play	1 Pt	<input type="checkbox"/>
Helped other players	1 Pt	<input type="checkbox"/>
Helped advance the game	1 Pt	<input type="checkbox"/>
Helped set up a place and time	1 Pt	<input type="checkbox"/>
Total	___ Pt	
GM's Signature		

Encroachment Bonus



DOUBLE CROSS

SESSION SHEET

GM

Game Date

Scenario

1	Character	Player	Initiative	Notes
Syndrome		Work/Cover	EXP. Earned	
2	Character	Player	Initiative	Notes
Syndrome		Work/Cover	EXP. Earned	
3	Character	Player	Initiative	Notes
Syndrome		Work/Cover	EXP. Earned	
4	Character	Player	Initiative	Notes
Syndrome		Work/Cover	EXP. Earned	
5	Character	Player	Initiative	Notes
Syndrome		Work/Cover	EXP. Earned	

MEMO:

<div> <div></div> <div> <div>÷3=</div> <div>(Rounded Down)</div> </div> </div> <div> <div>Handled scheduling and/or acquiring a place to play</div> <div><input type="checkbox"/></div> </div> <div> <div>GM's experience</div> </div>
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Data

Absolute Shackles.....	110	Exhausted Lois.....	105
Absolute Zero.....	34	Exorcising Lightning.....	36
Activate.....	37	Exotic Car.....	42
Adept.....	32	Extra Heart.....	44
Alchemist.....	31	Fallen Blade.....	40
Almighty.....	37	Fallen Pistol.....	40
Amplification.....	39	Fallen Rifle.....	40
Ancient Renegade.....	15	Fallen Shield.....	40
Animal Attack.....	33	Fallen Vehicle.....	41
Animal Master.....	33	Fast-Forward.....	36
Arrogant Ideals.....	106	Fated Malice.....	111
Avatar.....	21	Festival of Torture.....	110
Avenger.....	16	Flat-Shift.....	38
Backup.....	18	Force.....	38
Banishing Eyes.....	36	Freak.....	29
Beast Heart.....	28	Full Active Camouflage Suit.....	46
Beast's Lair.....	36	Full Cyborg.....	26
Black Diamond.....	43	Full-Blooded.....	21
Blade Bullet.....	40	Gaseous Blade.....	45
Blade of Mortification.....	112	Genius.....	32
Blood Bride.....	108	Growing Despair.....	107
Bloodlust.....	108	Hamelin's Flute.....	46
Boost Armor.....	40	Hard Luck.....	37
Breaker.....	41	Heart of Dreams.....	45
Burst.....	39	Hell Sniper.....	43
Castle Walls of Dust.....	31	High Status.....	13
Catalyst.....	17	Hourglass of Time.....	43
Celerity.....	39	Immortal Life.....	38
Cherished Steed.....	46	Imperator.....	33
Chrono Trigger.....	25	Imperial Guard.....	38
Circle of Tragedy.....	109	Impossible Existence.....	106
Cocytus.....	37	Impulsive Slaughter.....	109
Coffin of Roses.....	44	Infectious Malice.....	106
Complete Augmentation.....	43	Irregular Strain.....	11
Conduct.....	38	Kind Miracle.....	35
Confusion.....	37	King of the Sound Field.....	30
Counter-Renegade.....	11	Leadership.....	19
Crumbling Reality.....	112	Legendary Armor.....	41
Cursed Fruit.....	44	Legendary Vehicle.....	41
Damage Glove.....	42	Legendary Weapon.....	41
Dark Finger.....	24	Light Bringer.....	24
Dark Joys.....	112	Light Finger.....	24
Dark Lord.....	24	Limit Break.....	39
Decree of Death.....	111	Living Coat.....	40
Deep Encroachment.....	22	Lost Number.....	12
Deja-Vu.....	38	Manifestation of the Destroyer.....	110
Delusional Appearance.....	112	Master of the Twilight.....	27
Demi-Breed.....	22	Memory Diver.....	35
Depths of Hunger.....	109	Mikatsuchi.....	26
Divinity.....	20	Military Helicopter.....	42
Division.....	35	Miracle Breed.....	23
Doppelganger.....	36	Mirror Image of Nightmares.....	106
Dual Personality.....	12	Mystic Eye.....	43
Duplicate.....	14	Nimbus.....	38
Elysium.....	33	Original Renegade.....	10
Encroaching Impulse.....	107	Overclocking.....	36
Energy Shift.....	39	Panacea's Fruit.....	42
Energize.....	37	Phial of Worm Toxin.....	44
Equipment Reserves.....	38	Piercing.....	37
Eternal Blaze.....	34	Prediction.....	37
		Railgun.....	43

Rainbow Sand.....	45
R-Controller.....	41
Reaper's Book.....	45
Red Sacrament.....	27
Reincarnation.....	20
Renegade Crystal.....	10
Repression.....	39
Reset.....	39
Returner.....	13
Rising Blade.....	40
Royal Blood.....	36
Ruler.....	39
Sandman.....	31
Sea of Life.....	36
Secret Weapon.....	15
Self-Centered Mindset.....	107
Servant's March.....	27
Shattered Bonds.....	110
Singularity.....	17
S-Lois (Special Lois).....	4
Sonic Master.....	30
Special Armored Prosthetics.....	41
Specialist.....	23
Spectrum Cage.....	37
Speedster.....	30
Stable Subject.....	16
Starving Soul.....	109
Stigmata.....	29
Strange Neighbor.....	18
Strike of Undying Hatred.....	113
Successor.....	14
Support Program.....	45
Synapse Booster.....	46
The Cursed's Gun.....	42
The Fool's Contract.....	108
The Look of Fear.....	113
The Master's Connections.....	41
The Noble's Formal Wear.....	44
The Solitary Cry.....	106
The Temptation of Corruption.....	107
Thunder Lord.....	26
T-Lois (Trait Lois).....	2, 10
Tool Master.....	29
True-Born.....	19
Truth's Sight.....	41
Twisted Kingdom.....	46
Twisted Whisper.....	107
Tyrannos.....	28
Ultimate Existence.....	108
Undying Delusions.....	107
Unique Items.....	4, 42
Utter Rejection.....	113
Vampire.....	27
Vapor Wall.....	46
Wall of Denial.....	111
Wedge of Hatred.....	113
Wicked Blade.....	42
Wicked Eye.....	25
Wind Cutter.....	45
World of Battle.....	111
X-Gene Crystal.....	44

Lore

Akira Matsunawa.....	101
Akira Nagase.....	52
Apostles.....	75
Artemis Shikishima.....	67
Asaka Tsukihara.....	101
Ashe Redaric.....	68
Axis.....	58, 60
Breed.....	50
Cain A. Caudwell.....	78
Cells.....	73
Cesario.....	91
City N.....	96
Crow.....	55
Dainsleif.....	54
Diaz McLain.....	93
Douji Saga.....	93
Eiichi Takajo.....	79
Encroachment Rate.....	50
False Hearts.....	71
Fernando Franco.....	94
Fionn Boothroyd.....	93
Genichi Fujisaki.....	68
Gjaum.....	49
Guild.....	87
Hayato Takasaki.....	67
Illegals.....	61
Ivy Knowles.....	69
Jin Kusakabe.....	53
Johan C. Caudwell.....	77
Junji Shigano.....	91
Kamishiro Group.....	86
Kanata Hiura.....	80
Kaoru Senjoji.....	68
Kiyomaru Kawai.....	95
Kohei Samejima.....	102
Kou-Ou Society.....	87
Kozue Shinjo.....	92
Kyoji Kasuga.....	79
Kyoka Tsuzuki.....	57, 90
Laelia Giuly.....	78
Loises.....	51
Lord Omoide.....	57
Maria Chesnokov.....	70
Masamichi Ino.....	70
Masaya Arishiro.....	70
Master Phantom.....	56
Master Wraiths.....	74
Midori Kano.....	69
Mifuyu Kanemura.....	102
Mio Kasuga.....	80
Mio Nekogawa.....	88
Mitsuo Kuroshima.....	103
Moderate (Axis).....	59
Moon Dogs.....	76
Nagi Sakatsuki.....	90
Nameless.....	92
Natsuki Minase.....	95
Natsumi Hasegawa.....	64
OMaS.....	87
Omokage Island.....	57

Overed.....	49
Phantom Cell.....	56
Powers.....	51
Primate Overed.....	53
Professor Caudwell.....	48, 58, 77
Project Adam Kadmon.....	54
Ratfink.....	76
Reformist (Axis).....	59
Renegade (Virus).....	48, 50
Renegade Beings.....	81
R-Lab.....	64
Robert Short.....	80
Rosa Baskerville.....	65
Ryo Kugayama.....	92
Sakyo Kurosu.....	78
Satsuki Kamishiro.....	89
Second Chance.....	54
Section R.....	85
Seiji Munei.....	94
Shiori Fujimiya.....	69
Shizuma Orito.....	79
Shotaro Kashima.....	103
Shoya Mitsurugi.....	94
Shun Masakura.....	102
Shusei Tani.....	89
Silver Stones.....	55
Soichi Iba.....	88
Space Unity Association.....	87
Special Investigations Agency.....	85
S-Ranking.....	86
Strangers.....	85
Strikehounds.....	64
Takashi Minesaki.....	91
Takemichi Kurosaki.....	89
Takeshi Aiba.....	100
Tama.....	103
Tempest.....	86
The State of Grace.....	86
Therese Blum.....	66
Tiger Eye.....	90
Tindalos.....	86
Toshimichi Asada.....	95
Tsubaki Tamano.....	66
Two-Time.....	76
UGN Children.....	61
UGN HQ.....	60
UGN Japan.....	62
Universal Guardian Network.....	59
Wakana Yaegashi.....	100
White Hand.....	64
Xenos.....	83
X-Series.....	56
Yoko Mizoguchi.....	101
Yugo Kiritani.....	65
Yuki Yakoji.....	67
Yurika Himemiya.....	66



THE DARKNESS GROWS DEEPER

THE WORLD IS CHANGING AND YOUR ENEMIES ARE NOW MORE POWERFUL THAN EVER. BUT FEAR NOT, AS THE RENEGADE BESTOWS POWER TO ALL WHO SEEK IT. JUST REMEMBER, AS YOU ARE REACHING DEEP DOWN FOR POWER, YOU ARE SINKING FURTHER INTO THE DARKNESS. KEEP YOUR LOVED ONES CLOSE, AND THEY WILL KEEP YOU FROM TURNING INTO THE VERY MONSTER YOU ARE FIGHTING.

NEW SYSTEMS

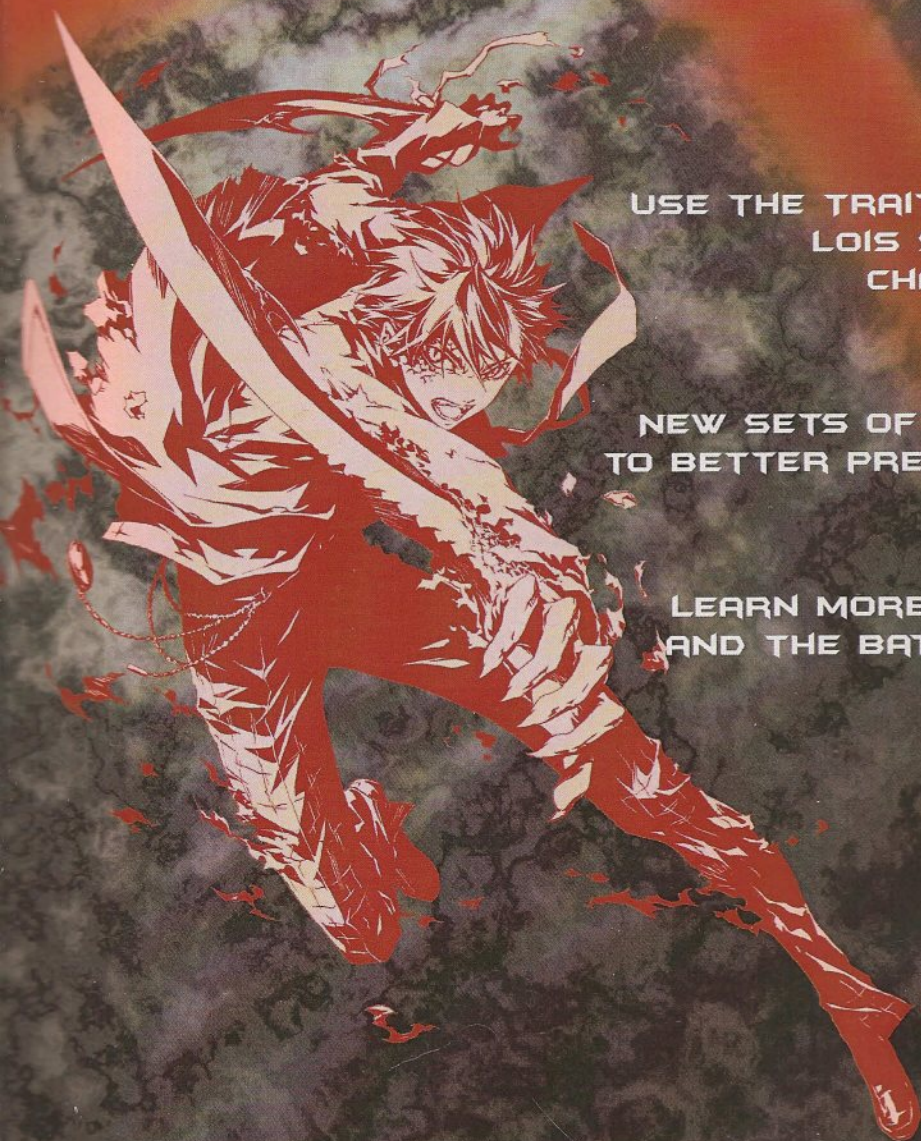
USE THE TRAIT LOIS AND EXHAUSTED LOIS SYSTEMS TO EXPAND A CHARACTER'S BACK STORY AND ABILITY SET.

NEW ITEMS

NEW SETS OF EQUIPMENT AND ITEMS TO BETTER PREPARE YOU FOR BATTLE.

EXPANDED LORE

LEARN MORE ABOUT THE RENEGADE AND THE BATTLES FOR ITS POWERS.



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