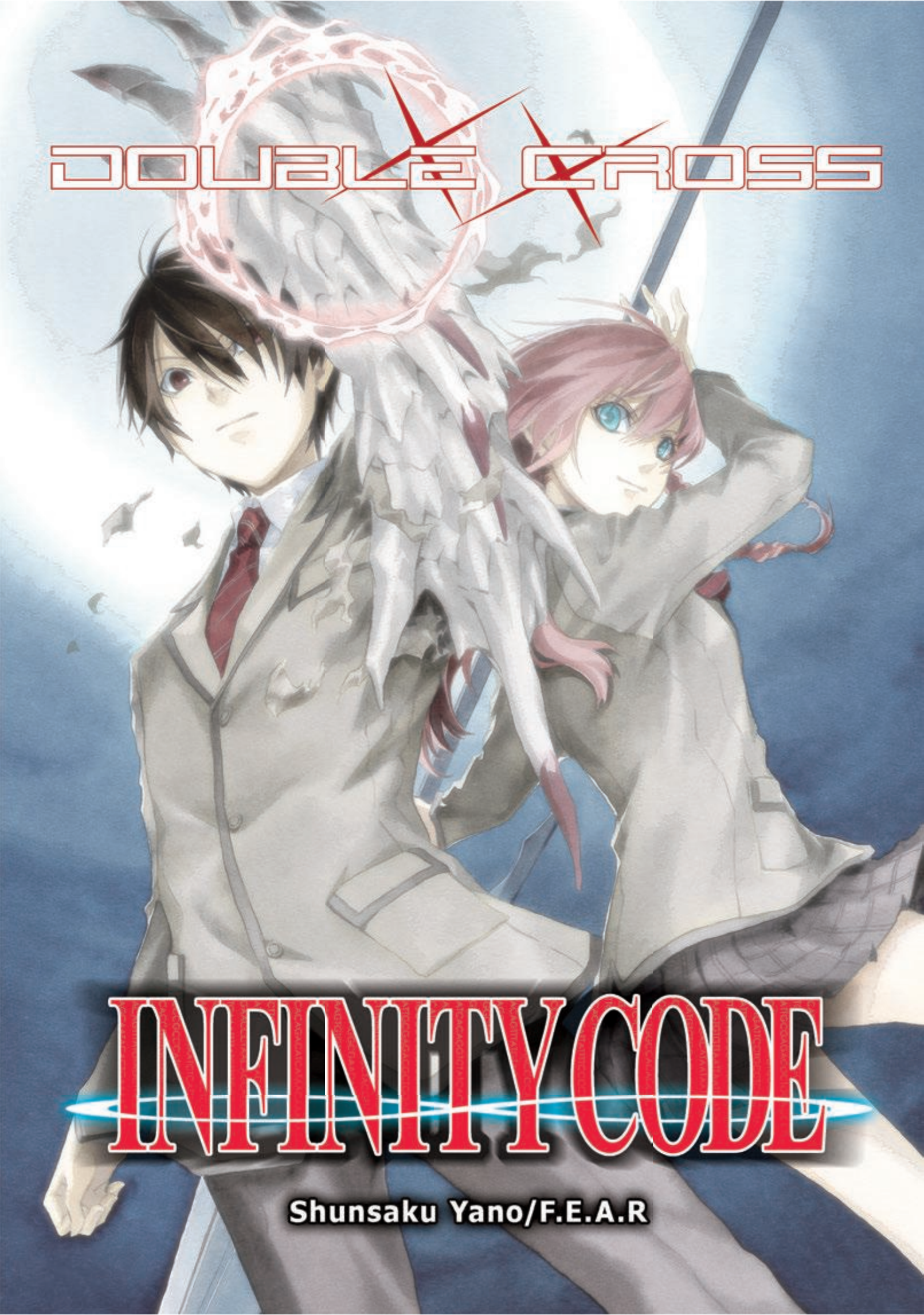
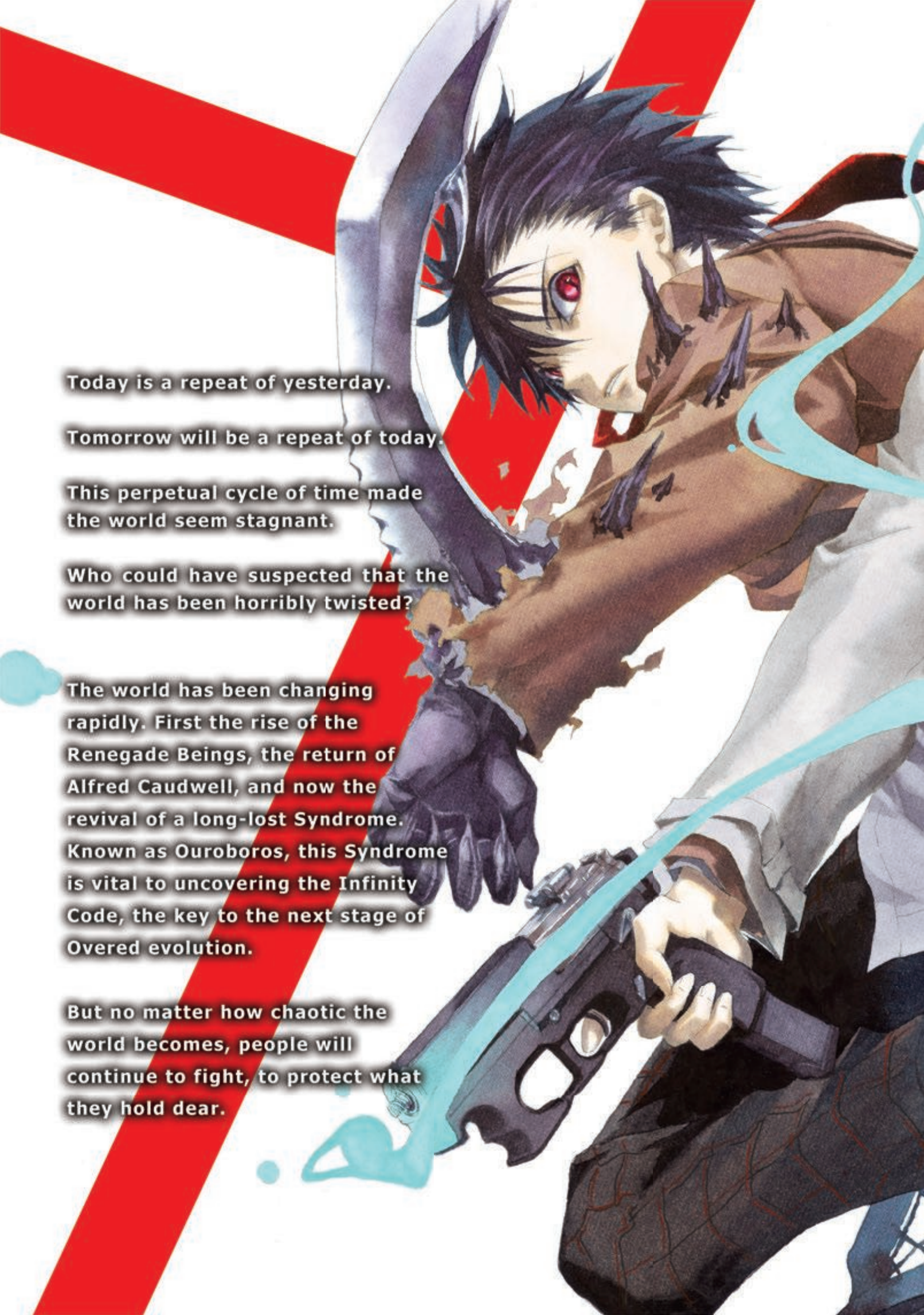

DOUBLE CROSS
INFINITY CODE
Shunsaku Yano/F.E.A.R



Today is a repeat of yesterday.

Tomorrow will be a repeat of today.

This perpetual cycle of time made the world seem stagnant.

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

The world has been changing rapidly. First the rise of the Renegade Beings, the return of Alfred Caudwell, and now the revival of a long-lost Syndrome. Known as Ouroboros, this Syndrome is vital to uncovering the Infinity Code, the key to the next stage of Overed evolution.

But no matter how chaotic the world becomes, people will continue to fight, to protect what they hold dear.

As the world evolves,
so does the Overed.
They now wield a new,
greater power...

INTRODUCTION

Overview

This is Infinity Code, the latest supplement for the Double Cross Roleplaying Game. This book introduces several new mechanics, as well as adding new abilities and items. Some of this new data are additions for mechanics from other supplements, but a quick overview of those mechanics will be given at the appropriate sections.

The contents of this supplement are as follows:

-New Mechanic: Progressive Check System
The Progressive Check system that takes a complicated situation and breaks it down into a series of smaller events. Instead of trying to beat a number with a single roll of the dice, players roll to earn points, which accumulate until they reach the goal amount. As progression milestones are reached, the difficulty of checks and the Skill they are rolled against change.

This system would be used for tasks that cannot be properly represented by a single roll or Skill, such as extracting allies from an imploding building or disarming a complicated time bomb.

-New Syndrome: Ouroboros
This supplement introduces Ouroboros, the Syndrome of infinite evolution. This Syndrome can copy Powers from other Syndromes, giving it an extremely wide range of abilities to choose from.

Other than its copy powers, Ouroboros has several anti-Overed Powers. By taking or dealing damage to an Overed, you will be able to gain various bonuses.

-New Sample Characters
Five new sample characters have been created using the new Ouroboros Syndrome.

-New Powers
Other Overeds also get new abilities. The original twelve Syndromes each receive a new set of Powers.

-New Trait Loises
Seven new T-Loises are added to the game.

The Trait Lois system was originally introduced in the Advanced Rulebook supplement. By sacrificing a Lois slot, players can give their characters unique abilities and traits to their characters.

-New Unique Items
Your experience points can be used to purchase several new Unique Items.

Like Trait Loises, the Unique Item mechanic was introduced in the Advanced Rulebook supplement. In exchange for experience points, players can buy various weapons, armor and other helpful items.

-New Items
The selection of regular Items has also been expanded.

The Sample Characters

The new sample characters have been created using the new Ouroboros Syndrome. Use them for Quick Start games or as references for creating your own characters.

• Infinite Destroyer

The Infinite Destroyer is the typical Chimaera Overed that relies on Melee attacks. Nearly all of its Powers come from the Chimaera Syndrome.

The beginning strategy of this character is to attack with the Infinity Breaker combo. When damage is dealt, use Consumed Sacrifice to gain an Attack Power bonus that lasts for the remainder of the Scene.

• Phantom Mirror

Phantom Mirror is the new Ranged character. Like the Infinite Destroyer it draws mostly on other Syndromes for its Powers.

When you are using Phantom Mirror, use Acceleration Mechanism during the Initiative Process. This increases your [Initiative], which allows you to take your turn earlier.

When your turn does come, use Hundred Guns as your Minor Action, then attack using the Bullet Storm combo. When attacking, you have the option of using Gigantic Mode, but this Power will destroy every weapon that you have equipped.

• Consultor Minor

Consultor Minor is a support Tri-Breed. Its Power set shows the appeal of the Ouroboros. As you can see from its Power list, Consultor Minor draws on four different Syndromes.

Consultor Minor's strategy is to use the Guiding Thunder combo on her allies. Add Healing Water to the combo if a character needs HP. Use Flood of Colors if you want to buff or heal multiple allies.

• Mirage Prisoner

Mirage Prisoner is a <RC> attack character. He is built with a Trait Loises that's introduced in this book. This Trait Lois allows a player to select a Power from another Syndrome.

Mirage Prisoner's preset combo requires an Encroachment Rate of 80%, although you should have at least 80% by the time you get to the boss battle. If you need to use the combo earlier, simply removing Cross Burst from the combo and reducing Attack Power by the appropriate amount.

Flood of Colors can be mixed into the combo to make the attack [Area: Select]. However, this Power can only be used (LV) times.

• Dark Avatar

The Dark Avatar is a Purebreed Ouroboros. Like Mirage Prisoner, he is also a <RC> character.

With the way this character is set up, you want to start your turn by using Origin: Legend. This gives you a score bonus for all [Mind] checks. This bonus applies to your main attack, the Shadow Viper Combo.

Shadow Viper as it is only deals damage and a penalty to a single target. You can mix Flood of Colors into this combo, allowing you to attack any number of characters in a single Engagement.

Infinite Destroyer

You remember the moment when your arm became part of the darkness. You don't understand what happened, but you clearly remember a shadowy person grabbing your arm, and the darkness that spread from that touch.

You lost much when you turned into an Overed: a peaceful life; a body that you are always in control of; friends that you can tell your deepest secrets. All of it was taken away by the Renegade.

Prestigious scientists are fascinated by the revolutionary ability to steal the powers of others. They laud your new found abilities, but all you have to say in return are a few select curses.

But you haven't quite given up. If your black arm can steal things, then it can also take things back. You will get back what you lost. Every last bit, with no exception.

Name	Breed	Syndrome		Sub-Syndrome	Cover	High Schooler
Infinite Destroyer	Cross	Chimaera	Ouroboros		Work	High Schooler

Stats

Body	7	Sense	2	Mind	2	Social	1

Melee	4 Lv	Ranged	Lv	RC	2 Lv	Negotiation	Lv
Dodge	1 Lv	Perception	1 Lv	Will	1 Lv	Procure	Lv
Ride:	Lv	Art:	Lv	Knowl:	Lv	Info: Rumors	1 Lv
Ride:	Lv	Art:	Lv	Knowl:	Lv	Info:	Lv

Max HP	36	Stock Pt.	2	Saving	1	Initiative	6	Move	11	Dash	22

Lois

Relation	Name	Effect
T-Lois	Successor: <Melee>	+3D10 score bonus for <Melee> checks. Pay 5HP. 1x per Scenario. (Advanced 14)

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate:Ouroboros	2	Major	Syndrome	-	-	-	2	-	Crit. Value - (LV) (Lowest 7). Core 219
2	Reaming Claw	1	Minor	-	Auto	Self	Close	3	-	Changes stats of Fists. Core 144
3	Hunting Style	1	Minor	-	Auto	Self	Close	1	-	Move. (LV)x per Scene. Core 140
4	Primordial Red: Penetrate	1	Minor	<Melee>/ <Ranged>	Opposed	-	Weapon	4	-	Ignore [Armor]. Dice - 1. Core 171
5	Consumed Sacrifice	3	Auto	-	Auto	Self	Close	1	-	+Atk when attacked. 1x per Scene. Pg. 5
6										
7										

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Fists	Melee	<Melee>	0	Lv+8	1	Close	-	After Applying Reaming Claw.
Total			0	Lv+8	1		0	

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Notes
Total						

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Rumor Mongering Friend	Connection	<Info:Rumors>	1	Dice + 2 for <Info:Rumors> Check. Core 242
Total			1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Infinity Breaker	Under 100%	1 + 4	Major	<Melee>	Opposed	Single	Close	6
		Dice	Critical	Atk. Power	Notes			
		6 (+Encroach Bonus)	8	9 (18)	Ignore [Armor]. Use after applying Reaming Claw. (x)=Penetrate's bonus.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1 + 4	Major	<Melee>	Opposed	Single	Close	6
		Dice	Critical	Atk. Power	Notes			
		6 (+Encroach Bonus)	7	10 (22)	Ignore [Armor]. Use after applying Reaming Claw. (x)=Penetrate's bonus.			

You were always good at mimicking ever since you were young. You just needed to see one practice run and you could perfectly replicate even the most complicated of jobs and techniques.

Eventually, you realized how unusual your talent was and how it affected your Renegade strain. You started copying the powers of other Overeds. It came naturally, as if you've always done it.

People around you were left utterly speechless, while you felt yourself get excited for the first time in a long while, if only slightly so. You wanted to mimic more powers, to copy what was inside people's hearts. So you head out on your missions, looking forward to that little joy you found.

DOUBLE CROSS

Name	Breed	Syndrome		Sub-Syndrome	Cover	High Schooler
Phantom Mirror	Cross	Morpheus	Ouroboros		Work	UGN Child B

Stats

Body	2	Sense	7	Mind	2	Social	1

Melee	Lv	Ranged	4 Lv	RC	1 Lv	Negotiation	Lv
Dodge	1 Lv	Perception	Lv	Will	2 Lv	Procure	1 Lv
Ride:	Lv	Art:	Lv	Knowl:	Lv	Info: UGN	1 Lv
Ride:	Lv	Art:	Lv	Knowl:	Lv	Info:	Lv

Max HP	26	Stock Pt.	4	Saving	2	Initiative	16	Move	21	Dash	42

Lois

Relation	Name	Effect
T-Lois	Alchemist	+5 Atk. Power +2 Encroach to Hundred Guns. Modifiers already applied. Advanced 31.

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate:Ouroboros	2	Major	Syndrome	-	-	-	2	-	Crit. Value - (LV) (Lowest 7). Core 219
2	Gigantic Mode	1	Major	<Melee>/ <Ranged>	Opposed	Area (Select)	Weapon	3	-	Modify to Area (Select).Lose weapon once attack is done. Core 170
3	Hundred Guns	1	Minor	-	Auto	Self	Close	5	-	Create <Ranged> weapon. Core 172
4	Primordial Red: Miniscule Dust	3	Major	<Ranged>	Opposed	-	Weapon	3	-	+[LV x 2] Atk. Power. Core 99
5	Primordial Yellow: Acceleration Mechanism	1	Setup	Auto	-	Self	Close	1	-	+ [LV x 4] Initiative. Core 119
6										
7										

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Hundred Guns	Ranged	<Ranged>	0	Lv+9	-	30M	-	Core 172
Total			0	Lv+9	-		0	

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Notes
Reinforced Clothing	Armor	-	-	1	1	Core 236
Total		-	-	1	1	

Miscellaneous Items

Item	Type	Skill	Stock	Notes
UGN Leadership	Connection	<Info: UGN>	1	Dice + 2 for <Info:UGN> Check. Core 242
Total			1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Bullet Storm	Under 100%	1 + 4	Major	<Ranged>	Opposed	Single	30M	5
		Dice	Critical	Atk. Power	Notes			
		7 (+Encroach Bonus)	8	+ 16	Use after creating a weapon with Hundred Guns.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1 + 4	Major	<Ranged>	Opposed	Single	30M	5
		Dice	Critical	Atk. Power	Notes			
		7 (+Encroach Bonus)	7	+ 19	Use after creating a weapon with Hundred Guns.			

Consultor Minor

You've never considered your powers to be special. You do have the Ouroboros Syndrome, but your powers are so...plain. The people under your command are more superhuman than you'll ever be.

But you feel that this plainness is what makes your powers exciting. There is a sense of accomplishment to be had when you overcome immense obstacles with your simple and "weak" powers.

Today is another day on the job, and your ladybug partner is sitting on your fingernail. For now, only you know that your little partner is the ace up your sleeve.

Name	Breed	Syndrome		Sub-Syndrome	Cover	UGN Branch Chief
Consultor Minor	Tri	Black Dog	Ouroboros	Solaris	Work	UGN Branch Chief D

Stats

Body	3	Sense	2	Mind	3	Social	4

Melee	Lv	Ranged	Lv	RC	1	Lv	Negotiation	1	Lv
Dodge	Lv	Perception	Lv	Will	2	Lv	Procure	3	Lv
Ride:	Lv	Art:	Lv	Knowl: Renegade	2	Lv	Info: UGN	1	Lv
Ride:	Lv	Art:	Lv	Knowl:		Lv	Info: Internet	2	Lv

Max HP	29	Stock Pt.	14	Saving	11	Initiative	7	Move	12	Dash	24

Lois

Relation	Name	Effect
T-Lois	Leadership	Preceding check gains +5 dice and -1 Crit. Value (Lowest 5). Advanced 19

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate:Ouroboros	2	Major	Syndrome	-	-	-	2	-	Crit. Value - (LV) (Lowest 7). Core 219
2	Liberating Lightning	2	Major	<RC>	Auto	Single	View	4	-	Check -1 Crit, + [LV x 2] Atk. Core 119
3	Primordial Red: Guiding Flower	2	Major	<RC>/ <Negotiation>	Auto	Single	View	3	-	+ [LV x 2] Score. Core 191
4	Flood of Colors	1	Major	Syndrome	-	Area (Select)	-	2	-	Mod attack to Area (Select). Pg 6
5	Healing Water	1	Major	<RC>	Auto	-	View	2	-	Heal (LV) D + 3 HP. Core 213
6										
7										

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Fists	Melee	<Melee>	0	-5	0	Close	-	Core 230
Total			0	-5	0		0	

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Notes
Reinforced Clothing	Armor	-	-	1	1	Core 236
Total		-	-	1	1	

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Data Collection Team	Connection	<Info: __>	2	+2 Score for checks against preselected Skill. 3x per Scenario. Core 242
Total			2	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Guiding Thunder	Under 100%	2 + 3	Major	<RC>	Auto	Single	View	7

Dice	Critical	Atk. Power	Notes
0 (+Encroach Bonus)	-	-	Target gains - 1 Crit. Value, + 4 Score, and + 4 Atk. Power.

Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Over 100%	2 + 3	Major	<RC>	Auto	Single	View	7

Dice	Critical	Atk. Power	Notes
0 (+Encroach Bonus)	-	-	Target gains - 1 Crit. Value, + 6 Score, and + 6 Atk. Power.

Your friend first appeared a few months ago during a battle with the UGN. You slipped up and were being chased by their elite agents. Just as you were about to die, a ball of fire came out from your chest and blew your enemies away. Confused by what happened, you returned to False Hearts and learned that what you saw was an Avatar, a manifestation of your powers.

Since that day, your Avatar has fought along side you. It burns as hot as your rage, incinerating your enemies and giving you pure satisfaction.

You sometimes wonder if the real you is actually a ball of fire and that your body is a prison. But in the end, you do not care what the real you is. All you want is a good fight.

Name	Breed	Syndrome		Sub-Syndrome	Cover	FH Agent
Mirage Prisoner	Cross	Salamandra	Ouroboros		Work	FH Agent C

Stats

Body	3	Sense	1	Mind	7	Social	1

Melee	Lv	Ranged	Lv	RC	4 Lv	Negotiation	Lv
Dodge	Lv	Perception	1 Lv	Will	1 Lv	Procure	1 Lv
Ride:	Lv	Art:	Lv	Knowl:Renegade	2 Lv	Info: FH	1 Lv
Ride:	Lv	Art:	Lv	Knowl:	Lv	Info: Underworld	2 Lv

Max HP	33	Stock Pt.	4	Saving	2	Initiative	9	Move	14	Dash	28

Lois

Relation	Name	Effect
T-Lois	Shadow Buddy	Gain Beast Blast at +1 Encroach Cost. Modifier applied below. Page 30

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate:Ouroboros	2	Major	Syndrome	-	-	-	2	-	Crit. Value - (LV) (Lowest 7). Core 219
2	Flaming Bullet	1	Major	<RC>	Opposed	-	View	1	-	Atk. Pwr [LV + 2]. Core 201
3	Cross Burst	3	Major	Syndrome	-	-	-	4	80%	+ [LV x 4] Atk Pwr, -2 Dice.Core 205
4	Primordial Red: Oscillating Sphere	1	Major	<RC>	Opposed	-	View	4	-	Atk. Pwr [LV]. Ignore Armor. Core 163
5	Flood of Colors	1	Major	Syndrome	-	Area (Select)	-	2	-	Mod. to Area (Select). Pg 6
6	Beast Blast	1	Major	<RC>	Opposed	-	View	3	-	Refer to Combo. 1x per Round Pg17
7										

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Fists	Melee	<Melee>	0	- 5	0	Close	-	Core 230
Total			0	- 5	0		0	

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Notes
Reinforced Clothing	Armor	-	-	1	1	Core 236
Total		-	-	1	1	

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Informant	Connection	<Info: Underworld>	1	+ 2 Dice for <Info: Underworld> checks. Core 242
Total			1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Shadow Hellhound	Under 100%	1 + 2 + 3 + 4 + 6	Major	<RC>	Opposed	Single	View	14

Dice	Critical	Atk. Power	Notes
6 (+Encroach Bonus)	8	+ 21	Requires min.80% Rate. Ignore [Armor].1x per Round.

	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1 + 2 + 3 + 4 + 6	Major	<RC>	Opposed	Single	View	14

Dice	Critical	Atk. Power	Notes
7 (+Encroach Bonus)	7	+ 27	Ignore [Armor]. 1x per Round.

The world around you is bustling. You open your eyes and you see these little people, these "Overeds." They're fighting, playing, and doing all these little things.

On a whim, you take a human form and sneak into their world. Every Overed you met was unique, and before you knew it you became obsessed with them.

You especially like to touch shadows. To you they are like souls, a window into their minds. Some are weak, some are glorious, but all are utterly fascinating.

Since your first contact, you have switched to a body that garners more good will. You continue your journey in the world, anxiously waiting for the next human story to unfold.

DOUBLE CROSS

Name	Breed	Syndrome	Sub-Syndrome	Cover	Middle Schooler
Dark Avatar	Pure	Ouroboros		Work	Renegade Being C

Stats

Body	2	Sense	2	Mind	7	Social	1

Melee	Lv	Ranged	Lv	RC	4 Lv	Negotiation	1 Lv
Dodge	Lv	Perception	1 Lv	Will	2 Lv	Procure	Lv
Ride:	Lv	Art:	Lv	Knowl: Renegade	2 Lv	Info: UGN	1 Lv
Ride:	Lv	Art:	Lv	Knowl:	Lv	Info:	Lv

Max HP	31	Stock Pt.	2	Saving	1	Initiative	11	Move	16	Dash	32

Lois

Relation	Name	Effect
T-Lois	Full-Blooded	+1 Lvl, +2 Max Lvl to Primordial Red: Crown of Thorns (Modifer already applied). Advanced 21

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate:Ouroboros	2	Major	Syndrome	-	-	-	2	-	Crit. Value - (LV) (Lowest 7). Core 219
2	Starving Shadow	1	Major	<RC>	Opposed	-	View	1	-	Atk. Pwr [LV + 2] projectile. Pg 5
3	Primordial Red: Crown of Thorns	4	Major	<RC>	Opposed	-	View	3	-	-(LV) dice during Round Core 212
4	Flood of Colors	1	Major	Syndrome	-	Area (Select)	-	2	-	Mod. to Area (Select). Pg 6
5	Entrophic Shadow	1	Auto	-	Auto	Area (Select)	Close	4	-	- [LV x 5] damage. 1x per Round Pg 5
6	Humanity's Neighbor	1	Constant	-	Auto	Self	Close	-	RB	+(LV) dice to Impulse checks Core 224
7	Origin: Legend	1	Minor	-	Auto	Self	Close	2	RB	+[LV x 2] [Mind] check score. Core 224

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Fists	Melee	<Melee>	0	-5	0	Close	-	Core 172
Total			0	-5	0		0	

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Notes
Total						

Miscellaneous Items

Item	Type	Skill	Stock	Notes
UGN Leadership	Connection	<Info: UGN>	1	Dice + 2 for <Info:UGN> Check. Core 242
Total			1	

Combo

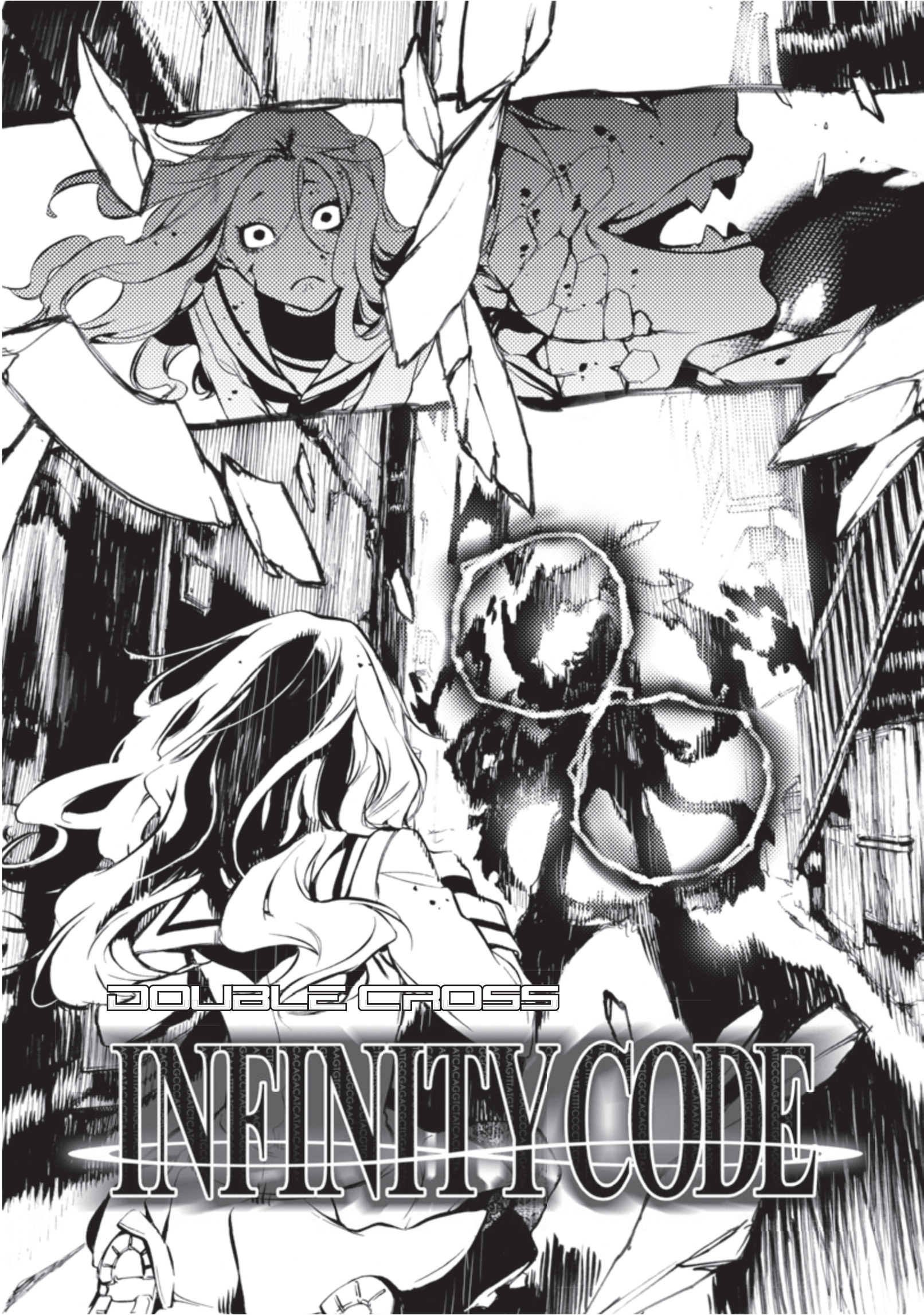
Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Shadow Viper	Under 100%	1 + 2 + 3	Major	<RC>	Opposed	Single	View	6
		Dice	Critical	Atk. Power	Notes			
		7 (+Encroach Bonus)	8	3	-4 Dice. Penalty lasts for the Round.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1 + 2 + 3	Major	<RC>	Opposed	Single	View	6
		Dice	Critical	Atk. Power	Notes			
		7 (+Encroach Bonus)	7	4	-4 Dice. Penalty lasts for the Round.			

ARGH!!
You monster...
Take this!
...How is that possible?
How did you absorb my fire?

Hi there,

Infinity Code
I've been waiting.
So you're it...
The Infinitas Prīmordius

What did you do!?


DOUBLE CROSS
INFINITY CODE

DOUBLE CROSS

INFINITY CODE

Table of Contents

Introduction
Introduction.....iv
Sample Characters.....v

Players Section
The Ouroboros Syndrome.....2
New Powers (Original 12 Syndromes).....11
New Powers (Common).....25
Trait Loises.....27
Unique Items.....32
Items.....38

The World
The Infinity Code.....50
The Legacy.....52
The Ouroboros Syndrome.....53
Important Characters.....54

Game Master Section
Progressive Check Mechanic.....58
Sample Progressive Checks.....66
Enemy Powers.....72
Exhausted Loises.....78
Enemy Characters.....86

Scenarios
Venomous Hate 90
Angry Impulses.....104
Scenario Starters.....116

Appendix
Appendix: Data.....134
Appendix: Lore.....137
Character Sheets.....138
Progressive Check Sheet.....144

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Players Section

Double Cross

Whatever you take from me...
I'll take right back...
Using this power!
OUROBOROS

The Cannibalistic Snake

Feed on the super humans! Consume the traitors!
Satiate yourself and evolve into the ultimate being!

...Wait. What happens after you've eaten every last Overed?
Will you consume your own tail?

No, that's ridiculous...

-A crazed scientist who witnessed the power of Ouroboros.

■ The Alpha or the Omega?

Ouroboros is the latest addition to the Syndrome categorization system. Overeds with this Syndrome have the ability to steal Renegade strains from other Overeds and make their abilities their own.

Its ability to copy abilities is the reason why Ouroboros has gone unnoticed for so long, and is now a major point of debate. For the past six months, academic circles arguing whether Ouroboros represents the ultimate evolution of the Renegade, or if it is the virus' original strain. The split comes with how people view the Ouroboros' ability to copy abilities.

One side argues that the copy ability is an evolutionary adaptation. In this conjecture, Ouroboros strains increase their chances of survival by consuming other strains and taking possession of their power.

The opposing side argues that Ouroboros is a sort of "stem" strain that has not developed into one of the twelve original Syndromes. They believe that the Ouroboros strain simply mutate itself into a copy of whatever Power or strain it was exposed to.

Much like the serpant that this Syndrome is named after, the debate over the mechanics of copying will likely continue until more research has been completed.

■ Characteristics

Ouroboros is a very new Syndrome, only revealed six months ago by Professor Caudwell as part of Project Infinity Code. Although still shrouded in mystery, Ouroboros has shown three unique characteristics.

◆ Self-Evolution

Ouroboros can strengthen itself using the strains it stole from others. Much like how the introduction of a new predator will affect the evolution of a species, introducing foreign strains will force preexisting strains to adapt and develop new abilities.

◆ Power Copying

Ouroboros can copy the abilities of other Overeds. Various instances have shown that Ouroboros Overeds can copy any ability, such as Chimaera mutations or Salamandra's control over fire.

The Ouroboros strain responds to whatever outside power it is exposed to and makes it part of itself. Coupled with the ability to self-evolve, a copied Power can eventually surpass the original in strength.

◆ Shadow Manipulation

Self-evolution and copying both require outside stimuli, but that does not mean Ouroboros is entirely reliant on outside sources for power. Ouroboros Overeds can manipulate their shadows and use them in an offensive capacity.

The Ouroboros shadow is not a true shadow. The most supported theory about the Ouroboros shadow is that it is a flattened bodily extension that is being used by the Ouroboros strain as an outside vehicle. The discovery of Avatars, shadows that are semi-independent from its hosts, gives weight to this theory.

■ Ouroboros Syndrome Character Creation Stats

Syndrome	Body	Sense	Mind	Social	Description
Ouroboros	**1**	**1**	**2**	**0**	A Syndrome that eats Renegade strains. It can copy the Powers of others and manipulate the shadows.

■ Recommended Powers

The following are a few recommendations on what Powers to acquire from the Ouroboros Syndrome. These are only recommendations, not requirements. Powers that are not listed are just as viable as the ones you see below.

● General

«Primordial__» - There is no reason why you should not copy Powers. Some of Ouroboros' Powers require that they be used with a copied Power.

If you're playing offensive, consider using «Primordial Red» to copy an [Armor] negating Power. If you're defensive, consider «Primordial Blue».

«Flood of Colors» - This Power changes combined Powers to [Area (select)]. The only drawback is that this Power must be used with a copied Power.

● Offense

«Consumed Sacrifice» - By damaging an Overed, you gain an Attack Power bonus towards your Ouroboros Powers. This bonus also lasts an entire Scene.

«Starving Shadow», «Ravaging Jaws» - If you're running a <RC> attack character, these will be your base attacks. Take «Starving Shadow» if you want damage. «Ravaging Jaws» and other Powers like it are meant for debuff attacks.

● Defense

«Entropic Shadow» - A quick way to reduce damage for multiple allies. The drawback is that the damage must originate from a Power.

«Mystic Mirror» - If you're playing a <RC> character and don't have any points devoted to [Body], use this Power so that you can roll <RC> for your Dodge checks.

Copy Power Mechanics

■ Copy - Ouroboros' Unique Ability

Ouroboros has the ability to copy the Powers of other Syndromes. By acquiring certain Ouroboros Powers, characters can learn Powers from other Syndromes, although they must pay a higher usage cost. These Powers have a special set of rules governing them, which will be explained in this section.

For the sake of convenience, these Powers will be referred to as "Copy Powers." The Powers that are taken from other Syndromes will be called "copied Powers."

● List of Copy Powers

«Shadow Armory»
«Primordial Blue»
«Primordial Red»
«Primordial Yellow»
«Primordial Green»
«Primordial Purple»
«Primordial White»
«Primordial Black»
«Primordial Void»
«Fake Simple Power»

● Acquiring Copy Powers

When acquiring one of the above Copy Powers, clearly record the copied Power in the following manner: «Primordial Red: Beast's Strength».

A character cannot acquire two instances of a single Copy Power, even if he intends to copy two different Powers. A character cannot have «Primordial Red: Beast's Strength» and «Primordial Red: Dancing Hair» at the same time. This restriction is only lifted if a character has «Endless Helix», and even then only partially.

● Using Copied Powers

Copied Powers will be considered Ouroboros Powers rather then Powers of their original Syndrome. This ruling may confuse players, as it changes how some Powers work.

«Primordial Red: The Lord's Right Arm» shall be used as an example of how a Power's working may change. Normally, «The Lord's Right Arm» must be combined with an Angel Halo Power, as it is a [Skill: Syndrome] Power. However, because this version was copied using «Primordial Red», it must be combined with an Ouroboros Power. Using an Angel Halo Power will not satisfy the Skill requirement of the copied version.

Powers that specifically name a Syndrome in its effect description will not be affected by the above ruling. So even if «The Lord's Blessing» was acquired via «Primordial Blue», the Power will still only give a bonus to checks that use an Angel Halo Power.

● Buying Powers - Limitations

Two copies of the same Power cannot be acquired. A copied Power shall be considered to be the same as its original.

For example, if a character has «Primordial Red: The Lord's Right Arm», he cannot use experience points to buy «The Lord's Right Arm» normally, even if he has the Angel Halo Syndrome. Likewise, Items and Trait Loises like Duplicate (Advanced Pg. 16) cannot be used to acquire a second copy of a Power.

The reverse situation has the same limitations. A player cannot copy a Power he already owns. So if a player already bought «The Lord's Right Arm» for his Angel Halo Syndrome, then he cannot use «Primordial Red» to get «The Lord's Right Arm» again.

● Leveling Copied Powers

Like with any Powers, copied Powers are leveled using experience points. There is no change in cost.

● Max Level of Copied Powers

The Max Level of a copied Power is determined by what kind of Ouroboros Breed the character is.

If a Power normally has a Max Level of 3, then an Ouroboros Purebreed can level that Power to 5. A Crossbreed can level the Power to 3, and a Tri-Breed can only go up to 2. It does not matter if a character has the original Syndrome or not.

● Working Around Sub-Syndrome Restrictions

As previously mentioned, copied Powers are treated as Ouroboros Powers. This ruling can be used to a player's advantage is so desired. For example, a Tri-Breed character with Angel Halo as a Sub-Syndrome can use «Primordial White» to acquire «Robe of Light», a Power that would normally be unavailable to him.

● Defining Powers with Limited Number of Uses

Many of the Copy Powers apply modifiers if a Power with a limited number of uses is being acquired. Any Power that has "Can only be used x times per..." in its effect description is considered to have a limited number of uses.

● When a Power Cannot be Copied

Copy Powers like «Primordial Red» require that only Powers with a single timing are copied. Powers with multiple Timings (e.g. Major/Reaction) cannot be copied by these Powers. Thus, «Primordial Red» and «Primordial Green» can never copy Neumann's «Combat System».

However, Powers like «Primordial White» can be used to copy «Combat System», as they do not require Powers to be of a certain Timing.

Powers: Ouroboros

Ouroboros absorbs other Renegade strains and uses them to strengthen itself. With this Syndrome, Overeds can copy abilities, negate attacks, or supplement their own powers. Another ability unique to Ouroboros is the power to control shadows. With these abilities, this Syndrome possesses infinite potential.

Rod of Asclepius

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 2 **Restrict:** -
Force a Renegade strain to supplement the body's natural healing ability.

Heal: Target recovers HP equal to [(LV)D + (Target's Encroachment Rate divided by 10)].

Round down when dividing the Encroachment Rate.

Sacrificial Snake

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -
Draw an attack towards yourself.
Timing: Use right after a [Target: Single] attack's accuracy check.

Effect: Preceeding attack now targets you. You receive the Bad Status Pressure.

You must be a valid target for the attack (e.g. Not out of range, etc.) in order for this Power to take effect. This Power may be used (LV) times per Scenario.

Starving Shadow

Max LV: 10 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 1 **Restrict:** -
Command your shadow to attack.

Base Attack: Perform a <RC> projectile attack of Attack Power: + [LV + 2].

Entropic Shadow

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Area (Select) **RNG:** Close
Encroach: 4 **Restrict:** -
Dissipate the force of an attack.

Timing: Use right before HP damage is applied to a character.

Defense: Reduce preceeding damage amount by – [LV x 5] points.

Only damage that originated from a Power can be reduced. Enviornmental damage or the like cannot be reduced. This Power may only be used once per Round.

Torus Helix

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -
Incorporate absorbed Renegade strains into your own defenses.

Timing: Use when you deal at least one point of damage to an Overed.

Boost: You gain a + [LV x 3] [Armor] stat bonus that lasts for the remainder of the Scene.

This Power may only be used once per Scene.

Shadow Armory

Max LV: REFER **Timing:** REFER
Skill: REFER **DFCLTY:**REFER
Target: REFER **RNG:** REFER
Encroach: REFER **Restrict:** -
Copy Power: Select and acquire one equipment creation Power {e.g. «Sword of Light» (Core pg. 101) or «Obsidian Armor» (Core pg. 194)} from any Syndrome. The selected Power must be [Restrict: -].

Items created from your copied Power have a -1 Guard penalty (if a weapon) or a -2 Armor penalty (if an Armor).

Refer to page 4 for more on Copy Powers.

Consumed Sacrifice

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 1 **Restrict:** -
Enhance your Powers using absorbed Renegade strains.

Timing: Use when you deal at least one point of damage to an Overed.

Boost: For the remainder of the Scene, any of your attacks that use an Ouroboros Power will receive a + [LV x 3] Attack Power bonus.

This Power may only be used once per Scene.

Primordial Blue

Max LV: REFER **Timing:** REFER
Skill: REFER **DFCLTY:**REFER
Target: REFER **RNG:** REFER
Encroach: REFER **Restrict:** -
Copy Power: Select and acquire one [Timing: Minor] Power from any Syndrome. It must be [Restrict: -] and cannot be an Enemy Power.

The selected Power's Encroach cost is increased by +1. If the selected Power has a limited number of uses, permanently increase your Base Encroachment Rate by +3.

Refer to page 4 for more on Copy Powers.

Primordial Red

Max LV: REFER **Timing:** REFER
Skill: REFER **DFCLTY:**REFER
Target: REFER **RNG:** REFER
Encroach: REFER **Restrict:** -
Copy Power: Select and acquire one [Timing: Major] Power from any Syndrome. It must be [Restrict: -] and cannot be an Enemy Power.

The selected Power's Encroach cost is increased by +1. If the selected Power has a limited number of uses, permanently increase your Base Encroachment Rate by +3.

Refer to page 4 for more on Copy Powers.

Primordial Yellow

Max LV: REFER **Timing:** REFER
Skill: REFER **DFCLTY:**REFER
Target: REFER **RNG:** REFER
Encroach: REFER **Restrict:** -
Copy Power: Select and acquire one [Timing: Setup] or [Timing: Cleanup] from any Syndrome. It must be [Restrict: -] and cannot be an Enemy Power.

If the selected Power has a limited number of uses, permanently increase your Base Encroachment Rate by +3.

Refer to page 4 for more on Copy Powers.

Primordial Green

Max LV: REFER **Timing:** REFER
Skill: REFER **DFCLTY:**REFER
Target: REFER **RNG:** REFER
Encroach: REFER **Restrict:** -
Copy Power: Select and acquire one [Timing: Reaction] Power from any Syndrome. It must be [Restrict: -] and cannot be an Enemy Power.

The selected Power's Encroach cost is increased by +1. If the selected Power has a limited number of uses, permanently increase your Base Encroachment Rate by +3.

Refer to page 4 for more on Copy Powers.

Primordial Purple

Max LV: REFER **Timing:** REFER
Skill: REFER **DFCLTY:**REFER
Target: REFER **RNG:** REFER
Encroach: REFER **Restrict:** -
Copy Power: Select and acquire one [Timing: Auto] or [Timing: Initiative] Power from any Syndrome. It must be [Restrict: -] and cannot be an Enemy Power.

The selected Power's Encroach cost is increased by +1. If the selected Power has a limited number of uses, permanently increase your Base Encroachment Rate by +4.
Refer to page 4 for more on Copy Powers.

Fantastic Pigments

Max LV: 5 **Timing:** Refer
Skill: Syndrome **DFCLTY:** -
Target: - **RNG:** -
Encroach: 4 **Restrict:** -
Evolve your stolen strains into more powerful versions.

Timing: Use in conjunction with a Power you acquired via a «Primordial __» Power.

Modify: The selected Power becomes [Range: View].

This Power may be used (LV) times per Scenario.

Flood of Colors

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** -
Target: Area (Select) **RNG:** -
Encroach: 2 **Restrict:** -
Evolve your absorbed strains' effective range and area coverage.

Timing: Use in conjunction with a Power you acquired via a «Primordial __» Power. The Power cannot be [Target: Self].

Modify: The selected Power becomes [Range: Area (Select)].

This Power may be used (LV) times per Scenario.

Chaotic Master

Max LV: 3 **Timing:** Refer
Skill: Syndrome **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -
Use your own Renegade strain to strengthen your copied Powers.

Timing: Use in conjunction with a Power you acquired via a «Primordial __» Power.

Boost: Checks that use a copied Power receive a + [LV x 2] score bonus.

This Power may be used (LV) times per Scenario.

Sceptre of Regeneration

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 3 **Restrict:** -
Greatly enhance a person's regenerative abilities by directly manipulating his Renegade strain's healing ability.

Timing: Use right after your Target uses «Resurrect».

Heal: Target recovers an extra [LV + 1] HP. The additional HP recovery will not be added towards his Encroachment Rate.

Nullifying Hand

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** Close
Encroach: 5 **Restrict:** -
Nullify Powers with a single touch.

Base Attack: Perform a <RC> projectile attack.

Attack Effect: When this Power hits, the Target loses the effects of all Powers that were used on him. [Timing: Constant] and Enemy Powers cannot be nullified.

This Power may be used (LV) times per Scenario.

Mystic Mirror

Max LV: 1 **Timing:** Reaction
Skill: <RC> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -
Cancel out an incoming attack using an exact copy of the attack.

Modify: Roll your Dodge check against <RC> instead of <Dodge>.

Ever-Changing Shadow

Max LV: 5 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -
Change your shadow into objects and forms that can be used for the task at hand.

When you use this Power, select one Skill you have at least one level in.

Boost: For the duration of the current Scene, the selected Skill gains a + [LV + 1] level bonus. This Power may be used three times per Scenario.

Heretic Killer

Max LV: 5 **Timing:** Major
Skill: <Melee> <RC>
DFCLTY: Opposed
Target: - **RNG:** -
Encroach: 3 **Restrict:** -
Take away the enemy's Powers by killing his Renegade strain.

This Power can only target Overeds.

Attack Effect: If this Power deals at least one point of damage, then for the duration of the current Round the Target has a – [LV + 1] dice penalty towards all checks that he performs.

Heretical Law

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** -
Take Renegade strains from the surrounding area and absorb them into yourself.

Timing: Use when you deal at least one point of damage to an Overed.

Boost: For the remainder of the Scene, any of your checks that use an Ouroboros Power receive a + [LV x 2] dice bonus.

Destructive Vortex

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** -
Gain more power by violently agitating your Renegade strain.

Timing: Use when you deal at least one point of damage to an Overed.
Effect: For the remainder of the Scene, your attacks ignore the Target's [Armor] stat when calculating damage.

This Power may be used (LV) times per Scenario.

Paper Weaponry

Max LV: 3 **Timing:** Major
Skill:<Melee><RC>
DFCLTY: Opposed
Target: - **RNG:** Close
Encroach: 4 **Restrict:** -
Dismantle weapons that were created using Powers.
Attack Effect: If this Power deals damage, destroy all of the Target's equipped weapons and armors that were created using Powers. Target reverts back to Fists.

Items from [Timing: Constant] Powers are exempt.
This Power may be used (LV) times per Scenario.

Universal Rainbow

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** View
Encroach: 6 **Restrict:** -
Timing: Use at any time.

Effect: Select a Power that was used during the current Scene. It must be [Restrict: -] and cannot be an Enemy Power.

For the remainder of the current Scene, you have the selected Power at level one.

This Power may only be used once per Scenario.

Condemning Touch

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 3 **Restrict:** -
Destroy the enemy's Renegade strain with a single touch.

Timing: Use when the Target uses a Power to perform a Cover.

Negate: Target's Cover Power and its effects are negated. The Target may now choose to instead Cover without using Powers.

This Power may be used (LV) times per Round.

Shapeless Shadow

Max LV: 1 **Timing:** Major
Skill: Refer **DFCLTY:** -
Target: - **RNG:** -
Encroach: 4 **Restrict:** -
Set your shadow free and let it act in your stead.

This Power may be combined with any kind of check.

Modify: Checks that use this Power may be rolled against [Mind].

This Power may only be used once per Round.

Ravaging Jaws

Max LV: 10 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 1 **Restrict:** -
Break down and destroy all Renegade strains in the area.

Base Attack: Perform a <RC> projectile attack.

Attack Effect: When this Power hits, the Target receives the Bad Status Dazed.

This Power may be used (LV) times per Scene.

Spiral Demon

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** -
Surrender your mind to the Renegade in exchange for power.

Boost: You gain the Bad Status Berserk.For the duration of the Round, you gain a + [LV x 3] Attack Power bonus when attacking with an Ouroboros Power.

Rapid Shift

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Area (Select) **RNG:** View
Encroach: 2 **Restrict:** -
Give your Renegade strain to those who need an increase in their Encroachment Rate.

Effect: Target performs a Genetic Shift. Only characters that agree to be targets are affected.

This Power may be used (LV) times per Scenario.

Refer to Core pg. 274 for more on Genetic Shift.

Reckless Force

Max LV: 5 **Timing:** Constant
Skill: - **DFCLTY:** -
Target: - **RNG:** -
Encroach: - **Restrict:** -
Your powers increase when your Renegade strain goes berserk.

Boost: If you have the Bad Status Berserk, your Major Action checks gain a + (LV) dice bonus.

This Power cannot receive the Encroachment Rate level bonus. When you acquire this Power, permanently increase your Base Encroachment Rate by +2.

Renegade Absorption

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** -
Absorb the enemy's virus strain.

Timing: Use after you take at least one point of damage from an attack that used a Power.

Counter: Counter with one of your Powers that has, "Use when you deal at least one point of damage to an Overed" in its effect.

This Power may only be used once per Scene.

Renegade Dissolution

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 3 **Restrict:** -
Dissipate incoming Powers.

Timing: Use after a character uses a [Timing: Auto] Power.

Negate: Negate the Target's Power. Only [Restrict: -] and Enemy Power can be negated. If the negated effect needs a score, give it a score of zero.

This Power may be used (LV) times per Scenario.

Aurora Spiral

Max LV: 3 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: Refer **Restrict:** 80%
Meld small colonies of Renegades together into a single power mass.

Boost: Increase your Encroachment Rate by one to five points. For the remainder of your turn (Main Process), your gain an Atk. Power bonus equal to [(Your Encroachment Rate increase) multiplied by (LV)]. Max bonus is 20.

This Power may only be used once per Scene.

Primordial White

Max LV: REFER **Timing:** REFER
Skill: REFER **DFCLTY:**REFER
Target: REFER **RNG:** REFER
Encroach: REFER **Restrict:** 80%
Copy Power: Select and acquire one Power that is [Restrict: -] or [Restrict: 80%]. Your cannot choose [Timing: Constant] or Enemy Powers.

The selected Power's Encroach cost is increased by +2 and becomes [Restrict: 80%]. If the Power has a limited number of uses, increase your Base Encroachment Rate by +3

Refer to page 4 for more on Copy Powers.

Voracious Ouroboros

Max LV: 5 **Timing:** Major
Skill: <Melee>**DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 4 **Restrict:** 80%
Penetrate any Powers that dare try to stop your attack.
This Power requires that you attack using Fists.
Effect: Attacks using this Power gain the following effects:
-Target cannot use Powers for his Reaction checks.
-Ignores all [Armor] stat bonuses that were gained via Powers.

This Power may be used (LV) times per Scenario.

Eternal Evolution

Max LV: 1 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** 100%
Evolve your absorbed Renegade strains to new levels of power.
Boost: For the duration of the current Round, all Powers acquired via «Primordial __» Powers gain a +1 level bonus.

The target Powers may exceed their max level, but they will not gain more uses.

This Power may only be used once per Scenario.

Heretical King

Max LV: 3 **Timing:** Major
Skill: <Melee> <RC>
DFCLTY: Opposed
Target: - **RNG:** -
Encroach: 4 **Restrict:** 100%
Attack with a critical mass of energy that your Renegade strain accumalated.

Boost: Attacks that use this Power gain an Atk. Power bonus that is equal to one-tenth of your current Encroachment Rate (rounded down).

This Power may be used (LV) times per Scenario.

Primordial Black

Max LV: REFER **Timing:** REFER
Skill: REFER **DFCLTY:**REFER
Target: REFER **RNG:** REFER
Encroach: REFER **Restrict:** 100%
Copy Power: Select and acquire one Power that is [Restrict: -] or [Restrict: 100%]. Your cannot choose [Timing: Constant] or Enemy Powers.

The selected Power's Encroach cost is increased by +2 and becomes [Restrict: 100%]. If the Power has a limited number of uses, increase your Base Encroachment Rate by +3

Refer to page 4 for more on Copy Powers.

True Traitor

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Area (Select) **RNG:** Close
Encroach: 4D10 **Restrict:** 120%
Make your enemy's Renegade strain cannabalize itself.
Damage: Target receives HP damage that is equal to [(LV + 1) + (Target's Encroachment Rate divided by two, rounded down)].

This Power cannot be Reacted against, as it is an Auto Power.

This Power may only be used once per Scenario and cannot be combined with other Powers.

Return to the Void

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 4D10 **Restrict:** 120%
Consume Renegade Powers and return them back to the void.

Timing: Use before HP Damage is applied to your Target.

Defense: Reduce your Target's expected damage to zero.Only damage that originated from a Power can be reduced.

This Power may only be used once per Scenario.

Primordial Void

Max LV: REFER **Timing:** REFER
Skill: REFER **DFCLTY:**REFER
Target: REFER **RNG:** REFER
Encroach: REFER **Restrict:** 120%
Copy Power: Select and acquire one Power that is [Restrict: -] or [Restrict: 120%]. Your cannot choose [Timing: Constant] or Enemy Powers.

The selected Power's Encroach cost is increased by +2 and becomes [Restrict: 120%]. If the Power has a limited number of uses, increase your Base Encroachment Rate by +3

Refer to page 4 for more on Copy Powers.

Ruler's Crown

Max LV: 3 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** Pure
Adapt stolen Renegade strains to your own body. This will make your stolen Power more effective.

Effect: If any Ouroboros Power (e.g. «Primordial Void») increases your Base Encroachment Rate, reduce that increase by - (LV). An increase cannot be reduced below zero.

This Power cannot receive the Encroachment Rate level bonus.

Endless Helix

Max LV: 1 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** Pure
When acquring this Power, select one of the following «Primordial»'s: Blue, Red, Yellow, Green, or Purple.

Effect: Acquire a second copy of your selected «Primordial» Power.

This Power cannot receive the Encroachment Rate level bonus.

When acquiring this Power, permanently increase your Base Encroachment Rate by +3.

Perfected Imitation

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** T-Lois
This Power requires that you have the Irregular Strain Trait Lois (Advanced pg. 11).

Timing: Use in conjunction with a Power that was copied via a «Primordial __» Power.
Boost: +2 level bonus for the target Power. The Power exceed its max level, but it cannot gain extra uses.

This Power may be used (LV) times per Scenario.

Simple Powers: Ouroboros

As with its regular Powers, Ouroboros Simple Powers involve the use of shadows as a tool, as well as the ability to negate and copy powers.

Fake Simple Power

Max LV: REFER **Timing:** REFER
Skill: REFER **DFCLTY:**REFER
Target: REFER **RNG:** REFER
Encroach: REFER **Restrict:** REFER

Copy Power: Select and acquire one Simple Power from any other Syndrome.

When you acquire this Power, permanently increase your Base Encroachment Rate by + 1.

Refer to page 4 for more rules on Copy Powers.

Shadow Puppetry

Max LV: 1 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: (Scene) Select **RNG:** View
Encroach: - **Restrict:** -

Effect: Create a shadow and control it. You decide the shadow's shape and size. You may make the shadow seem like it is being casted by an object that exists outside of a person's view.

If someone tries to see past your trickery, he must perform an Opposed check with you. That person rolls <Perception>, while you roll <RC>.

Walking Silhouette

Max LV: 1 **Timing:** Major
Skill: - **DFCLTY:** Refer
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Effect: Your shadow becomes a three-dimensional being with an appearance you choose. This shadow is treated as an Extra-type NPC that follows you.
Auto Action Ability: Return your shadow back to its flat form.

If someone tries to see past your trickery, he must perform an Opposed check with you. That person rolls <Perception>, while you roll <RC>.

Forbidden Actions

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -
Negate the effects of simple Renegade Powers.

Timing: Use right after the Target uses a Simple Power.

Effect: Negate the Target's Simple Power. If the negated Power requires a score, use a score of zero.

This Power may be used (LV) times per Scenario.

Shadow Diver

Max LV: 1 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 2 **Restrict:** -

Effect: Read a person's emotions by touching his shadow. A person's conscious thoughts cannot be read using this Power.

If your Target is trying to hide his emotions, perform an Opposed check. The Target rolls <Will>, while you roll <RC>.

Delete Power

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** Close
Encroach: 3 **Restrict:** -
Temporarily delete a Simple Power and its effects.
Effect: Perform a <RC> Opposed check with your Target. If you win,negate one Simple Power effect that the Target has. For the remainder of the Scene, the Target cannot use the same Simple Power.

[Timing: Constant] Powers cannot be negated by «Delete Power».

Jester's Tools

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 1 **Restrict:** -
Effect: Make your Powers look like a different Power. This change is only cosmetic. Actual stats and data do not change. You can only copy Powers that you have seen in action.

If someone tries to see through your Power's disguise, perform an Opposed check with that character. The opposing character rolls <Perception>, while you roll <RC>.

Shadow Periscope

Max LV: 1 **Timing:** Major
Skill: - **DFCLTY:** Refer
Target: Refer **RNG:** View
Encroach: 1 **Restrict:** -

Effect: Give your shadow sensory abilities. Your shadow can now be sent through cracks and small spaces to scout out unknown areas. Your shadow can also hide in another person's shadow and eavesdrop on his conversation.

If you want to use your shadow to find someone who is hiding, perform a <Perception> check.

ANGEL HALO POWERS

The following Angel Halo Powers utilize light to mislead and distract.

DOUBLE CROSS

Mirroring Doll

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -
Give precise commands via the use of visual aid projections.

Timing: Use after a character fails a Reaction check.

Defense: Perform a Dodge check in your Target's stead. If you are successful, the incoming attack will miss your Target.

This Power may be used (LV) times per Scenario.

Showtime

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4 **Restrict:** -
Use light to draw the enemy's attention to you and hopefully away from others.

Penalty: During the current Round, if the Target attacks and does not target you, his attack's accuracy check receives a – [LV + 1] dice penalty.

Laser Fan

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: Area (Select) **RNG:** -
Encroach: 3 **Restrict:** -
Fire lasers in a wide-spread burst.

Modify: Your attack becomes [Target: Area (Select)] and cannot target characters that are in your Engagement.

This Power may be used (LV) times per Scenario.

Mirror Image

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4 **Restrict:** 80%
Confuse the enemy with numerous mirror images.

Effect: For the remainder of the current Round, your Dodge checks receive a -1 Critical Value bonus (Min. 6), but your attacks suffer a -5 Attack Power penalty.

This Power may be used (LV) times per Scenario.

Flash of Omniscience

Max LV: 1 **Timing:** Reaction
Skill: Syndrome **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** 100%
Become near-omniscient.

Timing: Use with your Dodge check.

Defense: You can dodge attacks that normally are unavoidable, such as Powers that have "cannot React" or "cannot Dodge" in its description.

This Power may only be used once per Scenario.

Switch Out

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4D10 **Restrict:** 120%
Switch places with someone while the enemy is distracted by illusions.
Timing: Use right before your Reaction check and only when you're being targeted with a [Target: Single] attack.

Effect: Switch that attack's Target to another character that is in your Engagement.

This Power may only be used once per Scenario.

BALOR POWERS

These new Balor Powers largely revolve around disabling opponents rather than brute force.

DOUBLE CROSS

Gravity Shackles

Max LV: 5 **Timing:** Major
Skill: <Ranged> **DFCLTY:** Opposed
Target: Single **RNG:** Weapon
Encroach: 4 **Restrict:** -
Immobilize enemies by shooting them with bullets that you made extremely heavy.

Attack Effect: If this Power deals at least one point of damage, then for the duration of the current Round the Target's Move is reduced by – [LV x 2] meters.

Move cannot be lowered past zero. Dash distance remains unaffected.

Gravity Handcuffs

Max LV: 5 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: Single **RNG:** Weapon
Encroach: 4 **Restrict:** -
Use gravity to "tie down" an enemy and his movement.

Attack Effect: If this Power hits, then for the duration of the Scene the Target receives a -1 dice penalty towards all checks he performs. This penalty will accumulate each time the Target is hit with this Power.

This Power may be used (LV) times per Scenario.

Evil Eye Spear

Max LV: 5 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** -
Turn your Evil Eye into a weapon.
Create Weapon: Create and equip the following weapon:

Type: Melee Skill: <Melee>
Acc: -4 Atk. Power: [LV + 7]
Guard: 5 Range: Close
Equip Effect: If this weapon deals damage, the target receives the Bad Status Rigor.

This weapon only lasts for the duration of the Scene.

Conqueror's Evil Eye

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** -
Encroach: 5 **Restrict:** 80%
Turn your Evil Eye into a projectile and fire it at your enemy.

Base Attack: Perform a Attack Power: + [LV x 5] <RC> projectile attack.

Attack Effect: This attack cannot target characters that are in the same Engagement as you.

This Power may only be used once per Scene.

Tyrant's Speed

Max LV: 1 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 8 **Restrict:** 100%
Adjust gravity so that you act faster.

Effect: For the duration of the current Round, any Balor Powers that normally can only be used once per Round may now be used up to two times per Round.

This Power may only be used once per Scenario.

Wormhole

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4D10 **Restrict:** 120%
Warp space-time in a way that causes an attack to also hit someone else.

Timing: Use after HP damage has been applied to you.

Damage: Your Target receives HP damage equal to what you just received.

This Power may only be used once per Scenario.

BLACK DOG POWERS

The new Black Dog Powers introduce stat enhancements, as well as ways to get extra movements or action.

DOUBLE CROSS

Empowering Lightning

Max LV: 5 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -
Use a stimulating electrical current to enhance a person's abilities.

Boost: For the duration of the Scene, your Target receives a + (LV) dice bonus to his Major Actions and a +5 meter bonus to his Move.

Take the Move bonus into account when calculating Dash distance.

True Lightning

Max LV: 5 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** -
Dramatically increase your electrical power by dropping a bolt of lightning on yourself.

Boost: During your current turn (Main Process), any of your attacks that use Black Dog Powers receive a + [LV x 2] Attack Power bonus.

Pay 5HP when you use this Power.

Stun Shield

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 2 **Restrict:** -
Counterattack with high-voltage electricity.

Timing: Use right after Guarding, and if you were reduced to zero HP or below.

Damage: Deal [LV x 2] HP damage and the Bad Status Dazed to your attacker.

This Power may only be used once per Round.

Magnetic Movement

Max LV: 3 **Timing:** Initiative
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Refer
Encroach: 3 **Restrict:** 80%
Draw your enemy towards you.

Move: Move your Target into your Engagement. The Target may Break Away from his current Engagement.

You can only target characters that are within [LV x 10]M of you.

This Power may only be used once per Scene, and cannot be combined with other Powers.

Sparked Blade

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 3 **Restrict:** 100%
Strengthen a weapon by electrifying it with lightning.

Boost: Your Target's next attack ignores the [Armor] stat when calculating damage.

This Power may be used (LV) times per Scenario.

Exhilarating Lightning

Max LV: 1 **Timing:** Initiative
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4D10 **Restrict:** 120%

Effect: The Target takes a turn(Main Process) during the Initiative Process.This turn may be performed even if the Target is in Post-Action state, and it will not cause the Target to enter the Post-Action state.

This Power may only be used once per Scenario, and cannot be combined with other Powers.

BRAM STOKER POWERS

Bram Stoker Overeds receive numerous new options for blood attacks and Servants.

DOUBLE CROSS

Remote Extension

Max LV: 1 **Timing:** Major
Skill: Syndrome **DFCLTY:** -
Target: Single **RNG:** Refer
Encroach: 3 **Restrict:** -
Use a Servant as an extender for your Power's range.

When you use this Power, select one of your Servants.

Effect: [Range: Close] attacks that use this Power can target characters that are in your Servant's Engagement rather than your own.

Cross Slash

Max LV: 3 **Timing:** Major
Skill: - **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -
Launch a coordinated attack with your Servant.

Timing: Use in conjunction with «Cross Attack» (Core pg 132).

Boost: + [LV x 4] Attack Power bonus for attacks that use this Power.

Worm Toxin

Max LV: 5 **Timing:** Initiative
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4 **Restrict:** -
This Power requires that you have at least two Servants.

Effect: Sacrifice one Servant. For the duration of the current Scene, one of your Servants receives a + [LV x 5] HP (add to both current and Max HP) and a + 5 dice towards all checks.

This Power may not be combined with other Powers.

Servant's Rush

Max LV: 3 **Timing:** Initiative
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** View
Encroach: 2 **Restrict:** -
Have one of your Servants move to a different location.

Move: One of your Servants may Move. The Servant may Break Away from his current Engagement, will not be stopped by obstructive Engagements, and is not affected by Blockades.

This Power may be used (LV) times per Scenario, but cannot be combined with other Powers.

Bloody Chains

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 4 **Restrict:** -
Hold down your opponent with chains made from your blood.

Base Attack: Perform a <RC> projectile attack.

Attack Effect: If this Power hits, your Target receives a + 1 Critical Value penalty towards his next check.

Attacks that use this Power cannot deal HP damage.

United Warhorse

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Timing: Use in conjunction with «Blood Warhorse» (Core pg 132).

Boost: As long as «Blood Warhorse» is in effect, you will receive a + [LV x 2] [Armor] stat bonus and your Move distance is increased by + 10 meters.

The Move bonus will also change your Dash distance.

Blinding Blood Mist

Max LV: 3 **Timing:** Reaction
Skill: Refer **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 1 **Restrict:** -
Blind your enemy with a blood mist.

Timing: Use with your Dodge check. Pay 5HP when using this Power.

Boost: You dodge check receives a -1 Critical Value bonus. Lowest possible Critical Value is 6.

This Power may be used (LV) times per Scenario.

Bloody Blessing

Max LV: 5 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -
Turn your Servant into a weapon enhancement.

Effect: Sacrifice one Servant. For the duration of the current Scene, your Fists and any weapon created from «Crimson Sword» (Core pg 131) receive a + [LV x 3] Attack Power bonus.

Bloody Snare

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -
Entrap your enemy with a net of blood.

Base Attack: Perform a <RC> projectile attack.

Attack Effect: If the attack hits, then for the duration of the Round the Target will receive [LV x 2] HP damage each time he Moves, Dashes, or performs a Dodge check.

Bloody Bomb

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 1 **Restrict:** -
Send your blood into your opponent's body and have it wreak havoc.

Attack Effect: If this Power deals at least one point of damage, the Target receives an additional [LV – 1] points of damage. Minimum damage via this effect is 1.

You will lose HP equal to the damage dealt by this Power.

Restraining Command

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -
You can only target characters that are currently affected by Bram Stoker Powers that have a continual effect that lasts for the Round or Scene, and were originally used by you.

Timing: Use this Power after the Target completes a check.
Effect: Target's check score is reduced by -5.
This Power may be used (LV) times per Scenario.

Disastrous Crimson

Max LV: 3 **Timing:** Major
Skill:<Ranged> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -
Tip your projectiles with defense-weakening blood.

Attack Effect: If this Power deals at least one point of damage, then for the duration of the current Scene the Target receives a – [LV x 3] Guard stat penalty.

Pay 2HP once your turn (Main Process) is completed.

Sinister Blood

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4 **Restrict:** 80%
Make blood attacks more dangerous by turning your blood into a poison.

Boost: During the current Round, any of your attacks that use a Bram Stoker Power receive a + [LV x 2] Attack Power bonus.

Pay 5HP when using this Power.

Absorb Servant

Max LV: 3 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 7 **Restrict:** 100%
Strengthen yourself by absorbing a Servant.

Boost: Sacrifice one of your Servants.For the duration of the current Scene, your current and Max HP amounts are increased by + {LV x 10].

Hell's Blood

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4D10 **Restrict:** 120%

Timing: Use before calculating damage for your attack.

Boost: Your attack deals an extra [LV x 2] D points of damage.

This Power may only be used once per Scenario.

Powers: Servants

The following are Powers for Bram Stoker Servants. As with all Servant Powers, the Master character is be the one purchasing these abilities, but only Servant characters may use them.

Mock Shield

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 1 **Restrict:** Servant
Your Servant now guards more effectively.

Timing: Use when your Servant Guards.

Boost: During this Guard, the Servant receives a + [LV x 3] [Guard] bonus.

A single Servant may use this Power only once per Round.

Regenerating Minion

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 1 **Restrict:** Servant
Reconstruct a Servant.

Heal: Your Servant recovers [LV + 1]D HP.

Support Form

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** Servant
Transform your Servant into a form that's optimized for support.

Boost: For the duration of the current Round, characters that are in the same Engagement as the Servant that used this Power receive a + (LV) score bonus to all checks they perform.

Servants go into the Post-Action state after using this Power.

Guardian Doll

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** Servant
Make a Servant take an attack for someone.
Timing: Use before damage calculation is done.
Defense: The Servant that used this Power Covers another character. This Cover does not cause the Servant to enter the Post-Action state and can be done even if the Servant is already Post-Action. This Power may only be used once per Main Process and up to (LV) times per Scene.

Interceptor Form

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** Servant
Transform your Servant into a form that's best for running nterference.

Penalty: For the duration of the current Round, characters that are in the same Engagement as the Servant that used this Power receive a - (LV) score penalty to all checks they perform.

Servants go into the Post-Action state after using this Power.

Incorporeal Attack

Max LV: 1 **Timing:** Major
Skill: Syndrome **DFCLTY:**Opposed
Target: - **RNG:** -
Encroach: 2
Restrict: Servant, 80%
By turning its limbs back into blood, a Servant can seep through a person's armor.

Attack Effect: This Power ignores the Target's [Armor] stat when calculating damage.

Upon finishing its turn, the Servant loses 10HP.

False Life

Max LV: 3 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4
Restrict: Servant,100%
Inject your Servant with resilient life force.

Boost: A Servant that uses this Power receives a + {LV x 10] bonus to current and Max HP. This bonus stays in effect until the end of the Scenario.

This Power may only be used once per Scenario.

Catastrophic Curse

Max LV: 1 **Timing:** Major
Skill: - **DFCLTY:** Opposed
Target: Scene(Select) **RNG:** View
Encroach: 2D10
Restrict: Servant,120%
Have numerous Servants self-destruct simultaneously.
Timing: Use with «Moonless Night's Curse» (Core pg 135).
Modify: Attack is changed to [Target: Scene(Select)] and [Range: View].

Upon finishing its turn, the attacking Servant and all other Servants you created are reduced to zero HP.

CHIMAERA POWERS

For the first time, Chimaera Overeds receive Powers that utilize the <RC> Skill.

DOUBLE CROSS

Beast Blast

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -
Attack a distant enemy with your roars, minions, or with whatever's on hand.

Base Attack: Perform a [Atk. Power: +5] <RC> projectile attack.

Boost: Your Accuracy check receives a +(LV) dice bonus.

This Power may only be used once per Round.

Hell Beast's Instinct

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -
Use your instincts to gain a better understanding how your Renegade strain should be controlled.

Modify: When this Power is used with a <RC> check, you may instead roll the check against [Body].

Instinctual Anchoring

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -
Gain the balance and grounding of a four-legged animal.

Timing: Use when some effect (e.g. Power, Item, etc.) forces you to Move.

Effect: The preceeding forced Movement is negated.

When this Power is used, you receive the Bad Status Berserk.

Monstrous Backside

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 2 **Restrict:** 80%
Carry allies on your backside.
Timing: Use when you Move. You must be under the effects of «Complete Therianthropy».

Move: When you Move, select one character that is in your Engagement and move him along with you. The selected character cannot be moved against his will.

This Power may be used (LV) times per Scene.

Guardian Beast

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** 100%
Even when blinded by rage, you instinctively protect your allies.

Timing: Use before any character's Reaction check.

Effect: Even if you have the Bad Status Berserk, you will still be able to perform Covers and Guards.

This Power may be used (LV) times per Scenario.

Immortal Beast

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4D10 **Restrict:** 120%
Your beastly strength and vitality will keep you alive.

Timing: Use before HP damage is applied to you. You must be under the effects of «Complete Therianthropy».

Defense: Reduce the incoming damage by – [LV x 2] points.

This Power may only be used once per Scenario.

EXILE POWERS

Exile Overeds will have now access to a wider range of tactics thanks to these new support and <RC> Powers.

DOUBLE CROSS

Twisted Maneuverability

Max LV: 3 **Timing:** Initiative
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** -
Slip through openings in the enemy's defense by stretching out your limbs, grabbing hold of something, and pulling your way through.

Move: You may perform a Move. During this Move, you will be able to Break Away from your current Engagement.

Cellular Encroachment

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 4 **Restrict:** -
Invade your opponent's cells and cause havoc.

Base Attack: Perform a <RC> projectile attack.
Attack Effect: If this Power hits, then the Target receives the Bad Statuses Pressure and Taint. Taint's Rank is equal to this Power's level.

This Power may only be used once per Scene.

Inorganic Limbs

Max LV: 10 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 1 **Restrict:** -
Fuse with nearby walls and structures so that you can use them in your attack.

Base Attack: Perform an [Atk. Power: +4] <RC> projectile attack.

Attack Effect: Dodge checks against this Power receive a -1 dice penalty.

Support Body

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Area (Select) **RNG:** Close
Encroach: 3 **Restrict:** 80%
Transform into a form that is geared specifically towards providing support for allies.
Effect: For the duration of the Round, the Target gains a + (LV) dice bonus towards all of his checks.As long as this bonus is in place, you will receive a -5 dice penalty towards all checks you perform.

You cannot target yourself with this Power.

Hydra's Fury

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4 **Restrict:** 100%
Sprout numerous limbs and attack with them.

Boost: For the duration of the Round, all Major Action checks you perform receive a + 3 dice bonus and a + [LV x 3] Attack Power bonus (for attacks only).

While this bonus is in effect, you will have the Bad Status Berserk. This Berserk can only be cured by using a Titus.

Another Self

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4D10 **Restrict:** 120%
Remove a part of your body and transform it into a back-up body.

Timing: Use at any time.

Effect: Select one of your Powers that have a limited number of uses. Restore one use to the Selected Power.

This Power may only be used once per Scenario.

HANUMAN POWERS

Most of Hanuman's new Powers are support abilities, but this set does include powerful situational attacks.

DOUBLE CROSS

Swift Wind

Max LV: 5 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Increase the force of your attacks with the inertia generated from your movements.

Boost: If you Dash or Break Away, then you receive a + [LV x 2] Atk Power bonus that lasts for the remainder of the Round.
This Power cannot receive the Encroachment Rate level bonus.
Permanently increase your Base Encroachment Rate by +4 when you acquire this Power.

Healing Song

Max LV: 5 **Timing:** Major
Skill: <Negotiate> **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -
Produce a special sound wave that increases a person's natural healing capacity.

Heal: Target recovers + [(LV)D + Mind] HP.

Support Wind

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -
Use the wind to provide support.

Timing: Use before your Target performs a check.

Boost: Target's check receives a + (LV) dice bonus.

This Power may only be used once per Round.

Limit Break

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** 80%
Push yourself past your max speed.

Effect: During this Round, one of your Powers that normally can only be used once per Round may now be used up to twice per Round. You select which one of your Powers receives this bonus.

This Power may be used (LV) times per Scenario.

Sacrificial Lamb

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4 **Restrict:** 100%
Use shockwaves to draw an attack away from an ally and towards yourself.
Timing: Use before HP damage is applied to your Target.

Defense: You receive the damage instead. You cannot reduce this damage is any manner (i.e. through Powers or similar effects).

This Power may be used (LV) times per Scenario.

Godly Wind

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 10 **Restrict:** 120%
Have the wind interfere with the enemy's actions.

Timing: After your Target uses a [Difficulty: Auto] Power.

Negate: Target Power and its effects are negated. Only Enemy Powers and [Restrict: -] Powers may be negated.

This Power may only be used once per Scenario.

MORPHEUS POWERS

This new set of Powers mostly consists of <RC> attacks and support abilities.

DOUBLE CROSS

Sand Crowbar

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -
Use a sand construct to pry open an enemy's defenses.
Base Attack: Perform a <RC> projectile attack.

Attack Effect: If this Power hits, then for the remainder of the Scene the Target will get a - [LV x 3] [Guard] penalty whenever he Guards. [Guard] cannot be lowered past zero. The Target can remove this penalty by using a Minor Action.

Sand Armor

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: - **RNG:** View
Encroach: 2 **Restrict:** -
Give an ally a piece of armor made from solidified sand.

Boost: The Target gains a [LV x 2] Armor stat bonus that lasts for the remainder of the Scene.

Super Lightweight Customization

Max LV: 5 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Make your weapons lightweight.

Effect: Select (LV) number of Stocked weapons you own. The selected weapons can be wielded in one hand, even if their description says otherwise. Example weapon: Two-Handed Sword, (Core 230).

When you acquire this Power, permanently increase your Base Encroachment Rate by +2.

Splintering Attack

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: [LV + 1] **RNG:** -
Encroach: 4 **Restrict:** 80%
Split your weapon into several pieces that can attack different targets.

Modify: Your attack becomes [Target: LV + 1], but will suffer a -5 Attack Power penalty and receive a -4 dice penalty towards its accuracy check.

Instant Tool

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** 100%
Instantly create a tool that is suited for the task at hand.

Timing: Use at any time. Select one Skill when you do.

Boost: For the remainder of the Round, all checks you roll against the selected Skill receive a + [LV x 2] score bonus.

This Power may only be used once per Round.

Creator's Miracle

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4D10 **Restrict:** 120%
Instantly create the supplies needed for the task at hand.

Timing: Use right after your Target performs a check.

Boost: The preceding check receives a +4D score bonus.

This Power may only be used once per Scenario.

NEUMANN POWERS

Neumann Overeds can now fight with their words. Even if they don't speak the enemy's language, Overeds can still use gestures and facial expressions.

DOUBLE CROSS

Defensive Language

Max LV: 1 **Timing:** Reaction
Skill:<Negotiation> **DFCLTY:**Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -
Avoid attacks by tricking the enemy into thinking that you are an ally.

Modify: When using this Power with your Reaction check, you may roll against the <Negotiation> Skill.

Offensive Language

Max LV: 5 **Timing:** Major
Skill:<Negotiation> **DFCLTY:**Opposed
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -
Weaken the enemy's mental state and open up his defenses by using offensive words, hypnosis, or some kind of verbal attack.

Base Attack: Perform an [Atk. Power: +LV] <Negotiation> projectile attack.

Attack Effect: This Power ignores the [Armor] stat when calculating damage.

Hypnotic Block

Max LV: 3 **Timing:** Major
Skill:<Negotiation> **DFCLTY:**Opposed
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -
Use a mental block to make your opponent forget how to use his Powers.

Base Attack: Perform a <Negotiation> projectile attack.

Attack Effect: If this Power hits, then the Target will receive the Bad Status Pressure.

This Power may be used (LV) times per Scenario.

Brilliant Defense

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** 80%
Quickly give advice on mitigating the damage of an incoming attack.

Timing: Use before HP damage is applied to your Target.

Defense: The Target's expected HP damage is reduced by -10 points.

This Power may be used (LV) times per Scenario.

Tag In

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 3 **Restrict:** 100%
Take an attack for another person.

Timing: Use right after a [Target: Single] attack has completed its accuracy check.

Effect: Preceding attack now targets you. As such, you will be the one who will perform the Reaction check and take damage.

This Power may only be used once per Round.

Instant Plan

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4D10 **Restrict:** 120%
Instantly come up with a plan that gets you out of certain death.

Timing: Use right after damage you will take has been calculated.

Defense: Incoming HP damage is reduced to zero.

This Power may only be used once per Scenario.

ORCUS POWERS

Orcus Overeds can acheive various effects by expanding, shrinking, or warping the space within their Domain.

DOUBLE CROSS

Teleporting Shot

Max LV: 5 **Timing:** Major
Skill: <Ranged> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -
Reduce the distance a shot needs to travel by "linking" your location and the opponent's together.

Modify: Your <Ranged> attack becomes [Range: View]. Guards against your attack receive a -5 [Guard] stat penalty.

This Power may be used (LV) times per Scenario.

Crumbling Earth

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -
Throw an enemy off balance by breaking the ground beneath him.
Base Attack: Perform a <RC> projectile attack.

Attack Effect: If this Power hits, then the Target receives a - (LV) dice penalty, which lasts for the remainder Scene, towards all Dodge checks.

The Target can remove this penalty by using a Minor Action.

Backstab

Max LV: 5 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Attack from a blind spot.
This Power requires «Shrinking Earth» (Core pg. 190).
Boost: During the turn (Main Process) when «Shrinking Earth» was used, your <Melee> attacks have a + [LV x 3] Atk. Power bonus.

This Power cannot receive the Encroachment Rate level bonus. When you acquire this Power, permanently raise your Base Encroachment Rate by +4.

Shrinking World

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 7 **Restrict:** 80%
Limit an opponent's attack options by shrinking the area around him.

Timing: Use right after your Target performs an accuracy check.

Penalty: Target's check score is reduced by – [LV x 5]. The score cannot be lowered below one.

This Power may only be used once per Scenario.

Expanding World

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 10 **Restrict:** 100%
Widen an action's effective area.

Timing: Use when the Target performs a Major Action.
Boost: Target's Major Action becomes [Target: Scene (Select)] and [Range: View]. The Target must consent to receiving these modifiers.
Once the Target's Major Action is completed, you lose 20HP.
This Power may only be used once per Scenario.

Physics Lockdown

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 4D10 **Restrict:** 120%
Enemies in your Domain will find that their inflictions cannot be healed.

Effect: Bad Statuses that were inflicted via attacks that use this Power cannot be cured using healing Powers. However, those Bad Statuses will automatically disappear during the Round's Cleanup Process.

This Power may be used (LV) times per Scenario.

SALAMANDRA POWERS

These new Salamandra Powers concentrate more on support and healing abilities rather than damage.

DOUBLE CROSS

Catastrophic Flames

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Area (Select) **RNG:** Close
Encroach: 3 **Restrict:** -
Perform a high-powered attack using flames that spew directly from your skin.

Boost/Modify: Your attack gains a + [LV x 3] Atk Power bonus and is changed to [Target: Area(Select)]. However, Range becomes [Close].

The Range and Target modifiers cannot be overridden by the effects of other Powers.

Hellfire and Nether-Ice

Max LV: 5 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -
Create a sword made of ice that is colder than ice and fire that is hotter than fire.

Use in combination with «Fire and Ice Sword» (Core 204).

Boost: Add + [LV x 2] to either the created weapon's Attack Power or Guard Stat. Select only one stat to apply the bonus to.

Phoenix Wings

Max LV: 3 **Timing:** Cleanup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4 **Restrict:** -
Boost your natural healing ability be adjusting your internal body temperature to optimal levels.

Heal: You recover [LV x 5] HP.

This Power can only be used once outside of combat per Scene.

Snowstorm's Protection

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Area (Select) **RNG:** Close
Encroach: 2 **Restrict:** 80%
Create a powerful snowstorm that weakens attacks.

You must have «Blizzard's Protection» (Core 204) before acquiring this Power.

Timing: Use in combination with «Blizzard's Protection»

Modify: «Blizzard's Protection» becomes [Target: Area (Select)].

Energy Shield

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** 100%
Block attacks with a shield of pure energy.

Timing: Use before Guarding.

Effect: You can now Guard against normally unavoidable attacks, such as Powers that have "cannot React" or "cannot Guard" in its description.

This Power may only be used once per Scenario.

Army of Frosty Heat

Max LV: 5 **Timing:** Initiative
Skill: - **DFCLTY:** Auto
Target: Scene (Select) **RNG:** View
Encroach: 4D10 **Restrict:** 120%
Envelope allies in an empowering combination of cold and heat.

Boost: Target(s) gain a + [LV x 4] Attack Power bonus that lasts for the remainder of the Round.

This Power may only be used once per Scenario and cannot be combined with other Powers.

SOLARIS POWERS

This new set of Solaris Powers increases the Syndrome's repertoire of status effects and gives it some new <RC> attacks.

DOUBLE CROSS

Acid Ball

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 2 **Restrict:** -
Secrete acid and fire it at your target.

Base Attack: Perform an [Atk. Power: +LV] <RC> projectile attack.

Attack Effect: Reduce the Target's [Armor] stat by -5 when you are calculating this Power's damage.

Explosion

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Area (Select) **RNG:** View
Encroach: 3 **Restrict:** -
Disperse and ignite liquid explosives.

Base Attack: Perform an [Atk. Power: +8] <RC> projectile attack.

This Power may be used (LV) times per Scenario.

Dripping Venom

Max LV: 5 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -
Coat your weapon with a powerful poison.

Effect: If you deal at least one point of damage during your current turn (Main Process), the damaged Target receives the Bad Status Taint.

Taint's rank is equal to this Power's level.

Slime Trap

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Area (Select) **RNG:** View
Encroach: 4 **Restrict:** 80%
Stop your enemies with a powerful adhesive.

Base Attack: Perform a <RC> projectile attack.

Attack Effect: If this Power hits, the Target(s) receive the Bad Status Rigor.

This Power may be used (LV) times per Scenario.

Lethal Perfume

Max LV: 1 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 5 **Restrict:** 100%
Attack with an invisible poison.

Penalty: Targets cannot Guard against this Power. Character that are Covering must calculate damage as if he did not Guard.

This Power may only be used once per Scenario.

Sacrificial Life

Max LV: 3 **Timing:** Initiative
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4D10 **Restrict:** 120%
Liquefy your physical body into a miraculous healing potion.

Heal: Target recovers [LV x 10] HP. Your HP will be reduced to zero.

This Power may only be used once per Scenario and cannot be combined with other Powers.

COMMON POWERS

Any Overed can acquire and use these following Powers regardless of his Breed and Syndrome.

DOUBLE CROSS

Focused Weapon

Max LV: 3 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Wield a weapon as if it were an extension of your body.
During the Pre-Game, select one of your Stocked weapons.
Boost: +(LV) score bonus to accuracy checks using the selected weapon.

This Power cannot receive the Encroachment Rate level bonus. When you acquire this Power, permanently increase your Base Encroachment Rate by +3.

Super Runner

Max LV: 5 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 1 **Restrict:** -
Increase your athletic ability.

Move: Perform a Move. Traversable distance is increased by + [LV x 5] meters.

This Power may only be used once per Scene.

Hyper Resurrect

Max LV: 10 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
You are an Overed with particularly outstanding healing abilities.

Boost: You recover + [LV x 2] more HP when you use «Resurrect».

This Power cannot receive the Encroachment Rate level bonus. When you acquire this Power, permanently increase your Base Encroachment Rate by +2.

Healing Virus

Max LV: 10 **Timing:** Cleanup
Skill: - **DFCLTY:** Auto
Target: Area (Select) **RNG:** Close
Encroach: 1 **Restrict:** -
Your Renegade strain seeks out and heals allies.

Heal: Target recovers (LV) HP.

This Power may only be used once outside of battle per Scene.

Multi-Action

Max LV: 3 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** -
Perform multiple tasks at superhuman speeds.

Effect: Upon completing your current Minor Action, you may perform another Minor Action.

You may not use Powers for this second Minor Action.

This Power may be used (LV) times per Scenario.

Whirlwind of Action

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 10 **Restrict:** 100%
Move at super-fast speeds.
Timing: Use after successfully Dodging.

Effect: Take another turn (Main Process). You can do this even if you are in the Post-Action state, and you will not enter the Post-Action state afterwards.

You will lose 10HP once your extra turn is completed. This Power may only be used once per Scenario.

Simple Powers: Common

The following are new Simple Powers that any Overed may acquire.

Freakish Scarring

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
You acquired an unique mutation when you became an Overed.

Effect: Mutate part of your body into a distinct and unique shape or appearance. This mutation acts as an identifier.

If you're wearing a disguise or your appearance was changed, and you need to prove who you are, you can use this mutation as proof.

Secret Conversation

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: - **Restrict:** -
Converse using a sound frequency that only Overeds can hear.

Effect: During the current Scene, you can speak using a frequency that non-Overeds cannot hear. While this Power is in effect, you will also be able to hear replies that are using the same frequency.

Keep in mind that all Overeds can hear this frequency, not just your allies or intended target.

Superhuman Stare Down

Max LV: 3 **Timing:** Major
Skill: <Will> **DFCLTY:** Opposed
Target: Area (Select) **RNG:** Close
Encroach: - **Restrict:** -
Use your powerful Overed presence to intimidate people.
This Power can only be used on non-Overeds.

Effect: Target character becomes an Extra-type NPC.

People that are immune to «Warding» are also immune to this Power. This Power may be used (LV) times per Scenario.

Superhuman Ability

Max LV: 5 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Expand the range of people that your Simple Powers can affect.

Effect: Select (LV) number of your Simple Powers that can only target Extras and non-Overeds.

The chosen Simple Powers can now target any non-Extra NPC and Overed that agree to be targets.

Superhuman Metabolism

Max LV: 1 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
You have an amazingly quick metabolism.

Effect: You recover from minor injuries and diseases (e.g. The common cold, paper cuts, and anything that does not warrant damage calculation) quickly.

You are also able to metabolize alcohol and drugs faster, but your body now requires a huge amount of calories.

Complete Mutation

Max LV: 1 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Your body was completely changed when you became an Overed.

Effect: You look completely different after you became an Overed.

When you meet with people who only know the old you, the GM may ask that they perform a <Perception> check before they recognize you.

Marking

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Refer **RNG:** Close
Encroach: - **Restrict:** -
Leave a mark that only Overeds can see.

Effect: You can leave a special mark at your current location or on a nearby object. This mark indicates that an Overed was in the area.Non-Overeds cannot see this mark.

Work with the GM when deciding what this special mark looks like.

Shame

Max LV: 10 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** -
You hide the fact that you are an Overed.

Timing: Use when someone checks to see if you are an Overed.

Effect: You will cover up the biological signs that are unique to Overeds.
If needed, perform an Opposed check using <Perception>, in which case you will receive a + (LV) bonus to your score.

Trait Lois Overview

Trait Loises (T-Lois for short) are a mechanic that was introduced in the Advanced Rulebook. For those without this supplement, we will give a general overview of the mechanic, allowing you to utilize this part of the supplement.

• What is a Trait Lois?

A Trait Lois is a special Lois that represents a character's unique characteristic or history. All Trait Loises grant a character special bonuses or skills, but increases the chance of character loss.

• Acquiring a Trait Lois

During Character Creation, select a Trait Lois and record it on the character's Lois List. That Trait Lois will permenantly occupy that space. This means that a character will only have enough space for six regular Loises instead of the usual seven. It is recommended that a character only has one Trait Lois.

• Restrictions

A Trait Lois can never be discarded, unless the GM sets up a role-play explanation for its removal.

Trait Loises cannot be turned into Tituses, and thus cannot be used to gain any bonuses.

When calculating dice during Backtracking, Trait Loises cannot be counted, as they are not acutal Loises but representations of a character's personal nature. That means a player has fewerer potential dice he can roll to lower the Encroachment Rate.

Certain Trait Loises require that a character has a certain Work or Syndrome. If a character does not met the requirements, he cannot acquire that particular Trait Lois.

No. 58 Demi-Crystal

You failed.

You overcame so many hardships, devoted so much time. You lost friends and gave up love. You sacrificed so much, and all you have to show for it is a useless piece of junk.

You aimed to create the Philosopher's Stone, but ended up with Fool's Gold. An inferior and poorly-made fake. The glory of the illusive Renegade Crystal continues to stay out of your reach. Now you have to figure out what to do with this rock. It may be a piece of garbage, but it's all you have left.

The blood of your friends, the warmth of your lover, your tears, and your life were all put into this rock. Your mind is spinning around in a cycle of hope and despair, contemplating if you really want to use this rock.

After much though, you steel your nerves and fuse the fake with your body. You won't stand a chance against a true Crystal, but you still have something to prove. It is time to take the fight to the arrogant Renegade Crystal holders and show them what the weak can actually do!

Description
You are in the possession of a Demi-Crystal, a man-made Renegade Crystal. However, no organization has been able to create a crystal that matches the power of a true Renegade Crystal.

These fakes are much weaker and are sometimes referred to as Fool's Gold. What you have is a poor imitation, garbage that is discarded if the scientist had any sense of mind. The question now is why you possess it.

Did a scientist entrust you with the failed result of his arduous experiments? Was it something you created after much sacrifice? Or perhaps it was once a true Renegade Crystal, but lost most of its power?

Effects
The Demi-Crystal increases the effects of Powers, but puts a heavy strain on your body.

Timing: Use this ability before performing a check with a Power. Increase the level of each Power being used by + 1. You lose (2D10) HP once your turn is completed.

The above level bonus will not increase the number of uses a Power has. This ability may only be used once per Scenario.

If a character with this T-Lois dies, his body is reduced to ash, leaving behind a burnt-out Demi-Crystal. The GM may add extra story background or data to facilitate the aftermath of this occurrence.

No. 59 Special One

Do you have someone you love? I do. Listen to what I have to say. I have to get this out now.

Look, the two of us fought together for a very long time. We never really talk, but we didn't need to. There was a sort of…understanding between us.

The heart is a mysterious wonder, you know? Every time I think about that special someone, I feel this power come out of me, and it's powerful. Way more powerful than the Renegade will ever be.

…So, yeah. Get out of here. I can take this guy.

No, don't argue! Just go!

Damn it, I love you! Don't you get it!?

With you by my side, I can't possibly lose, and I'm going to kill this guy in two seconds flat!

Description
You have strong feelings for a certain someone, stronger than what most people would ever feel for another person. These may be positive feelings like love and loyalty, or they may be negative like anger and hate.

The recipient of these feelings is your Special One, a person who occupies a unique place in your heart.

A Lois with your Special One is powerful. While normally you must choose between the protection of the Lois and the power of the Titus, your Special One can be both your armor and sword. However, if you were ever to lose that special person, the pain will tear your heart apart.

Effects
When acquiring this T-Lois, select one of your Loises to be your Special One. You may select your S-Lois, in which case the S-Lois bonus will stack with this T-Lois' effects. If needed, you may make this choice during a Scenario instead of before. Once selected, you may not change your selection until the next Scenario.

Declare this ability right before you calculate damage output for your attack. You may ignore your target's Armor and Guard stat, and another character may not Cover for your target. This ability may only be used once per Scenario.

If your selected Lois is turned into a Titus, you will suffer a penalty during Backtrack. When reducing your Encroachment Rate, you will be unable to double your dice for your initial roll. You will still have the option to perform a second roll.

No. 60 Living Dead

…You're alive. That's amazing. I guess that's the benefit of being an immortal superbeing. Did you miraculously survive, or are you just a zombie now?

No no, forget I asked. In our world, everyone is the walking dead anyways. Only your ability to work truly matters.

…But deary, it might have been better if you stayed dead. I'm sorry, but your wife…she's moving on. She has a good life, and she has plenty of friends, friends who are cleaner than you. Oh yeah, your daughter is starting middle school next year.

…And your wife is getting remarried. The man's a bore, but he's a good person. Better than the murderers and back-alley shits like us.

The dead are happier six feet under. Just…give up. OK?

Description
You once died, and the experience has changed you forever. The death you experienced may be a physical, mental, or social in nature.

Once you returned to the living, you found that you lost so much. Your family may be taken by surprise or fear when they see you. Someone else may be residing in your home now. In the worst case, you existence may have been erased from all records.

For the "lucky" ones, the cycle of death and resurrection may have been quick, meaning that no one will realize what you went through. You may have been killed in a back-alley by a Gjaum, only to be revived ten minutes later as an Overed.

Effects
Your experience with death has made you more difficult to kill.

All HP damage you take is reduced by 2D10 points. How this damage reduction is interpreted in terms of role-play is up to you.

The drawback of your experience is that your emotions have been dulled. When you are rolling to reduce your Encroachment Rate during Backtrack, you must select the die with the highest result and treat it as a 1.

For example, if you roll an 8, 8, 4, and 4, you must consider your roll to be 1, 8, 4, and 4. The end result is instead of a rate reduction of 24, you only get a reduction of 17.

The above penalty still applies if you double your dice. However, it will not be applied to the second roll.

No. 61 Living Legend

Do you want to hear my story?

Well, I'm going to tell you anyways, because I only do what people don't want me to do. See, you're already getting to know me!

First off, hi! I'm a legendary assassin. Yeah, everyone in the underworld knows who I am. I have like a million followers.

My job has me killing bad guys that have no conscience, people who can somehow live with themselves. One hit usually costs a million dollars, but sometimes, I'll accept a word of gratitude as payment. Because when it comes to killing, it's not about the money. It's all about the heart, man.

So that's why I thought I'd just pop in. See how you're doing. Then kill you.

OK, you're probably wondering how I got onto your super-secret space station. Well, I bought a space shuttle!

Look, I'm famous. I got connections.

…Now then, let's play a game. I'm the hunter, and you're Bambi's mom. When you die, I mark your grave with a rose.

Now run!

Description
You are a living legend whose face and name are known throughout your profession. Using your fame and charisma, you can acquire any item you desire. You can easily get what you desire, no matter how rare it is.

You decide what you're famous for. Your fame may have been achieved through skill and effort, lies and luck, or some other means.

Effects
During a Procure Check, you may declare this T-Lois' ability instead of rolling. You instantly procure the Item you wanted.

Items that do not have a cost, Unique Items, and T-Lois Items cannot be acquired. Like all procured Items, Items you procured using this T-Lois are lost at the end of the Scenario. Use this ability only once per Scenario.

The GM may deny the use of this T-Lois, in which case the number of your limited uses does not decrease.

You may use this T-Lois to acquire objects that have no data (e.g. buildings or organizations), but you must inform your GM. Also, keep in mind that buying out an enemy organization does not mean that the members will now be loyal to you.

When reducing your Encroachment Rate during Backtrack, your roll suffers a – 1 dice penalty. If you are doubling the number of dice, apply this penalty after you doubled the number of dice you will roll. This penalty does not apply to the optional second roll.

No. 62 Guardian

"I trust that you'll have my back."

So much for trust. He's dead and buried, and all because he put his faith in me.

The worst part is, I didn't fail him because I was weak. I failed him because I was afraid. Afraid to die, to give my life to the person I promised to protect.

He would probably forgive me, but I can never forgive myself. I will bear the shame so that I will never forget to carry on his will, to protect the lives that he would have protected.

I know he would not want me to live like this. I saw him in a dream, and he was giving me such a sad look. But I can't stop. I just can't…

Description
You have devoted yourself to protecting others. You would rather suffer than to see someone else be hurt. One must either be very loving or very guilty to commit to such a lifestyle.

Your commitment to your duty is fierce. No matter what attacks, be it a man or a force of nature, you will always be there for the people.

Even if you suffer, even if you die, even if your choices saddens the people around you, you are happy knowing that you served your purpose.

Effects
Declare this ability when a character in the current Scene is attacked. Switch that attack's target to you and you alone. You may perform a Reaction check once you are targeted.

Once you use this ability, no Powers, Items, T-Loises, or any other effects can be used to change who the attack targets. Likewise, the damage you receive cannot be passed on to other characters.

Increase your Encroachment Rate by 1D10 once your turn is complete. This ability may only be used once per Scenario.

If you acquire this T-Lois, you will no longer be able to add +10 dice to your check when discarding Tituses.

No. 63 Harmonizer

It's now or never. Time to use your ace in the hole. Once you do it, there's no coming back, no chance to have regrets. You may lose your soul, but everyone will be saved.

As you take a deep breath and ready yourself, you feel a gentle touch of your partner's hand against your back. "I'm here for you. You don't have to sacrifice anything today."

You let out a laugh. In all your worry and angst, you've forgotten about the one person who's always at your side. The one who will share in your burdens and joys.

Without turning to look back, you nod in agreement, and proceed to unleash your powers. You will win this battle, and return with your partner by your side.

Description
You have the ability to stimulate a person's immunities and natural healing ability, but this ability is not used medically. Instead, it used to help a person resist the Renegade virus. By stimulating a subject's cells, you are able to control the rise of the Encroachment Rate, allowing both the subject and virus to exist in equilibrium.

Scientists refer to your kind as "Harmonizers." Your ability to "harmonize" other Overeds is very desirable, but it comes at a price. Whenever you use your ability, your own resistance against the Renegade virus weakens.

Effects
Declare this ability right before a character uses a Power. The target Power's Encroach cost is reduced to zero.

You can only reduce the cost for one Power. If the character is using a combination of Powers, select only one to receive the bonus.

Once this ability is completed, increase your Encroachment Rate by 1D10. Use this ability only once per Scenario.

No. 64 Shadow Buddy — Ouroboros Only

I'm possessed by a monster right now.

…Don't look at me like that. I know this sounds crazy, and at first, I thought I really was losing my mind, but the monster is right here. It's with me day and night. No matter what I'm doing or where I am, it's always nearby.

No, it's not an EX Renegade, or a Servant, or a Renegade Being. I wish it was that simple. This monster is something I've never seen before. It does things that I've never even heard of.

I can't even completely control it. As we speak, it's struggling to break out, so it can kill you before you kill me.

…Alright, if you insist. Time to set the monster free.

Get them, buddy! Kill them!

Description
All Ouroboros Overeds wield strange powers, but you, or rather your shadow, is an interesting case.

Your shadow is an Avatar, an individual Overed that possesses its own distinct power set and will. They are a rare occurrence among Ouroboros Overeds, making known Avatars the subject of various experiments.

Avatars acquire forms that are based on humanity's mythologies and stories. Avatars may take the more traditional form of a mythological beast, or they may choose to look like the latest comic book hero.

It is believed that when Avatars search for a form, they tap into either their owner's mind or humanity's collective subconscious. However, as with all assumptions regarding Ouroboros, there is no conclusive evidence to support any conjectures.

Effects
Only characters with the Ouroboros Syndrome may acquire this T-Lois.

Select one Power from a Syndrome you do not have and acquire it at level 1. This will not cost you any experience points. Increase the Power's Encroach cost by +1. The selected Power cannot be [Timing: Constant], cannot be an Enemy Power, and must be [Restrict: -].

Treat the selected Power as a «Primordial» Power. This makes the selected Power an Ouroboros Power, and thus can be affected by «Eternal Evolution» and other such Powers.

Refer to Copy Powers on page 4 for more on leveling your selected Power.

When you use your selected Power, your Avatar will appear.

No. 65 Anima Regium — Ouroboros Only

A black sandstorm, its winds polluted with blood, blows through the ruins. The ground is littered with smoldering weapons and corpses. Standing in the middle of the desolation is the monster that is responsible for it all.

The monster stands tall, its enormous body supported by its equally-enormous legs. Although it wears a pure-white mask, the monster's blood-red eyes and feral growls give away its inhuman nature.

You let out a cry of pain as your mind attempts to comprehend how this hell came to be, but you only hear the monster's roar. Only then do you realize that you are the monster, the one who laid waste to everything before you.

Description
The Anima Regium are a special kind of Overed that is rarely seen in our modern era. They are powerful beings who possess a form of immortality; upon dying, they are able to replicate themselves and jump to a nearby person.

People who become host to an Anima Regium acquire immense power, but are also overcome with extremely strong Impulses. They often become Gjaums, and they are difficult to eliminate, as their immortality allows them to continue their destructive rampages in another body.

You are one of the rare few who acquired an Anima Regium but were able to maintain their sanity. Your Ouroboros Syndrome or some other factor saved you, but no one knows exactly what kept you from becoming a complete monster. Only time will tell if the connection between the Ouroboros Syndrome and the Anima Regium will ever be fully explained.

Effects
Only characters with the Ouroboros Syndrome may acquire this T-Lois.

Use this ability right after a character performs a check. That check automatically fails. This ability cannot be used against [DFCLTY: Auto] Powers or any other abilities that do not require a dice roll. When this ability is used, you must discard one Titus. This ability may only be used once per Scenario.

When you receive the Bad Status Berserk, you will turn into a bipedal monster that wears a white mask. This transformation stays in place until the Berserk status is negated. As long as you do not turn into a Gjaum, you will still maintain your sanity even while in this form. However, once you turn into a Gjaum (via character loss or some other plot device), you will be trapped in monster form.

UNIQUE ITEMS

Unlike regular Items, Unique Items must be bought using experience points. They can only be Stocked before or after a Scenario, and can only be used by the person who originally purchased it.

DOUBLE CROSS

Unique Items: Common

The following Unique Items do not require a character to have a specific Syndrome.

Snake Blade

Type: Melee **Skill:** <Melee>
Acc: -1 **Atk. Power:** 8
Guard: 3 **RNG:** Close
Exp. Point Cost: 20
By pushing a button on the hilt, this sword will change to a whip form, allowing for greater range.

Minor Action Ability: This weapon's Range is changed to 15 meters. Checks that use this weapon receive a -1 dice penalty.

Auto Action Ability: Negate Effects of Minor Action Ability.

Liquid Blade

Type: Melee **Skill:** <Melee>
Acc: -2 **Atk. Power:** Refer
Guard: Refer **RNG:** Close
Exp. Point Cost: 35
A blade of liquid metal that changes shape to match its wielder's preferences.

When you acquire this weapon, distribute 12 points between Attack Power and Guard stat. Each stat must have at least one point allocated to it.

Major Action Ability: Redistribute the 12 stat points.

Der Freischütz

Type: Ranged **Skill:** <Ranged>
Acc: 0 **Atk. Power:** 10
Guard: - **RNG:** View
Exp. Point Cost: 25
A sniper rifle that defies the concept of effective range. You only have three bullets, but they will chase down its target once fired.

Attack Effect: Target's Dodge checks receive a -2 dice penalty. You cannot target characters that are in your Engagement.

This weapon can only be used three times per Scenario.

Convict's Restraint Jacket

Type: Armor **Dodge:** -2
Initiative: -2 **Armor:** 5
Exp. Point Cost: 40
A restraint jacket that holds the fury of the countless criminals it has restrained in the past. This jacket will grant strength to anyone who can break its bindings.

Timing: Use right before you attack. Your attack deals an extra +3D10 points of damage.

This Item is destroyed when its ability is used.

Guardian's Gloves

Type: Other **Exp. Point Cost:** 10

Worn by many who have considered themselves to be guardians, this ancient glove reacts to the wearer's desire to protect others.

Effect: As long as you possess this Item, you will receive a +3 Guard stat bonus whenever you perform a Cover.

R-Overdrive

Type: Other **Exp. Point Cost:** 15

Headgear that enhances your powers, but makes your Renegade strain more active.

Timing: Use right before performing a check that uses a Power.

Your check receives a +2 dice bonus. Increase your Encroachment Rate by +3.

This Item may only be used once per Scene.

Irreplaceable Treasure

Type: Consumable
Exp. Point Cost: 5

An item that has so much sentimental importance, even the Renegade can sense its value.

Timing: Use when entering a Scene.

Reroll your Enchroachment Rate increase. Apply the result of this new roll when increasing your Encroachment Rate.

Only a total of three copies of this Item may be Stocked.

Red Nightmare

Type: Consumable
Exp. Point Cost: 15

A compound drug of various chemicals and crystalized EX Renegades.

Auto Action Ability: Use during the Setup Process. Increase your Encroachment Rate by +10.

For the duration of the Round, you gain: +3 [Initiative], +1 dice towards all your checks, and +3 Attack Power for all your melee attacks.

Unique Items: Angel Halo

Only characters with the Angel Halo Syndrome can acquire these Unique Items.

Angelic Flash

Type: Consumable
Exp. Point Cost: 10

A luminescent device that uses Angel Halo's light to produce a bright flash. This reveals every obstacle in the immediate vicinity.

Auto Action Ability: Use right before a Dodge check.
Your next Dodge check ignores all negative dice modifiers.

Light Amplifier

Type: Consumable
Exp. Point Cost: 40

An optical amplifier that utilizes an EX Renegade crystal to focus and increase light. Due to durability and capacity issues, this machine can only be used once.

Auto Action Ability: Use before a <RC> attack's accuracy check. Target check's score receives a +20 bonus.

Unique Items: Balor

Only characters with the Balor Syndrome can acquire these Unique Items.

Gravity Absorber

Type: Melee **Skill:** <Melee>
Acc: -2 **Atk. Power:** 2
Guard: 5 **RNG:** Close
Exp. Point Cost: 20
A shield that releases a gravity wave when struck. This wave can dissipate or absorb the force of attacks.

Auto Action Ability. Use when you are hit with an attack that cannot be Guarded against. Reduce damage by -3D10.

This ability may only be used once per Round.

Black Sphere

Type: Other **Exp. Point Cost:** 25
Similar to an Evil Eye in appearance, this metallic sphere enhances a Balor Overed's control over gravity.

Auto Action Ability: Use during the Setup Process.
For the duration of the Round, all of your checks that use a Balor Power receive a +3 dice bonus.

This ability may only be used once per Scene.

Unique Items: Black Dog

Only characters with the Black Dog Syndrome can acquire these Unique Items.

Linear Motor Vehicle

Type: Vehicle
Skill: <RC>, <Ride: 4-Wheel>
Exp. Point Cost: 15
A vehicle powered by Black Dog electricity. It is operated using a system that changes the rider's thoughts into electrical signals.

When riding this Vehicle your Move distance is increased by 5 meters, and you will utilize the following stats:

Atk. Power: 10 [Initiative]: -2
Armor: 3 Dash: 250m

Lightning Bug

Type: Consumable
Exp. Point Cost: 20
A parasite that changes the flow of its host's biological electricity.

Auto Action Ability: During your current turn (Main Process), one [Skill: <RC>] Power that you are using gets a +1 level bonus.

Select only one Power out of your combo. The selected Power may go past its max level, but it will not gain more uses.

Only one copy of this Item may be Stocked.

Unique Items: Bram Stoker

Only characters with the Bram Stoker Syndrome can acquire these Unique Items.

Aristocrat's Glory

Type: Other **Exp. Point Cost:** 20

An antique adornment that gives Bram Stoker Overeds a noble air.

Minor Action Ability: During your current turn (Main Process), your [Social] checks receive a +3 dice bonus.

This ability may only be used once per Scene.

Hematinic

Type: Consumable
Exp. Point Cost: 5

Medicine that causes a Bram Stoker Overed's body to produce new blood.

Auto Action: Ability: Use before using a Bram Stoker Power that has a HP cost.

For your next check, you will not have to pay the HP cost of one Bram Stoker Power. Select only one Power out of your combo.

Unique Items: Chimaera

Only characters with the Chimaera Syndrome can acquire these Unique Items.

The Massive Repercussion

Type: Melee **Skill:** <Melee>
Acc: -5 **Atk. Power:** 8
Guard: - **RNG:** Close
Exp. Point Cost: 30
A massive and heavy club that only Chimaera Overeds can lift.

Equip Effect: You cannot equip a second weapon.

Auto Action Ability: Use before attacking with «Beast's Strength» (Core pg. 141).
Your attack becomes [Target: Area (Select)].
This ability may only be used once per Scene.

Adaptive Armor

Type: Armor **Dodge:** -1
Initiative: -1 **Armor:** 5
Exp. Point Cost: 25
Armor that changes in size to accommodate Chimaera's physical mutations. Some protection was sacrificed to allow for this flexibility.

This armor can be equipped even if «Complete Therianthropy» (Core pg. 140) is in effect.

Equip Effect: Your melee attacks get a +3 Attack Power bonus.

Unique Items: Exile

Only characters with the Exile Syndrome can acquire these Unique Items.

Junk Food

Type: Other **Exp. Point Cost:** 15

Food that boosts the body's natural healing ability. Due to being extremely difficult to digest, only Exile Overeds will be able to gain any nutritional value.

Minor Action Ability: You recover 2D10 HP.

This ability may be used three times per Scenario.

Metallic Skeleton

Type: Other **Exp. Point Cost:** 20

Surgically replace your natural skeleton with one made of metal. Your bone-based weaponary will become stronger, but the metal will cause you agony.

Effect: Weapons created from «Bone Sword» and «Bone Gun» deal +5 more damage.

Pay 3HP when using either Bone Sword» or «Bone Gun».

Unique Items: Hanuman

Only characters with the Hanuman Syndrome can acquire these Unique Items.

Sound Armor

Type: Armor **Dodge:** -
Initiative: -5 **Armor:** 3
Exp. Point Cost: 15
Amored clothing with built-in miniature speakers. At the cost of mobility, the wearer can push away attacks using the sound pressure from the speakers.

Equip Effect: Your Reaction checks will receive a +5 score bonus.

Sound Wave Imager

Type: Other **Exp. Point Cost:** 20

An ultrasound imaging device that reflects Hanuman sound waves back into a goggle monitor.

Auto Action Ability: Use before performing a Major Action.

Your Major Action check receives a +2 dice bonus.

This ability may be used three times per Scenario.

Unique Items: Morpheus

Only characters with the Morpheus Syndrome can acquire these Unique Items.

Secret Alchemy Tome

Type: Other **Exp. Point Cost:** 15

A book that contains the knowledge of medieval alchemists. If a man is willing to risk his sanity, he can learn how to create vast amounts of wealth.

Effect: «Gold Alchemy» (Core pg. 174) now grants [LV x 5] Stock points instead of [LV x 3] points.

Add an additional +2 to «Gold Alchemy»'s Base Encroachment increase.

Origin Chaos

Type: Other **Exp. Point Cost:** 60

A shapeless blob that a Morpheus Overed can shape into any object. Unfortunately, the created object will quickly crumble away.
Auto Action Ability: Acquire one Unique Item of your choice. You may select Items that require a Syndrome that you do not have.

The Item will be destroyed at the end of either the current Scene or Round.

Only one copy of this Item may be Stocked.

Unique Items: Neumann

Only characters with the Neumann Syndrome can acquire these Unique Items.

Lightning Count

Type: Ranged **Skill:** <Ranged>
Acc: -1 **Atk. Power:** 3
Guard: - **RNG:** 20M
Exp. Point Cost: 20

A pistol that synchronizes to a Neumann Overed's neural processing speed, allowing it to automatically aim for any weaknesses the wielder sees.

Attack Effect: If you use this weapon with «Counter» (Core pg. 185), the resulting counterattack will ignore the Target's [Armor] stat.

Advanced Goggles

Type: Other **Exp. Point Cost:** 20

A heads-up display. It can only be used by Neumann Overeds because the amount of information that is pulled from the UGN databases is too much for a normal person to process. Data display automatically shuts off during situations when unhindered vision is needed.

Effect: All checks you perform outside of battle receive a +1 dice bonus.

Unique Items: Orcus

Only characters with the Orcus Syndrome can acquire these Unique Items.

Mímir's Memorandum

Type: Other **Exp. Point Cost:** 5

The pages will only reveal text if it is infused with Orcus particles.

Auto Action Ability: Use before an Investigation check.

Select a [Item: Connection]. For the current Scene, this Item becomes a copy of what you chose. You may select Connections that you do not own, but it must be a one that you can acquire normally.

Use this Item only once per Scene.

Ruler's Scepter

Type: Other **Exp. Point Cost:** 30

The symbol of sovereignty.
Auto Action Ability: Use with an Orcus Power that does not deal damage or targets yourself.

Target Orcus Power receives a +1 level bonus. Increase your Encroachment Rate by +3.

Select only one Power out of your combo. The selected Power may go past its max level, but it will not gain more uses.
This ability may only be used once per Round.

Unique Items: Salamandra

Only characters with the Salamandra Syndrome can acquire these Unique Items.

Maxwell Program

Type: Other **Exp. Point Cost:** 15

A program that monitors and quantifies the molecules in the air. With this program, a Salamandra Overed can effectively manipulate the flow of energy.

Auto Action Ability: Use right before a character in your Engagement performs a check.

Give that character's check a modifier of either +3 or -3 dice.

This ability may be used three times per Scenario.

Chemical Solvent

Type: Other **Exp. Point Cost:** 25

A chemical that makes materials susceptible to erratic temperature spikes that only Salamandra Overeds can create.

Timing: Use after «Cross Burst» (Core pg. 205) hits your Target.

When calculating damage for «Cross Burst»'s attack, treat Target's [Armor] stat as zero.

This ability may only be used once per Scene.

Unique Items: Solaris

Only characters with the Solaris Syndrome can acquire these Unique Items.

Wonder Perfume

Type: Consumable
Exp. Point Cost: 15

This perfume will cause anyone who smells it to become sensitive to pain, but the scent must react with Solaris' chemicals before it can have any effect.

Auto Action Ability: Use right after an attack that uses a Solaris Power hits your Target.

That attack deals an additional 5 damage.

Misleading Clothing

Type: Armor **Dodge:** -
Initiative: - **Armor:** 1
Exp. Point Cost: 50
Clothing that was designed to mislead a person. While wearing this clothing, a Solaris Overed can easily manipulate a person's response.

Equip Effect: Reaction checks against your [Sense] and [Social] checks receive a +1 Critical Value penalty.

Unique Items: Ouroboros

Only characters with the Ouroboros Syndrome can acquire these Unique Items.

Wendigo Blade

Type: Melee **Skill:** <Melee>
Acc: -2 **Atk. Power:** 7
Guard: 3 **RNG:** Close
Exp. Point Cost: 35
A sword with a high concentration of Renegade strains. It may go berserk if it does not regularly feed on other Renegade strains.

Attack Effect: If you deal at least one point of damage with this weapon, Target receives the Bad Status Taint at Rank 3.

Increase your Encroachment Rate by +2 at the end of your turn after using this weapon.

Dusk Mantle

Type: Armor **Dodge:** -
Initiative: -1 **Armor:** 8
Exp. Point Cost: 30
A pitch-black mantle that could be mistaken for a shadow. This mantle is velvety, yet can withstand impacts as if it were steel.

Auto Action Ability: Use before performing a Guard.

During your Guard, you have a +5 [Guard] stat bonus.

When this ability is used, increase your Encroachment Rate by +2.

Tarnished Mirror

Type: Other **Exp. Point Cost:** 20

A small EX Renegade mirror. When cleaned, the mirror will release a rainbow, allowing you to create a restraining shadow.
Auto Action Ability: Use before performing a projectile attack with an Ouroboros Power.
Pay 4HP when using this ability.

If you deal at least one point of damage, the Target receives the Bad Status Rigor.

This ability may be used three times per Scenario.

Symbolic Card

Type: Other **Exp. Point Cost:** 25

An old card that is fated to fall into the hands of an Ouroboros Overed. Your shadow will acquire the form and abilities of whatever is represented on the card.

Auto Action Ability: Use during the Setup Process.
For the duration of the Scene, checks that use a [Skill:<RC>] Ouroboros Power receive a +1 dice and a +3 Atk. Power bonus.

Only one copy of this Item may be Stocked.

World Egg

Type: Consumable
Exp. Point Cost: 80

An egg-like object that is neither organic nor inorganic. If used with Ouroboros Powers, you will erect a Warding field that absorbs all Renegade strain in the area.
Auto Action Ability: Use with «Warding».
Until the end of the Scene or the negation of «Warding», any and all Overeds of your choice will receive a -1 dice penalty towards any check they perform. Renegade Being characters will receive a -2 dice penalty instead.

ITEMS

In addition to regular Items, there are also new Black Dog and Servant Items.

DOUBLE CROSS

Weapons

Many of these new weapons come with special abilities that can be activated with an Action.

Tonfa

Type: Melee **Skill:** <Melee>
Acc: -1 **Atk. Power:** 2
Guard: 3 **RNG:** Close
Procure/Stock: 5/3
A martial arts striking weapon that also protects the forearm. Side-handled batons were derived from this weapon.

Guitar

Type: Melee **Skill:** <Melee>
Acc: -3 **Atk. Power:** 2
Guard: 0 **RNG:** Close
Procure/Stock: 7/3
A musical instrument and emergency blunt weapon.

Equip Effect: Your <Art: Music> checks receive a + 1 score bonus.

Spear

Type: Melee/Ranged
Skill: <Melee>/<Ranged>
Acc: -2 **Atk. Power:** 5
Guard: 1 **RNG:** Close/20M
Procure/Stock: 11/6
A spear that can be used for both thrusting and throwing.

This weapon may be used for <Ranged> attacks. Apply the stats on the right of the slash when doing so.

War Axe

Type: Melee **Skill:** <Melee>
Acc: -3 **Atk. Power:** 4
Guard: 1 **RNG:** Close
Procure/Stock: 11/6
A heavy weapon that can cause massive damage with a single swing.

Auto Action Ability: Use right after this weapon's damage roll.

Select one die and reroll it. You must accept the result of the new roll.

Compressed Gas Knife

Type: Melee **Skill:** <Melee>
Acc: -1 **Atk. Power:** 2
Guard: 0 **RNG:** Close
Procure/Stock: 13/7
A knife that can release a deadly gas from its blade tip into your opponent's body.

Auto Action Ability: Use when this weapon deals damage. Damage total is increased by +5.

This ability may only be used once per Scenario.

Drill

Type: Melee **Skill:** <Melee>
Acc: -6 **Atk. Power:** 6
Guard: 0 **RNG:** Close
Procure/Stock: 13/7
A common construction tool. Deadly, but not meant for combat.

Effect: When attacking with this weapon, your Target's [Armor] stat is reduced by -2. [Armor] cannot be reduced lower than zero.

Ballistic Knife

Type: Melee **Skill:** <Melee>
Acc: -1 **Atk. Power:** 2
Guard: 0 **RNG:** Close
Procure/Stock: 13/7
An old-model knife that uses a spring mechanism to fire its blade.

Auto Action Ability: Use before this weapon's accuracy check.

Dodge check against this weapon receives a -4 dice penalty.

At the end of your turn (Main Process), this weapon is destroyed.

War Hammer

Type: Melee **Skill:** <Melee>
Acc: -3 **Atk. Power:** 12
Guard: 2 **RNG:** Close
Procure/Stock: 14/10
A two-handed weapon that is simple, yet effective.

Equip Effect: A second weapon cannot be equipped. Your Dash distance is reduced by 10 meters.

Sensor Shield

Type: Melee **Skill:** <Melee>
Acc: -2 **Atk. Power:** 1
Guard: 4 **RNG:** Close
Procure/Stock: 16/11
A basic polycarbonate shield with a built-in detection system.

Equip Effect: Your <Perception> checks receive a +1 dice bonus.

Reactive Shield

Type: Melee **Skill:** <Melee>
Acc: -2 **Atk. Power:** 2
Guard: 6 **RNG:** Close
Procure/Stock: 18/12
A shield with a gel coating that hardens upon impact. The gel reduces the force of attacks, but it cannot withstand barrages.

Auto Action Ability: Use when performing a Guard.

You gain +1D [Guard] bonus during that Guard.

This ability may only be used once per Scene.

Mechanical Fist

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk. Power:** 5
Guard: 0 **RNG:** Close
Procure/Stock: 25/18
A mechanical gauntlet. One piston-powered punch can break an opponent's defenses.

Effect: This weapon cannot be Guarded against.

This weapon may only be used once per Scenario.

Shuriken

Type: Ranged **Skill:** <Ranged>
Acc: -1 **Atk. Power:** 2
Guard: - **RNG:** 10M
Procure/Stock: 7/2
The most well-known throwing weapon of ninjas. With practice, several of these weapons can be thrown simultaneously.

Attack Effect: If you are attacking a character that is in your Engagement, your accuracy check receives a +2 score bonus.

Stun Dart Gun

Type: Ranged **Skill:** <Ranged>
Acc: -1 **Atk. Power:** 0
Guard: - **RNG:** 10M
Procure/Stock: 9/3
Fires a wired dart that sends electricity into whatever it hits. Uses single-shot cartridges.

Attack Effect: If this weapon deals at least one point of damage, you Target receives the Bad Status Rigor.

This weapon may only be used once per Scene.

Composite Bow

Type: Ranged **Skill:** <Ranged>
Acc: -3 **Atk. Power:** Refer
Guard: - **RNG:** [Body] + 20M
Procure/Stock: 6/5
A weapon that has been utilized by countless cultures throughout history.

Equip Effect: A second weapon cannot be equipped. This weapon cannot target characters that are in your Engagement.

This weapon's Attack Power is equal to your [Body] stat.

Fragmentation Grenade

Type: Ranged **Skill:** <Ranged>
Acc: -3 **Atk. Power:** 5
Guard: - **RNG:** 10M
Procure/Stock: 12/6
Releases deadly shards upon detonation.

Attack Effect: Attacks using this weapon become [Target: Area].

This weapon may only be used once per Scenario.

Slug Shotgun

Type: Ranged **Skill:** <Ranged>
Acc: 0 **Atk. Power:** 5
Guard: - **RNG:** 30M
Procure/Stock: 11/7
A shotgun that uses slugs. Although lacking the dispersal pattern of shot, slugs have a longer effective range.

Anti-Air Missile Launcher

Type: Ranged **Skill:** <Ranged>
Acc: 0 **Atk. Power:** 15
Guard: - **RNG:** 100M
Procure/Stock: 18/12
A shoulder-mounted launcher that fires homing missiles.
Equip Effect: A second weapon cannot be equipped. This weapon can only target characters in Flight.

Minor Action Ability: For the duration of your turn (Main Process), this weapon's accuracy check receives a +5 score bonus.

This weapon may only be used once per Scenario.

Automatic Shotgun

Type: Ranged **Skill:** <Ranged>
Acc: -1 **Atk. Power:** 5
Guard: - **RNG:** 10M
Procure/Stock: 20/14
A gas operation fully-automatic shotgun.

Attack Effect: If you attack a character that's in your Engagement, you receive a +5 Attack Power bonus and the Target's Dodge check receives a -1 dice penalty.

Light Machine Gun

Type: Ranged **Skill:** <Ranged>
Acc: -2 **Atk. Power:** 10
Guard: - **RNG:** 150M
Procure/Stock: 20/15
Infantry weaponary that's used to provide suppressive fire.

Equip Effect: A second weapon cannot be equipped. This weapon cannot target characters that are in your Engagement.

Auto Action Ability: Use when this weapon hits its target. Target receives the Bad Status Dazed. This ability may only be used once per Scenario.

Flamethrower

Type: Ranged **Skill:** <Ranged>
Acc: -3 **Atk. Power:** 5
Guard: - **RNG:** 10M
Procure/Stock: 22/16
A source of weaponized fire, but fuel is limited.

Effect: This weapon cannot be Guarded against.

This weapon may only be used once per Scenario.

Heavy Machine Gun

Type: Ranged **Skill:** <Ranged>
Acc: -3 **Atk. Power:** 12
Guard: - **RNG:** 200M
Procure/Stock: 24/18
A machine gun of this size was meant to be mounted onto a vehicle or building.

Equip Effect: If you are not riding a Vehicle, then you cannot Move or Dash.

Rocket Launcher

Type: Ranged **Skill:** <Ranged>
Acc: -7 **Atk. Power:** 12
Guard: - **RNG:** 100M
Procure/Stock: 25/20
One of the most well-known models is the RPG-7.

Equip Effect: A second weapon cannot be equipped.
This weapon cannot target characters that are in your Engagement.

Heavy Grenade Launcher

Type: Ranged **Skill:** <Ranged>
Acc: -4 **Atk. Power:** 15
Guard: - **RNG:** 50M
Procure/Stock: 36/25
A mountable grenade launcher.

Effect: You can only equip this weapon if you are on a Vehicle. This weapon cannot target characters that are in your Engagement.

Minor Action Ability: For the duration of your turn (Main Process), attacks using this weapon become [Target: Area]. This ability may only be used once per Scenario.

Armors

Like the new weapons, many of these new armors also come with special abilities.

Laboratory Uniform

Type: Armor **Dodge:** -
Initiative: - **Armor:** 1
Procure/Stock: 13/8
Lab clothes that has numerous pockets for tools.

When acquiring this Item, select one <Knowledge:__> Skill.

Equip Effect: Your checks against the selected Skill receive a +1 dice bonus.

Stage Costume

Type: Armor **Dodge:** -
Initiative: - **Armor:** 1
Procure/Stock: 13/8
Clothes that encourage creativity and enhance artistic expression.

When acquiring this Item, select one <Art:__> Skill.

Equip Effect: Your checks against the selected Skill receive a +1 dice bonus.

Motorcycle Suit

Type: Armor **Dodge:** -
Initiative: - **Armor:** 2
Procure/Stock: 15/8
A full-body leather suit for motorcycle riders.

Equip Effect: +1 dice bonus for your <Ride:2- Wheel> checks.

Nano-Medical Suit

Type: Armor **Dodge:** -
Initiative: -1 **Armor:** 1
Procure/Stock: 18/10
A form-fitting suit that helps treat the wearer's wounds.

Equip Effect: HP recovery and Encroachment Rate increases from «Resurrect» are increased by +1D.

Evasion Mantle

Type: Armor **Dodge:** -
Initiative: -2 **Armor:** 1
Procure/Stock: 21/11
A large, cumbersome mantle that covers the entire body. Those accustomed to the mantle can use it to throw off the aim of attackers.

Equip Effect: +1 dice bonus for your Dodge checks.

Protective Business Suit

Type: Armor **Dodge:** -
Initiative: - **Armor:** 3
Procure/Stock: 19/14
A suit tailored using protective fabric. Favored by those who do dangerous work in conservative office environments.

Equip Effect: +2 score bonus for your [Social] checks.

Yellow Track Suit

Type: Armor **Dodge:** -
Initiative: - **Armor:** 1
Procure/Stock: 22/18
Combat clothing modeled after the track suit from that famous kung fu movie. When creating this suit, the UGN development team ensured that the clothes would not limit body movement.

Equip Effect: +1 dice bonus for your <Meleel> checks.

Bomb Suit

Type: Armor **Dodge:** -7
Initiative: -4 **Armor:** 15
Procure/Stock: 30/20
A suit used by bomb disposal units. Its ceramic plating offers protection from bullets, but makes the suit very heavy.

You must have a [Body] stat of 6 or more in order to equip this Item.

Deployable Armor Suit

Type: Armor **Dodge:** -3
Initiative: -3 **Armor:** 7
Procure/Stock: 35/20
A combat suit that can deploy armor attachments for a wider range of protection.

Auto Action Ability: Use when you are hit with an [Target: Area], [Target: Area (Select)], [Target: Scene], or [Target: Scene (Select)] attack.

This Item's [Armor] stat is increased by +5. This ability may be used three times per Scenario.

AI-Equipped Suit

Type: Armor **Dodge:** -1
Initiative: -1 **Armor:** 6
Procure/Stock: 36/22
A combat suit with several AI units built into it. When moving, the AI units will guide the body through the most efficient motions.

Minor Action Ability: For the duration of your turn (Main Process), your checks receive a +3 dice bonus.

This ability may only be used once per Scenario.

Costume Armor

Type: Armor **Dodge:** -
Initiative: -1 **Armor:** 15
Procure/Stock: 35/22
A new UGN combat suit built using secret data that was gathered during a black ops mission. These new suits are modeled after school uniforms.

Equip Effect: +3 score bonus for your <Will> checks.

Guard Armor

Type: Armor **Dodge:** -3
Initiative: -2 **Armor:** 10
Procure/Stock: 40/25
The artificial muscles in this armor help you block more effectively.

Auto Action Ability: Use when you Guard.

During your Guard, you have a +3 [Guard] stat bonus.

This ability may only be used once per Round.

Renegade Stimulator

Type: Armor **Dodge:** -
Initiative: -1 **Armor:** 5
Procure/Stock: 55/32
An UGN combat suit designed to stimulate the wearer's Renegade strain and enhance his powers.

Equip Effect: +2 score bonus for any of your checks that use a Power.

Jet Suit

Type: Armor **Dodge:** -2
Initiative: -2 **Armor:** 3
Procure/Stock: 14/8
A suit with a small jet pack. Flight time is limited due to the pack's small fuel tank.

Auto Action Ability: Use during the Setup Process.

For the duration of the Round, you have Flight.

This ability may only be used once per Scene.

Roller Boots

Type: Armor* **Dodge:** -1
Initiative: -1 **Armor:** 0
Procure/Stock: 11/7
Boots with wheels and a small engine built in. Sharp turns will be hard to pull off with these shoes.

This Item can be equipped simultaneously with other Armors.

Auto Action Ability: Use during the Setup Process.

During the current Scene, your Move is increased by 5 meters. This ability may only be used once per Scene.

Multi-Function Helmet

Type: Armor* **Dodge:** -1
Initiative: - **Armor:** 1
Procure/Stock: 15/9
A helmet that gathers data on the surroundings and displays it for the wearer. The helmet itself does provide protection, but will be cumbersome during emergencies.

This Item can be equipped simultaneously with other Armors.

Equip Effect: +1 dice bonus for your <Perception> checks.

Reactive Athletic Taping

Type: Armor* **Dodge:** -
Initiative: - **Armor:** -
Procure/Stock: 30/20
More for mental support than physical, this taping will tighten itself whenever the wearer's concentration begins to waver.

This Item can be equipped simultaneously with other Armors.

Auto Action Ability: Use when you are inflicted with Pressure.

Remove the Bad Status Pressure. This ability may only be used once per Scenario.

Vehicles

The following list mostly consists of Vehicles for unusual environments.

Jet Ski

Type: Vehicle
Skill: <Ride: Watercraft>
Procure/Stock: 10/4
A recreational watercraft that uses a hydrojet for propulsion.

This Vehicle can only be used on water surfaces.

While riding this Vehicle, use the following stats:

Atk. Power: 6 [Initiative]: -1
Armor: - Dash: 200M

Riding Horse

Type: Vehicle
Skill: <Ride: Horse>
Procure/Stock: 12/5
A horse trained to carry people through a war or race. Practice is required to properly ride this animal.

While riding this Vehicle, use the following stats:

Atk. Power: 3 [Initiative]: -2
Armor: - Dash: 100M

Segway

Type: Vehicle
Skill: <Ride: 2-Wheel>
Procure/Stock: 10/5
A two-wheeled electric vehicle that carries a single person. It is small enough that it can be used indoors.

Another character cannot hitch a ride with you on this Vehicle.

While riding this Vehicle, use the following stats:

Atk. Power: 0 [Initiative]: 0
Armor: - Dash: 50M

Sports Car

Type: Vehicle
Skill: <Ride: 4-Wheel>
Procure/Stock: 30/15
A car that is fast yet manueverable.

While riding this Vehicle, use the following stats:

Atk. Power: 10 [Initiative]: -5
Armor: 4 Dash: 300M

Humvee

Type: Vehicle
Skill: <Ride: 4-Wheel>
Procure/Stock: 38/25
A military light utility vehicle, used to transport men through bad terrain. It can be converted into a light armor car using an armor kit.

While riding this Vehicle, use the following stats:

Atk. Power: 10 [Initiative]: -6
Armor: 10 Dash: 150M

Light Aircraft

Type: Vehicle
Skill: <Ride: Aircraft>
Procure/Stock: 40/25
The most common plane used by civilian pilots.

You have Flight while riding this Vehicle.

While riding this Vehicle, use the following stats:

Atk. Power: 5 [Initiative]: -3
Armor: - Dash: 300M

Submarine

Type: Vehicle
Skill: <Ride: Watercraft>
Procure/Stock: 50/33
A small civilian submarine.

This Vehicle can only be used underwater.

While riding this Vehicle you will not be penalized for being submerged.

While riding this Vehicle, use the following stats:

Atk. Power: 5 [Initiative]: -10
Armor: 10 Dash: 80M

Space Shuttle

Type: Vehicle
Skill: <Ride: Spacecraft>
Procure/Stock: 67/42
A small spacecraft capable of atmospheric entry.
This Vehicle can only be used in outer space.

While riding this Vehicle you will not be penalized for being in outer space.

While riding this Vehicle, use the following stats:

Atk. Power: 10 [Initiative]: -8
Armor: 15 Dash: 400M

Connections

These Connections give you a second chance during your Info checks.

UGN Intelligence Team

Type: Connection
Skill: <Info: UGN>
Procure/Stock: -/3
A team responsible for reconnaissance and intelligence gathering.

Auto Action Ability: Use after rolling an <Info: UGN> check.

Redo your roll. You cannot take back your first roll.

This ability may only be used once per Scene.

BBS

Type: Connection
Skill: <Info: Rumors>
Procure/Stock: -/3
An online forum full of rumors.

Auto Action Ability: Use after rolling an <Info: Rumors> check.

Redo your roll. You cannot take back your first roll.

This ability may only be used once per Scene.

Ex-Policeman

Type: Connection
Skill: <Info: Police>
Procure/Stock: -/3
A retiree who still has connections with active policemen.

Auto Action Ability: Use after rolling an <Info: Police> check.

Redo your roll. You cannot take back your first roll.

This ability may only be used once per Scene.

College Professor

Type: Connection
Skill: <Info: Academics>
Procure/Stock: -/3
A teacher from a distinguished institution.

Auto Action Ability: Use after rolling an <Info: Academics> check.

Redo your roll. You cannot take back your first roll.

This ability may only be used once per Scene.

Squatter

Type: Connection
Skill: <Info: Underworld>
Procure/Stock: -/3
A homeless man living in the back alleys.

Auto Action Ability: Use after rolling an <Info: Underworld> check.

Redo your roll. You cannot take back your first roll.

This ability may only be used once per Scene.

Blogger

Type: Connection
Skill: <Info: Internet>
Procure/Stock: -/3
A famous internet personality.

Auto Action Ability: Use after rolling an <Info: Internet> check.

Redo your roll. You cannot take back your first roll.

This ability may only be used once per Scene.

Business Consultant

Type: Connection
Skill: <Info: Business>
Procure/Stock: -/3
A person who is familiar with the workings of the business world.

Auto Action Ability: Use after rolling an <Info: Business> check.

Redo your roll. You cannot take back your first roll.

This ability may only be used once per Scene.

Freelance Reporter

Type: Connection
Skill: <Info: Media>
Procure/Stock: -/3
A reporter who has worked for several media outlets.

Auto Action Ability: Use after rolling an <Info: Media> check.

Redo your roll. You cannot take back your first roll.

This ability may only be used once per Scene.

Miscellaneous

Included in this list are Items that boosts the stats of your Vehicles.

Upgrade Material

Type: Other **Procure/Stock:** 15/5

A newly-developed material that makes melee weaponry stronger.

When acquiring this Item, select one [Type: Melee] weapon you have Stocked.

Effect:+1 bonus to the selected weapon's Attack Power and Guard.

Multiple copies of this Item **do not** have a cumulative effect.

Scope

Type: Other **Procure/Stock:** 15/5

Increase your gun's accuracy with a scope of your choice.

When acquiring this Item, select one [Type: Ranged] weapon you have Stocked.

Effect:+1 score bonus for accuracy checks that use your selected weapon.

Multiple copies of this Item **do not** have a cumulative effect.

Ability Training

Type: Other **Procure/Stock:** -/3

Undergo situational training.

Select one Base Stat (e.g. Body, Sense, Mind, Social) when you acquire this Item. Record your choice in the following manner: [Ability Training: Body].
Acquire another copy of this Item if you wish to boost a different stat. You may only Stock one copy of this Item for each stat.

Auto Action Ability: Use before rolling a check for your selected stat. Check receives a +1 score bonus. This ability may only be used once per Scene.

Voice Changer

Type: Other **Procure/Stock:** -/2

A small device that augments the qualities of your voice when placed on your throat. Conversations and arguements will go your way when you use a voice that pleases the other party.

Effect: +1 score bonus for your <Negotiation> checks.

Medical Support Device

Type: Other **Procure/Stock:** -/5

A device that displays the best treatment for any given injury.

Major Action Ability: Use in conjunction with any HP recovery Item that requires a Major Action.

Gain an extra +5HP.

This effect may only be used once per Scene.

Black Card

Type: Other **Procure/Stock:** -/8

A credit card that only a select few possess.

Auto Action Ability: Use when performing a Procure check.

That check receives a +2 dice bonus.

This ability may be used three times per Scenario.

Grill Guard

Type: Other **Procure/Stock:** -/12

A car attachment that acts as a battering ram. This heavy attachment will weigh down your vehicle.

When acquiring this Item, select one Vehicle you have Stocked.

Effect: The selected Vehicle receives a +3 Attack Power bonus and a -3 Initiative penalty.

Vehicle Armor

Type: Other **Procure/Stock:** -/12

Armor that protects your vehicle, but makes it harder to drive.

When acquiring this Item, select one Vehicle you have Stocked. You cannot select Vehicles that do not have an [Armor] stat.

Effect: The selected Vehicle receives a +3 [Armor] stat bonus and a -3 Initiative penalty.

Navigation System

Type: Other **Procure/Stock:** -/10

A feature that is slowly becoming more common.

When acquiring this Item, select one Vehicle you have Stocked.

Effect: +1 dice bonus for <Ride:__> checks when using your selected Vehicle.

Protective Charm

Type: Consumable
Procure/Stock: -/4

A small trinket that you keep in your pocket or around your neck. This little object may save your life some day.

Auto Action Ability: Use right before you receive HP damage. Reduce your expected damage by 3 points.

Only one copy of this Item may be Stocked.

Armor-Piercing Bullet

Type: Consumable
Procure/Stock: 10/3

A bullet made from a dense substance like tungsten or depleted uranium.

Minor Action Ability: For the duration of your turn (Main Process), attacks with [Type: Ranged] weapons reduce your Target's [Armor] stat by -5.

[Armor] cannot be lowered past zero.

Hollow-Point Bullet

Type: Consumable
Procure/Stock: 10/3

This bullet will efficiently destroy a person's insides.

Minor Action Ability: For the duration of your turn (Main Process), attacks using [Type: Ranged] weapons have a +3 Attack Power bonus.

Emergency Surgery Kit

Type: Consumable
Procure/Stock: 18/8

This bullet will efficiently destroy a person's insides.

Major Action Ability: You recover 4D10 HP.

This Item cannot be used during battle.

Purple Tempter

Type: Consumable
Procure/Stock: 20/17

A drug that boosts the Renegade's regenerative abilities.

Minor Action Ability: You recover 10 HP. Increase your Encroachment Rate by +3.

Brass Geas

Type: Consumable
Procure/Stock: 20/17

This drug limits the neural processes that causes your body's various twitches. This drug is best used when you need to move undetected.

Auto Action Ability: Use when you have Stealth and are performing a check.
That check receives a +3 dice bonus.

Using this Item increases your Encroachment Rate by +5.

White Phenomena

Type: Consumable
Procure/Stock: 20/17

A fast-acting sedative that works wonders, but has dangerous side-effects. Do not use repeatedly.

Auto Action Ability: Use during the Setup Process. You recover from the Bad Status Hate.

Using this Item increases your Encroachment Rate by +5.

Only one copy of this Item may be Stocked.

Nitromethane System

Type: Consumable
Procure/Stock: -/15

Give your vehicle a speed boost by injecting nitro into the engine.

When acquiring this Item, select one Vehicle you have Stocked.

Auto Action Ability: Use during the Setup Process.
For the duration of the Round, you can move an extra 20 meters when riding the selected Vehicle.

Black Dog Items

These Items can only be acquired through Black Dog's «Hard-Wired» Power, which can be found on page 122 of the Core Rulebook.

Only the original purchaser of these Items can use them.

Vibro-Whip

Type: Melee **Skill:** <Melee>
Acc: -2 **Atk. Power:** 10
Guard: - **RNG:** 10M
Procure/Stock: -/-
A wire that's stored inside your fingertips. Its sonic vibrations lets this whip easily cut through skin.

This weapon requires LV3 «Hard-Wired» and takes up three slots for Black Dog Items.
Auto Action Ability: Use during the Initiative Process. You equip this Item.
Auto Action Ability: For the duration of the Scene, this weapon has a +5 Attack Power bonus.

Miniature Flying Turret

Type: Ranged **Skill:** <Ranged>
Acc: -2 **Atk. Power:** 5
Guard: - **RNG:** 20M
Procure/Stock: -/-
A flying gun that is stored inside your body when inactive.

This weapon requires LV3 «Hard-Wired» and takes up three slots for Black Dog Items.
Auto Action Ability: Use during the Initiative Process. You equip this Item.
Effect: This weapon ignores the Target's [Armor] stat when calculating damage.

Armor Skin

Type: Armor* **Dodge:** -
Initiative: - **Armor:** 4
Procure/Stock: -/-
Turn your skin into armor by lacing it with metal threading. Appearance-wise, your skin is no different from regular skin.

Auto Action Ability: Use right before you receive HP damage.

Reduce your expected damage by 1D10.

This ability may only be used once per Scene.

R-Computer

Type: Other **Procure/Stock:** -/-

Once implanted into you, this device will increase the efficiency of your Powers.

Effect: Your <RC> attacks deal an extra 2 points of damage.

Multiple copies of this Item have a cumulative effect.

Neural Database

Type: Other **Procure/Stock:** -/-

A database that's installed in your brain.

Effect: +2 score bonus to your <Knowledge:__> and <Info:__> checks.

Multiple copies of this Item have a cumulative effect.

Servant Items

These Items are acquired through Bram Stoker's «Fool's Equipment» Power, which can be found on page 135 of the Core Rulebook.

Servants automatically equip these Items when created.

Only Servants can use or benefit from these Items.

Servant's Shield

Type: Melee **Skill:** <Melee>
Acc: -2 **Atk. Power:** 2
Guard: 8 **RNG:** Close
Procure/Stock: -/-
A part of your Servant's body becomes a protective shielding. You decide the appearance of this new body part.

Servant's Plated Mail

Type: Armor **Dodge:** -5
Initiative: -3 **Armor:** 10
Procure/Stock: -/-
A Servant's body becomes armor-like, making it tougher, but also slower.

Servant's Control

Type: Other **Procure/Stock:** -/-

Redesign your Servant's internal systems so that it can better control the Renegade.

Effect: +2 score bonus to your Servants' <RC> checks.

Multiple copies of this Item have a cumulative effect.

Servant's Technique

Type: Other **Procure/Stock:** -/-

Give your Servants knowledge and skills.

Effect: Your Servants have two levels in the selected Skill.

If you acquire multiple copies of this Item for the same Skill, then each copy past the first one only offers one extra level.

Superior Servants

Type: Other **Procure/Stock:** -/-

Design a stronger, superior Servant.

Select one Base Stat (Body, Sense, Mind, Social) when acquiring this Item.

Effect: Your Servant gains a +1 bonus in the selected Stat.

Multiple copies of this Item have a cumulative effect.

Servant's Constitution

Type: Other **Procure/Stock:** -/-

Create Servants with a bigger body and stronger constitution.

Effect: +5 to your Servants' Maximum HP.

Multiple copies of this Item have a cumulative effect.

Venomous Blood

Type: Consumable
Procure/Stock: -/-

Poison that was produced inside your Servants' bodies. Servants will inject enemies with this poison when they attack with their transformed limbs.

Minor Action Ability: During your Servant's turn (Main Process), if it hits its Target with a «Fool's Equipment» (Core pg. 135) weapon, then for the remainder of the Round the Target receives a -2 dice penalty towards all of his checks.

Combative Blood

Type: Consumable
Procure/Stock: -/-

A blood-based drug that temporarily boosts your Servant's combat abilities.

Auto Action Ability: Use right before your Servant's accuracy check.

That Servant's attack deals +5 more damage.

Protective Blood

Type: Consumable
Procure/Stock: -/-

A drug that instantly hardens part of your Servant's body.

Auto Action Ability: Use right before your Servant Guards.

During the Guard, your Servant gains a +5 [Guard] stat bonus.

Vigorous Blood

Type: Consumable
Procure/Stock: -/-

A drug that temporarily boosts your Servant's abilities.

Auto Action Ability: Use right before your Servant performs a check.That check receives a +2 dice bonus.

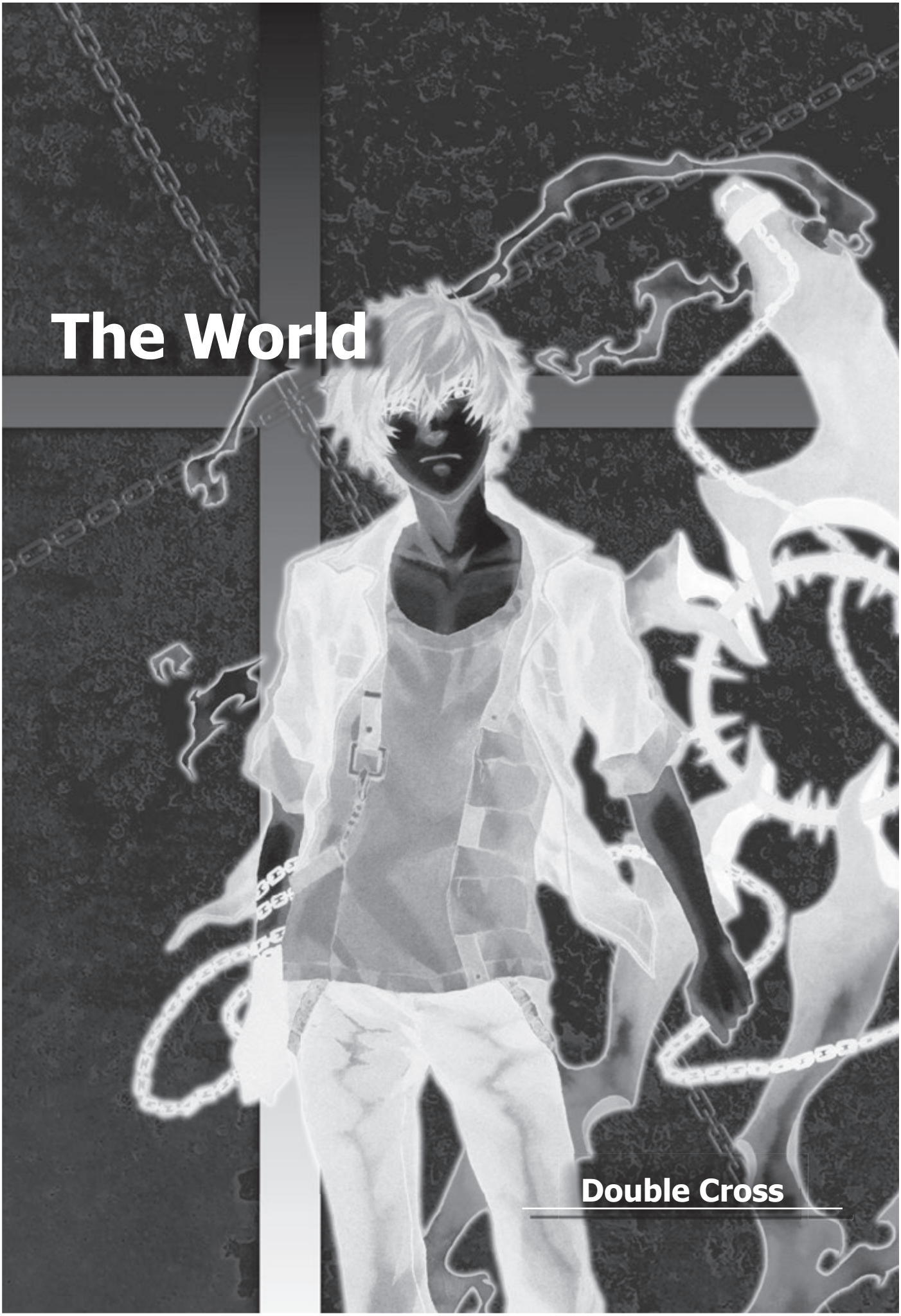
Fatal Blood

Type: Consumable
Procure/Stock: -/-

A drug that forces a Servant's body to go past its limits.

Auto Action Ability: Use right before your Servant performs a check. That check receives a +5 dice bonus.

Upon completing its turn, the Servant that used this Item is reduced to zero HP and removed from the game.


The World
Double Cross

THE INFINITY CODE

DOUBLE CROSS

Every operation Professor Caudwell ever commanded while under False Hearts has been for one purpose: to find the Infinity Code.

What is the Infinity Code?

It is What Professor Caudwell Seeks

After Professor Caudwell made his return, he consolidated False Hearts Japan and concentrated its efforts into the search of something special. Every action taken by the Master Wraiths, the unearthing of ancient Renegade artifacts, and the return of a forgotten Syndrome were all part of Caudwell's search.

UGN intelligence worked feverishly to learn what Professor Caudwell was searching for, but to no avail. The UGN's failure is not due to incompetence, but to Caudwell not sharing his plan with anyone else in False Hearts. It is very likely that the only people who know the plan in its entirety are Professor Caudwell and Central Dogma.

What little information that was gathered pertained to Professor Caudwell's theories on the Renegade's origins and evolutionary path, as well as the projects that were set forth to test those theories.

Professor Caudwell's projects all attempt to realize the Renegade's potential, either by rediscovering long-forgotten powers or developing new abilities. Throughout the intelligence reports on these projects, one keyword was constantly repeated: Infinity Code.

This Infinity Code represents the Renegade's past and future. It may be the key to unlocking the secrets of the Renegade, but what is the Code exactly? Is it a detailed map of the Renegade's biology? Is it the next stage of the virus' evolution? Or is it an Overed that embodies the entire Renegade's potential? No one knows, but it is what Professor Caudwell seeks.

It is the Renegade's Past and Future

Despite the two decades that have passed since the Renegade Liberation, very little is known about the Renegade virus. The virus is ancient, yet its origins are still a mystery. Perhaps the Renegade is not even a true virus at all.

The Infinity Code may hold the answers that the scientific community is looking for. It may show us where the Renegade came from and how it may potentially develop. If anything, we may finally learn what the source of the Renegade's powers and what it can potentially accomplish.

The Renegadehas already been shown a glimpse of what the Infinity Code could accomplish. The numerous Renegade Crystals have granted unimaginable power to Overeds, while the Shikoten Crystal can grant any wish to anyone who can gather its parts. These artifacts and other like them are all believed to be linked of the Infinity Code, and studying them will lead to the Infinity Code's discovery.

The Infinity Initiative

The search for the Infinity Code has been codenamed the Infinity Initiative. This initiative encompasses any mission or project that sets out to discover the Infinity Code.

These missions are mainly carried out by the Apostles - Professor Caudwell's personal army - or the Master Wraiths. However, other Master agents, special ops teams, and Liaison Lords have participated in the Infinity Initiative. The number of personnel that have been assigned to the initiative speaks to how important the Infinity Code is to False Hearts.

The Quest for the Infinity Code

The Role of Master Wraiths

The Master Wraiths are the elite agents of Professor Caudwell. They act only on their own will or the orders of Professor Caudwell. No one, not even the Liaison Lords, are able to give them orders. Why do they only obey Professor Caudwell? Why does Caudwell need them in the first place? Those answers lie with their desires and the role they play in the Infinity Initiative.

Their Desires

The Master Wraiths are powerful individuals, but they were not chosen for their strength. Instead, they were chosen for their desires. Through the pursuit of their desires, Master Wraiths gather new information and technology, which brings Caudwell closer to the Infinity Code. However, not all desires will lead to the Infinity Code. A Master Wraith's desire must be grand and world-changing.

Due to the countless unknown factors about Caudwell's splinter group, it cannot be said for certain if strong desires is the only criteria to be chosen as a Master Wraith, but it is a very common trait among the known Master Wraiths. Cain A. Caudwell seeks to eliminate betrayal from this world. Sakyo Kurosu wishes to separate people from the Overeds. Chiaki Nanasato, the newest Master Wraith, wants to create a "tranquil world."

Professor Caudwell actively encourages the Master Wraiths to realize their desires. As a result, they involve themselves with any incident that has a connection to the Infinity Code. This hints that either the Infinity Code has the potential to change the world as we know it, or the desire to change the world is necessary in order to find the Code.

The Relationship between the Professor and his Master Wraiths

Many Master Wraiths claim to be Professor Caudwell's child. The ones with the Caudwell surname refer to the Professor as their father, but so do some Master Wraiths who joined Caudwell after he made his return. Blood relationship cannot be verified, but one cannot deny that there is a strong bond and trust between Caudwell and his Master Wraiths.

Considering the age of the Caudwell Master Wraiths and the length of time that Professor Caudwell was missing, it is very possible that Caudwell acted as a surrogate father. But their bond goes beyond the paternal relationship. It may be why the Master Wraiths are allowed such freedom, doing anything and fighting anyone in order to realize their desires.

The Apostles

Like the Master Wraiths, the Apostles are followers of Professor Caudwell. However, instead of operating as individuals agents, the Apostles act as a single army.

The Apostles have placed loyalty and obedience to Professor Caudwell above their own personal desires. Many members have developed a cultist mentality, personally swearing loyalty to Professor Caudwell. Some even worship the man.

Many were drawn to Caudwell's charisma and power, as well as to the immense dream and desires that can be felt from Caudwell's words. Their loyalty is to Professor Caudwell, not False Hearts, making the Apostles less of a cell and more akin to a Liaison Lord's Clan.

The Apostles are divided into divisions, each with its own role in the Caudwell Faction.

The Divisions

The Apostles are divided into thirteen unique divisions. With the exception of the mysterious Apostle Thirteen, each division has a designated role and mission.

Apostle One to Three: Highly-organized combat units that usually operate independently from the other combat divisions. In the event that all three must coordinate for a single mission, Apostle One is given operational command, as it is the best-trained division.

Apostle Four: An intelligence division that specializes in reconnaissance and scouting. They also carry out capture/abduction operations.

Apostle Five: This division handles defense and security.

Apostle Six: Carries out assassinations in small squads.

Apostle Seven: They are in charge of the army's R&D.

Apostle Eight: A support division that provides military medical services and backup.

Apostle Nine: An intelligence division that specializes in sabotage operations.

Apostle Ten: This division is charged with finding and obtaining Legacy relics, ancient items with Renegade powers.

Apostle Eleven: All of the Apostle's heavy firepower and heavy hitters are gathered together in this division.

Apostle Twelve: An intelligence division that specializes in economic subterfuge and counter-intelligence.

Apostle Thirteen: There is no information available pertaining to the members and purpose of this division.

The Legacy

As most people are already aware, the Renegade strain that the world is infected with was originally excavated from ancient Middle Eastern ruins. Knowing this, we can safely assume that the Renegade existed during historical times, possibly for several thousand years in our past. Many powerful items - known collectively as the Legacy - come from this period in time.

The Legacy refers to Renegade items and technologies that predate the Renegade Liberation and cannot be reproduced using our current technologies. Renegade Crystals, EX Renegades, as well as some forms of sorcery and witchcraft are considered to be part of the Legacy.

False Hearts and the Legacy

Ever since False Hearts Japan fell under Professor Caudwell's command, the organization has been actively seeking and studying Legacy relics.

Since False Hearts predates the Renegade Liberation, they are more knowledgable than the UGN in regards to the Legacy. However, this knowledge was scattered among the various cells and Clans, carefully guarded and never shared with other factions within False Hearts.

Since Professor Caudwell's return, most of False Hearts' knowledge pertaining to the Legacy has been centralized, but not willingly. Caudwell acquired much of the knowledge through other channels. Caudwell was able to discover some secrets during his vigilante years, but the bulk of it was personally taught to him by Central Dogma.

Professor Caudwell now holds secrets that were once the proprietary property of individual Clans and ancient Overeds, and is privy to knowledge that was supposedly lost to time. This has made Caudwell a very powerful individual, and if the rumors are to be believed, he does not hesitate to use it for his own means.

One such rumor deals with a certain Clan, one that shall remain unnamed. This Clan's Legacy was a recipe for a special Renegade-enhanced poison. This recipe was a secret that no one outside of the Clan knew of, but one day, Professor Caudwell sent the Clan a theoretical list of the poison's secret ingredients, as well as new ways to utilize the poison. The Clan responded by sending a team of assassins to kill Caudwell, but that team was wiped out.

The Clan's Liaison Lord denied knowledge of the assassination attempt. The Lord thanked Caudwell for his gift, but deep down, that Lord was filled with hatred and fear of Professor Caudwell.

Professor Caudwell is currently devoting his resources towards the Legacy. Two-Time and other R&D cells, Apostle Seven, and Apostle Ten continue to search for and restore any potential Legacy relics.

The Legacy and other Organizations

UGN

The UGN has an archive on the Legacy, but it is lacking compared to what False Hearts holds. Allied scientists, national agencies and institutions, and nobles all hold information pertaining to the Legacy, yet despite the threat that Professor Caudwell presents, the UGN has made no efforts to centralize or utilize this information.

This inaction is partially due to the chaotic state that the UGN is currently in. The UGN continues its research on the Legacy, but results have not been forthcoming.

Xenos

Xenos is the only known organization other than False Hearts that has a substantial amount of information on the Legacy. This information comes from its leader Kyoka "Planner" Tsuzuki, who is said to be the oldest Renegade Being in existence.

Unlike False Hearts, Xenos has no intention of using the Legacy. While the organization does take control of some powerful Legacy relics, they ten to seal them away, hide, or outright destroy relics and knowledge. Outsiders speculate that Xenos will destroy any part of the Legacy that poses a threat to the Renegade itself.

The Legacy's Power

Countless different items and technologies have been classified as part of the Legacy. Although each discovery is unique, they are still placed in one of three general categories: relics, knowledge, and Renegade strains.

EX Renegade items, inanimate objects that were infected by the Renegade, and crystallized formation of the Renegade are considered Legacy relics. Weapons, jewelry, art, and tomes are categorized as relics. They could be unknown pieces from history, or they could be famous items from legend and mythology. The most well-known relic is the Renegade Crystal, which is often referred to as the Philosopher's Stone. In many cases, the purpose of these relics is to enhance Renegade powers.

Legacy knowledge is any kind of forgotten information that pertains to the Renegade. Certain types of magic and voodoo are thought to be Powers that were lost to time or techniques that utilized the Renegade in a unique way.

Information pertaining to locations or ruins that have a strong Renegade presence is also considered to be Legacy knowledge.

Lastly, strains of the Renegade may be considered part of the Legacy. The Original Renegade, a strain that predates the modern strain, is a perfect example of a Legacy Renegade strain. However, there are exceptions to this categorization, one of which was made recently. The Ouroboros, a forbidden Syndrome that was revived by False Hearts, is being treated as part of the Legacy.

The Ouroboros Syndrome

The Ouroboros is a new Syndrome that was made known half a year ago. While it may seem bizarre that a new Syndrome is only now being added to the current categorization system, it is quite understandable given that advances in technology and scientific understanding will change how an ability is perceived. In fact, the Balor, Morpheus, and Orcus Syndromes are relatively recent additions that were created to accommodate the changing understanding of Powers.

The Ouroboros Syndrome is characterized by the ability to absorb and copy other Powers. Unlike the Exile Syndrome, which at best can only mimic the abilities of others, the Ouroboros Syndrome assimilates Renegade strains and becomes one with it. This Syndrome adapts and evolves.

The general consensus among scientists is that Ouroboros Powers has been around for some time, but have been mistakenly classified under different Syndromes. However, this contradicts False Hearts' research. Ouroboros cannot have existed until recently, as it was a Syndrome that was once purposefully wiped out.

The Threat to the Renegade

Ouroboros is a Syndrome that essentially preys on other Renegade strains. In the distant past when this Synrdrome still existed, Kyoka Tsuzuki and other ancient Overeds saw Ouroboros as a threat to the virus, and thus set out to destroy the Syndrome. They exterminated the entire Ouroboros Overed population and banished the originators of the Syndrome from this world.

While a normal Syndrome cannot be wiped out through genocide, it worked with the Ouroboros Syndrome because it cannot naturally occur within a potential Overed. Rather, it is bestowed upon a person by special Renegade Beings known as the Anima Regium.

The Anima Regium

The Anima Regium are a rare species of Renegade Being, of which only a handful exists in the world. They survive by living inside host Overeds.

The Ouroboros Syndrome is the proprietary power of the Anima Regium and can only be acquired through them. One does not need to come in direct contact with the Anima Regium though. The Ouroboros Syndrome can be passed on by secondary sources.

The Anima Regium escaped extermination because they possess immortality. Not the pseudo-immortality of the Resurrect Power, but a true immortality that likely became the inspiration for many legends. Whenever their hosts die, they create a copy of themselves that enters a new host.

This ability self-replicate means that the Anima Regium cannot be wiped out, no matter how many hosts are killed. In order to wipe out the Ouroboros Syndrome, the Anima Regium had to be banished so that they can no longer spread their strain.

Those that become a host to an Anima Regium acquire absolute power, but they also will be overcome with very powerful impulses that can initiate the Gjaum transformation. Since the Renegade Liberation, there has only been one case where a host did not become a Gjuam. The discovery of this host lead to the UGN learning about Project Ouroboros.

Project Ouroboros

Project Ouroboros is one of many projects that comprise False Hearts' Infinity Initiative. Its objective is to revive the Ouroboros Syndrome and increase the carrier population.

If the Ouroboros Overed population can be restored back to what it was in the past, Professor Caudwell believes that Ouroboros' assimilation ability will accelerate the Renegade's evolution process, which will eventually lead to the Infinity Code.

It is not known when Project Ouroboros was started. The UGN only learned of its existence half a year ago, when they discovered and secured Kuro Ichinose, the only known Anima Regium host that did not get turned into a Gjaum.

The Battle for the Forbidden Snake

In the new power struggle that the Ouroboros Syndrome initiated, the UGN is severely far behind False Hearts. Although the knowledge of Ouroboros' existence helped explain several unusual situations and accidents, such as times when a person unintentionally absorbed an ally's power and lost control. Unfortunately, the UGN is still learning how to properly handle the new Syndrome.

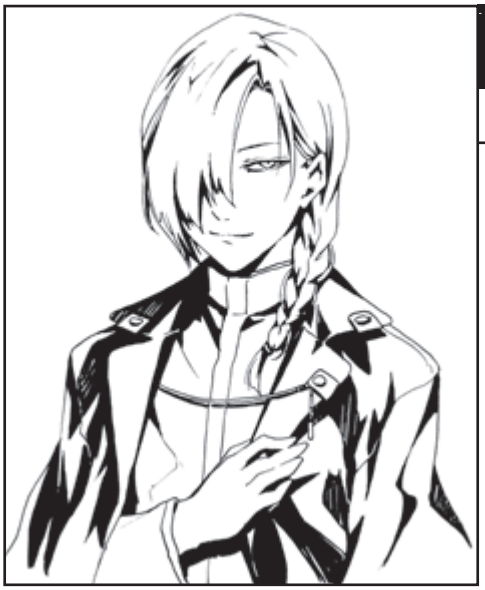
For False Hearts and Project Ouroboros, some unexpected interference came in the form of Xenos. Kyoka Tsuzuki continues to see the Ouroboros Syndrome as a threat to the Renegade virus, and she has put forth a plan to once again annihilate the Syndrome.

Xenos attacks any Ouroboros Overed regardless of their affiliation. It does not matter if the person is UGN, False Hearts, or some other organization, Xenos will not rest until the body is utterly obliterated. If death is not an option, Xenos will capture their target instead.

The situation has turned into a three-way war between the UGN, False Hearts, and Xenos. The Ouroboros Syndrome continues to spread, but will Professor Caudwell be able to achieve his goals? Will Xenos succeed in once again wiping out this Syndrome? Perhaps the UGN will find a way to control Ouroboros. The chaos cannot continue forever. Someone will eventually win.

IMPORTANT CHARACTERS

DOUBLE CROSS



Caudwell's Follower

Master Wraith Delta (04), Simon D. Caudwell

"Yes, yes, I see it so clearly! So this is your potential!"

Simon D. Caudwell is one of Professor Caudwell's children. He possesses immense tactical talent that belies his youth, and has proven his abilities by routing numerous UGN combat units. His cold and calculating command style is assisted by his Evil Eye and its precognitive abilities.

Simon's personal combat prowess is also quite impressive. The countless attacks and combat techniques at his disposal, along with his clairvoyant Evil Eye, make him a formidable opponent.

Simon also oversees Infinity Code missions and boasts a success rate of 100%.

Gender: Male **Age:** 17
Syndrome: Balor/Neumann/Morpheus
Work: FH Child
Cover: High School Student
[Body] 5 <Melee> 8, <Dodge> 6

[Sense] 7 <Ranged> 8, <Perception> 10
[Mind] 7 <RC> 8, <Will> 4

[Social] 4 <Info: Military> 8, <Info: FH> 5

HP: 37 **Initiative:** 21 **Encroach:** 230%
Powers: «Marksman» 3, «Double Creation» 10, etc.

Caudwell's Follower

Master Wraith Hexa (06), Chiaki Nanasato

"Now I must ask that you please be *silent*."

Chiaki Nanasato has been chosen as the newest Master Wraith. Her wish for quiet solitude has grown into a desire to change the very world.

Many question why a mere support agent was selected to be a Master Wraith, but it has become evident that she has power worthy of the position.

Whether that power was given to her by Professor Caudwell or was inherent ability does not matter. What matters is that she now has the ability to freeze the world in its place.

Gender: Female **Age:** 19
Syndrome: Orcus/Salamandra
Work: FH Agent
Cover: FH Agent
[Body] 2 <Ride: 4-Wheel> 2

[Sense] 5 <Perception> 5

[Mind] 10 <RC> 9, <Knowledge: Novellas> 1
[Social] 3 <Negotiation> 2, <Info: Rumors> 4

HP: 34 **Initiative:** 20 **Encroach:** 169%
Powers: «Cocytus»3,«Ice Fortress»3, etc.

Caudwell's Follower

Morbus the Demonic Disease

"Let the infinite power consume you..."

Morbus is an agent whose appearance and history is shrouded in mystery. Morbus is unique among Caudwell's followers; neither Apostle nor Master Wraith, yet is an important component of Project Ouroboros.

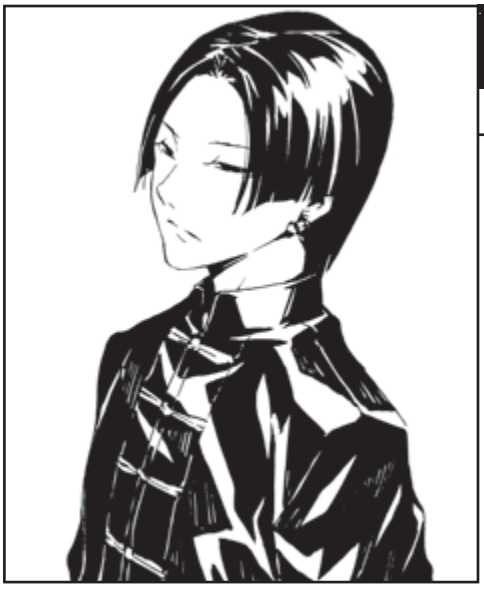
Morbus is one of the initial carriers of the newly-revived Ouroboros Syndrome and instrumental in its spread. Some people believe that Morbus is an ancient Overed who was sealed away or is an Anima Regium. Speculations as to why Morbus is a carrier cannot be confirmed, but there is no denying that Morbus has mastered the Ouroboros Powers.

Gender: ?? **Age:** ??
Syndrome: Ouroboros
Work: FH Agent
Cover: FH Agent
[Body] 8 <Melee> 20, <Dodge> 7

[Sense] 6 <Perception> 1

[Mind] 6 <RC> 24, <Will> 16
<Knowl: Renegade> 9
[Social] 2

HP:42 **Initiative:**18 **Encroach:**??
Powers: «True Traitor» 5, «Endless Helix» 1, etc.



Apostle Member

Yayue "Night Legion" Lee

"By the order of the Professor, you will die today."

Yayue Lee is an Apostle. His loyalty to Professor Caudwell is fanatical, even by Apostle standards. Unlike the typical False Hearts member, he does not have a dream or desire. His is only motivated to serve Caudwell.

Yayue serves in Apostle One as a combat squad leader, but he will perform assassinations and sometimes act as Caudwell's messenger.

Although he has been confirmed dead in the past, he somehow returns to active duty shortly afterward. Apparently Yayue will occasionally have a different set of Syndromes and Powers.

Gender: Male **Age:** 25
Syndrome: Bram Stoker/Exile/Orcus
Work: FH Agent
Cover: FH Agent
[Body] 8 <Melee> 7, <Dodge> 4

[Sense] 7 <Ranged> 6,
<Perception> 4
[Mind] 5 <Will> 3

[Social] 3 <Procure> 4,
<Info: FH> 3
HP:41 **Initiative:**19 **Encroach:**150%
Powers: «The Thirsting Lord» 5, «Elastic Arm» 3, «Formless Sword» 3 etc.

Apostle Member

Kaie the Collector

"I've never seen something so wonderful! Give it to me!"

Kaie is a member of Apostle Ten. Her job is to absorb and collect powerful and rare Powers from various Overeds. To carry out her task, Kaie was imbued with an artificial Ouroboros Syndrome. Unfortunately for Kaie's targets, the collection process usually results in their deaths.

Once considered a defective FH Child, Kaie was given a second chance and power by Professor Caudwell. She is madly in love with the Professor, and quite literally so. No words or threats will deter her from completing the work that was given to her by her "dear Professor."

Gender: Female **Age:** 16
Syndrome: Exile/Ouroboros
Work: FH Child
Cover: High School Student
[Body] 8 <Melee> 4, <Dodge> 3

[Sense] 2

[Mind] 3 <Will> 1,
<Knowl: Renegade> 4
[Social] 8 <Info: Rumors> 4
<Info: Underworld> 4

HP: 38 **Initiative:** 10 **Encroach:** 120%
Powers: «Other-Worldly Genes» 1, «Perfected Imitation» 3, etc.

Wandering Martial Artist

Komae "Moon Strike" Tatsumi

"Hold it right there! You'll have to beat me first!"

Komae Tatsumi is a former False Hearts agent and founder of the school of Renegade Karate. She now lives as a wandering martial artist, which may sound romantic, but she's essentially an unemployed hobo.

Komae claims that she only seeks adversaries to test her Renegade Karate against, but she just gets into (and fight her way out of) trouble.

Despite her ridiculous behavior, Komae clearly has a hidden agenda. She involves herself with any situation that is even remotely connected to the Infinity Code, attacking both UGN and False Hearts agents. No one has learned of her true intentions.

Gender: Female **Age:** 18
Syndrome: Balor/Chimaera
Work: Martial Artist
Cover: Martial Artist
[Body] 8 <Melee> 12, <Dodge> 3

[Sense] 2 <Perception> 1

[Mind] 3

[Social] 8 <Procure> 1,
<Info: Rumors> 2

HP: 39 **Initiative:** 7 **Encroach:** 32%
Powers: «Complete Therianthropy»3, «Evil Eye of Solitude» 3, etc.

High School Student from Kazamine City

Kuro "Anima Regium" Ichinose

"I shouldn't be allowed to live..."

Kuro Ichinose is a newly-awakened Overed and host to an Anima Regium. He is the only case that the UGN is aware of where a person did not get turned into a Gjaum by the Anima Regium. The UGN keeps him under observation to see if he develops the Ouroboros Syndrome.

Kuro has always been a negative person. His dangerous powers and the cold treatment from the UGN has only served to exacerbate his self-depreciative attitude. His disposition seems to stem his father's death, but only those who are close to Kuro know happened in the past.

Gender: Male **Age:** 16
Syndrome: Ouroboros(??)
Work: High School Student
Cover: High School Student
[Body] 5 <Melee> 4, <Dodge> 1

[Sense] 2 <Perception> 1

[Mind] 3 <RC> 2

[Social] 2 <Info: Rumors> 1

HP: 33 **Initiative:** 7 **Encroach:** 33%
Powers: Unknown

UGN Child

Haruna "Deus Ex Machina" Shiomi

"No matter what happens, we'll finish this!"

Haruna Shiomi is the wielder of the Deus Ex Machina spear, the only weapon that can kill an Anima Regium. Unlike most UGN Children, Haruna has a cheerful outlook on life and a smile that could light up a room.

Haruna has fought the Anima Regium numerous times before, and each time she was thoroughly defeated. Yet these failures have not broken her spirit. Her inner strength has become an inspiration to the people around her.

Haruna is currently assigned to monitor Kuro Ichinose and the Anima Regium that resides in him.

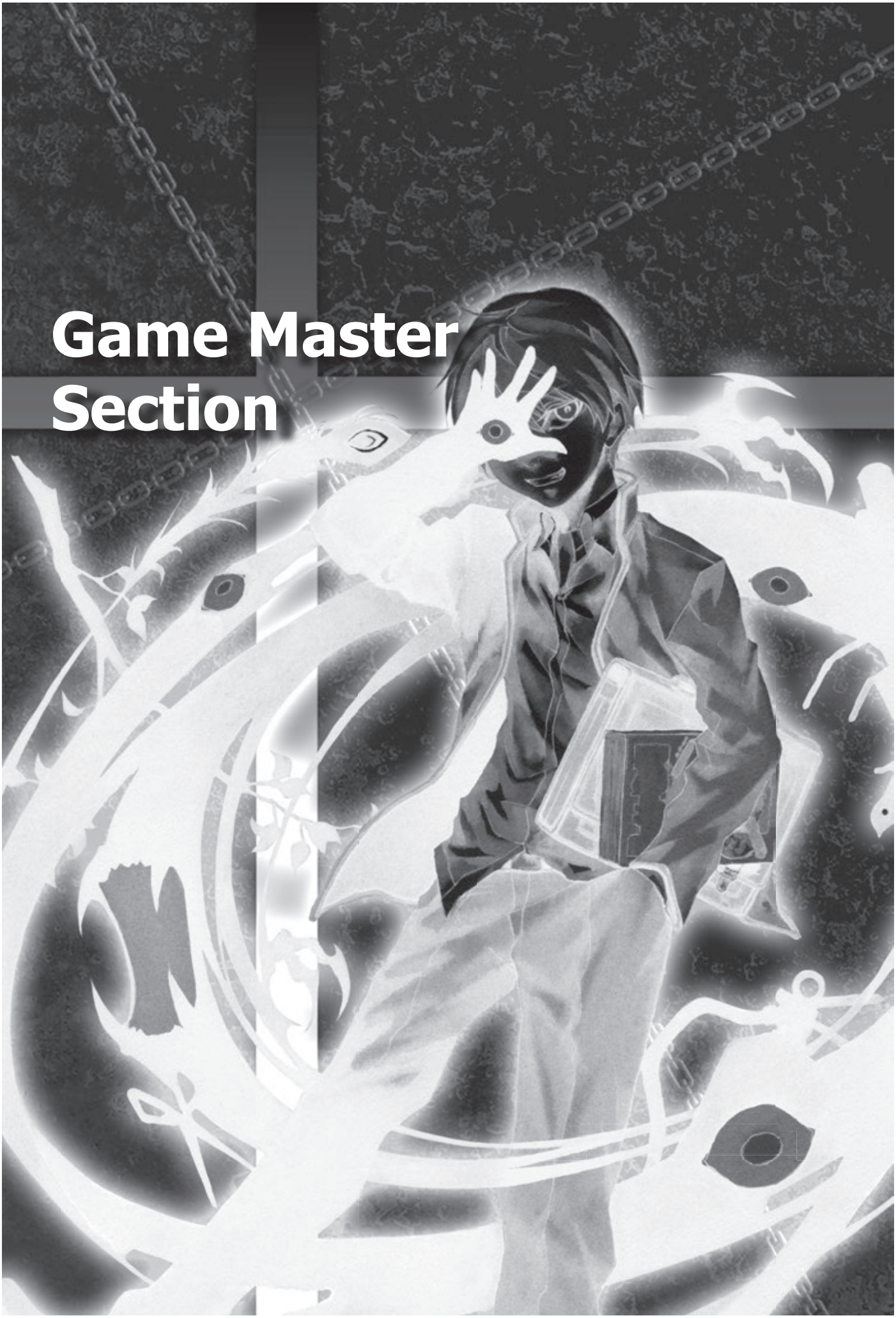
Gender: Female **Age:** 16
Syndrome: Hanuman/Morpheus
Work: UGN Child
Cover: High School Student
[Body] 7 <Melee> 8, <Dodge> 2
<Ride: Motorcycle> 1
[Sense] 3 <Perception> 1

[Mind] 1 <RC> 1, <Will> 4

[Social] 2 <Info: Rumors> 4

HP: 35 **Initiative:** 7 **Encroach:** 30%
Powers: «Fury» 3, «Crystallize» 3, etc.

Game Master Section



PROGRESSIVE CHECK SYSTEM

DOUBLE CROSS

Introduction

The Progressive Check system introduces a new way to perform checks for in-game tasks. With Progressive Checks, instead of rolling once to get a high score, players roll several mini-checks to gain points. They continue to do so until they gain the amount needed for the check to be successful.

The Progressive Check system is best used when a single check is not enough to convey the severity of a situation. It should be used to give complexity to a single task. Preferably, a Progressive Check should not be burdened with two goals. Players should not have to roll to disarm a bomb and keep someone from turning into a Gjaum at the same time.

■ Concept

With Progressive Checks, players are collecting points until they reach a goal. To do so, they each take turns performing rolls that get them a certain number of points. Players successfully complete a Progressive Check once the goal amount is reached.

When starting a Progressive check, tell players what Skill to check You may keep secret the goal amount and Difficulty.

Example

The following is a simplified example using some arbitrary roll scores. This will not show you all the mechanics, but should give you an idea of how these checks are done.

GM presents a Progressive Check. Goal point amount is 9. The GM asks players to roll <Perception>. Difficulty is 9.

-Round 1
Player 1 rolls 20. He gains 3 points.

Player 2 rolls 10. He gains 2 points, bringing the party's total to 5.

Player 3 rolls 7. He failed and gains no points.

-Round 2
Player 1 rolls 30. He gains 4 points. This brings the party's total to 9.

The party reached the goal amount. They completed the check and may move forward on their adventure.

Terminology

Progression Points: Points that players gather when they roll. Progressive Checks are completed when a certain number of points have been gathered.

Progression Roll: A roll a player performs to gain Progression Points.

Support Roll: A roll a player may in place of a Progression Roll.Progression Points cannot be gained with this type of roll. Instead, this roll confers a score bonus to another character.

Goal: The number of points needed to complete a Progressive Check.

Check: The Skill that players must roll against when performing a Progression Roll.

Difficulty: A Progression Roll must equal or beat this number in order to be considered successful.

Max Score: A score cap that limits how many points can be earned with a single Progression Roll.

End Condition: The time limit in which the Progressive check must be completed in. This limit is usually - but not always - measured in Rounds.

Progression Events: Events that occur when predetermined point thresholds are met. These events often modify the Check, Difficulty, or another aspect of a Progressive Check.

Progressive Check - Flow

Like battles, Progressive checks are split into Rounds. Players take turns to perform a roll. This section will go through each step of the Progressive check and explain the rules.

• Progression Points

The goal of the players is to gather Progression Points. They must gather a certain amount of these points in order to complete a Progressive check.

◆ Preparation

The GM presents to players the objective of the check. He informs the players what Skill the Progression roll must be rolled against and the Difficulty they must beat. He should also tell players what Skill the Support Roll uses.

Progression and Support Rolls will be explained later. Just remember that at this point, the GM is telling players what Skill to roll when they try to earn points.

The GM is not required to tell players what the goal amount of points is, but for the example below it shall be given.

Example

The GM asks his players to perform a Progressive check. He presents the following information:

Objective - Diffuse the Time Bomb
Goal - 10 Points
Check - <Knowledge: Bomb Disposal>
Difficulty - 10
Support Roll - <Perception>

◆ Starting the Check

As mentioned above, Progressive checks are done in Rounds. We will start off with the Setup Process.

• Setup Process

During the Setup Process, the Situation Chart is rolled. This is a random selection of events that changes the situation characters are in. These situational changes will either help or hinder players. Refer to page 62 for more on this chart.

The GM usually rolls the Situation Chart. The chart may be rerolled if deemed necessary.

Example

The GM rolls the Situation Chart and gets 72. Players gain a +5 dice bonus when they perform a Progression Roll.

• Initiative Process

Like in battles, characters are ordered highest to lowest based on their [Initiative] stat. The character with the highest [Initiative] may roll first.

During the Initiative Process, a player may delcare a Support Roll. This will be touched on later.

Progressive Check – Steps

① Beginning the Check
GM announces that there will be a Progressive Check. He displays the Check's data and explains what the challenge involves.

↓

② Setup Process
Roll the Situation Chart

↓

③ Initiative Process
Chance to perform a Support Roll

↓

④ Main Process
Perform a Progression Roll

↓

③ Initiative Process

↓

④ Main Process
Repeat steps 3 and 4.

↓

③ Initiative Process
Go to Cleanup once everyone has had a turn.

↓

⑤ Cleanup Process
End of Round. Return to the Setup Process if the Check (or combat) has not been completed.

↓

⑥ End of Check (Battle)

↓

⑥ Ending the Check
End the Check once the predetermined number of points have been gathered, or conditions set forth by the GM have been met.

• Main Process
Once it has been decided who will take a turn, move on to the Main Process. Just like in battle, a character has a Minor and Major Action. A Progression Roll may be performed using a Major Action.

• Progression Roll
The Progression Roll is the only way to gain Progression Points. It is performed in the following manner:

1)Declare a Progression Roll
The player declares that he want to use a Major Action to perform a Progression Roll. The GM checks if the character can physically perform a the task.

2)Perform the Roll
The player rolls the Progression Check's required Skill and tries to get a score that is higher than the Difficulty.

3)Determining Success
If the player's roll is equal or above the Difficulty, he succeeded and can gain Progression Points. If his roll is lower than the Difficulty, he has failed.

4)Calculating Progression Points
The amount of Progression Points gained depends on the score the player rolled. The formula is **[roll score/10] + 1**. Round down when dividing the score.

Please refer to the Max Score when calculating Progression Points.

Max Score
The Max Score is a limit that is placed on Progression Rolls. When calculating Progression Points, scores are capped at this Max Score, essentially limiting the amount of points that can be earned with a single roll.

If the Max Score is 30, then even if a player rolls a score higher than 30, his roll will only be counted as a score of 30.

The Max Score cannot be lower than 1.

Anything above the Max Score must be reduced to the max limit before being inserted into the Progression Point formula.

For example, a player rolls 36 and adds a Skill level of 3 for a score of 39. If the Max Score is 30, then that score of 39 is brought down to 30. Calculating Progression Points based on 30, the player gains 4 Progression Points.

Reducing Total Progression Points
If a player fumbles his roll, then the total Progression Points is reduced by 1D10. The die is to be rolled by the player who fumbled.

5)End of the Progression Roll
Once Progression Points have been calculated, mark the increase (or decrease) on the Progression Check Sheet.

Example

Player 2 had the highest [Initiative], so the Round moves on to his Main Process. Player 2 decides to perform a Progression Roll.

Player 2 rolls <Knowledge: Bomb Disposal> and gets a 17. Adding his Skill level of 3 and gets a final score of 20. He plugs his score into the formula, which results in 3 points.

Player 2 completed his Roll and ends his turn.

• Cleanup Process
Perform the Cleanup Process as you would in battle. Once done, go back to the Initiative Process and see who is next to take a turn. Repeat until the goal amount has been reached.

• Progression Events
Progression Events are occurrences that change the current situation. This often results in a change in Difficulty, Skill, or some other modifier.

These Events occur whenever a players accumulate a predetermined number of points. This will be discussed in detail on the following page.

• Ending the Progressive Check
The Progressive Check ends when it is successfully completed or the time limit is reached. If the end comes during the middle of a Round, immediately move to the Cleanup Process and finish off any remaining tasks.

◆ Experience Points
Players earn extra experience points for successfully completing a Progressive Check. These points are given to players during the After-Game.

The amount of experience players earn for a Progressive Check is equal to the amount of points earned for achieving a Scenario's main goal. For example, if achieving the Scenario's goal of saving the heroine is worth 5 experience points, then players earn 5 points for completing a Progressive Check.

Every check performed is worth the same amount of experience points. If three Progressive Checks were done and the Scenario's goal is worth 5 experience points, then players earn 15 experience points completing all three checks.

◆ Progression Events

Progression Events occur when a certain amount of Progression Points have been gathered. These events represent new challenges and obstacles that the player must overcome if they wish to succeed. When these events occur, some aspect of the Progressive Check will change, such as its Skill or Difficulty.

• When Progression Events Occur

Progression Events occur at set intervals based on the amount of Progression Points gathered. These intervals are determined beforehand by the GM. If you refer to the sample Progressive Checks you will see that Progression Events often occur once every 2 to 3 points gathered. However, you may have your Events occur at completely random intervals.

• Effects of Progression Events

The following may occur with Progression Events:

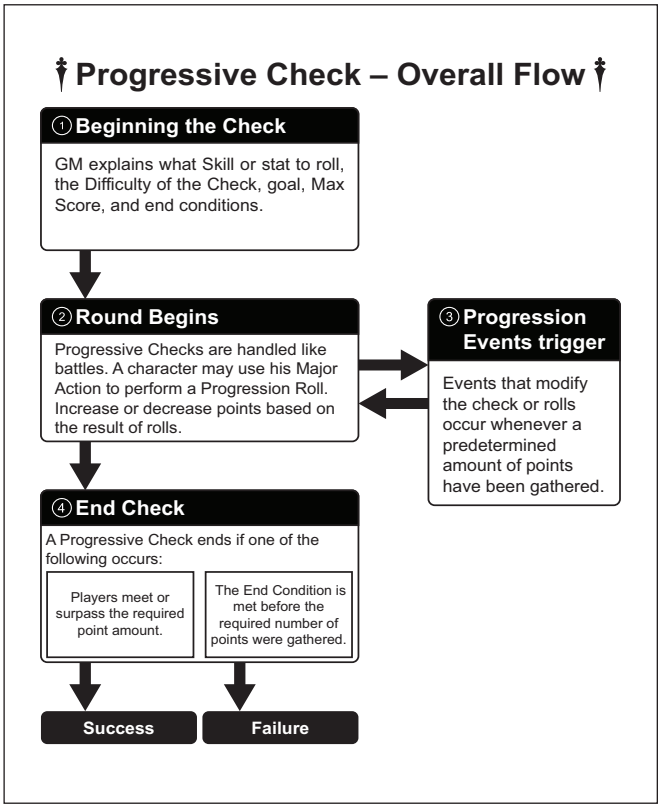
1)Skill is Changed

Events may force players to roll a different Skill or stat. To see how this change is plausible, imagine that you are looking for survivors in a destroyed city.

The Progressive Check has you first roll <Perception> because you are searching for signs of life. You gain two Progression Points and a Progression Event occurs. You find survivors, but they're under some rubble. You must dig them out, so the Check's Skill becomes [Body].

2)Difficulty is Changed

Difficulty may rise or increase to represent changes in the situation. If a Progressive Check has you sailing down a river, than a change in Difficulty would represent the currents becoming rougher or gentler.



3)Change in End Condition

Changes in End Condition mean players have more or less time to complete the task at hand. If a time bomb's clock speeds up, than the number of Rounds before the end are reduced. In the reverse situation, the bomb's clock stopped, giving players more Rounds to completely disarm the bomb.

4)Any Combination of the Above

For very tough situations, a Progression Event may change any combination of Skill, Difficulty, or End Condition.

• Why Have Progression Events?

Progression Events serves two purposes, the most obvious of which is maintaining a tense atmosphere. When the same Skill is constantly being rolled against the same Difficulty, the fun disappears and the act devolves into grinding.

The second purpose of Progression Events is to make the game more inclusive. Progressive Checks represent difficult tasks that cannot be done by one person, but not all characters will have a high level in the Skill you require. Those characters may be relegated to Support Rolls, or have to pass altogether. By changing the required Skill, players will bet a chance to really contribute to the cause.

◆ Support Roll

As mentioned earlier, Support Rolls can be performed during the Initiative Process. These rolls cannot earn Progression points, but they give other characters a bonus to their Progression Roll. This allows those characters to earn more points then they could have unassisted.

The drawback is that the character who performs a Support Roll will immediately enter the Post-Action state. The declaring character essentially forgoes his turn so that another person can perform better.

• Performing a Support Roll

A Support Roll is performed in the following manner:

-Timing and Requirements

Support Rolls can be performed during the Initiative Process by any Pre-Action character. They are declared in the same manner as [Timing: Initiative] Powers. [Timing: Initiative] Powers cannot be used at the same time as a Support Roll.

-The Roll

The player performing the Support Roll selects one character to give the bonus to. He then rolls against the Support Roll Skill. The Difficulty is equal to the Progressive Check's Difficulty. If successful, the target character receives a +3 score bonus to his Progression Roll. This bonus lasts until either the character performs a Progression Roll or the current Round ends.

If multiple players target the same character with their Support Rolls, those score bonuses will stack.

-Completion

Upon completing a Support Roll, the acting character enters the Post-Action state.

The Situation Chart

The Situation Chart represents sudden occurrences that make the job difficult. As mentioned earlier, the Situation Chart is rolled at the beginning of the Setup Process, usually by the GM. Whatever is rolled will occur in-game, giving players bonuses or penalties to their rolls.

Unless otherwise specified, these modifiers only last for one Round. They are replaced with a new modifier when the Situation Chart is rolled the next Round.

◆ Rerolling

The GM may reroll the Situation Chart if he decides that the result is inappropriate considering whatever is happening in-game. If the players were the ones that rolled the chart, they must get permission from the GM if they wish to reroll.

• Rerolling during a Round

If he wishes, the GM may roll the Situation Chart a second time during a Round. Such an action may be written into a Situation chart if so desired.

If the Situation Chart is to be rolled during the Round, do so after a character has completed his turn and the Round has returned to the Initiative Process.

• Ignoring the Chart's Results

You may reverse the effects of the Situation Chart at any time you feels it is appropriate. For example, if the Situation chart gives a penalty because players are on rocky ground, you may cancel out that penalty if your players have reached stable ground.

◆ Creating an Unique Situation Chart

The Situation Chart was designed to be applicable in any situation, which means it may not always accurately describe what is occurring in your Scenario.

Instead of using what is provided, create your own Situation Chart. Tailor it to meet the needs of your Progressive check and Scenario. It is more work, but the extra attention to detail will make your session that much more entertaining.

Situation Chart

1D100	Result
01 - 05	Nothing of interest happened. No modifiers this Round.
06 - 10	The task requires expertise. During the Round, Progression Rolls done with a Skill of LV4 or below earn one less point. Min. points is zero.
11 - 15	You're panicking. Difficulty during this Round is increased by 1D10.
16 - 20	A single mistake could prove fatal. If the next Progression Roll this Round fails, then the total accumulated Points is reduced to zero.
21 - 25	You're unusually agitated. If a character fails at a Progression Roll this Round, then he receives the Bad Status Berserk.
26 - 30	You're feeling pressured. During this Round, characters will receive the Bad Status Pressure after performing a Progression Roll.
31 - 35	Luck is on your side. All Progression Rolls this Round receive a -1 Critical Value bonus.
36 - 40	You met with some horribly bad luck. All Progression Rolls this Round receive a +1 Critical Value penalty.
41 - 45	All or nothing. During this Round, both Max Score and Difficulty is increased by +10.
46 - 55	All is well. No modifiers this Round.
56 - 60	You're walking a proverbial tightrope. Difficulty during this Round is increased by 1D10.
61 - 65	This is a once in a lifetime chance. Max Score this Round is increased by +10.
66 - 70	You're dealing with a very tiring task. During this Round, characters receive 1D10 HP damage after performing a Progression Roll.
71 - 75	Your chance has come! All Progression Rolls this Round receive a +5 dice bonus.
76 - 80	Unexpected issues have arisen. All Progression Rolls this Round receive a -5 dice penalty.
81 - 85	The stress is causing your virus strain to become active. A Progression Roll this Round causes your Encroachment Rate to increase by 1D10.
86 - 90	You found a solution to your problem. The Max Score this Scene is increased by +10. This bonus is noncumulative.
91 - 95	The situation is getting periodically worse. During this Scene, Difficulty increases by 1D10. This penalty is cumulative.
96 - 100	All is proceeding as planned. During this Round, characters gain an extra Progression Point if their Progression Roll is successful.

■ Creating Progressive Checks

Instead of using a pre-made Progressive Check, you may create a new one from scratch. Use the Progressive Check Sheet from the Appendix.

Whether you have it prepared or filling it out on the spot, be sure to explain the important entries so that players clearly understand what needs to be done.

◆ Create an Objective

First, set an objective for the Progressive Check. This will give some context as to what characters are trying to do. This will help you decide what Skills to have players roll and how difficult the check should be. Try to keep it simple and limit yourself to one objective.

◆ Select a Skill

Next, select which Skill players must check order to gain Progression Points. Previous examples and many of the pre-made checks only set one Skill to roll against, but you may set more than one Skill so that players have a choice.

◆ Set a Goal Amount of Points

Decide how many Progression Points must be gathered before your Progressive Check is beat. The higher the goal, the longer your check will last. Ten to fifteen is a good range to be in, as the average Progression Roll will net about one to three points.

For a more precise goal, use the following formula:

2(Participating Characters) x (Rounds in your time limit)

If you're running a game with a small number of players (less than five), set your goal to be less then the number you get from the above formula.

◆ Set the Max Score

As mentioned previously, the Max Score is a cap on the score of Progression Rolls. This limits the amount of Progression Points that can be earned with a single roll. To be blunt, the Max Score is a handicap that you place on the character that is most likely to excel at your Check.

If the Max Score is set at 30, then even if a player rolls a number higher than 30, or if he has a Skill level of 35, his roll will always be counted as a score of 30.

The Max Score cannot be lower than 1. If the Max Score is anything below 10, then players can only earn a max of one point per Progression Roll. This within itself is not bad, especially if the goal amount is also low, but it makes rolls very unmotivating.

◆ Set the Difficulty

As with any check, the Difficulty is the minimum a player must roll in order to succeed. Difficulty cannot be lower than 1, and it cannot exceed the Max Score.

7 to 9 is the recommended range for Difficulty. Assuming that the goal is 15 points and the Max Score is 30, a Difficulty of 7 will make a check last for two Rounds for a table of five.

Avoid setting the Difficulty so high that it requires players to Critical. Your players' characters may not always have the necessary Skill levels, so a high Difficulty will be needlessly tough to achieve.

◆ Set an End Condition

Create a condition that forces the check to end before players achieve the goal amount of points. You want to motivate players to complete the Progressive Check within a certain amount of time. This condition may be set to a time limit or a certain event.

The End Condition may be a time limit, such as "Complete in X number of Rounds," or "Complete in X number of Rolls." Calculate the number of Rounds you want the check to continue and then add two Rounds to the total. If you want a stricter End Condition, only add one Round.

Alternatively, you can ask players to complete the check before certain in-game events occur. Examples of such events include as a rival NPC group completing the Progressive Check, or a certain NPC being reduced to zero HP.

◆ Create Progression Events

If you want, you may also add Progression Events to your Check. Have them activate on the Cleanup Process of the Round when the required number of points was achieved.

You may have your Events occur at any particular interval. You may have Events occur once every two to three Progression Points, at completely random intervals, or once every Round. If you decide to go with the final option, have the event coincide with the Situation Chart and the changes that it brings.

• Do You Reveal the Events Beforehand?

As GM, you have the option of revealing or hiding the Progression Events from your players. The choice should be made based on whether or not foreknowledge makes sense in the situation. For example, if players are diffusing a time bomb, it would not make sense for them to know about the secret security measures that activate when the point total reaches 3.

• What if Two Events Occur Simultaneously?

In some cases, players may satisfy the requirements of two events at the same time. For example, the events at 3 points and 6 points are triggered because the players' point total jumped from 2 to 8. If both events apply different types of modifiers, then feel free to apply the effects of both events. If the events conflict, only trigger the later event.

■ Samples

Sample Progressive Checks can be found in this section on page 66. Beginning on page 116 of the Scenario section, you will find Scenario Starters that include a Progressive Check. Refer to these samples and Starters when incorporating a Progressive Check into a Scenario.

Progressive Checks - Tips

■ When to Use Progressive Checks

Now that the rules of Progressive Checks have been explained, lets talk about what situations this system is appropriate for. Progressive Checks are best used for jobs that either require more than one skill set, or requires a great deal of time to complete.

Simple tasks are should not be turned into a Progressive Check. Doing something like jumping from building to building is not enough. It is difficult to convincingly break down that task down into multiple rolls.

Multiple rolls are an important part of this system, which is why time-consuming tasks -such as constructing a building- make for good Progressive checks. The task is complicated enough that it can be broken down into several rolls, its difficulty cannot be properly expressed in a single roll, and it is lengthy enough that trying to work it into several Scenes would be too much work.

◆ How Many Checks per Scenario?

How many Progressive Checks you should have in a single Scenario will depend partially on your players. While Progressive Checks can be fun, having too many will make the game feel like a grind session.

Progressive Checks should be treated like battles. Have only one to two Checks per Scenario. If you want to have more, then you need to balance each Check so that each one is of a shorter, more reasonable length.

◆ Consider the In-Game Situation

Because Progressive Checks utilize the same Round system as battles, you need to be mindful of when during a Scenario you're implementing a Check.

Imagine that you created a Scene where only half of the player characters can enter. Would it be fair to implement a Progressive Check that had a time limit of X Rounds? Not really, especially if the Check was meant for five players or it requires a particular Skill that characters who could participate do not have.

■ Creating Progression Events

Progression Events were designed to stimulate the players by changingboth the in-game situation and the kind of rolls that are performed.

One Progression Event every one to two Rounds is the recommended pace. Your events can either benefit or hinder players. The recommended ratio between good and bad events is 2:1.

For extra enjoyment, the sequence of events may also be roleplayed. Using a manhunt Progressive Check as an example, the chain of events that involve finding a clue, deducing the hideout, acquiring transportation, and finally capturing the target can be incorporated into your Scenario.

◆ Make Use of the Situation Chart

If creating Events proves too time-consuming, you may instead use events from the Situation Chart.

Whenever a Progression Event triggers, you may instead roll the Situation Chart. The introduction of this random element will make the Check somewhat thrilling.

The drawback of using the Situation Chart is that Skill will never change, in which case some players will not get to contribute. If you use the Situation Chart, at the very least create some Events that cause the required Skill to change.

■ Making Checks More Challenging

Once you have a Progressive Check prepared, you may want to add some twists that make it more challenging. Simply increasing Difficulty is a quick way to make a Check harder, but that method has its limitations. Instead, we will provide other tricks you can use to make a check more challenging.

● Limit Which Players Can Perform a Progression Roll

Instead of leaving the Progression Roll open for all characters to perform, you may place conditions on the Roll that limit which characters may roll. You can restrict participation based on whether or not a character has:

-A Certain Skill
You may require that a character have a Skill at a certain level before he is allowed to roll.

-A Certain Power
Have a character use a certain Power or Simple Power before he can roll. Alternatively, you can award an extra Progression Roll if a certain Power is used.

-A Certain Lois
Like in the example above, you can require a character to have a Lois with a certain character, or you can give a bonus for having that Lois.

-Performed a Certain Task Beforehand
You may ask that characters Engage a character or object before a roll is allowed. You could also require that all enemies are killed first.

These kinds of restrictions work better if you are combining Progressive Checks and combat together. This subject will be discussed on the following page under Adding Gimmicks.

-Only Certain Characters May Roll
As part of your story, only certain player characters may perform a Progression Roll.

● Limit the Support Roll

Support rolls can be limited in the same fashion as Progression Rolls. Additionally, you could allow Support Rolls to be only be performed a certain number of times, or you can completely ban them.

● Warning: Do Not Overdo It

Do not place too many restrictions on your Progressive Check. While you do want a challenging check, you need to balance challenge with fun. Too many restrictions turns a Scenario into work, and that is the last thing you need during a game session.

■ Adding Gimmicks

The possibilities of Progressive Checks go far beyond its own rule set. By adding your own house rules or combining them with other mechanics, you can create an unique and exciting Progressive Check. The following are examples of what you can do modify Checks.

◆ PvP Progressive Check

You can create a competitive mini-game by having two separate teams of players working on the same Progressive Check. Both teams will have separate Progression Point totals, and the team that successfully completes the check first will earn some reward or bonus.

You decide how teams are set up. They do not need to have an equal number of characters. You may also apply different restrictions on each team.

In addition to group restrictions, you may also create global restrictions. For example, out of all characters from all groups, only three characters may participate in the Progressive Check.

◆ Allowing Simple Powers

During a Progressive Check, there will be times when a Simple Power seems like the best tool to use. Going back to the time bomb example, Simple Powers like Neumann's «Ultimate Appraisal» or Black Dog's «Electronics Master» can be used to great effect.

Players will certainly ask to use Simple Powers, and you should consider their request. Judge each request on a case to case basis. If you allow a Simple Power to be used, then allow the player to roll against a Skill that is appropriate to the Simple Power he is using instead of the check's Skill. You can also give bonuses when certain Simple Powers are used.

◆ Progressive Checks During Combat

Because Progressive Checks use the same Round system as combat, you can run a Check and a battle at the same time.

It certainly makes for a more compelling Check. Players will have to decide whether to use their Major Action to perform a Progression Roll or to fight off enemies.

Running combat and a Progressive Check parallel to one another is already quite entertaining. You can use bonuses and rewards to increase the synergy of these mechanics. You can give combat bonuses for completing the Progressive Check or vise versa.

You can also make Progressive Checks an integral part of combat. For example, you can separate your players into an assault team and a sneaking team. The sneaking team could be responsible for unlocking doors and disabling security for the assault team.

Combat and Progressive Checks work well together. Use your imagination to create all sorts of gimmicks.

◆ Utilize Loises

Double Cross is a game about the bonds between people. To further emphasize this theme, try incorporating Loises into your Progressive Checks. As we have already mentioned, you can restrict Progression Rolls to only characters that have a certain Lois.

No matter how you incorporate Loises, remember that they work best when used in Progressive Checks that involve a character. We are referring to checks that have players trying to negotiate, to track someone down, or to keep a person from becoming a Gjaum. The idea of love (or hate) motivating a person to do something for someone else is what brings the game's theme to full circle.

◆ Work Checks into Enemy Powers and E-Loises

Not all Enemy Powers and E-Loises serve a combat purpose. Many are world-changers and tricks. As part of their effect, these Powers require that create conditions or tasks that players can complete to cancel out the Powers' effects. As part of those tasks, you may incorporate a Progressive Check.

● Enemy Powers

For many Enemy Powers, Progressive Checks can easily be used to prevent them from triggering in the first place. For Powers that involve brainwashing, a Progressive Check rolling [Mind] or the like can be used to revert the effects.

● E-Loises

E-Loises can also be set up in a similar fashion. But for abilities that are far more devastating than Enemy Powers, the Progressive Check should be equally grand.

Consider creating a situation where an E-Lois triggers if the Gjaum completes a Progressive Check. This plays into the concept of PvP checks that was discussed earlier. As for dramatic presentation, begin the Check when either the character using the E-Lois or the potential victim is at the center of the proverbial stage.

PROGRESSIVE CHECKS

Use these sample Progressive Checks for your own Scenarios or as templates.

DOUBLE CROSS

Title	Close the Deal									End Condition			5 Rounds have Passed							
Check	<Negotiate>			Difficulty		9				Max Score			30		Exp. Points			3		
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	~~13~~	~~14~~	~~15~~	~~16~~	~~17~~	~~18~~	~~19~~	~~20~~
	~~21~~	~~22~~	~~23~~	~~24~~	~~25~~	~~26~~	~~27~~	~~28~~	~~29~~	~~30~~	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
Use this particular Check when a player is engaging in complex and vital negotiations with a NPC.

Goal: 12 Points
Support Roll: [Social]
Recommended for: 3 Players

This Check and its events assume that the player and NPC are equals who are trying to close a business deal. If your negotiations are going to be under-handed or between a stronger and weaker party, adjust event timing and Difficulty accordingly.

Success means that the deal was closed. If players fail, than the other party will not return to the negotiation table until new terms are presented.

Negotiations are a battle fought with words and information. The spoils are profit and cheap prices. If you fail, blood will be spilled.

Pride and profit are on the line for both you and the opposing party. Cut a deal where everyone wins, but you win more. As you exchange words with the opposing party, you may feel a thrill that a physical fight cannot offer.

Progression Events
3 Points: The opposing party is interested in your proposal. Difficulty is changed to 7.

The opposing party is responsive to your proposal. Something you said must have peaked their interest.

6 Points: The opposing party now on guard. Difficulty reverts back to 9.

The opposing party is clamming up. Did you say something wrong, or are they trying to get a better deal for themselves?

9 Points: The opposing party is clearly nervous now. Players now roll <Perception>.

You hit on something sensitive. Keep pushing and you will get a deal that everyone benefits from.

Title	Diffuse the Time Bomb				End Condition	3 Rounds have Passed														
Check	<Knowl: Bomb Disposal>		Difficulty		10	Max Score				30	Exp. Points			3						
Progression Point Total	1	2	3	4	5	6	7	8	9	10	~~11~~	~~12~~	~~13~~	~~14~~	~~15~~	~~16~~	~~17~~	~~18~~	~~19~~	~~20~~
	~~21~~	~~22~~	~~23~~	~~24~~	~~25~~	~~26~~	~~27~~	~~28~~	~~29~~	~~30~~	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
This Check involves disabling or temporarily stopping a complicated mechanism. In this particular instance, players will be dismantling a time bomb, but this sample can easily be converted for computer hacking, the disabling of electronic locks, or any task that involves tampering with complicated machinery. The only modification necessary is to change what Skill players roll.

Goal: 10 Points
Support Roll: [Mind]
Recommended for: 2 Players

This check is best used when players did not have time to properly prepare. If you give players time to prepare, consider decreasing the Difficulty.

This Check was built to be a task that one man carries out while his allies are fighting incoming enemies.

If players complete this Check, the bomb will be disabled. If they fail, the timer will continue to run. Without any time left to try again, players will have to figure out another way of getting rid of the bomb.

Progression Events
3 Points: Players have figured out how the bomb works. Decrease Difficulty to 8.

You figured out the general steps needed to disable the bomb. All you have to do is go through each step calmly but quickly.

5 Points: A fail-safe system has activated. Players now check <Perception>. Increase Difficulty to 9.

A fail-safe activated. Was it part of the system, or did you trigger it? No matter, you still have to find a way to disable it.

6 Points: The fail-safe has been shut down. Players now check <Melee>.

A cover is protecting a section you have to get into. You'll have to force it open.

8 Points: All that's left is a blue wire and a red wire. Only one needs to be cut. Players now check <Knowledge: Bomb Disposal>. Increase Difficulty to 12.

Title	Sneak into the FH Base				End Condition	5 Rounds have Passed														
Check	[Body]		Difficulty		7	Max Score				30	Exp. Points			3						
Progression Point Total	1	2	3	4	5	6	7	8	9	10	~~11~~	~~12~~	~~13~~	~~14~~	~~15~~	~~16~~	~~17~~	~~18~~	~~19~~	~~20~~
	~~21~~	~~22~~	~~23~~	~~24~~	~~25~~	~~26~~	~~27~~	~~28~~	~~29~~	~~30~~	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
This Progressive Check is used for sneaking into secure facilities, such as False Hearts bases. This sample assumes that players are breaking into buildings of "average" security. You may need to increase Difficulty if the place your players are infiltrating has better security or is on alert.

Goal: 10 Points
Support Roll: <Perception>
Recommended for: 2 Players

If players succeed, they will enter the facility undetected. If they fail, they will be seen by security forces and will likely have to run or fight their way out. Failure ultimately results in security being tightened, making future attempts even more difficult.

Lastly, if players decide to fight their way in, both player characters and enemies will suffer heavy losses.

Progression Events
2 Points: Players must avoid patrols as they look for a way past the outer walls. Increase Difficulty to 9.

You see guards and sensors placed at key points. Be careful, you don't want to be detected so early in the mission.

4 Points: Players are inside the base. They must reach their target undetected. Players now roll <Perception>.

You slip in and out of hiding places, steering clear of every sound you hear. Right now, your heartbeat may be louder than anything walking by.

6 Points: Players have gotten close to their target. They haven't been detected, but security is only getting better. Increase Difficulty to 10. Player now roll [Body].

You've gotten close, but rushing now will only lead to failure. Stay frosty.

8 Points: Players have reached their target. Now they have to finish the job they came to do. Players now roll <Perception>.

You've reached your target without being seen, but patrols can walk past at any time. Finish your job before you are spotted!

Title	Lose your Stalker									End Condition	10 Rounds have Passed									
Check	[Body]			Difficulty		7				Max Score			30		Exp. Points			5		
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	~~21~~	~~22~~	~~23~~	~~24~~	~~25~~	~~26~~	~~27~~	~~28~~	~~29~~	~~30~~	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
Use this Check when players are being stalked by the enemy. Players must move around the town until their pursuers lose sight of them.

If successful, the player loses his stalker. If he fails, he will have to deal with the enemy in another way.

Goal: 20 Points
Support Roll: [Body]
Recommended for: 1 Player

This template assumes that the player will try to get rid of his stalker without confronting him. Attack is only an option after this check has ended.

This check ends once the goal is acheived, the player passes the time limit, or he gives up on stealth and decides to attack.

When combat begins, place the stalker X meters away from the player. X equals [Goal – Current Points] x 5.

Progression Events
3 Points: The player notices that someone is following him. Player now rolls [Sense] Decrease Difficulty to 6.

After wandering aimlessly around town, you are now certain that the person behind you really is following you. Why is somebody stalking you?

10 Points: The player has an ID on his stalker. Player now rolls <Perception>. Increase Difficulty to 8. Give information on the stalker if needed.

It has been long enough. Time to lose your stalker.

15 Points: The stalker still has the player in his sights. Increase Difficulty to 8. Player now rolls [Body].

You begin to walk faster. By now the stalker knows that he's been spotted. A professional would know to give up once he's spotted, but is your stalker that kind of man?

18 Points: A lot of distance has been put between the player and his stalker. A little more and he will be able to lose the man. Increase Difficulty to 9.

Title	Follow the Target									End Condition	5 Rounds have Passed									
Check	[Body]			Difficulty		7				Max Score			30		Exp. Points			5		
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	13	~~14~~	~~15~~	~~16~~	~~17~~	~~18~~	~~19~~	~~20~~
	~~21~~	~~22~~	~~23~~	~~24~~	~~25~~	~~26~~	~~27~~	~~28~~	~~29~~	~~30~~	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
For this Progressive check, the player will follow a person until he leads him to the enemy hideout.

Goal: 13 Points
Support Roll: <Perception>
Recommended for: 1 Player

It's assumed that the player will not attack his target. If he does, it will be because:

A) The player reached the hideout.
B) The five round time limit passed.
C) The player gives up and attacks.

The last two cases constitute failure. The player will not find the hideout and will have to look to other sources for information.

When combat begins, the player and target will be X meters away. X equals [Goal – Current Points] x 5.

Progression Events
3 Points: The target has noticed the player. Decrease Difficulty to 6. Player rolls <Perception>.

Your target wanders around aimlessly, occasionally stopping in front of a store. He knows that someone's following him, but doesn't seem to know that that person is you.

6 Points: The target is slowly walking through town. He's trying to identity his stalker. Increase Difficulty to 8. Player rolls <Knowledge: Stalking>. Give the player information about the target if needed.

Your target is on guard and actively trying to identify his pursuer. Don't let him find out that it's you.

10 Points: The target believes he has lost his pursuer and is now heading to the enemy hideout. Decrease Difficulty to 7. Player rolls [Body].

Your target is finally heading back to his hideout. Does he think he lost you, or is he trying to lure you into a trap? Either way, you'll finally find what you've been looking for.

Title	Looking for Something?				End Condition	4 Rounds have Passed				
Check	<Info: Rumor>	Difficulty	8		Max Score	30	Exp. Points	4		
Progression Point Total	1	2	3	4	5	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40

Description
Players will search for an item or person that is lost somewhere in the city. If your players are instead looking for information or something intangible, rewrite the Progression Events.

Goal: 12 Points
Support Roll: [Social]
Recommended for: 4 Players

Missing people and items are hard to fine, especially if they were intentionally hidden. Players will have to gather information and sort the real clues out from the red herrings. One clue will lead to another, and will eventually lead to the target.

If players are successful, the will find their target. If they fail, their work was for nothing, and they will have to find something else that leads to their target.

Progression Events
3 Points: Playersmust gather as much information as possible on their target's location. Increase Difficulty to 9. Players now roll [Social].

If you're going to find your target, you're going to need information. However, not everything you hear will be helpful. People may not always remember things right, or they may deliberately mislead you. Figure out which leads are good.

6 Points: Players have narrowed down the locations where their target may be. Reduce Difficulty to 6.

You've narrowed down the list of places where your target may be. You now have to visit each location and ask the locals for more detailed information.

9 Points: Players are now close to their target. Increase Difficulty to 9.

The locals have pointed you in the direction of your target. Now you just have to actually find it. Be careful, certain parties want to keep you away from the target and are willing to resort to violence.

Title	Stop the Runaway Bus				End Condition	5 Rounds have Passed				
Check	<Ride: 4-Wheel>	Difficulty	8		Max Score	30	Exp. Points	5		
Progression Point Total	1	2	3	4	5	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40

Description
A bus driver has passed out and his bus is barreling through the city. In order to save the passengers, the players drive up to the bus, get onto it, and then somehow stop it.

The bus can be switched out for any passenger vehicle. Events will need to be rewritten to coincide with your changes. Be ready to change Difficulty and Check Skill so that the check coincides with what caused the driver to pass out in your Scenario.

Goal: 18 Points
Support Roll: <Perception>
Recommended for: 4 Players

Progression Events
3 Points: The bus has picked up speed. Increase Difficulty to 10.

6 Points: The players are now right next to the bus and must now jump onto it. Players now roll [Body].

You signal the bus driver to stop, but it looks like he passed out. You're going to have to jump onto the bus.

9 Points: The players are now on the bus. They now must take wheel and somehow slow the bus down. Decrease Difficulty to 8. Players roll <Ride: 4-Wheel>.

12 Points: The cars up front are not moving. Apparently there's a traffic jam. The players must somehow maneuver out of the way! Increase Difficulty to 10.

You're running out of open road. It's dangerous, but you have to either get onto the sidewalk or go off-road. This will put your driving skills to the test.

16 Points: A crash was avoided, but now the bus is heading straight for the ocean. The players need to stop the bus before it goes into the water! Increase Difficulty to 12.

Title	Escape from the Base!									End Condition	8 Rounds have Passed									
Check	[Body]			Difficulty		7				Max Score			40		Exp. Points			5		
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	~~26~~	~~27~~	~~28~~	~~29~~	~~30~~	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
Players are inside an enemy base and must escape. Success results in the players safely getting out of the base. Failure means that players will have to fight their way through security. Although it is possible for players to fight the security and safely get out, it will be very unlikely during this check.

Goal: 25 Points
Support Roll: <Perception>
Recommended for: 4 Players

The current Difficulty reflects the assumption that security is not on full alert. If players fought their way in or spent most of their resources, increase this check's Difficulty to reflect the player's disadvantageous situation. Alternatively, if players took precautions that weakened security, you may choose to lower the Difficulty.

This particular Progressive Check utilizes a special Situation chart, which you can find below.

Progression Events
3 Points: The players found their planned escape route, but they need to check to see if it is still usable. Players roll <Perception>.

7 Points: The players are running down their escape route. Security is more lax than expected, so run faster. Decrease Difficulty to 6. Players roll [Body].

12 Points: The players have reached a 4-way intersection. Voices and footsteps can be heard, but players cannot tell which corridor they're coming from. They will need to hide and wait for the men to pass. Increase Difficulty to 8. Players roll <Perception>.

17 Points: The players have reached a locked door. The passcode they have is not working, so they'll have to crack the new code. Increase Difficulty to 9. Players roll <Knowledge: Machinery>.

21 Points: The players have reached the outside walls. They're free once they jump over the wall. Increase Difficulty to 10. Players roll [Body].

Escape from the Base! Situation Chart

1D100	Result
01 - 05	Nothing of interest happened. No modifiers this Round.
06 - 10	The situation is better then expected. +1D10 score bonus to Progression Rolls this Round.
11 - 15	You're panicking. Difficulty during this Round is increased by +3.
16 - 20	You met with some horribly bad luck. All Progression Rolls this Round receive a +1 Critical Value penalty.
21 - 25	Your Impulse is acting up. If a character fails at a Progression Roll this Round, then he receives the Bad Status Berserk.
26 - 30	Can you seize the moment!? Max Score this Round is increased by +10.
31 - 35	Luck is on your side. All Progression Rolls this Round receive a -1 Critical Value bonus.
36 - 40	The mission is in danger of failing. If the next Progression Roll fails, total gathered Progression Points is reduced to zero.
41 - 45	The stress is causing your virus strain to become active. A Progression Roll this Round causes your Encroachment Rate to increase by 1D10.
46 - 55	All is well. No modifiers this Round.
56 - 60	You're walking a proverbial tightrope. Difficulty during this Round is increased by 1D10.
61 - 65	You're imagining the worst case Scenario. Characters will receive the Bad Status Pressure after performing a Progression Roll this Round.
66 - 70	You're dealing with a very tiring task. During this Round, characters receive 1D10 HP damage after performing a Progression Roll.
71 - 75	Your chance has come! All Progression Rolls this Round receive a +5 dice bonus.
76 - 80	Unexpected issues have arisen. All Progression Rolls this Round receive a -5 dice penalty.
81 - 85	It's all or nothing. During this Round, Max Score and Difficulty increases by + 10.
86 - 90	Your senses feel sharper. All Progression Rolls this Round receive a +3 Score bonus.
91 - 95	Nothing is going as you expected. All Progression Rolls this Round receive a -1D10 Score penalty. The lowest a score can be is zero.
96 - 100	All is proceeding as planned. During this Round, characters gain an extra Progression Point if their Progression Roll is successful.

Title	Stop the Gjaum Transformation!									End Condition	10 Rounds have Passed									
Check	<Will>				Difficulty			9		Max Score				40		Exp. Points			6	
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
In front of the players is a person who is going turning into a Gjaum. In order to save this poor soul, the players will have to talk to the man and help him keep a grip on his sanity. The victim will be saved if the players are successful. In the event of failure, the players will have to kill the man.

Goal: 30 Points
Support Roll: <Will>
Recommended for: 4 Players

Depending on the events that lead to this Progressive Check, you may need to increase Difficulty to reflect issues that may confound the task at hand. If False Hearts had a hand in changing the victim, it is reasonable to assume that they may try to stop the players.

This particular Progressive Check utilizes a special Situation chart, which you can find below.

Progression Events
5 Points: After calling out to the man several times, he finally reacts to the players and his movements slow down. Decrease Difficulty to 7.

10 Points: The man suddenly attacks the players. The players must avoid these attacks. Increase Difficulty to 9. Players roll <Dodge>.

15 Points: The man's Renegade strain is becoming very aggressive. The players must assert themselves if they want to get through the mental trauma the virus is causing. Increase Difficulty to 11. Players roll <Will>.

You can actually see storms of power raging around the man. This man's strain is clearly awake now.

20 Points: At this rate the surrounding area is going to be destroyed. The players must restrain the man. Increase Difficulty to 15. Players roll <Melee> or <Ranged>.

25 Points: The man's Renegade strain is becoming dormant. One more push and the man will be saved. Decrease Difficulty to 10. Players roll <Will>.

Stop the GjaumTransformation! Situation Chart

1D100	Result
01 - 05	Nothing of interest happened. No modifiers this Round.
06 - 10	Your Renegade strain is reacting oddly. If a character fails at a Progression Roll this Round, then he receives the Bad Status Berserk.
11 - 15	You're knocked away by the man's Powers. During this Round, characters receive 1D10 HP damage after performing a Progression Roll.
16 - 20	A single mistake could prove fatal. If the next Progression Roll this Round fails, then the total accumulated Points is reduced to zero.
21 - 25	Things are going as planned. All Progression Rolls this Round receive a +1D10 Score bonus.
26 - 30	You're hit by a roar of rejection and denial. Characters will receive the Bad Status Dazed after performing a Progression Roll this Round.
31 - 35	Unexpected issues have arisen. All Progression Rolls this Round receive a -5 dice penalty.
36 - 40	You met with some horribly bad luck. All Progression Rolls this Round receive a +1 Critical Value penalty.
41 - 45	This is the best chance you're going to get! If the next Progression Roll succeeds, players gain an extra 2 Progression Points.
46 - 55	All is well. No modifiers this Round.
56 - 60	It's getting dangerous. Difficulty during this Round is increased by +3.
61 - 65	You have the worst luck! If the next Progression Roll fails, total Progression Points is reduced by -2. The point total cannot go past zero.
66 - 70	You're panicking. Difficulty during this Round is increased by +1D10.
71 - 75	Your chance has come! All Progression Rolls this Round receive a +5 dice bonus.
76 - 80	Luck is on your side. All Progression Rolls this Round receive a -1 Critical Value bonus.
81 - 85	Nothing is going as you expected. All Progression Rolls this Round receive a -1D10 Score penalty. The lowest a score can be is zero.
86 - 90	You found a solution to your problem. The Max Score this Scene is increased by +10. This bonus is noncumulative.
91 - 95	The stress is causing your virus strain to become active. A Progression Roll this Round causes your Encroachment Rate to increase by 1D10.
96 - 100	All is proceeding as planned. During this Round, characters gain an extra Progression Point if their Progression Roll is successful.

ENEMY POWERS

DOUBLE CROSS

Angel Halo

Only enemy NPCs with the Angel Halo Syndrome may acquire these Powers. Treat these as Angel Halo Powers when applying modifiers.

Dimensional Periscope

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: REFER **RNG:** REFER
Encroach: - **Restrict:** -
Place absent characters in your sights.

Effect: You can target one character that is not in the current Scene with a [Range: View] Power.

This Power may be used (LV) times per Scenario.

Dark World

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Scene **RNG:** View
Encroach: - **Restrict:** -
Throw the world into complete darkness.

Modify: For the current Round, all Powers become [Range: Close]. This penalty cannot be overridden by other Powers.

This Power may be used (LV) times per Scenario.

Balor

Only enemy NPCs with the Balor Syndrome may acquire these Powers. Treat these as Balor Powers when applying modifiers.

Accelerated World

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Scene (Select) **RNG:** View
Encroach: - **Restrict:** -
Reduce gravity's pull on people, making harder for them to slow down. With any luck, they will destroy themselves as they run into obstacles.

Penalty: Target characters will lose (LV)D HP whenever they Move or Dash this Round.

Repulsion Push

Max LV: 10 **Timing:** Initiative
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: - **Restrict:** -
Use a repulsion wave to push an enemy away.

Move: Move a Target [LV x 5] meters away. You decide where the Target goes. In order to complete this Move, the Target may Break Away.

This Power may only be used once per Round and cannot be combined with other Powers.

Black Dog

Only enemy NPCs with the Black Dog Syndrome may acquire these Powers. Treat these as Black Dog Powers when applying modifiers.

Augmentative Surgery

Max LV: 10 **Timing:** Setup
Skill: <Knowledge: Engineering>
DFCLTY: Auto
Target: Single **RNG:** Close
Encroach: - **Restrict:** -
Make a man stronger using mechanical implants.

Boost: Increase Target's Current and Max HP by + [LV x 10]. This bonus lasts until the end of the Scenario.

Cyber Security

Max LV: 10 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: REFER **RNG:** REFER
Encroach: - **Restrict:** -
Build a network security program that aggressively seeks out intruders.

Effect: Create digital protection for a terminal, system folder, or the like.

Anyone that attempts to access or inspect the protected PC/file will lose (LV)D HP.

The GM may create conditions for negating this Power.

Bram Stoker

Only enemy NPCs with the Bram Stoker Syndrome may acquire these Powers. Treat these as Bram Stoker Powers when applying modifiers.

Blood Serpent

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: REFER **RNG:** REFER
Encroach: - **Restrict:** -
Have a Servant enter the Scene.

You must have «Blood Bonds» (Core pg. 131) before acquiring this Power.

Timing: Use when entering a Scene.

Effect: A combat-ready Servant enters the Scene. Calculate stats as you normally would.

This Power may be used (LV) times per Scenario.

Immortal Blood

Max LV: 1 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Your strong life force allows you to produce blood indefinitely.

Effect: You do not pay the HP cost of Bram Stoker Powers.

Chimaera

Only enemy NPCs with the Chimaera Syndrome may acquire these Powers. Treat these as Chimaera Powers when applying modifiers.

Foul Beast

Max LV: 3 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Your attacks weaken enemies.

Select (LV) number of Bad Statuses. You cannot select Hate or Berserk.

Penalty: Any character you deal at leat 1 damage to will receive every Bad Status you selected. Taint will be Rank 3.

This Power cannot receive the Encroachment Rate level bonus.

Invincible Body

Max LV: 10 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Your fur or scales are strong enough to repel attacks.

Boost: You gain + [LV x 5] [Armor].

This [Armor] bonus is negated if characters attack a predetermined weak spot. The GM will decide what the enemy's weakness is and how to locate it.

This Power cannot receive the Encroachment Rate level bonus.

Exile

Only enemy NPCs with the Exile Syndrome may acquire these Powers. Treat these as Exile Powers when applying modifiers.

Corrupting Claws

Max LV: 10 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Inject an aggressive Renegade strain into your targets via your weaponized body part.

Effect: Characters you deal at least one point of damage to during your current turn (Main Process) must increase their Encroachment Rate by (LV) points.

Ultimate Mimicry

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

Effect: Transform yourself into a perfect copy of a person. A normal check will be insufficient to see past your transformation.

Special conditions created by the GM must be met before a <Perception> check is possible. Alternatively, the GM can make so that it so that meeting his conditions alone is enough to see past your transformation.

Hanuman

Only enemy NPCs with the Hanuman Syndrome may acquire these Powers. Treat these as Hanuman Powers when applying modifiers.

Supersonic Doppelganger

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Area (Select) **RNG:** Close
Encroach: - **Restrict:** -
Create doubles when moving at supersonic speeds.

Effect: Gain (LV) number of clones, who last for the rest of the Scene.

Treat each clone as a separate character, but you and your clones all share a single HP amount and number of uses for Powers.

This Power cannot receive the Encroachment Rate level bonus.

The Muse's Whispers

Max LV: 1 **Timing:** Major
Skill: <Art:__> **DFCLTY:** Auto
Target: Scene (Select) **RNG:** View
Encroach: - **Restrict:** -
Play a special tune that wipe's a person's mind and puts him under your control.

You can only target non-Overeds.

Effect: For the rest of the Scenario, the target characters obey your orders.

This Power is negated when you die or certain conditions created by the GM are met.

Morpheus

Only enemy NPCs with the Morpheus Syndrome may acquire these Powers. Treat these as Morpheus Powers when applying modifiers.

Mass Alchemy

Max LV: 10 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Scene (Select) **RNG:** View
Encroach: - **Restrict:** -
You can enhance the weapons of the people around you. This ability that makes you a desirable commander.

Boost: Targets' attacks gain a + (LV) score bonus towards their accuracy check and +10 Attack Power. These bonuses last for the rest of the Round.

Counterfeit Currency

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Create fake money or items that can be used in place of money.

Effect: Gain [LV x 10] Savings Points. These Points can be passed on to other characters.

Characters that use your created Points must increase their Encroachment Rate equal to the amount they used.

Neumann

Only enemy NPCs with the Neumann Syndrome may acquire these Powers. Treat these as Neumann Powers when applying modifiers.

Parallel Processing

Max LV: 1 **Timing:** Initiative
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Make your body more efficient by running several neural processes simultaneously.

Timing: Use while in Post-Action.

Effect: You return to the Pre-Action state, but you receive a -10 [Initiative] penalty. [Initiative] cannot go below zero.

This Power may only be used once per Scenario.

Deception

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: - **Restrict:** -
Make an enemy fail by fooling their eyes and mind.

Timing: Use when the Target uses a [Difficulty: Auto] Power.

Negate: Negate the Target's Power. You lose 30HP.

This Power may be used (LV) times per Scenario and cannot receive the Encroachment Rate level bonus.

Orcus

Only enemy NPCs with the Orcus Syndrome may acquire these Powers. Treat these as Orcus Powers when applying modifiers.

False World

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: - **Restrict:** -
Confuse enemies by warping the surrounding area.

Timing: Use when the Target uses a [Difficulty: Auto] Power.

Effect: The Power targets another character of your choice. The new character you choose must be a valid target for the Power.

This Power may only be used once per Scenario.

Labyrinth

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: REFER **RNG:** REFER
Encroach: - **Restrict:** -
Turn the streets into a labyrinth.
Effect: Pick a location. If a Scene takes place in your selected location, then you can limit the number of player characters that may enter the Scene. If you limit a Scene to only one character, then only the Lead Character may enter.

This Power is negated when certain conditions created by the GM are met.

Salamandra

Only enemy NPCs with the Salamandra Syndrome may acquire these Powers. Treat these as Salamandra Powers when applying modifiers.

Intense Heat

Max LV: 10 **Timing:** Setup
Skill: <RC> **DFCLTY:** Auto
Target: REFER **RNG:** View
Encroach: - **Restrict:** -
Create a humid environment that makes movement difficult.

Penalty: Increase the humidity within an area or building.

If check that's performed within the selected area produces a score that's below [LV x 3] points, reduce that score to zero.

This Power is negated when you will it or when you die.

Intense Cold

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: REFER **RNG:** View
Encroach: - **Restrict:** -
Create a frigid environment that saps stamina.

Penalty: Select an area or building and turn it into frigid hell.

When an Overed character enters a Scene that takes place in the selected area, they lose HP equal to the Encroachment Rate they gained from entering the Scene. Non-Overeds instead become Incapacitated.

Solaris

Only enemy NPCs with the Solaris Syndrome may acquire these Powers. Treat these as Solaris Powers when applying modifiers.

Poison Master

Max LV: 10 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Create a powerful poison.

Effect: The rank of Taint you deal increases by + (LV).

Your poison may also be capable of dissolving inanimate objects. The GM will create the rules that govern how your poison works.

Renegade Killer

Max LV: 10 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Scene **RNG:** View
Encroach: - **Restrict:** -
Release a poison that only targets Renegade strains.

Penalty: All characters other than you receive (LV) points of damage whenever they use a Power this Round. Deal this damage amount for each Power that is used.

A character can get rid of this penalty by using a Minor Action.

Ouroboros

Only enemy NPCs with the Ouroboros Syndrome may acquire these Powers. Treat these as Ouroboros Powers when applying modifiers.

Original Fury

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Dissipate the force of an attack.

Timing: Use when you deal at least one point of damage to any Overed other than yourself.

Modify: Any of your attacks this Scene that use an Ouroboros Power become [Range: Area].
You can negate this Power using an Auto Action, but you will have to use this Power again if you want to regain the Range modifier.

Shadow Marionette

Max LV: 1 **Timing:** Setup
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: - **Restrict:** -
Turn a person into your puppet by taking control of his shadow.

Effect: Perform a <Will> Opposed check with your Target. If you win, your may Move your Target to any location, in a manner of your choosing.

Steal Ability

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** Close
Encroach: - **Restrict:** -

Effect: Perform a <RC> Opposed check with your Target. If you win, select one of your Target's Powers and acquire at the same level.

You retain the stolen Power for the rest of the Scenario and the Target no longer has use of it.

This Power may only be used once per Scenario and is negated when you die.

Banish Power

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** Close
Encroach: - **Restrict:** -
Drain your enemy of most of his Renegade viruses and power.

Effect: Perform a <RC> Opposed check with your Target. If you win, then for the rest of the Scenario your Target can no longer use any of his Powers.

This Power is negated when you die. The GM may create additional ways to negate this Power.

Warding Canceler

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Scene **RNG:** View
Encroach: - **Restrict:** -
Absorb the Renegade Material that makes up a Warding field.

Timing: Use at any time.

Effect: No one can use Warding during the current Scene. If Warding is already in effect, it is immediately negated.

This Power is negated when you die.

Common Powers

Any enemy NPC may acquire these Powers regardless of Syndrome. Treat these as Common Powers when applying modifiers.

Avoid Danger

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Your reflexes and gut instinct will save you from danger at the last minute.

Timing: Use after rolling a check.

Boost: The check receives a +5 score bonus.

This Power may be used (LV) times per Scenario, but cannot receive the Encroachment Rate level bonus.

Ruler's Eyes II

Max LV: 10 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Scene **RNG:** View
Encroach: - **Restrict:** -
You can boost your soldiers' abilities and change the flow of an entire battle.
You can only target Troop enemies that are under your command.

Boost: During this Round, all checks your Targets perform gain a + (LV) score bonus.

This Power cannot receive the Encroachment Rate level bonus.

Instant Retreat III

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: - **Restrict:** -
Immediately remove a person from the area.

Timing: Use at any time.

Effect: The Target character is immediately ejected from the current Scene. You can only target characters who agree to leave or are unconscious.

This Power may only be used once per Scenario.

Enhance Armor

Max LV: 10 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Protect yourself in some way, such as reinforcing your skin and/or clothes, or creating protective gear.

Boost: You gain a + [LV x 2] [Armor] bonus that lasts for the rest of the Round.

Superhuman Weakness I

Max LV: 10 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
You have an unusual weakness.

Penalty: Give yourself a weakness to something (e.g. a Power, substance, environments, etc.). When you are exposed to your weakness, you take [LV x 2] more damage. You can also add on additional penalties, such as being unable to use certain Powers.

This Power cannot receive the Encroachment Rate level bonus.

Superhuman Weakness II

Max LV: 10 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
You must have acquired «Superhuman Weakness I».

Effect: Attacks do [LV x 2] less damage if they do not make use of the weakness you acquired via Superhuman Weakness I. This Power is negated for the rest of the Scenario if you are hit with your weakness.

This Power cannot receive the Encroachment Rate level bonus.

Tidal Wave Tactics

Max LV: 5 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Scene(Select) **RNG:** View
Encroach: - **Restrict:** -
Order your soldiers to launch a relentless assault.
You can only target Troop enemies that are under your command.

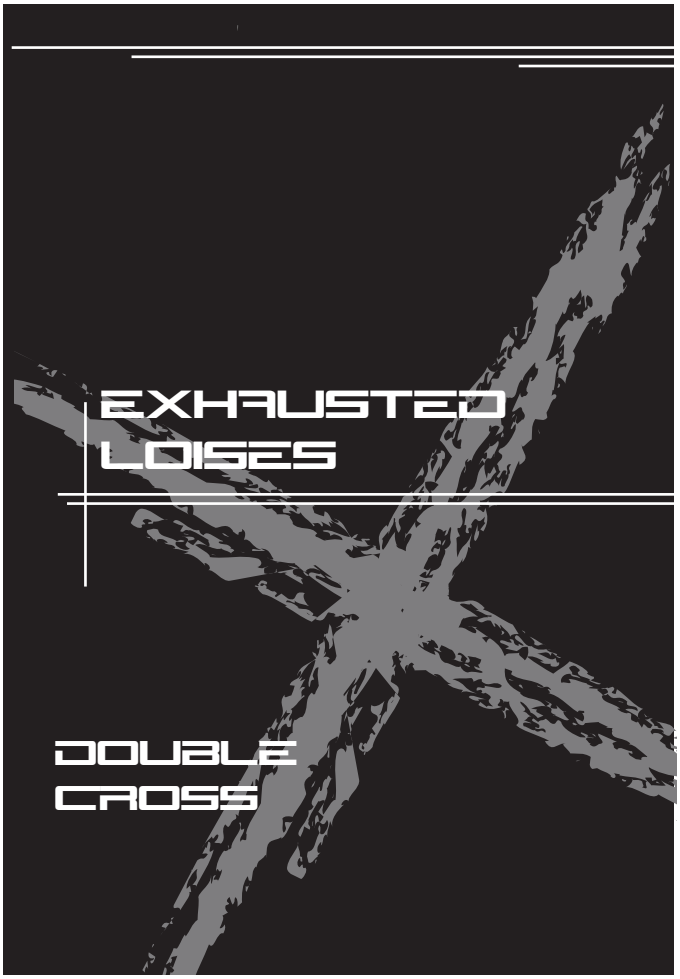
Effect: Your Targets enter the Pre-Action state. Troops that are already Pre-Action are unaffected.

This Power may be used (LV) times per Scenario, but cannot receive the Encroachment Rate level bonus.

Flight II

Max LV: 1 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -
Thanks to an ability or contraption, you are constantly in the air.

Effect: You are in a constant state of Flight. If an effect causes you to lose Flight, use a Minor Action to regain it.



Review

Exhausted Loises (E-Loises for short) are "burnt-out" Loises that represents an enemy's negative emotions and obsessions. These E-Loises confer various special abilities.

E-Loises possess the following restrictions:

-An enemy may only have a max of seven E-Loises.

-Impulse-specific E-Loises cannot be given to enemies who do not have the matching Impulse.

-If the players fight an enemy with an E-Lois, they earn a bonus reduction to their Enchroachment Rates during Backtrack. This bonus reduction is equal to 1D10 multiplied by the total number of E-Loises that every enemy they fought possessed.

-As an optional reward, the GM may give an extra experience point for every E-Lois and T-Lois used by the enemy.

Exhausted Loises

Any enemy may acquire the following E-Loises regardless of Impulse.

Successor of Infinity

Timing: Major **Impulse:** -
Skill: - **DFCLTY:** REFER
Target: Single **RNG:** View

You are obsessed with preserving your memories and consciousness. You fear death and try to avoid it by escaping into other people's bodies.

After using this E-Lois and meeting certain conditions created by the GM, you may transfer your consciousness into another person's body. Your new body's original inhabitant will disappear completely, but for story purposes you can have the original personality only partially disappear or be absorbed into your personality.

The condition for gaining a new body must not be easily achieved. They should involve a difficult task, such as sacrificing hundreds of people or finding a specific treasure/catalyst.

Endless Power

Timing: Auto **Impulse:** -
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View

Your insanity and unbridled greed fuels the powers that you wield.

Timing: Use at any time.

Effect: Select an E-Lois that you or a Gjaum in your view has acquired. That E-Lois gains an extra use.

This E-Lois will always be [Target: Single]. No Powers, effects, or Items can change this.

Eternal Slave

Timing: Auto **Impulse:** -
Skill: - **DFCLTY:** Auto
Target: REFER **RNG:** View
You have complete control over your slave's mind and body. They are not even allowed the freedom to die.

Timing: Use in conjunction with «Growing Despair» (Advanced pg. 107).

Effect: Characters summoned via «Growing Despair» this Round cannot be Incapacitated. Even if their HP reaches zero, they can continue fighting as normal.

Summoned characters that are at zero HP during the Round's Cleanup Process will automatically die.

Primordial Fear

Timing: Auto **Impulse:** -
Skill: - **DFCLTY:** Auto
Target: Scene (Select) **RNG:** View
Force nearby Overeds to relive the moment their Powers awakened. You find joy in the pain others feel as those wretched memories float back up to the surface.

Timing: Use with an Impulse Check.

Effect: In addition to the usual Encroachment Rate increase, players will receive an additional Rate increase.

Players roll 1D10, then add the Base Encroachment Rate they got from their "Awakening" Life History. The resulting sum is the amount players further increase their Rates by.

Example: Player rolls 6, and the character has an Awakening of Destruction (Base Rate 16). The resulting additional increase is 22.

Oncoming Destruction

Timing: Setup **Impulse:** -
Skill: - **DFCLTY:** Auto
Target: Scene (Select) **RNG:** View
Your insanity drives people towards death. Your presence alone causes cells to break down as the madness causes their biological functions shut down.

Effect: Roll 1D10 and add 1 to the result. The resulting sum is the number of Rounds your Target has before his HP is reduced to zero.

A Round is subtracted from the countdown after the Cleanup Process is completed.

This E-Lois' effect is negated if you are Incapacitated before the time limit is up.

Cursed Restraints

Timing: Setup **Impulse:** -
Skill: - **DFCLTY:** Auto
Target: Scene (Select) **RNG:** View
You place too much value on beliefs. You force the people around you to protect their values, even if the cost is too high. The audacity of your beliefs and behavior drives a figurative stake into people's hearts and the things they value.

Effect: During the Round in which this E-Lois was used, Tituses can only be discarded to recover from Incapacitation.

This E-Lois is worth double the experience points and Rate reduction. Remember this when rewarding experience.

Superhuman Energy

Timing: Constant **Impulse:** -
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** -
Your obsessive nature causes your Renegade strain to be extra active, giving you more power at your disposal.

When you acquire this E-Lois, select one Power that you own.

Effect: The selected Power receives a + 2 level bonus. This bonus may take a Power past its normal Max Level.

Multiple copies of this E-Lois that target the same Power have a cumulative bonus.

Twisted Nightmare

Timing: Constant **Impulse:** -
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** -
You are a clone that separated from your original and developed a unique set of Powers. You may look like your original, but you are your own person.

You can only acquire this E-Lois if you have «Mirror Image of Nightmares» (Advanced pg. 106).

Effect: Your stats and Powers are different from your original. Regardless of what your original desires, you are different.

Thanks to this E-Lois's effect, you can also acquire a different set of E-Loises.

E-Loises: Release

Only Gjaums with the "Release" Impulse may acquire the following E-Loises.

Superhuman Foolishness

Timing: Auto **Impulse:** Release
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View

You can take the violent impulses of man and shape them into tangible power. You bestow your "gifts" in an attempt to save humanity. However, those very gifts may be what destroys humanity, yet you treat the destruction you indirectly caused as "trivial" matters.

Timing: Use at any time. The character you target must agree to accept this E-Lois' effects

Effect: The target character acquires an E-Lois that corresponds to his Impulse. This new E-Lois will take one space on the Target's Lois list. If the Target is not already a Gjaum, he immediately becomes one.

You are exempt from the effects of your Target's new E-Lois, and you can negate it at any time.

Superior Superhuman

Timing: Setup **Impulse:** Release
Skill: - **DFCLTY:** Auto
Target: REFER **RNG:** View

You believe that you are best, strongest, and most unique Overed in this universe. Your ego has become so inflated that you display immense rage whenever you see anyone that uses powers that are similar to yours.

Effect: During the Round when this E-Lois is used, all characters in the Scene (other then you) lose the dice and Power level bonuses that they normally get from their Encroachment Rate.

E-Loises: Bloodsucking

Only Gjaums with the "Bloodsucking" Impulse may acquire the following E-Loises.

Blood War

Timing: Setup **Impulse:** Bloodsucking
Skill: - **DFCLTY:** Auto
Target: REFER **RNG:** View

Your blood can be used to make others powerful. Those that partake in your blood become just like you: violent, rash, power-hungry, and hopelessly insane.

Effect: Sacrifice any amount of HP up to fifty points.

For every 5HP you spent (rounded down), your Targets gain a constant + 2 bonus for their check scores. The maximum bonus is +20.

This effect lasts until the end of the current Scene.

Vampire's Curse

Timing: Setup **Impulse:** Bloodsucking
Skill: <Will> **DFCLTY:** Opposed
Target: Scene (View) **RNG:** View

Your thirst for blood is maddening. It drives the people around you insane, taking away their ability to act and think normally. The weaker of your victims will likely try to drink the blood of others.

Effect: Perform a <Will> Opposed check with your Targets. If you win, your Targets receive the Bad Status Pressure.

Once this E-Lois is used, you will repeat the above effect and Opposed Check during the Setup Process of each Round.

This E-Lois' effect and cycle of Opposed Checks will cease at the end of the current Scene.

E-Loises: Hunger

Only Gjaums with the "Hunger" Impulse may acquire the following E-Loises.

Glutton's Stomach

Timing: Auto **Impulse:** Hunger
Skill: - **DFCLTY:** Auto
Target: REFER **RNG:** View
Consume the world. Even large buildings will fit into your stomach.

When you use this E-Lois, the Scene's location becomes the inside of your body. You can make the location change obvious, or completely unnoticeable.

When this change occurs, you may start a new Scene instead of continuing with the current one. The Scene may be inside your physical body or inside your mind.

While this E-Lois is in effect, if a character other than yourself attacks you, their accuracy check receives a -2 dice penalty. Every character other than you will receive 2D10 damage during each Round's Cleanup Process.

Immediately negate this E-Lois f you are Incapacitated at least once.

Preta's Banquet

Timing: Constant **Impulse:** Hunger
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Digest a person and make his life force your own. All intelligent life is nothing more than your prey.

Effect: The E-Lois «Depths of Hunger» (Advanced pg. 109) receives the following additional effect: +50 to your Current and Max HP.

The above effect is cumulative and applies to every copy of «Depths of Hunger» you have.

E-Loises: Slaughter

Only Gjaums with the "Slaughter" Impulse may acquire the following E-Loises.

Death Machine

Timing: Major **Impulse:** Slaughter
Skill: - **DFCLTY:** Auto
Target: REFER **RNG:** View
Use humanity's malicious hate to exterminate entire populations of people.

When you use this E-Lois, select one group of people, be it a nation or an organization like the UGN.

The selected group will be annihilated at the beginning at of the Ending Phase. The GM decides how the group will be annihilated.

This E-Lois cannot be used to kill off individuals. Player characters cannot be directly harmed. The GM may allow some NPCs to survive.

Murderous Circle

Timing: Setup **Impulse:** Slaughter
Skill: - **DFCLTY:** Auto
Target: REFER **RNG:** View
Your Impulse creates a confined area that brings about the death all inhabitants within it. This special area is merciless, indiscriminate, and will kill before you even react. The places you traverse will become barren and dead pieces of land.

Effect: Every character other than you will receive 2D10 damage during each Round's Cleanup Process. This damage can Incapacitate characters, but cannot kill them.

This E-Lois' effect only lasts for the current Scene.

E-Loises: Destruction

Only Gjaums with the "Destruction" Impulse may acquire the following E-Loises.

Malicious Explosion

Timing: Auto **Impulse:** Destruction
Skill: - **DFCLTY:** Auto
Target: Scene **RNG:** View
Your Impulse will unleash destructive energy when you die.

Timing: Use when you are Incapacitated.

Effect: All characters in the current Scene receive 3D10 damage. This damage cannot be Guarded or Reacted against, but characters may Cover others. If an Extra-NPC is not Covered, he will instantly die.

You die when this E-Lois is used.

System Down

Timing: Setup **Impulse:** Destruction
Skill: <Will> **DFCLTY:** Opposed
Target: Scene (Select) **RNG:** View
Your need for destruction and power frightens even the Renegade virus. Strains that come in contact with your obsession will temporarily stop functioning properly.

Effect: Select a Timing, then perform a <Will> Opposed Check with your Target. You cannot select the Timings Constant and Major.

If you win, then for the remainder of the Round the Target cannot use Powers that have the Timing you selected. The Target can remove this penalty by discarding a Titus.

E-Loises: Torture

Only Gjaums with the "Torture" Impulse may acquire the following E-Loises.

Excruciating Curse

Timing: Setup **Impulse:** Torture
Skill: <Will> **DFCLTY:** Opposed
Target: Scene (Select) **RNG:** View
Make people feel the pain of your defeat. Their suffering will heal you, allowing you to rise up once more. The more people suffer, the more of that wondrous life force will flow back into you.

Timing: Use when you are Incapacitated.

Effect: Perform a <Will> Check with your Targets. The Targets suffer 1D10 damage if they lose.

If at least once character suffers damage from the above Opposed Check, you immediately recover from Incapacitation. You also recover HP equal to the number of damaged characters multiplied by ten.

Sadistic Ten

Timing: Auto **Impulse:** Torture
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Torturing others excites and motivates you. You think of yourself as a musician, and humans are your instruments. It is with their screams that you create your music.

Timing: This E-Lois can only be used if you roll at least one 10 during your damage roll.

Effect: Recover HP equal to the number of tens you rolled multiplied by 10.

For example, if you rolled "10, 10, 7, 4, 1" during damage calculation, you gain 20HP.

E-Loises: Distaste

Only Gjaums with the "Distaste" Impulse may acquire the following E-Loises.

Wall of Rejection

Timing: Constant **Impulse:** Distaste
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Your disgust and rejection form a protective physical barrier, a representation of the walls around your heart.

Effect: Damage that is 30 points or less is completely negated. Damage 31 and above is applied as usual.

If you take damage, this E-Lois is immediately negated and cannot be reactivated until the next Scene.

For every copy of this E-Lois you have, increase the required damage threshold by +30. For example, if you have two copies of this E-Lois, then any damage that is 60 points or below is completely negated.

Infectious Distrust

Timing: Setup **Impulse:** Distaste
Skill: - **DFCLTY:** Auto
Target: Scene (Select) **RNG:** View
Break down a person's compassion with mistrust and hate. Seeing someone willing to protect others disgusts you, and you a feel a dark joy when you destroy a person's compassion. But perhaps your disposition comes from a need for recognition.

Effect: During the current Round, characters that Cover others from your attacks must increase their Encroachment Rate by 1D10 when your turn ends.

E-Loises: Battle Lust

Only Gjaums with the "Battle Lust" Impulse may acquire the following E-Loises.

Immortal Hero

Timing: Constant **Impulse:** Battle Lust
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
After surviving unimaginable battles, you have gained immortality akin to what mythological heroes had. You are now immune to certain attacks.

When acquiring this E-Lois, select one Base stat. Record this E-Lois in the following manner: «Immortal Hero: Body».

Effect: Damage from any attack that utilizes your selected stat is negated.

When acquiring this E-Lois, you must create conditions that dictate how your invincibility is maintained and how it may be circumvented.

Examples of vulnerability include being attacked by a character who has a S-Lois with you, having a certain item destroyed, or being hit by a specific attack.

Death to the Vanquished

Timing: Constant **Impulse:** Battle Lust
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
You give no quarter to the defeated. You will not leave them with anything, and you certainly will not give them a chance to exact vengeance.

Timing: Use when a character you Incapacitated tries to use an effect (Power or Titus) to revive himself.

Effect: Until the end of the current battle, all checks you perform gain a +1 dice bonus. Add another die to your bonus whenever a character revives himself.

E-Loises: Delusions

Only Gjaums with the "Delusions" Impulse may acquire the following E-Loises.

Heart Bomb

Timing: Major **Impulse:** Delusions
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close

Those who see what goes on in your mind will lose their sanity. Your view of the world is so twisted and removed from reality that merely trying to comprehend it will drive a person mad.

This E-Lois can only target Extras.

Effect: Your target will cease all mental functions and become your puppet.

If someone wishes to free the Target, they must fulfill certain conditions that are set forth by the GM. Examples of conditions include forming a Lois, performing a <Negotiation> check, or using a specific Power. You will immediately know when your control has been broken.

Magical ★ Request

Timing: Auto **Impulse:** Delusions
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close

Your delusions are powerful enough to warp reality and create an item out of thin air. Dreams do come true if you believe in them. In your case, quite literally so. Who needs hard work or effort when you can just pray and get what you want?

Timing: Use at any time.

Effect: You immediately acquire and/or equip one Item of your choice.

You can select restricted Items, such as T-Lois or Syndrome Items. Your chosen Item will disappear once the current Scene ends.

E-Loises: Self-Mutilation

Only Gjaums with the "Self-Mutilation" Impulse may acquire the following E-Loises.

Death Wish

Timing: Auto **Impulse:** Self-Mutilation
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** -

You seek death. You admire it, even love it. Every day, you sharpen your blade, refining it until it guarantees death. Eventually, you will finally "free" yourself and others from the pain of this world.

Timing: Use in conjunction with «Blade of Mortification» (Advanced pg. 112).

Effect: The damage caused «Blade of Mortification» increases by +2D10.

Death is Sweet

Timing: Constant
Impulse: Self-Mutilation
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close

You find joy in pain, and you try to it with others, but your happiness is another person's agony. There will be no reconciliation between your differing views on pain, and those that see you writhe in joy will suffer great mental distress.

Effect: Any character that deals damage to you must increase his Encroachment Rate by +3.

E-Loises: Fear

Only Gjaums with the "Fear" Impulse may acquire the following E-Loises.

Clingy Neighbor

Timing: Initiative **Impulse:** Fear
Skill: <Will> **DFCLTY:** Opposed
Target: Area (Select) **RNG:** View
Your fear of abandonment is strong, and is changing the people around you. Their legs buckle, their hands shake, and they become extremely attached to their friends.

Effect: Perform a <Will> Opposed check with your Target. If your Target loses, then for the remainder of the Round he cannot Move or Dash.

Targets can still be moved via Powers or effects like «Blow Away» (Core pg. 142)

Darkness' Cry

Timing: Initiative **Impulse:** Fear
Skill: - **DFCLTY:** Auto
Target: Scene **RNG:** View
Your fear of being alone forcefully draws people to your side. No matter how far away they are, people who hear the cries of your heart will gather before you, where they can be easily controlled by you.

Effect: When this E-Lois is used, all characters in the current Scene moved into your Engagement.

It does not matter where they are, what Bad Statuses they have, or how physically impossible it is, every character will be teleported to your side.

E-Loises: Hatred

Only Gjaums with the "Hatred" Impulse may acquire the following E-Loises.

Hidden Hatred

Timing: Major **Impulse:** Hatred
Skill: <Will> **DFCLTY:** Opposed
Target: Single **RNG:** View
Plant a burning hatred into the depths of a person's heart.

Effect: Perform a <Will> Opposed check with your Target. If you win, your Target receives the Bad Status Hatred. You determine Hatred's target, but you cannot make the Target hate himself.

This particular Hatred cannot be negated via normal means, and it carries over to new Scenes.

In order to negate this Hatred, the Target must meet conditions that the GM sets forth. Examples of such conditions include creating a Lois with Hatred's target, or Incapacitating the character who used this E-Lois.

Springtime for Hell

Timing: Initiative **Impulse:** Hatred
Skill: - **DFCLTY:** Auto
Target: Scene **RNG:** View
Cause a riot and then escape in the commotion. Everyone has hatred, so use it to your advantage.

Effect: Nearby civilians become powerful and belligerent, and will hurt every character in this Scene. Every character including yourself will receive 2D10 damage, but you have the option of leaving the Scene and avoiding damage once you have used this E-Lois.

The rioters will come to their senses after the 2D10 damage has been applied. They will not remember what they did, and will just leave the area.

ENEMY CHARACTERS

DOUBLE CROSS

The following are additional pre-made enemies 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 inherently possess.

Apostle: Associate

Type: Troop **Breed:** Cross
Syndrome: Ouroboros/Balor
[Body] 5 <Melee> 1, <Dodge> 3
[Sense] 2
[Mind] 4
[Social] 1

HP: 33 **Initiative:** 8
Armor: 2 **Encroach:** 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Dark Spiral» 3, «Rampart of the Void» 3, «Primordial Purple: Fire Formation»2, «Evasion» 2,«Devoted Shield» 2

Description: An Apostle agent.

EX Gjaum: Snake

Type: Troop **Breed:** Cross
Syndrome: Ouroboros/Exile
[Body] 7 <Melee> 3, <Dodge> 2
[Sense] 2
[Mind] 2
[Social] 1

HP: 36 **Initiative:** 6
Armor: 1 **Encroach:** 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists (w/ Power effects)	<Melee>	-1	7

Power: «Dancing Hair» 2, «Elastic Arm» 2, «Bone Sword» 2, «Primordial Blue: Dripping Venom» 4, «Evasion» 2

Description: Snakes infected with an EX Renegade.

EX Gjaum: Soldier Ant

Type: Troop **Breed:** Pure
Syndrome: Chimaera
[Body] 8 <Melee> 2, <Dodge> 1
[Sense] 1
[Mind] 1
[Social] 2

HP: 37 **Initiative:** 3
Armor: 2 **Encroach:** 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists (w/ Power effects)	<Melee>	0	14

Power: «Reaming Claw» 2, «Hunting Style» 2, «Dragon Scale» 2 «Titan Therianthropy» 3, «Centaur Legs» 2

Description: Soldier ants infected with an EX Renegade.

Gjaum: Blood Force

Type: Troop **Breed:** Pure
Syndrome: Bram Stoker
[Body] 3
[Sense] 3
[Mind] 3 <RC> 4
[Social] 3 <Negotiation> 2

HP: 30 **Initiative:** 9
Armor: 2 **Encroach:** 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Blood Control» 4, «Crimson Sword» 4, «Bloody Net» 3, «Corrosive Red» 4, «Evasion» 2

Description: An army of Gjaums and their Servants.

EX Gjaum: Landmine

Type: Troop **Breed:** Cross
Syndrome: Exile/Black Dog
[Body] 4
[Sense] 4 <Perception> 4
[Mind] 2
[Social] 1

HP: 40 **Initiative:** 10
Armor: 4 **Encroach:** 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Ultra Bomber» 4, «Ionocraft» 2, «Pain Editor» 2, «Electromagnetic Wall» 2, «Evasion» 2

Description: Landmines that have been infected by an EX Renegade.

Gjaum: Warcry

Type: Troop **Breed:** Tri
Syndrome: Hanuman/Neumann/Orcus
[Body] 1 <Dodge> 1
[Sense] 3 <Ranged> 2
[Mind] 4
[Social] 4

HP: 26 **Initiative:** 10
Armor: 2 **Encroach:** 100% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Wind's Messenger» 3, «Weak Point Detection» 2, «Guiding Flower» 2

Description: Gjaums that have a morale-boosting shriek.

Gjaum: Red Shadow

Type: Common **Breed:** Cross
Syndrome: Ouroboros/Salamandra
[Body] 3
[Sense] 3 <Perception> 2
[Mind] 7 <RC> 4, <Will> 1
[Social] 1

HP: 33 **Initiative:** 13
Armor: 3 **Encroach:** 110% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Starving Shadow» 2, «Primordial Blue: Hunting Style» 3, «Primordial Red: Animal Tamer» 2, «Fire Cage»2,«Catastrophic Flames»2, «Concentrate: Ouroboros» 2

Combo: *«Starving Shadow» + «Primordial Red: Animal Tamer» + «Catastrophic Flames» + «Concentrate: Ouroboros»*

Timing: Major
A [**Target:** Area (Select)] [**RNG:** Close] projectile attack. Roll <RC>. 13 dice. Crit. Value 8. Atk Power + 10.

Description: A Gjaum that attacks people using red shadows.

EX Gjaum: Repulsion Fissure

Type: Common **Breed:** Pure
Syndrome: Balor
[Body] 1
[Sense] 3
[Mind] 8 <RC> 5
[Social] 2

HP: 30 **Initiative:** 14
Armor: 4 **Encroach:** 110% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Distorted Retribution» 2, «Black Hammer» 2,«Black Hole Gate»2,«Repulsion Hammer» 2, «Black Hole Gate» 2 «Concentrate: Balor» 2
Combo: *«Distorted Retribution» + «Black Hammer» + «Black Hole Gate» +«Repulsion Hammer» + «Black Hole Gate» + «Concentrate: Balor»*

Timing: Major
A [**Target:** Area (Select)] [**RNG:** View] projectile attack. Roll <RC>. 14 dice. Crit. Value 8. Atk Power + 6. Move damaged targets 4M. 2x per Scenario.
Description: An EX Renegade that transformed into a spacetime rip.

RB: Flying Shadow

Type: Common **Breed:** Cross
Syndrome: Ouroboros/Neumann
[Body] 1
[Sense] 6 <Ranged> 7
[Mind] 5
[Social] 2 <Procure> 3

HP: 27 **Initiative:** 17
Armor: 2 **Encroach:** 110% (+3 dice)

Equip	Skill	Acc.	Atk.
Large Handgun	<Ranged>	-2	5

Power: «Multi-Weapon» 2, «Shadow Armory: Gun of Light» 4, «Primordial Red: Roaring Claw» 2, «Origin: Human» 5, «Concentrate: Ouroboros» 2

Combo: *«Multi-Weapon»+«Primordial Red: Roaring Claw» + «Concentrate: Ouroboros»*

Timing: Major
Use «Gun of Light» first. A [**Target:** Single] [**RNG:** 20M] projectile attack. Roll <Ranged>. 9 dice. Crit. Value 8. Atk Power + 7. Ignore [Armor].
Description: A Renegade Being that was born from the shadows.

Apostle: Neophyte

Type: Common **Breed:** Pure
Syndrome: Solaris
[Body] 2
[Sense] 2
[Mind] 4 <RC> 3
[Social] 6 <Negotiation> 4

HP: 28 **Initiative:** 8
Armor: 5 **Encroach:** 110% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Frenzy» 5, «Berserker» 3, «Poison Fog»3,«Valkyrie's Guidance»4

Combo: *«Frenzy» + «Berserker» + «Poison Fog» + «Valkyrie's Guidance»*

Timing: Major
Auto Success. A [**Target:** Area (Select)] [**RNG:** Close] buff. Target's next Major Action gets +10 dice, -1 Crit. Value, +20 <Melee> Atk. Power, and +5 <Ranged> Atk. Power. Target gains Berserk Bad Status. 3x per Scenario.

Description: This agent places heavy emphasis on support abilities.

Apostle: Zealot

Type: Common **Breed:** Cross
Syndrome: Ouroboros/Chimaera
[Body] 8 <Melee> 3
[Sense] 1
[Mind] 2 <RC> 3
[Social] 1

HP: 38 **Initiative:** 4
Armor: 0 **Encroach:** 110% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists (w/ Power effects)	<Melee>	0	10

Power: «Heretic Killer» 2, «Spiral Demon» 2, «Reckless Force» 3, «Hunting Style» 2,«Reaming Claw» 2, «Concentrate: Ouroboros» 2

Combo: *«Heretic Killer» + «Concentrate: Ouroboros»*
Timing: Major
Use «Spiral Demon» first, but before healing Berserk. A [**Target:** Single] [**RNG:** Close] melee attack. Roll <Melee>. 14 dice. Crit. Value 8. Atk Power + 16. Damaged targets lose 3 dice when rolling this Round.

Description: An Apostle who is talented with melee combat.

RB: Bacteria

Type: Common **Breed:** Pure
Syndrome: Ouroboros
[Body] 2
[Sense] 2
[Mind] 6 <RC> 6
[Social] 2

HP: 30 **Initiative:** 10
Armor: 3 **Encroach:** 110% (+3 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Hazard Call» 5, «Primordial Red: Bloodletting Spores» 3, «Origin: Colony»3,«Concentrate: Ouroboros»2

Combo: *«Primordial Red: Bloodletting Spores» + «Concentrate: Ouroboros» + «Hazard Call»*

Timing: Major
Use «Origin: Colony» first. A [**Target:** Single] [**RNG:** View] projectile attack. Roll <RC>. 14 dice. Crit. Value 8. Damaged targets get Taint Rank 3 and +5 Encroachment Rate.

Description: A Renegade Being that originated from an ancient colony of bacteria.

Gjaum: Jörmungandr

Type: Common **Breed:** Pure
Syndrome: Ouroboros
[Body] 10 <Dodge> 5
[Sense] 8 <Perception> 5
[Mind] 10 <RC> 9, <Will> 10
[Social] 8 <Info: UGN> 8, <Info: FH> 8

HP: 350 **Initiative:** 26
Armor: 10 **Encroach:** 180% (+5 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Starving Shadow» 3, «Entropic Shadow» 9, «Torus Helix» 5, «Consumed Sacrifice» 5, «Primordial Blue: Metal Fusion» 5, «Primordial Red: Constricting Domain»5, «Primordial Yellow: Event Horizon» 7, «Primordial Green: Dragon Scale» 4, «Flood of Colors» 5, «Nullifying Hand» 5, «Heretical Law» 5, «Universal Rainbow»3, «Condemning Touch» 5, «Renegade Dissolution» 7, «Primordial White:Support Device (Mind)» 9, «Eternal Evolution» 3, «Primordial Black: Plasma Cannon» 7, «True Traitor» 4, «Return to the Void» 3, «Primordial Void: Burning Soul» 5, «Concentrate: Ouroboros» 3, «Accelerated Time» 3, «Restoration» 3, «Life Increase» 10, «Power Stealer» 3, «Banishing Stake» 3

Combo:
1)«Starving Shadow» + «Primordial Red: Constricting Domain» + «Flood of Colors» + «Nullifying Hand» + «Primordial Black: Plasma Cannon»

Timing: Major
A [**Target:** Area (Select)] [**RNG:** View] projectile attack. Roll <RC>. 15 dice. Crit. Value 7. Atk Power + 40. Deals Pressure and Dazed status. Negates the effects of Powers that the Target has. 5x per Scenario.

2)«Torus Helix» + «Consumed Sacrifice» + «Heretical Law»

Timing: Auto
Use when you dealt damage to an Overed. You gain [Armor] +15, Atk. Power +15, and your checks that use Ouroboros Powers gain +10 dice. These bonuses last for the remainder of the Scene.

Description: A Gjaum that commands a giant, snake-like shadow. The shadow has absorbed various Renegade strains and makes use of their powers.

RB: Nue

Type: Common **Breed:** Tri
Syndrome: Ouroboros/Chimaera/Solaris
[Body] 10
[Sense] 3 <Perception> 6
[Mind] 5 <RC> 5
[Social] 1

HP: 565 **Initiative:** 11
Armor: 0 **Encroach:** 180% (+5 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Heretical Law» 5, «Destructive Vortex» 4, «Paper Weaponry» 4, «Ravaging Jaws» 4, «True Traitor» 5, «Primordial Void: Rapid Beat» 3, «Aegis Shield» 4, «Complete Therianthropy»4, «Ultimate Therianthropy» 5, «Proof of the Hell Beast» 4, «Beast Blast» 5, «Beast Intuition» 3, «Poison Blade» 10, «Bloodletting Spores» 2, «Aqua Vitae»4, «Origin: Legend» 5, «Concentrate: Chimaera» 3, «Accelerated Time» 2, «Accelerated Time II» 2, «Restoration»3, «Life Increase» 10, «Life Increase II» 10, «Instant Adaptation» 3, «Poison Master» 8, «Untreatable Disease» 3

Combo:
1)«Paper Weaponry» + «Ravaging Jaws» + «Beast Blast» + «Beast Intuition» + «Poison Blade» + «Bloodletting Spores» + «Concentrate: Chimaera» (+ «Primordial Void: Rapid Beat»)

Timing: Minor + Major
Use «Complete Therianthropy» and «Ultimate Therianthropy» first. A [**Target:** Area (Select)] [**RNG:** View] projectile attack. Roll <RC>. 26 dice. Crit. Value 7. Atk Power + (18 + 5D10). Deals Rank 10 Taint and Dazed status. Destroys Target's equipped weapons and armors that were created via Powers and has him revert back to Fists. Use only 1x per Round, and only a total of 4x per Scenario.

Once each Scenario, you may combine «Rapid Beat» into the combo, making your attack [**Target:** Scene (Select)].

2)«Destructive Vortex»+«Heretical Law»

Timing: Auto
Use when you dealt damage to an Overed. For the remainder of the Scene, your attacks gain Atk. Power +15 and ignore [Armor].

Description: A beast-like Renegade Being of unknown origins. Its creepy scream spreads febrile disease.

EX Gjaum: Queen Ant

Type: Common **Breed:** Cross
Syndrome: Morpheus/Ouroboros
[Body] 8 <Melee> 8, <Dodge> 4
[Sense] 6 <Perception> 4
[Mind] 8
[Social] 5

HP: 344 **Initiative:** 20
Armor: 0 **Encroach:** 180% (+5 dice)

Equip	Skill	Acc.	Atk.
Infinite Weapons	<Melee>	0	+13

Power: «Infinite Weapons» 6, «Customize» 3, «Penetrate» 3, «Reinforce» 5, «Soul Alchemy» 6, «Sand's Protection» 5, «Lightweight Mode» 5, «Splintering Attack» 4, «Instant Tool» 5, «Creator's Miracle»3, «Entropic Shadow» 5, «Heretic Killer» 5, «Primordial Purple:Blind Sheep» 5 «Primordial Black:Goddess of Victory» 5, «Primordial Void: Immortality» 6, «Concentrate: Morpheus» 3, «Soldier Network» 3, «Accelerated Time» 3, «Restoration» 3, «Life Increase» 10, «High-Speed Regeneration» 3, «Battle Reinforcements»5, «Battle Formation»3, «Kingdom» 3, «Mass Alchemy» 10, «Relentless Offensive» 3,

Combo:
1)«Soldier Network» + «Mass Alchemy»

Timing: Setup
A [**Target:** Scene (Select)] [**RNG:** View] buff that can only target Troop characters. Targets' [Initiative] is changed to 20, and they gain +10 score to checks and +10 Atk. Power bonus.

2) «Customize» + «Penetrate» + «Reinforce» + «Lightweight Mode» + «Splintering Attack» + «Heretic Killer» + «Concentrate: Morpheus»

Timing: Major
Use «Infinite Weapons» first. A [**Target:** 5] [**RNG:** Close] melee attack. Roll <Melee>. 12 dice. Crit. Value 7. Atk Power + 18. Ignores [Armor]. Reactions checks against this attack receive - 5. Damaged targets receive -3 dice towards their checks for the rest of the Round.

Description: A queen ant that was infected by an Ex Renegade. She possesses exceptional command and combat ability.

Scenarios

Double Cross

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 an abandoned False Hearts laboratory that is hidden away in the mountains.

• Story

False Hearts agent Iwao "Grim Reaper" Sagae hated people, so much so that he wished for humanity's extinction. His obsessions, coupled with the power of the newly-revived Ouroboros Syndrome, produced a young girl named Renee.

Renee is a Renegade Being who can produce a powerful poison that destroys anyone and anything it comes in contact with. However, Renee is not developed enough to control her powers. To help Renee develop control, Sagae has been giving Renee the powers of other Overeds to absorb.

PC1, an Ouroboros Overed, is the latest victim to be captured by Sagae. Upon PC1's capture, Sagae put his plans for human eradication into motion.

The goal of this Scenario is to defeat Sagae, put an end to his plans, and rescue Renee.

Trailer

One man hated humans, so much so that he wished to wipe them from the face of this earth.

When a girl who is called the Infinity Code is sacrificed, the world will be drowned in burning poison.

Double Cross – Venomous Hate

Welcome to Double Cross. This is the world of traitors.

■ Character Creation

Pass out handouts or let the players choose which one they want to use.

If you have fewer than five players, use the handouts with the lower player numbers, as they are more integral to the story.

• Quick Start

The following five sample characters are recommended for this Scenario:

PC1: Infinite Destroyer (Infinity Code Pg. vii)
PC2: Speeding Bullets (Core Rulebook Pg. 31)
PC3: The Idealist (Core Rulebook Pg. 37)
PC4: Evergreen Apostle (Core Rulebook Pg. 35)
PC5: Ruby Eyes (Core Rulebook Pg. 55)

• Construction

This story was written under the assumption that PC1 has the Ouroboros Syndrome. For the purpose of this story, it is strongly recommended that only PC1 acquires the Ouroboros Syndrome.

■ Loises between PCs

Form Loises between PCs in the following order:

PC1 → PC2 → PC3 → PC4 → PC5 → PC1

ROC the Emotions for these Loises. Work with the players if they need help deciding on what emotions to write in.

■ Trait Loises

Please refer to page 27 for the rules regarding Trait Loises. If players are using the Quick Start sample characters and want to use Trait Loises, have them refer to page 3 of the Advanced Rulebook and take the Trait Lois that matches their character.

Since Trait Loises do not play a role in this Scenario's story, players making characters from scratch may choose any Trait Lois they prefer (assuming that the GM allows Trait Loises to be used).

■ Progressive Check

A Progressive Check is written into this Scenario. Please prepare the Progressive Check sheet.

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: An Overed with the Ouroboros Syndrome.
PC2: A person who was trained by Eiji Takasu.
PC3: Once fought Iwao "Grim Reaper" Sagae.
PC4: Is an UGN Agent.
PC5: Is a Renegade Being.

PC1 Handout

Lois: Renee **Emotions P:** Protection **N:** Anxiety
Quick Start: Infinite Destroyer
Cover/Work: High Schooler/Any

You were knocked out and kidnapped by a mystery man. When you wake up, you find yourself in an abandoned building. A girl named Renee comes out and warns you that you're in danger. As if to back up her claims, a swarm of Gjaums come out and attacks you. You're confused, but for now you have to concentrate on running away.

PC2 Handout

Lois: Eiji Takasu **Emotions P:** Respect **N:** Animosity
Quick Start: Speeding Bullets
Cover/Work: Any/UGN Child

Eiji Takasu was the agent who supervised and trained you. Communication with him was lost when he entered an abandoned False Hearts laboratory. It is believed that a dangerous False Hearts agent is hiding out in there. You were chosen to go into the laboratory. You must take control of the installation and find out if Eiji is still alive or not.

PC3 Handout

Lois: Iwao Sagae **Emotions P:** Obsession **N:** Threat
Quick Start: The Idealist
Cover/Work: Any/UGN Branch Chief

Iwao "Grim Reaper" Sagae, a False Hearts agent with a threat rating of SSS, is active once again. He's hiding out in an abandoned False Hearts laboratory, working on some sort of project. You are one of the few agents who have fought Sagae and lived. You must stop Sagae's plans before he causes any more casualties.

PC4 Handout

Lois: Grim Reaper **Emotions P:** Happiness **N:** Anxiety
Quick Start: Evergreen Apostle
Cover/Work: Any/UGN Agent

You have been summoned to the UGN Japan national office. The False Hearts agent Grim Reaper is active once again,. You were chosen to be part of the special response unit that will take out the Grim Reaper. Many agents were killed by this man. Take out the Grim Reaper before anyone else dies.

PC5 Handout

Lois: Infinity Code **Emotions P:** Curiosity **N:** Anxiety
Quick Start: Ruby Eyes
Cover/Work: Any/Renegade Being

Kyoka Tsuzuki, the leader of Xenos, has come to you with a job. She wants you to prevent the activation of the "Infinity Code." The target is very dangerous, and if does become active, many will perish. This "Infinity Code" is apparently being transferred to an abandoned False Hearts laboratory.

Opening Phase

■ Scene 1: Destruction (Master)

• Description

The Scenario opens with a fight between Eiji Takasu and Iwao Sagae. Sagae demands to know where the Infinity Code is, but Takasu refuses to answer. Sagae attacks Takasu, who then retreats despite being injured.

The "Infinity Code" that Iwao Sagae is referring to is Renee. Although the true Infinity Code is not a single object or being, Sagae will always refer to Renee as the Infinity Code. Remember this when roleplaying Sagae.

• Setting

In a hallway of a long-abandoned False Hearts laboratory, a False Hearts agent and an UGN agent are in a standoff. The hallway is dark and littered with rubble.

The False Hearts agent, whose eyes are sharp and piercing like a snake, is the first to speak. "Where's the Infinity Code?"

• Dialogue: Iwao Sagae and Eiji Takasu's Conversation

"I don't want to talk, especially to someone who's planning genocide."

"…So you've been through my research. Fine. If you won't talk, then you can just die!" (Attacks using «Black Hammer»)

• Dialogue: Iwao Sagae (after Eiji retreats)

"The bastard ran…"

"I don't need these problems right now, not when the project's in the final phase." (Sends out a bunch of Gjaums)

• Conclusion

After Takasu retreats, Sagae sends his Gjaum minions out to search the laboratory for both Takasu and Renee.

Renee

Breed: Crossbreed
Syndrome: Ouroboros/Solaris

A Renegade Being who looks like a ten year old girl and has the whimsical behavior to match. She's bad at naming things.

She was engineered by Iwao Sagae to produce a poison that can destroy any living being or inanimate object it touches. However, she cannot produce this poison by herself.

■ Scene 2: A Mysterious Girl (PC1)

• Description

PC1 wakes up in a room within the False Hearts laboratory. He recalls that he was attacked and kidnapped on his way home. PC1's kidnapper is Iwao Sagae, but PC1 will not know this as he was attacked from behind.

While PC1 is searching the room, Renee comes in from the room's air duct. She apporoaches PC1 with wide-eyed curiosity, and then introduces herself as a Renegade Being and the "Infinity Code."

Iwao Sagae cannot enter this Scene. He will be away looking for both Takasu and Renee, thus giving ample time for PC1 to wake up and talk with Renee.

• Setting

You wake up to a throbbing pain in the back of your head. You take in your unfamiliar surroundings and come to the conclusion that you're in an abandoned building of sorts. Thinking back, you remember being hit on the back of the head by someone. You realize that you were knocked out and kidnapped.

• Dialogue: Renee

(Falls from the air duct) "Ow! That hurt! …Are you a human? A real human?"

"My name is…Renee!"

"Actually, my name is "Infinity Code," but I don't like it. It's so long, and not cute."

"Renee's short for Renegade. Because I'm a Renegade Being. Renegade, Renee. Get it?"

"OK, I told you my name, so tell me yours. Who are you?"

"OK, PC1 it is. What are you doing here?

"Me? My creator dragged me here. He's this big scary guy named Sagae."

"But then this nice guy rescued me and…" (Gjaums breaks into the room)

"It's Sagae's guys! Better stay away. They're mean."

"They're looking our way! They're coming for us! Run! Run!"

• Conclusion

Once Renee and PC1 get acquitted, have a swarm of Gjaums barge into the room and attack. These are the same Gjaums Sagae sent out to search for Renee at the end of Scene 1. Treat these Gjaums as Extra NPCs rather than actual enemies with data.

There are too many for PC1 to handle alone, forcing him to escape with Renee. End the Scene.

■ Scene 3: The Seeds of Disaster (PC5)

• Description
Kyoka Tsuzuki will ask PC5 to prevent the Infinity Code from activating. She will tell PC5 that all of humanity – both Overeds and humans – will be eradicated if Sagae succeeds.

• Setting
You are walking the streets of downtown, observing the humans as they interact with one another. A young girl appears by your side and begins walking with you. You immediately recognize her as Kyoka Tsuzuki, leader of Xenos.

• Dialogue: Kyoka Tsuzuki
"I have a new plan that I want you to undertake."

"A man named Iwao Sagae intends to use a piece of the Infinity Code to exterminate the human race."

"If our people are to advance any further, we will need the humans."

(When asked what the Infinity Code is) "What you will face is a being that was refined from the very essence of the Renegade. …It's a weapon, my friend. That is all you need to know, at least for now."

"Please, stop Iwao Sagae."

• Conclusion
Once PC5 accepts the job, Kyoka will divulge the location of Sagae's laboratory and leave. End the Scene once PC5 starts heading out to the laboratory.

■ Scene 4: A Dangerous Man (PC3)

• Description 1
This Scene starts with a flashback to PC3's first encounter with Iwao Sagae.

PC3 arrived at a mountain village, just in time to see Iwao Sagae massacre the villagers. Sagae talked about his hatred of humanity, and killed a villager to underscore his determination. When PC3 attempted to stop the violence, Sagae fought back.

End the flashback when the two characters are locked in combat, then move on to Setting 2.

• Setting 1
You think back to the time you fought the False Hearts agent known as Grim Reaper. You remember that small village, and how it was turned into a living hell by that man. You remember that snake-like smile the Grim Reaper had while he slaughtered all those villagers.

• Dialogue: Iwao "Grim Reaper" Sagae
"You UGN never know when to give up."

"Why did I kill them, you ask? Why!? WHY!?"

"You're telling me that you don't know why these weak, despicable humans need to die!?"

"I want nothing more than to wipe out all of humanity. Once they die, I will finish the job and kill myself."

"Once I finish off all these villagers, my kill count will finally go over ten thousand. Now get out of my way!" (Fires «Black Hammer» at a villager)

• Description 2
We return to the present. PC3 is sitting in a briefing room, listening to a report from Rosa Baskerville. Iwao Sagae is hiding out in an abandoned False Hearts laboratory. Contact with the reconnaissance agent that was sent out earlier has been lost, so PC3 has been chosen to take out Sagae.

• Setting 2
Back in the present, you enter your branch's briefing room. Vice Director Rosa Baskerville has summoned you to discuss a certain mission. Judging by the tense look on her face, the situation is dire.

• Dialogue: Rosa Baskerville
"PC3, come in. We have a mission for you."

"Do you remember Iwao Sagae, codenamed Grim Reaper? Intelligence shows that he is hiding out in an abandoned False Hearts laboratory."

"We sent an agent to confirm the reports, but we lost contact with him. He's most likely dead now."

"Grim Reaper is an extremely dangerous False Hearts agent, one that's driven by his hate of humanity. We've lost too much to this one man."

"You are one of the few agents to have fought Grim Reaper and lived. That's why we're asking you to kill Grim Reaper."

• Conclusion
End the Scene once PC3 has accepted his mission and left the briefing room.

■ Scene 5: Vengeance (PC4)

• Description
PC4 has been chosen to join the assault on Iwao Sagae's laboratory. While getting ready for the mission, PC4 will be approached by a fellow agent. The agent will talk about the people who were killed by Sagae and ask that revenge be exacted for the fallen.

• Setting
You are at UGN Japan's headquarters, preparing for the mission against Iwao Sagae. Moments before the briefing, a fellow agent approaches you, his face full of apprehension.

• Dialogue: Fellow Agent
"PC4, I heard you're part of the team that goes after Grim Reaper."

"That bastard's strong. I lost a lot of friends to that guy, more than I care to count."

"And the civilian casualties…I hear the count easily goes over ten thousand."

"Kill Iwao Sagae. Kill that bastard and come back to us, alive."

• Conclusion
End the Scene once PC4 hears the fellow agent's request and heads out to the abandoned laboratory.

■ Scene 6: Status Unknown (PC2)

• Description
This Scene is a flashback that shows PC2's past with Eiji Takasu. PC2 is reminiscing while riding the transport truck that's taking him to the abandoned laboratory. PC3 and PC4 are riding the same truck, but since this is a flashback they will not appear in the Scene.

PC2 thinks back to his time as a new recruit, specifically to the moment he first spoke with Eiji Takasu. During a break, Eiji approached PC2 to compliment him on his performance, and talked about his reasons for joining the UGN.

This flashback ends when PC2 and Eiji finish their conversation and training exercises resume.

• Setting
You are being transported via personnel truck to an abandoned False Hearts laboratory, where your next mission will take place. During the trip, you think about Eiji Takasu, the agent whom was sent in advance as a scout.

Contact with Eiji was lost, which is why you're being sent in. As you hope that Eiji is safe and deal with the possibility that he may be dead, you think back to your training days and your first meeting with Eiji.

• Dialogue: Eiji Takasu
"Alright, that's good! Take five!"

"PC2, you're doing pretty well. You're easily the best out of all my recruits."

Eiji Takasu

Breed: Crossbreed
Syndrome: Neumann/ Morpheus

An UGN agent in his early thirties. He is capable in a variety of fields. He is also a caring person who trains UGN Children.

Initially sent to scout out the laboratory, he confronted Iwao Sagae so that Renee can escape. In doing so he was critically injured.

"When your training is complete, you will be an amazing agent, a true protector of the people. I can feel it, and my instincts are rarely wrong."

"I joined the UGN because I wanted to protect the people I care for."

"What about you? Do you anyone or anything that important?"

(PC2 answers yes) "That's good. Remember them, especially when training gets hard."

(PC2 answers no) "That's OK. You still have time to find that special something. And when you do, take good care of it."

"OK, that's enough rest. Let's get back to training."

• Conclusion
When the flashback ends, the transport truck will have reached its destination. End the Scene once PC2 enters the laboratory.

End of Opening Phase

■ Before Moving On…

The rest of the Scenario takes place in the abandoned laboratory that was mentioned several times in the previous Scenes. Due to a certain event in Scene 8, all contact with the outside world will be lost.

For the entirety of the Middle Phase, players cannot contact people in the outside world and cannot buy Items. Consider giving your players a chance to perform Procure Checks before starting the Middle Phase.

If players need to perform a Procure check after Scene 8, you can consider making an exception if the Item players need can conceivably be found inside an abandoned False Hearts laboratory. Weapons, armor, vehicles and the like are very unlikely to be in a laboratory.

Middle Phase

● Predetermined Events

Perform these events in numerical order.

■ Scene 7: Surprise Meeting (PC1)

● Description 1

All player characters must enter this Scene. While PC1 and Renee are being chased by a pack of Gjaums, they will run into the other player characters.

PC1 and Renee are running from the Gjaums, but they find themselves at a dead-end. When this happens, you may allow the other player characters to enter the Scene.

Once the other player characters enter, begin a battle with three Gjaum: Tribe enemies (Advanced pg. 114). If you only have three players in the game, reduce the number of enemies to two. Place these enemies in a single Engagement that is five meters away from the player characters.

Once these enemies are defeated, move on to Setting 2.

● Setting 1

The mob of Gjaums is closing in. You and Renee have managed to escape capture thus far, but now you find yourself at a dead-end.

● Dialogue: Renee

"Whoa, stop! Dead-end ahead!"

"Where do we go, where do we go!? This is kinda bad!"

(When the other player characters enter the Scene) "Hey, they're going to help us!"

● Description 2

When the preceding mob battle is over, a single Gjaum that was hiding will come out and attack Renee. Renee will look to PC1 for help. As PC1 moves in to save Renee, she begins to glow, and the attacking Gjaum will start crying out in pain.

As mentioned in this Scenario's introduction, Renee can produce a deadly poison. However, at this point in the story Renee has no control over her power, and thus can only use her powers for an extremely short period of time.

Renee herself is unaware that she has any sort of power. She will be unable to answer any questions the players may have about the poison.

● Setting 2

With the Gjaums dead, Renee now runs toward her rescuers. But from the corner of your eye, you see something move. That something is a Gjaum, and now it's going after Renee!

● Dialogue: Renee

(When the enemies are defeated)"Yeah! That was so cool! Do it again!" (Runs towards the player characters)

(The hidden Gjaum comes out and attacks) "Ahhh! PC1, help me!"

(When asked what she did to the Gjaum) "…I don't know,"

"When PC1 came to help, my body got burning-hot, and then…"

● Conclusion

After writhing in pain for a few moments, the Gjaum will stop moving. It is now dead. A nearby wall monitor will turn on and show Iwao Sagae's face. Move on to the next Scene.

■ Scene 8: The Evil Snake (PC3)

● Description

All player character must enter this Scene. They will have a conversation with Iwao Sagae via the video monitor.

Iwao Sagae will talk about his plans to eradicate humanity and how he needs both Renee and PC1. Renee will refuse to cooperate. When PC1 also refuses, Sagae will use «Space-Time Rip» (Core pg. 394), cutting the laboratory off from the outside world. Sagae will taunt the player characters and challenge them to defeat him.

Sagae's motivation for creating a closed environment and taunting the players is to get PC1 and Renee to develop a strong relationship, as a strong emotional connection between the two is needed for Renee to gain full control of her power. Keep this detail in mind when roleplaying Sagae, but do not reveal this information to the players yet.

From this Scene onwards, player characters cannot leave the laboratory or contact the outside world until Iwao Sagae has been defeated. As mentioned at the end of the Opening Phase, they will also be unable to perform Procure Checks.

● Setting

A nearby wall monitor flickers to life, showing a man with a face resembling a snake and a sickening energy to his presence. You immediately recognize the man as Iwao "Grim Reaper" Sagae, the one who wants nothing more than to kill every single human on this planet.

● Dialogue: Iwao Sagae

"There you are, Infinity Code. And you're with PC1. Even better."

"I need you both if I'm going to wipe out the humans. So stop thinking, and just do as you're told."

(When refused) "You fools! The plan's already in its final stage. But if you want to drag this out, I will gladly oblige." (Uses «Space-Time Rip»)

(When «Space-Time Rip» takes effect) "This laboratory and the surrounding area is now cut off from the rest of the world. There is no escape."

"If you won't join me, then kill me and escape, if you can."

(If PC3 is in the game) "…I know you. You're PC3!"

"To think that I would get a chance to see you die a horrid death before the world ends… I don't think I've ever been this excited in my life."

(When asked about Eiji Takasu) "Ah, that wretched man. I made him suffer for laying a hand on my Infinity Code."

"A shame that I couldn't finish him off. I wanted to watch as he drew his last breath."

• Dialogue: Renee
"I'm not going back, so you can just…you can just…"(Blows a raspberry at Sagae)

"I hate that guy! PC1, don't listen to anything he has to say!"

(After the laboratory has been isolated) "Ugh, he is so mean! PC1, let's find him and beat him up to a pulp!"

• Conclusion
Once the screen flickers off and the player characters formally unite, end this Scene and begin Investigations.

From this Scene onwards, Renee will follow PC1. If PC1 is absent during a Scene, Renee will also be absent.

■ Investigations

There are five different topics that players may investigate. Of these five, investigating Eiji Takasu is required to trigger Scene 9.

If needed, create a Scene where characters share information in-game.

• PC1
<Info: Rumors> 6
Like Renee, PC1 is a key component to Sagae's plan to eradicate humanity. He was kidnapped and brought here by Iwao Sagae. He is an Ouroboros Overed, a kind that is steadily increasing in number.

A quick check reveals that nothing in particular was done to PC1's body.

• Renee
<Info: UGN or Rumors> 7
Renee is a Renegade Being and a key component in Sagae's plan. Sagae refers to this girl as "Infinity Code."

Renee is an Ouroboros/Solaris Crossbreed, but is completely unable to use Powers. Judging by the abandoned setups and documents left around the laboratory, numerous procedures were performed to give Renee control of her abilities, but none were successful.

• Eiji Takasu
<Info: UGN> 7
Eiji Takasu is an UGN agent who was ordered to investigated this laboratory. His current whereabouts are unknown.

Eiji apparently chose to rescue Renee when he learned that she is Sagae's "Infinity Code." He may know who or what Renee is.

You find traces of a battle between Eiji and some Gjaums. This may lead you to Eiji.

If the players decide to go search for Eiji Takasu, initiate Scene 9.

• Iwao "Grim Reaper" Sagae
<Info: UGN or Underworld> 8
Iwao Sagae was once a combat cameraman. He became disgusted with humans after having witnessed the endless cycle of war that humanity has perpetuated. He later joined False Hearts.

Sagae stole Professor Caudwell's research data on the Infinity Code and used it to create Renee. This is a clear act of betrayal on Sagae's part, but he has stopped making a distinction between False Hearts and the UGN.

• Infinity Code
<Info: Underworld or Academics> 8
In this situation, Infinity Code refers to Renee. Sagae calls Renee this because she was created from the knowledge and technology developed by the Infinity Initiative.

Renee was created to wipe out humanity, but she is actually quite fond of both humans and Overeds.

■ Trigger Events

These events occur when certain conditions are met.

■ Scene 9: Reunion (PC2)

Condition: Players investigated Eiji Takasu and decided to go look for him.

• Description
Players find Eiji Takasu. They learn more about Sagae's plans and Renee's role in it.

Eiji is found hiding in one of the laboratory's rooms. He will explain how Renee can create her deadly poison.

Once players learn about what Renee can do, they may decide to take actions that will lead to a premature boss battle. This turn of events will be explained after this Scene.

-Saving Eiji Takasu
Eiji is on the brink of death when the players find him. If he does not get treatment, he will die at the end of this Scene.

In order to save Eiji, a player character must either beat a Difficulty 9 <Knowledge: Medicine> check, or use a Power that restores HP, such as «Heal» (Core pg. 173).

Even if Eiji is healed, he will still be too weak to help during battle. He will be treated as an Extra NPC.

• Setting
As you follow the structural damage and other signs of battle, you come to a room full of broken machinery. You notice a shadowy figure in a corner of the room. Taking a closer look, you realize it's Eiji Takasu, and he is badly injured!

• Dialogue: Eiji Takasu
"…PC2, is that you?"

"Thanks... I messed up. Nearly cost us some valuable information…"

"Have you met Renee? I need to tell you about her powers."

"That girl can make a poison that's deadly to anything living and non-living."

"She can even make the poison only target certain people, and spread it over a stupidly-large area."

"I thought about killing her. Then she said she wanted to be friends with humans..."

"I couldn't do it. I don't want to be like False Hearts. That's why I decided to rescue her instead."

"Look, you got to save her. She's a good girl."

"I'm so tired…Give me a few minutes, and I'll be up and running…" (Passes out)

• Conclusion
End the Scene once Eiji passed on his information.

Killing Renee

Now that the players know how dangerous Renee is, they may decide to stop Sagae's plan by killing Renee. Before allowing your players to attempt this course of action, urge them to reconsider. Convince them that Renee has no ill will towards humanity, but rather wishes to make friends.

If players insist on killing Renee, Sagae will appear with his minions and attempt to stop them. This will trigger the Climax Phase. Skip the rest of the Middle Phase and the Progressive Check.

This version of the boss battle contains moref mob enemies compared to the normal boss battle

• Boss Battle (Premature Version)
This battle will consist of Iwao Sagae, six Gjaum: Tribe (Advanced pg. 114), four Gjaum: Disaster(Advanced pg. 115), and three Agent: Blockers (Core pg. 381). Refer to the Climax Phase for Sagae's stats and battle strategy.

There will be three starting Engagements. The first Engagement will consist of all the player characters.

The second Engagement will be five meters away from the first one, and that one will be occupied by the six Gjaum: Tribes.

The third Engagement will be five meters from the second Engagement, and in it will be Sagae, the Gjaum: Disasters, and the Agent: Blockers.

■ Scene 10: Renee (PC1)

Condition: All Investigations have been completed and Scene 9 has occurred.

• Description 1
The first half of this Scene will be a show of friendship between Renee and PC1.

While taking a break from exploring the laboratory, Renee, who has always been interested in PC1, will begin asking questions about PC1 and his life. After listening to PC1's life story, Renee will tell her story.

Once Renee finished talking about her past, she will ask PC1 to be her friend. Move onto Setting 2 once PC1 responds to the request.

• Setting 1
You are searching the entire laboratory for a way out. During your search, you feel a tug at your sleeve. You turn around and see that it's Renee, who is half-way to just laying on the ground. "I'm tired…Can we take a break?"

• Dialogue: Renee
"Hey, what do you normally do on the outside? Come on, tell me."

"I want to know more about people, and you. I'm like a curious cat…or was it a monkey?"

"Sagae was the first person I saw when I was born. I opened my eyes for the first time, and I see this guy going, 'You were made to kill off every person on this planet.'"

"I'd rather just be friends with people."

"PC1, will you be my friend?"

(PC1 says yes) "Yes! Thank you! Wow, I have a friend…" (Begins to roll around on the floor)

(PC1 says no) "Ah, come on! I'm just going to keep on asking. Please? Please please? Please please please please please please?" (Begins climbing onto PC1's back)

• Description 2
The Scene goes on to show Renee's powers becoming active. Renee starts out acting very hyper, but will suddenly complain about feeling sick. Suddenly, Renee will begin creating poison and releasing it into the surrounding area.

• Setting 2
Renee is skipping around in circles, a wide smile plastered over her face. Suddenly she stops, and her face twists with pain. What is happening to her?

• Dialogue: Renee
"I don't…feel so good…"

"I'm getting really hot…I can't control my powers!"

• Conclusion
Poison begins to flood the surrounding area. End the Scene.

■ Scene 11: Beginning of the End (PC4)

Condition: Follows Scene 10

• Description

All player characters enter this Scene. Now that Renee is exhibiting her powers, Sagae will appear to take away her away. He will explain why he allowed Renee to go with PC1.

Once he is done revealing his plan, Sagae will use «Instant Retreat» and «Instant Retreat II» to exit the Scene with Renee is tow.

• Setting

Despite being preoccupied with Renee suddenly using her powers, you notice the air behind her "rippling."

Suddenly, Sagae comes out from the ripples. "Well done! You have completed my Infinity Code!"

• Dialogue: Iwao Sagae

"Using the unique abilities of the Ouroboros Syndrome, I was able to splice together the strains of several different Syndromes into a single lethal weapon! Neumann strains let Renee analyze and target specific lifeforms! Solaris allows her to create the necessary poisons! And Orcus' Domain is the dispersal system!"

"She had these deadly tools at her disposal, but she was defective. Her original Ouroboros strain was not strong enough to control all the powers it absorbed."

"So, I devised a solution, one that involves strengthening the original Ouroboros strain with another Ouroboros strain."

"Unfortunately, Infinity Code here developed free will, and refused to listen to my orders. But there was a simple enough work-around. I just had to find an Ouroboros Overed that she wanted to communicate with, get them to form a strong relationship, and have them make physical contact."

"Infinity Code was very interested in you, PC1, and that interest triggered the strain's absorption process. Now she is complete."

"Her powers cannot be stopped once they're activated. It's how I designed her."

"Humanity will perish, and there is nothing you can do to stop it. Enjoy the last few moments of your life." (Uses «Instant Retreat» and «Instant Retreat II»)

• Conclusion

End the Scene once Sagae leaves with Renee. The players' must now find him.

■ Scene 12: Eiji's Advice (PC2)

Condition: Follows Scene 11

• Description

While searching for Sagae, PC2 will find an injured Eiji walking down the hallway. After hearing what happened to Renee, Eiji will tell PC2 about the research data on Renee and where it is hidden. This information will tell player characters know what needs to be done to stop Renee.

If the players let Eiji die during Scene 9, have the players perform a Difficulty 9 check, rolling either <Info: UGN> or <Info: Underworld>. If players are successful, they will learn that the research data is kept in the basement.

• Setting

While looking for Sagae, you run into Eiji Takasu in the hallway. The man is clearly in pain, yet he somehow can still more concern for you.

• Dialogue: Eiji Takasu

"PC2, what happened?"

"Oh god, Sagae has Renee…"

"Go to the basement. There's a small lab down there. You'll find Sagae's research data."

"I was caught before I could go through the entire file, but I bet something in there will tell you how to seal away Renee 's powers."

• Conclusion

End the Scene once the players go to the basement.

■ Scene 13: Research Data

Condition: Follows Scene 12.

• Description

The Lead Character can be anyone who goes to the basement. Players will find hints on how to stop Renee.

When players look through the computer's files, they learn that Sagae was very interested in the Ouroboros' Syndrome's ability to steal another Overed's Powers. They will also learn that Renee's powers need PC1's strain to activate.

Have players roll a Difficulty 9 <Knowledge: Renegade> check. Only characters that entered this Scene may perform this check. If at least one person completes the check, the players will learn the information they need. If everyone fails, restart the Scene, and have the player characters enter once more. This will incur another increase in Encroachment Rate.

When successful, the player characters figure out that Renee can be stopped by having PC1 reabsorb his strain from Renee. To do so, PC1 must make physical contact with Renee.

• Setting

You open the door to the basement lab and are greeted by a room full of rubble and a single active computer terminal. This must be Sagae's computer. If Eiji is right, the data in it will tell you how to stop Renee.

• Conclusion

Once the player characters learn what must be done, Renee will raise a Warding field, giving away her current location.

End the Scene once the player characters head to the source of the field.

End of Middle Phase

Climax Phase

Scene 14: Life or Death (PC1)

• Description 1
All player characters must enter this Scene. The goal during the first half of this Scene is to suppress Renee's powers and stop Sagae's plan to wipe out humanity. To do so, players must complete the below Progressive Check. Refer to the GM section of this book for more on Progressive Checks.

Once the Progressive Check is beaten, move onto Setting 2. If the players failed, skip forward to Scene 20 of the Ending, which is titled "Extinction."

Iwao Sagae will not enter the the first half of this Scene. He is busy lifting the effects of «Space-Time Rip», as he needs Renee's poison to enter the outside world. Sagae can only enter the second half of this Scene.

• Setting 1
Following your senses to the origin of the Warding field, you reach a massive operating room. In the center of the room you see Renee, who is surrounded by a whirlwind of poison. You have to stop Renee before this storm reaches the outside world and kills everyone!

• Dialogue: Renee
"PC1? …You're all here…!"

"Stop me! I don't want to do this!"

• Description 2
Iwao Sagae has reconnected the laboratory with the outside world. He returns to the operating room to check on Renee, but sees that Renee's powers have been suppressed. He will be overcome with a blind rage and attack the players. Peform an Impulse Check and begin the final boss fight.

The boss fight will be with Iwao Sagae, two Gjaum: Tribes (Advanced pg. 114) and two Gjaum: Disasters (Advanced pg. 115). Renee will not participate in this battle because she passed out from her earlier ordeal. The boss battle ends once all enemies have been defeated.

• Setting 2
The storm of poison subsides when PC1 took Renee's hand. The remaining poison dissipates away. Renee passes out and falls to the floor.

You then sense an immense hatred being directed towards you. Turning around, you see a furious Sagae, his glare pointed directly at you. It is now time to settle this fight once and for all.

Title	Suppress Renee's Powers									End Condition	3 Rounds have Passed									
Check	<Dodge> <Perception>			Difficulty		7				Max Score			20		Exp. Points			3		
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	~~13~~	~~14~~	~~15~~	~~16~~	~~17~~	~~18~~	~~19~~	~~20~~
	~~21~~	~~22~~	~~23~~	~~24~~	~~25~~	~~26~~	~~27~~	~~28~~	~~29~~	~~30~~	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
The goal is to get PC1 in physical contact with Renee and have him deactivate her powers. The players have to avoid the poisonous gases (<Dodge> roll> and sense the effective range of the poison (<Perception> roll).

Warn your players that if they fail this check, Renee's poison will get out and kill everyone in the world.

Goal: 12 Points
Support Roll: [Body] [Mind]
Recommended for: 5 Players

Renee needs PC1 Renegade strain to activate her powers, which means if PC1 takes back his strain, Renee will stop producing poison. PC1 and Renee is needed before the transfer can take place. Holding hands will suffice.

This solution is only temporary. Renee's powers will activate again if she stays in close contact with PC1.

For Smaller Groups
Groups of four or less players only need to gain 11 Progression Points. If there are only three players, reduce Difficulty to 5.

If Time Ran Out
The poison took out PC1. This resulted in the death of everyone on earth.

Progression Events
4 Points: You came in contact with the poison. Roll a Difficulty 7 <Dodge> or <RC> check. Players that fail will receive a -3 score penalty towards their next Progression Roll.

7 Points: The strength and amount of poison being produced increases, making it harder to reach Renee. Increase Difficulty to 9.

10 Points: You're getting closer to Renee, but now it's harder to avoid the poison. You have to use your Renegade powers to either increase your immunities or neutralize the poison. Players now roll <RC>.

11 Points: A strong dose of poison is fired at you. Roll a Difficulty 12 <Dodge> or <RC> check. Players that fail will receive a -5 score penalty towards their next Progression Roll.

• Dialogue: Iwao Sagae

"My dream! What have you done!?"

"Infinity Code was my dream, my perfect messenger of death!"

"Don't you get it!? People don't deserve to live!"

"That's it! I'll kill every last one of you and take back Infinity Code! As long as she is alive, my dream will never die!"

(To PC1) "You were a pawn! A nothing! How dare you get in my way! You may be a rare Ouroboros Overed, but I will see you dead!"

(To PC2) "You UGN scum. First it was that man, now it's you. There's always somebody in my way!"

(To PC3) "Failing to kill you was a mistake on my part. Now is my chance to rectify it! You couldn't stop me last time, and I doubt you can stop me now, but I'm leaving nothing to chance! "

(To PC4) "Revenge? Pathetic. Your comrades deserved to die, and I will see to it that you join them!"

(To PC5) "Ah, a parasite that latched onto humanity and evolved. You will join humanity in its fate!"

(When defeated) "No, I'm not going to lose! Not to some humans…"

• Conclusion

When defeated, Sagae will fall to the ground, his face forever locked in an expression of pure hatred. Sagae's plan has been stopped.

End of Climax

Congratulate your players. Move on to the Endings.

Enemy Data

Iwao "Grim Reaper" Sagae

◆ Data

Breed: Purebreed
Syndrome: Balor

Stats Skills
[Body] 5 <Melee> 4, <Dodge> 2
[Sense] 3
[Mind] 8 <RC> 4, <Will> 3
[Social] 4 <Info: Underworld> 4,
[HP] 188 [Initiative] 14
[Armor] 0
Encroachment Rate: 150% (Dice +4)

◆ Powers

-Balor
«Distorted Retribution» 2, «Black Hammer» 7, «Dark Matter» 5, «Black Hole Summoning»2,«Black Hole Gate»3, «Dark Spiral» 3, «Fiend's Shield» 5, «Pagan God's Heart» 2, «Black Hole Destruction» 4, «Space-Time Rip» 2, «Accelerated World» 2

-Common
«Concentrate: Balor» 3, «Life Increase» 5, «Accelerated Time» 1, «Instant Retreat» 2, «Instant Retreat II» 2, «Restoration» 2, «Revival» 2

E-Lois
«Wall of Denial»

◆ Combos

>«Dark Matter»
Timing: Minor
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target: Self Range: Close
Description: During your current turn, checks using Balor checks get a +5 dice bonus.

>Gravity Crush
«Distorted Retribution» + «Black Hammer» + «Black Hole Gate» + «Pagan God's Heart» + «Concentrate: Balor»

Timing: Major
Skill: <RC> Dice: 20
Critical: 7 DFCLTY: Opposed
Target:Area(Select) Range: View
Atk Power: +16
Description: A projectile attack using a gravity sphere. If this combo hits, then for the remainder of the Round the damaged target has a -6 dice penalty for all checks he performs. The target can remove this dice penalty by using a Minor Action.

>«Accelerated World»
Timing: Major
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target:Area(Select) Range: View
Description: Increase gravity to levels where it hurts to move. Whenever the Target performs a Move, Dash, or Break Away during this Round, he loses 2D10 HP. This Power may only be used three times per Scenario.

>Repulsion Barrier
«Dark Spiral» + «Fiend's Shield»
Timing: Auto
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target: Self Range: Close
Description: Use when you Guard against a melee attack. You gain + 50 [Guard] and the attacking character receives 15 damage. This combo may only be used once per Scene.

◆ Description

A False Hearts agent who is trying to destoy the world using an Ouroboros Renegade being he created.

Battle Plan

-Iwao Sagae
During the first Setup Process, use «Accelerated World» on the Engagement that has the most number of player characters.

For your first Major Action, use «Black Hole Destruction» to deal 6D10 damage to any number of characters in a single Engagement. Afterwards, use «Dark Matter» as your Minor Action and attack using the Gravity Crush combo.

If an incoming attack scored 40 or above on its accuracy check, use the Repulsion Barrier combo. The result is 50 fewer points of damage and the attacking character receives 15 damage. Repulsion Barrier can only be used once.

If you're about to receove 30 or more damage, use «Black Hole Summoning» to reduce the damage to zero. This can only be done once.

If you receive a Bad Status, use «Restoration». This costs you 5HP.

Iwao Sagae

If you're reduced to zero HP, use «Revival». Once revived, use «Accelerated Time» so that you can perform an extra Main Process during the next Initiative Process.

Because you have «Wall of Denial», you can negate one of the following Titus bonuses: -1 Crit. Value, +10 dice, or +1D10 check score. You can only use «Wall of Denial»'s ability once.

-Gjaum: Tribe
Move into the Engagement that has the most number of player characters. Attack using «Beast Strength».

-Gjaum: Disaster
Try to stay away from the player characters. Attack with «Lightning Spear» + «Oscillating Sphere».

■ Battle Placement

Player characters start in a single Engagement. Two Gjaum: Tribes will be in another Engagement that is three meters away from the player characters.

Iwao Sagae and two Gjaum: Disasters will be in another Engagement that is three meters behind the Gjaum: Tribes.

■ For Smaller Groups

If there are only four players, reduce Iwao Sagae's HP by -30. If there are only three players, take away another 30HP, «Revival», «Accelerated Time», and the two Gjaum: Disasters.

Ending Phase

● About the Endings

The following endings assume that both Eiji Takasu and Renee are alive. If they died during your game, rewrite the endings to reflect these events.

■ Scene 15: Mission Accomplished (PC5)

● Description
PC5 reports back to Kyoka Tsuzuki.

● Setting
Several days have passed since the battle with Sagae. As you watch the human interactions that are occurring around you, you notice Kyoka Tsuzki approaching.

Kyoka calls out to you, her facial expression never breaking from the calm composure she always has built up. "I assume Sagae has been properly dealt with, yes?"

● Dialogue: Kyoka Tsuzuki
"Now that you've witnessed the power of the Infinity Code, do you understand why man is so obsessed with it?"

"The name is used by man to describe the core essence of the Renegade. We understand it to be the power to realize dreams. Those who wish for power are endowed with strength, and those who are filled with hate are given fire to wield."

"A code that unlocks infinite possibilities…I never expected Professor Caudwell to be a romanticist."

"This "Infinity Code " was made to be a weapon, but she is now free from that fate. For the time being, we shall observe her from afar."

● Conclusion
End the Scene once PC5 finishes talking to Kyoka Tsuzuki.

■ Scene 16: Vengeance Exacted (PC4)

● Description
Iwao Sagae is dead. PC4 celebrates by having a drink with his fellow agent, who pays for his drinks.

● Setting
Sagae is dead, and to celebrate your fellow agent is taking out to town, buying you all the alcohol you can consume.

● Dialogue: Agent
"Sagae's dead, and it's all thanks to you. Maybe now our friends can rest easy."

"Order as much as you want. Drinks are on me."

"This first glass is for our friends. A toast to the fallen."

● Conclusion
End the Scene once the drinking is underway.

■ Scene 17: Mission Report (PC3)

● Description
PC3 reports back to Rosa Baskerville. When discussing Renee, Rosa will ask PC3 what he thinks should be done with her. Let the players discuss what they think should be done before PC3 answers.

● Setting
You enter UGN Japan's national office to give your report to Rosa Baskerville in person.

● Dialogue: Rosa Baskerville
"Congratulations. You did well out there."

"Now, we have one last problem. What do we do with the Renegade Being Renee?"

"You've actually talked to her. What do you think should be done?"

(After hearing PC3's opinion) "…Alright. I'll trust your judgment."

● Conclusion
End the Scene once a decision has been made in regards to Renee's future.

■ Scene 18: Meeting your Mentor (PC2)

● Description
PC2 visits Eiji Takasu at the hospital. Eiji will welcome PC2 and start to talk about what will happen.

● Setting
A few days has passed since the Sagae situation was resolved. You're visiting Eiji at the hospital, where he is being treated for his wounds.

As you enter his room, Eiji greets you in an awfully cheerful manner. Being alone in this room must have been driving him stir-crazy.

● Dialogue: Eiji Takasu
"PC2, you're here! Great!"

"I still can't believe we survived. We were facing the extinction of the entire human race."

"…Hey, have you ever wondered what would happen if we turned into Gjaums? We would end up like Sagae?"

● Conclusion
End the Scene once PC2 gives his opinion.

■ Scene 19: Hello and Goodbye (PC1)

● Description
Renee has been placed under the UGN's protection. PC1 has come to say goodbye. Due to the potential catastrophe that could come if PC1 and Renee were to make physical contact, the organization is limiting the contact between the two.

Before saying goodbye, Renee thanks PC1 for saving her and promises that they will meet again.

If the players decided during Scene 17 to do something else with Renee, rewrite this Scene to reflect that decision.

● Setting
After escaping from the laboratory, you and Renee were taken into custody by the UGN. For Renee, this arrangement will be long-term. You will return to your normal life, but not before saying goodbye to Renee.

● Dialogue: Renee
"We won't be able to see each other for a while. I can't believe I'm saying goodbye to my new friend so soon."

"But this won't be the end…right?"

"We'll meet again. Cross my heart."

"OK…goodbye, PC1."

● Conclusion
End the Scene once PC1 finishes talking to Renee.

■ Scene 20: Extinction

Condition: Players failed the Climax's Progressive Check.

● Description
Renee's poison was released onto the world. All of humanity – humans and Overeds – is now extinct.

● Setting
A poisonous storm swept across the world that day. When the storm passed, not a single person was left alive.

● Conclusion
Every last human and Overed is dead. The Earth has been turned into an uninhabitable planet. The End.

■ After-Game

Award players five experience points for successfully completing the Scenario. If Renee was rescued, award two points. If Eiji Takasu survived, award one experience point.

Lastly, if players successfully completed the Progressive Check, award three experience points.

NPCs only had one E-Lois, but because Wall of is counted as two E-Loises, award two experience points to players.

Venomous Hate Test-Play Report

◆ About this Scenario

Venomous Hate was created to showcase the new Ouroboros Syndrome and Progressive Check mechanic. When using these new mechanics in your Scenarios, please use this Scenario as one of your references.

During test-play, players were able to play the Scenario without too much front-loaded knowledge.

The Ouroboros Syndrome and the accompanying comic from the Player's Section was introduced during the Pre-Game, while Progressive Checks were only explained right before players would actually try it out.

◆ PC5

PC5 was written as a Renegade Being who had connections with Xenos. During test play, PC5 was even made a full member of Xenos.

If your PC5 follows this same story path, then you may have to work out the details of PC1 and PC5' relationship. If you read up on Xenos' plans in the World section, you will know that Kyoka Tsuzuki wants to eradicate the Ouroboros Syndrome.

During test play, PC5 kept to curious observation. To represent this stance, he formed a [P: Curiosity N: Animosity] Lois with PC1, with Curiosity being the surface emotion. PC5 believed that PC1 must be eliminated in the future, but was more interested in what he could do.

To keep your session running on track, it may be best to follow the above example and keep the situation non-confrontational, but not necessarily pleasant.

◆ Renee

The relationship between Renee and PC1 is important to this Scenario. It is ideal if PC1 takes an active interest in Renee. To build this interest, you need give Renee enough stage time to show off her personality.

During test play, the GM grabbed PC1's attention by making Renee very friendly. During Investigations, the GM gave information on Renee and the Infinity Code using Renee's voice.

◆ The Progressive Check

This Scenario's Progressive Check has a time limit of three Rounds. The fewer players you have, the more important each Progression Roll is.

If a player fails a Progression Roll, subtly remind them of Tituses and their 1D10 score bonus. Give enough help so that even a small group can win.

You can also advise players to put some levels into <Perception>, <Dodge>, or <RC> before the session begins.

Pre-Game

Scenario Data
Recommended number of players: 3 to 5.
Recommended PC growth: 0 - 15 pts. spent.
Play time: 3 to 4 hours.

• Stage
This Scenario takes place in City N.

• Story
The False Hearts agent known as Reproductor is a Solaris Overed capable of controlling people's emotions. Disguising herself as a school counselor, she privately approaches dispirited students and turns them into vessels of uncontrolled emotions.

Shizune Yasuga, one of the girls Reproductor approached, noticed something was off and ran before she could be brainwashed. Being a latent Overed, Reproductor's power had a weaker effect on her.

Enticed by the possibility of gaining an Overed minion, Reproductor sends several brainwashed kids out into the city to cause havoc. She intends to capture Shizune while the city is in chaos.

The goal of this Scenario is to protect Shizune Yasuga and defeat Reproductor.

• Continuing from Venomous Hate
If players are using Venomous Hate's recommended characters, you may have to make adjustments for PC5.

For PC5's Opening, you should incorporate the Renegade Being's natural interest in humanity. He could also have ties with Xenos and may wish to use them as part of his roleplay. Since Xenos does not have a role in this Scenario, you can easily insert Xenos references or Kyoka Tsuzuki herself without any story conflict.

Trailer

Man's existence has always been one of imprisonment, restrained by either someone or something.

While many will become furious and attempt to break free, few will realize that fury will do to them.

Fury is their new restraint. It is a cursed ball and chain that will drag them into insanity.

Double Cross – Angry Impulses

Welcome to Double Cross. This is the world of traitors.

Character Creation

Pass out handouts or let the players choose which one they want to use.

If you have fewer than five players, use the handouts with the lower player numbers, as they are more integral to the story.

• Quick Start

The following five sample characters are recommended for this Scenario:

PC1: Infinite Destroyer (Pg. vii)
PC2: Phantom Mirror (Pg. ix)
PC3: The Idealist (Core Rulebook Pg. 37)
PC4: Evergreen Apostle (Core Rulebook Pg. 35)
PC5: Reaper's Hand (Core Rulebook Pg. 47)

• Construction

This particular Scenario does not require players to make a specific character. At most, they should use the Handouts as guidelines when creating a character.

• High School Student Characters

For this Scenario, player characters that are high school students should belong to City N's public school. The players may make their characters any age they want. Adjust the ages of NPCs so that they are in the same age group as the player characters.

Loises between PCs

Form Loises between PCs in the following order:

PC1 → PC2 → PC3 → PC4 → PC5 → PC1

ROC the Emotions for these Loises. Work with the players if they need help deciding on what emotions to write in.

Trait Loises

Each player character may have one Trait Lois. Players using the sample characters from the Core Rulebook should refer to page 3 of the Advanced Rulebook and acquire the Trait Lois that is associated with their character. Players are not required to pick a specific Trait Lois when creating their character via Construction.

Special Loises

This Scenario utilizes the Special Lois (S-Lois) mechanic and will play a integral part in the story. Any player familiar with the system will realize this the moment you mention your use of this mechanic, but make the importance of the mechanic clear to all players. Please refer to p age 4 of the Advanced Rulebook for more on S-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: Shizune Yasuga's classmate.
PC2: Is hunting down Reproductor.
PC3: Is the City N Branch Chief.
PC4: Is an UGN Agent.
PC5: Is a local teen gangster.

PC1 Handout

Lois: Shizune Yasuga **Emotions P:** Happiness **N:** Anxiety
Quick Start: Infinite Destroyer
Cover/Work: High Schooler/High Schooler

You are a high school student who moonlights as an UGN Illegal. Shizune Yasuga is a good friend of yours. One day, she invites you out and takes you to every fun spot in the city. At the end of the day you part ways, but later that night she calls you asking for your help.

PC2 Handout

Lois: Reproductor **Emotions P:** Impressed **N:** Animosity
Quick Start: Phantom Mirror
Cover/Work: High Schooler/UGN Child B

You are an UGN Child based out in City N. A few weeks ago you assaulted False Hearts agent Reproductor's hideout, but the enemy agent quickly escaped. Reproductor seems to be planning a new attack and you intend to find her before she does anything.

PC3 Handout

Lois: Shizune Yasuga **Emotions P:** Protection **N:** Pity
Quick Start: The Idealist
Cover/Work: UGN Branch Chief/UGN Branch Chief C

You are chief of the City N UGN Branch. According to your intelligence team a young girl named Shizune Yasuga is infected with an active Renegade virus. You reported this discovery to your superiors, who then orders you to monitor this girl and ensure her safety.

PC4 Handout

Lois: Yugo Kiritani **Emotions P:** Earnestness **N:** Fed up
Quick Start: Evergreen Apostle
Cover/Work: UGN Agent/UGN Agent C

Your phone rings with a certain melody that tells you that the call is from Director Yugo Kiritani. Instead of answering you head to the UGN offices. The director is cautious about phone taps. You have been ordered to help City N's branch chief eliminate the False Hearts agent Reproductor.

PC5 Handout

Lois: Orie Higusa **Emotions P:** Curiosity **N:** Threat
Quick Start: Reaper's Hand
Cover/Work: Delinquent/Delinquent

You are a high school student who works as an UGN Illegal. You've noticed that the other teenagers are becoming very angry and violent. One day, you save a young boy from an angry mob. The boy tells you about Orie Higusa and how she may be causing the city to change for the worse.

Opening Phase

■Scene 1:Confronting False Hearts(PC2)

• Description
This Scene serves as an introduction for both PC2 and Reproductor. All NPCs other than Reproductor are Extras.

Reproductor uses «Undermining Voice» (Core pg. 404) to command several men to attack PC2. Since these men are Extras, PC2 only needs to declare his victory over them.

Reproductor will exit the Scene while PC2 is busy dealing with his attackers.

• Setting
You arrive at an abandoned building. You head to the top floor where you find Reproductor waiting for you.

• Dialogue: Reproductor
"Well done boy (girl), but I don't have time to play with you."

"This city is full of anger. It's all bottled up and has nowhere to go. It's waiting for me to release it."

(Snaps her fingers, causing several men to come out of the shadows) "These men will deal with you."

• Dialogue: Brainwashed Men and Reproductor
"I lost my job and the government's not helping me…"

"That goddamn shop kicked me out because I was dressed right..."

(Reproductor uses «Undermining Voice» on the men) "Kill this kid and all your anger will just go away."

"The queen's right. We'll feel better once we kill this kid."

• Conclusion
End the Scene once PC2 leaves the building.

Shizune Yasuga

PC1's classmate. She's a good student who maintains a balance between her studies and social life. Her parents got a job in another country, which means she will have to leave PC1 behind. She has a fight with her parents over this, and she's still upset about having to move.

Shizune doesn't know, but she has an active Renegade. Her virus and pent up anger has made her a target for Reproductor. Shizune will be treated as an Extra during this Scenario.

■ Scene 2: Orders (PC4)

• Description
PC4 receives a new mission from Yugo Kiritani.

• Setting
You have been summoned to UGN Japan's central office by Yugo Kiritani.

• Dialogue: Yugo Kiritani
"We ordered PC2 to apprehend the False Hearts agent Reproductor, but she escaped."

"You are to follow up on this case. The target was last seen in City N. Please meet with the City N Branch chief and coordinate your efforts with him."

• Conclusion
End the Scene once PC4 accepts the mission.

■ Scene 3: Surveillance Duty (PC3)

• Description
PC3 is ordered to monitor Shizune Yasuga, a girl who may become a new Overed.

• Setting
Intelligence shows that a person with a potentially active Renegade has been discovered in City N. You are being briefed on the matter in your office.

• Dialogue: Intelligence Team
"Sir, we have run a background check on the subject known as Shizune Yasuga. We have confirmed that she is high school student and not some sort of secret agent."

"She is not displaying any symptoms, but we recommend getting in contact with her and double-checking."

"According to our investigation, she is in the downtown district at this time. Shall we send someone out there?"

• Conclusion
End the Scene once PC3 or someone else goes to find Shizune.

■ Scene 4: Friendship and Reality (PC1)

• Description 1
This is PC1's Opening. PC1 has a conversation with Shizune, who afterward will leave for her extracurricular tutoring session. Part One of this Scene ends here.

• Setting 1
It is the late afternoon. You just had a fun time out in the city with your friend Shizune Yasuga. You're sitting on a park bench when Shizune runs back to you, a crepe in each hand.

• Dialogue: Shizune Yasuga
"Here. This one's for you."

(Offers her partially-eaten crepe to PC1) "Want to try mine? Oh, let me try yours too."

"Hey, thanks for coming out. It helped me get my mind off things."

(If asked what's bothering her) "No, it's nothing. Just had a fight with my parents."

"I just want to make some good memories…"

(When asked about what she's trying to say) "No, forget about it."

"Oh, shoot. I have to get to my tutoring session. See you at school!"

• Description 2
Shortly afterward, PC1 will receive a call from Shizune. She is begging for help.

Being Shizune's friend, PC1 will know that Shizune heads to the downtown district for her classes.

• Setting 2
On your way home you receive a phone call. It's Shizune.

"…Help me…Someone's trying to kill me…"

Through your phone you can hear Shizune breathing very hard. You then hear her scream. Before you can say anything the line goes dead.

• Conclusion
End the Scene once PC1 starts running towards downtown.

■ Scene 5: The Oncoming Chaos (PC5)

• Description
PC5 will see a street fight happening, but will notice that something is off. PC5 will be attacked, but because the attackers are Extras, he only needs to declare victory to win. PC5 will then get information from a boy he just rescued.

• Setting
You pass by the arcade, the current hangout for teenage gangs. You hear fighting coming from inside the arcade. Suddenly, a scared boy comes running out, followed by a bunch of pissed-off guys.

• Dialogue: Gang
"Who the fuck are you!?"

"Kill him!" (The guys start pulling out knives and guns)

(When defeated) "Oh…fuck me."

• Dialogue: Scared Boy
"Help!"

(When rescued) "Oh my god! Thank you!"

"These guys weren't always so…like this. But after they met with this Orie Higusa woman, they really started raging."

• Conclusion
End the Scene once PC5 leaves.

■ Scene 6: Disaster (Master)

• Description
In this Scene Reproductor is brainwashing students at a tutoring class. Player characters cannot enter this Scene. This will lead into the riots that occur in the Middle Phase.

Shizune is among the students who are being brainwashed, but she is unaffected by Reproductor's powers. Reproductor will notice Shizune's immunity and realize that the Shizune may be an Overed.

• Setting
Downtown is about to get very busy. People on the street hear glass shattering and they turn their attention to the tutoring school on the corner. They see young and angry boys running out of the building. If the bystanders looked closely, they would have also seen a person inside the building who was watching the riot unfold.

• Dialogue: Reproductor and Rioting Boys
"Release that pent up anger. (Uses «Undermining Voice») You're now free."

"Fuck school!"

"I'm so sick of it all…"

"We don't have to hold anything back!"

• Dialogue: Reproductor and Shizune Yasuga
"Oh my god, what's going on with you guys!?"

"…Is that girl immune to my powers?" (Watches Shizune)

• Conclusion
Reproductor is hit with a realization. "That girl's an Overed."

The boys under Reproductor's control start taking their rage out on the city. End the Scene.

Middle Phase

● Predetermined Events

Start the Middle Phase with Scenes 7 to 9, preferably in numerical order.

■ Scene 7: A Friend in Danger (PC1)

● Description

PC1 will find Shizune. She's been captured by Reproductor's brainwashed boys. PC1 will have to rescue Shizune. Since the boys are non-Overeds, they can be knocked out with a Warding field. If PC1 chooses not to use Warding, he can instead roll a [Body] check of Difficulty 6. Since Shizune is showing potential as an Overed, she will not be affected by Warding. However, her powers have not fully awakened so she will not notice that Warding was used.

A computer was planted onto Shizune, which allows Reproductor to control Shizune via «Undermining Voice». Players do not need to be told about this control chip. They also cannot detect or remove the chip at this point in the story.

Due to the effects of their brainwashing, these boys are in no condition to answer any questions. Players will not be able to gain any information from them. Instead, Shizune can tell the players what she knows about Orie Higusa. It's important that she give that name during this Scene, especially if Scene 5 did not occur.

What happens after Shizune is rescued is up to the players. If the players don't do anything, Shizune will complain about feeling sick and try to go home by herself. If players check on Shizune's health, they will learn that Shizune has a slight fever. Players can decide to take her to an UGN-controlled hospital. End the Scene once players decide on their course of action.

● Setting

You're running up and down the streets in search of Shizune. You noticed that something is very off about the people around you.

You then hear a loud crash and a familiar scream coming from the back alleys. Shizune is being attacked!

● Dialogue: Brainwashed Boys

"Reproductor's orders. You're going to be a worker bee."

● Dialogue: Shizune Yasuga

"PC1…help me…"

"I'm tired…I can't move…"

"A counselor came to our class. Her name's Orie Higusa. I think she's famous or something."

"When she started talking, everyone started acting weird. They went glassy-eyed and nodded at every order she gave. I had to get out of there, but then they surrounded me."

"I'm fine now. Just a little tired…"

● Conclusion

End the Scene once the player characters leave.

■ Scene 8: Assemble! (PC3)

● Description

The player characters rendezvous in this Scene. This Scene will take place about a day after Scene 7.

All player characters enter this Scene and gather at the City N Branch. Once the player characters have exchanged information in-game, an agent will come rushing in. The agent will report that a new situation has developed in the downtown district.

● Setting

A day has passed since the riot downtown. Every Overed that is connected to the current situation has been summoned to the City N Branch.

Based on the intelligence that was gathered, the riots were caused by the False Hearts agent Reproductor. To combat this threat, every available resource must be put to use.

● Dialogue: City N Branch Agent

(After the player characters finish sharing information) "Sir, there's an emergency! There's another riot downtown!"

● Conclusion

End the Scene once the players head downtown.

■ Scene 9: Chaotic Streets (PC3)

● Description

The Scene moves to downtown. Shizune and a group of teenagers are attacking people on the street. Shizune uses Warding to render people unconscious, while the teenagers (who are wearing Anti-Warding masks) plant a computer chip onto the victims.

Although the teenagers are immune to Warding, they are still Extras. When Shizune sees the player characters, she has the teenagers attack while she escapes.

At this point in the story, Shizune is being controlled via the computer chip that was inserted into her back in Scene 7. She will not respond to anything the player characters say.

After Shizune exits the Scene, the player characters can recover the computer chips from the people they just defeated. Players can study these chips later during the Investigation Phase.

● Setting

A Warding field has been erected downtown. Young boys and girls are attacking people on the street. Standing in the middle of the chaos is Shizune Yasuga.

• Dialogue: Shizune Yasuga
"Fill our ranks with more people."

(To the player characters) "…Stay out of our way."

(To her companions) "Get them."

• Conclusion
While the player characters are busy with the Extras, Shizune will escape. If necessary, have Reproductor appear and use «Instant Retreat II» to pull Shizune out.

■ Investigations

Players may look into the following leads. If needed, create a separate Scene that shows the sharing of information between the player characters.

• Shizune Yasuga
<Info: Rumors> 8
Shizune's father got a job outside the country. She will be leaving within a week.

Shizune had a fight with her parents over having to leave her friends behind. It's very likely that she talked about her problems to the counselor that was visiting her tutoring class.

Her location is unknown, but PC1 has her cellphone number.

<Info: UGN> 7
Shizune has an active Renegade, but her powers have not fully awakened. Her Syndromes are unknown at this time. Shizune does not realize what's happening to her, but she is already immune to Warding.

The UGN wants to take her on as an Illegal. In exchange for her service, the UGN will arrange for her to stay within the country.

Shizune is being mind-controlled through some unknown method.

• Rioters
<Info: Police or Rumors> 7
The rioters are mostly made up of students. They have all been to a counselor recently.

These rioters were given bio-computer chips by Reproductor. These chips can be used to place more people under Reproductor's control.

<Info: UGN> or <Knowledge: Renegade> 7
They are being controlled via the «Undermining Voice» Power.

• Reproductor
<Info: UGN or Underworld> 10
Reproductor can manipulate people's emotions and encourage them to commit violent crimes. She often disguises herself as a counselor a consultant, and uses mind tricks or illusions to convince people that she is what she claims to be.

Reproductor is currently hiding out in City N.

• Control Chip
<Info:Internet> or <Knowledge:Engineering> 6
A control chip that was created by Reproductor. It uses the «Undermining Voice» Power to take control of a person' mind.

Players can remove these chips from non-Overed Extras via declaration.

• Orie Higusa
<Info: Internet or Rumors> 6
Orie Higusa is a talented counselor in her late-twenties. She regularly visits schools and after-school tutoring sessions.

<Info: UGN or Underworld> 9
Orie Higusa used underhanded tactics to get the City N Board of Education to recommend her services to schools.

After having a session with Orie Higusa, students talk and act as if she is a queen. Students regularly visit her private office, which is located by the City N train line.

Players now know Orie Higusa's location

• New Control Chip Model
Condition: Can be rolled after Scene 12 ends.

<Info: Internet> or <Knowledge: Renegade> 8
Reproductor's new chip uses the E-Lois «Twisted Whisper» instead of «Undermining Voice». This chip is still in its experimental stages. Shizune is the chip's first test subject.

The chip can by physically removed. Players must roll <Perception> in order locate the chip, and then roll <Melee> to remove it. However, in order to negate the effect of «Twisted Whisper», a person that is important to Shizune must call out to her. Only a character that has Shizune as his S-Lois can complete this task.

Orie Higusa

Breed: Tri-Breed
Syndrome: Solaris/ Neumann/ Morpheus

Orie Higusa is the False Hearts agent Reproductor. Approaching dispirited teenagers under the guise of a counselor, she takes control of their minds and uses them to cause chaos.

It's not known why she attacks the social order. It is doubtful that even Orie herself thinks about her motivations. She is but a Gjaum, motivated purely by impulse.

■ Trigger Events

These events occur when certain conditions are met.

■ Scene 10: Shizune Yasuga (PC1)

Condition: Players call Shizune's cellphone.

• Description

This Scene occurs when players call Shizune. Shizune's number can be gotten from PC1 (if he's Shizune's friend in your version of this Scenario) or from Investigations.

At this time, Shizune is under the effects of «Twisted Whisper». Her Loises have been rewritten. The only one she possesses now represents her obedience to Orie Higusa. She has already done things that she would not do if she was in full control.

Using her new powers, Shizune brainwashed her parents and forced her father to give up the overseas job position. When she was leading a group of Reproductor's minions back in Scene 9, she did it because was convinced that it would lead to her and PC1 staying together.

During the telephone conversation, Shizune will speak highly of Orie Higusa. This odd behavior is meant to clue in the players that Shizune may have a control chip planted on her.

• Setting

You call Shizune's cellphone. She immediately picks up. She seems fine now, but something is off about her.

• Dialogue: Shizune Yasuga

"Thanks, PC1. I'm fine now."

"Yeah. My dad got a job in another country. I was going to say goodbye to you…"

"But everything's OK now! I had a talk with my parents."

"We can stay together! No one will get between us. Not if I have anything to say about it."

"Ms. Higusa gave me these amazing powers, and she promised that she'll make them stronger. All I have to do is give this gift to other people."

(When asked about her powers) "I can make anyone do whatever I say. Ms. Higusa was so good to me. I have her to thank for these powers."

(When told to stop) "What, why!? I'm doing this so that we can be together!"

"…Just do what I tell you to do." (Ends the call)

• Conclusion

Shizune will not respond to any calls after this.

■ Scene 11: Meeting Orie Higusa (PC5)

Condition: The players head to Orie Higusa's office.

• Description

The players will have a talk with Orie Higusa, but not through traditional means. If PC5 is not part of your Scenario, PC2 will be the lead character.

Players will not find Orie Higusa in her office. Instead, they will be greeted by a video recording. Higusa's insults and responses are prerecorded, but players can converse with the video as if Higusa is right in the room. This is made possible thanks to the Neumann Simple Power «Profiling» (Core pg. 187), which allows her to predict all of player characters' questions and responses.

Players are free to search the offices after they finish talking with the recording, but they will not find anything of value.

• Setting

You enter the counseling office of Orie Higusa, but you find no one. In the middle of the dark room is a video projector. You push the play button and turn your attention to the pull-down screen.

• Dialogue: Reproductor, AKA Orie Higusa

"Hello there, UGN."

"Why, I'm just the kind ear that listens to our society's youth. I listen to their problems and help them find a proper outlet for release."

"Have you seen the city? Everyone is angry, angry enough to want to destroy this world."

"Why not join them? That power that lives inside you wants to be used. There's no need to deprive it."

(If players do not take to her suggestion) "A pity. You would have made a great pawn. I suppose I'll have to recapture your friend."

(When asked about Shizune) "When she came to see me, I thought my heart skipped a beat. That girl has power. She just doesn't realize it. When I capture her again, I'll draw that power out and teach her how to properly use it. I've already made my move. Hope you enjoy it."

"As long as people feel anger and hate, my powers cannot be stopped."

• Conclusion

End the Scene once the players leave the office.

■ Scene 12: Find Orie Higusa (PC3)

Condition: Players decide to look for Orie Higusa anytime after Scene 11 ends.

• Description 1

The search for Reproductor begins. It's recommended that all player characters enter this Scene.

The players' first clue will come when they receive a call from the UGN home office. One of Reproductor's minions has been captured and can be interrogated by the players. He does not know where Reproductor is hiding, but what information does give confirms that Shizune's control chip is special. He will also tell players that Shizune may know where to find Reproductor.

Move on to Description 2 once the players have the necessary information.

• Setting 1
You get a call from headquarters. UGN agents caught one of the rioters and freed him from the brainwashing he was under. If you talk to the young man, you may tell you where Reproductor is.

• Dialogue: Young Man
"I don't know where Ms. Higusa is. I think the only one that knows is this girl named Shizune Yasuga."

"Ms. Higusa said that the girl was special. She even planted an experimental chip on her."

• Conclusion
Once the battle is over and the players continue on to the captain's cabin, end the Scene.

■ Scene 13: Shizune Loses Control (PC1)
Condition: Follows Scene 12.

• Description 1
A Warding field was erected in the middle of a busy street. Shizune and a group of minions appear and begin planting control chips onto anyone unconscious. The player characters will be lead directly to Shizune by her Warding field.

Players can pull the chips from NPCs via declaration. Shizune herself is feeling the effects of her control chip and is about to lose control of her powers.

To save Shizune, players must first locate her control chip. Have them roll a <Perception> check of 12. Reduce the difficulty to 10 if players found a control chip off a minion earlier in the Scenario. To pull off the chip, players must roll a <Melee> check of 10. The chip will be removed, but Shizune will still remain under Reproductor's influence.

To free Shizune from «Twisted Whisper», PC1 must have Shizune as his S-Lois and talk to her until she comes to her senses. Ideally, instead of being told to do so, PC1 asks to make Shizune his S-Lois. You can straight out tell PC1's player about the S-Lois requirement if he is calling out to Shizune and roleplaying in a caring manner.

Once Shizune is free, move on to the next half of the Scene.

• Setting 1
You run towards the direction of the Warding field, where you find Shizune and a group of minions.

• Dialogue: Shizune Yasuga
"Alright guys, the more people we recruit, the more powerful Reproductor will make us!"

"PC1, just put on this chip, and you'll see greatness."

(When the players try to remove her chip) "What are you doing!?"

(When her chip is removed) "Wait...what... I can still hear her...must recruit more people..."

• Description 2
Once Shizune is freed, she point the players to the abandoned building that Reproductor is hiding in.

If players do not free Shizune, she will become their enemy. This second half of the Scene will not occur. She will use «Instant Retreat» to leave the Scene.

Once Shizune has given the players information or turned on them, end this Scene and move on to the Climax.

• Setting 2
Shizune is freed from Reproductor's influence and is slowly coming to her senses.

• Dialogue: Shizune Yasuga
"PC1? What have I been doing?"

"When this weird chip was put on me, I started to hear Ms. Higusa's voice. She told me to recruit more people, and I couldn't do anything but obey."

"Everyone here was brought to an abandoned building on the outskirts of the city."

• Conclusion
End the Scene once the players leave for Reproductor's hideout. Start the Climax Phase.

Climax Phase

■ Instructions for the Boss Battle

If players freed Shizune, the battle will take place at Reproductor's hideout. Continue on to Scene 14, which also explains the battle's setup.

If Shizune was not rescued during Scene 13, Shizune will lead some "worker bees" in an attack on the player characters. Skip Scene 14 and start a special version of the boss battle.

Battling Shizune

This version of the boss battle is essentially the same as the normal one. However, Shizune will take Reproductor's place and stats. Shizune is a Gjaum and can no longer be rescued.

Reproductor herself escaped and will not appear in this Scenario again. If your players want to find Reproductor, continue this story in a new Scenario. Move onto Scene 15 once the battle is done.

■ Scene 14: Combat (PC2)

• Description

The final battle takes place in an abandoned building. All player characters must enter the Scene. Have players perform an Impulse Check and begin the battle.

• Setting

You enter the abandoned building that Shizune identified as Reproductor's new hideout. There, you find Reproductor and her "worker bees."

• Dialogue: Reproductor

"So you found my hideout. Well done."

"You removed Shizune's chip? I suppose it needs more work."

"But right now, your deaths are priority. I'll kill you, right here right now." (Calls out minions)

"These are the worker bees Shizune brought me."

• Conclusion

Continue on to the Endings once the boss battle is done.

Enemy Data

■ Reproductor, Orie Higusa

◆ Data

Breed: Tri-Breed
Syndrome: Solaris/Neumann/Morpheus

Stats	Skills
[Body] 1	
[Sense] 2	<Ranged> 4, <Perception> 2
[Mind] 9	<RC> 4, <Will> 1
[Social] 2	<Info: Rumors> 1

[HP] 180 [Initiative] 13
[Armor] 0
Encroachment Rate: 150% (Dice +4)

◆ Powers

-Common

«Life Increase» 5, «Instant Retreat» 1, «Instant Retreat II» 1

◆ E-Lois

«Twisted Whisper» x 2
«Arrogant Ideals»

◆ Combos

>The Queen's Anger

«Hi-End Production» 3

Description: Immediately use a Solaris Power. Use «Berserker». This Power can only be used three times per Scenario.

>Resulting Power from above

«Berserker» 2

Timing: Major
Skill: <Ranged> Dice: 6
Critical: 10 DFCLTY: Auto
Target:Single Range: View
Description: Target's next Major Action gains a -1 Crit. Value and +4 dice modifier.

>Projectile Attack

«Hundred Guns» 5 + «Double Creation» 10 + «Targeting» 3

«Critical Shot» 10 + «Gigantic Mode» 1 + «Reinforce» 5 + «Mental Command»1 + «Customize» 3 + «Concentrate: Neumann» 3

Timing: Minor + Major
Skill: <Ranged> Dice: 23
Critical: 6 DFCLTY: Opposed
Target:Area (Select) Range: View
Atk Power: +29

Description: First use «Hundred Guns» + «Double Creation» + «Targeting» as your Minor Action. Use the rest of the combo once you have your weapons.

Battle Plan

During the Setup Process, use «Hi-End Production». Select «Berserker» and use it on yourself.

Attack using your projectile attack combo. Target as many player characters as possible. If the player characters are spread out, target PC1 and anyone else near him.

■ Gjaum: Cluster

◆ Data

Type: Troop
Breed: Crossbreed
Syndrome: Bram Stoker/Exile

[Body] 4	<Dodge> 2
[Sense] 6	<Ranged> 3
[Mind] 2	
[Social] 1	

[HP] 30 [Initiative] 14
[Armor] 5
Encroachment Rate: 100% (Dice +3)

>Projectile Attack

«Reaper's Needle» 2 + «Destructive Arrow» 2

Timing: Major
Skill: <Ranged> Dice: 11
Critical: 10 DFCLTY: Opposed
Target: Single Range: View
Atk Power: +6

Description: Target's Dodge check receives -2 dice penalty. At the end of your turn, you lose 2HP.

Battle Plan

Attack player characters that are not in your Engagement.

Your Dodge check's score is set at 19.

Reproductor

■ Gjaum: Tribe

◆ Data

Type: Troop
Breed: Purebreed
Syndrome: Chimaera

[Body] 6	<Melee> 3, <Dodge> 1
[Sense] 1	<Ranged> 3
[Mind] 1	
[Social] 2	

[HP] 15 [Initiative] 3
[Armor] 3
Encroachment Rate: 100% (Dice +3)

>Melee Attack

«Reaming Claw» 2

«Beast's Strength» 2

Timing: Major
Skill: <Melee> Dice: 9
Critical: 10 DFCLTY: Opposed
Target: Single Range: Close
Atk Power: +14

Description: Start by using «Reaming Claw» as your Minor Action. Once your Fists' stat have been modified, attack with «Beast's Strength».

Battle Plan

Cover Reproductor when she is attacked. If protection is not needed at the moment, attack any player character that is in your Engagement.

Your Dodge check's score is set at 19.

Ending Phase

● About the Endings

These Endings all assume that Shizune was rescued and Reproductor was defeated.

■ Scene 15: Resolution (PC3)

• Description
Players must decide what to do with Shizune, who is now an Overed. The players can have her join the UGN or delete her memories. Be open to any suggestions that players may have, but discuss the option of memory wipe first. Yugo Kiritani will follow through with the players' choice.

• Setting
After the battle, you were summoned to Yugo Kiritani's office.

• Dialogue: Yugo Kiritani
"Reproductor has been neutralized. Excellent work."

"Now, we must talk about Shizune Yasuga. As you know, she is an Overed now."

"I have to decide her fate, but I want to hear the opinions of the people who dealt with her directly. That is why I gathered you all here."

"She doesn't realize what she has become yet. I would prefer to keep her under surveillance, in which case I'll have her memories of this incident wiped, and let her be a normal girl again."

"However, I am prepared to tell her the truth and induct her as an agent, but only if she can bear the truth about this world."

"I'll entrust this decision to you. Your team has the final say."

(The players make their decision) "Very well. I'll make the arrangements. Are you sure about this?"

● Individual Endings

■ Scene 16: Peace has Returned (PC5)

• Description
You will describe how the city has returned to normal.

• Setting
A few days have passed. Walking along the streets, you see how peaceful it now is. Smiling children run by you. You hear jovial students leaving the building where the tutoring class was held. Reproductor and the malicious vibe is gone from the city. The sky is bright and the city is full of smiles.

• Dialogue: Boy (The same one from Scene 5)
"Hey, you're that guy from before! Thanks for saving me!"

• Conclusion
End the Scene once PC5 finishes talking.

■ Scene 17: Mission Complete (PC4)

• Description
Yugo Kiritani personally thanks PC4. When their conversation is finished, Kiritani enters a car that pulled up and is driven away.

• Setting
Your mission is complete. You're getting ready to leave the city, but Yugo Kiritani catches you first. He talks to you nonchalantly, as if to avoid attention from the crowds nearby.

• Dialogue: Yugo Kiritani
"Thank you again. I hope you'll help us again if similar issues arise."

• Conclusion
End the Scene once PC4 leaves.

■ Scene 18: Aftermath(PC3)

• Description
Yugo Kiritani calls PC3 and tells him what will happen to Shizune Yasuga.

• Setting
A few days later, Yugo Kiritani calls you at your office.

• Dialogue: Yugo Kiritani
"Hello. Ado you remember Shizune Yasuga?"

(If Shizune's memory was wiped) "As we discussed before, her memory has been wiped. She will continue her life without any memories of this incident."

(If Shizune's memory was not wiped) "On your advice, I have her working as an Illegal."

• Conclusion
End the Scene once PC3 responds to the news.

■ Scene 19: A New Mission (PC2)

• Description
PC2 has been given a new mission.

• Setting
A few days have passed. You received a new mission, one that requires that you go undercover at a high school in a different city.

• Dialogue: Teacher
"We have a new student. His name's PC2. Everyone, say hi."

• Dialogue: Boy at the Back of the Room
(Raises a Warding field) "Hi PC2. I'm sure we're going to be good friends."

• Conclusion
End the Scene once PC2 finishes talking.

■ Scene 20: A Different Path (PC1)

• Description
This version of PC1's Ending assumes that Shizune joined the UGN. If her memory was wiped, Shizune will instead be leaving the country with her parents.

• Setting
A few days have passed. Shizune continues to attend your school.

• Dialogue: Shizune Yasuga
"Hey, PC1. Good morning."

"I'm working for the UGN now. There's a lot I don't know. I'm counting on you to teach me."

• Conclusion
End the Scene once PC1 finishes talking.

■ After-Game

This Scenario's goal was to defeat Reproductor. If this was achieved, award players eight experience points.

If Reproductor escaped or Shizune was not rescued, players only earn one point.

Angry Impulses Test-Play Report

◆ About this Scenario

This Scenario is basically about defending City N from an enemy agent. Its story utilizes the S-Lois and E-Lois mechanics, which were first introduced in the Advanced Rulebook supplement.

◆ Scene 7

Players rescue Shizune during Scene 7, but due to the control chip, she becomes an enemy later on. In order for this story to unfold as it is written, there must be a point when the players leave Shizune's side.

During test plays, players often decide to leave Shizune with the UGN. The GM used questions like "Are you sure you want her to go home alone?" to place the idea of potential attacks into the players' minds. Players would then ask the GM where Shizune can be kept safe, upon which the GM readily gave the information.

These kinds of techniques were used to lead players into believing that they were making the right choice, and thus make them more likely to leave Shizune alone.

There were times when players insisted that they keep constant watch over Shizune. In these cases, the GM created a Scene where Shizune suddenly changes personality in front of the players and escape from the hospital room or wherever she was being kept.

◆ Shizune's Change

From Scenes 9 to 13, Shizune is under the control of the enemy. To show that Shizune is being controlled without outright saying so, you will have to roleplay her brainwashed personality really strongly.

During test play, the GM placed heavy emphasis on uncharacteristic lines, in particular lines that praised Reproductor or showed zealous loyalty.

◆ «Profiling»

During Scene 11, players will converse with a prerecorded video of Reproductor. When questioned as to how Reproductor could prerecord her answers, the test play GM explained that «Profiling» allowed her to predict all of the players' questions. Most players considered this explanation acceptable.

◆ Talking to the Brainwashed Shizune

For Scene 13, players have to talk Shizune out of her brainwashing. To do so, they have to solve with Shizune's problems, namely her not wanting to leave PC1's side.

During test play, a common talking point involved telling Shizune about the world of Overeds and asking her to join the UGN. Because joining the UGN means that she might be able to stay in City N, it provided a solution to her dilemma. This was usually sufficient motivation to free her from Reproductor's control.

SCENARIO STARTERS

DOUBLE CROSS

Ideas for Scenarios

This section is a selection of Scenario Starters. Unlike the ones from previous rulebooks, these starters make use of the new Progressive Check mechanic and include battle-ready bosses and enemies.

Because Progressive Checks tie in so heavily with the story, a synopsis of the intended story has also been included. Once you make some handouts and a trailer, these Scenario Starters will be playable.

Contents

Each Scenario Starter will have the following:

Synopsis
As mentioned above, this is a map of the intended story. You'll know how the story begins, the plot twists, and how it all leads to the final boss battle.

Backstory
This consists of plot points that are usually kept secret from the players. This is information like the true identity of the boss or whatever truth that is hidden by the conspiracy that the players are dealing with.

This information will be important when you are creating your Scenario. It will be up to you to decide when and how this information is revealed.

Progressive Check
Each Scenario Starter has a Progressive Check that ties heavily into the story. Completion of these Checks will be necessary to reach the Climax or beat the boss.

In many cases, these Progressive Checks will come with a special Situation Chart that is also story-specific.

Enemy Data
Like with the sample Scenarios, these Starters will include a ready-made boss battle. The key to beating these bosses often lie with the accompanying Progressive Check.

■ Modifying the Starters

As with any aspect of the game, you are free to modify the bosses and Progressive Checks to suit your needs.

It should go without saying that enemies should be balanced based on the strength of your players' characters, but do remember that Progressive Checks will also need balancing. Adjust Difficulty or goals in accordance to the stats and Skill levels of the players.

■ Creating Scenarios

The following are tips on creating Trailers and Handouts. Consider this a refresher in Scenario creation.

• Trailers

The purpose of the Trailer is to give players a sense of the story's tone. It creates a baseline and a vision that is shared between everyone.

The Trailer should be short. At the minimum, it should explain what the situation is and who is involved.

With the Scenario Starters, you have a synopsis on which you can base your Trailer on. Give a summary of the most impressive scene, and include a goal that your players can be passionate about.

• Handouts

Scenario Handouts detail the roles that you want your players to take on. Do not write a request that is too detailed, as that will be unappealing to the player.

Instead, keep it simple. Ask that they take an interest in a particular NPC, or work towards a certain goal. Most importantly, leave enough room for players to express themselves. The story is very much their creation as it is yours.

When creating Handouts for these Starters, first read the synopsis and NPC information. Create personal interests that will lead players into the main story arc.

Scenario Starter

ダブルクロス The Second Story　SCENARIO PART

キミにさよならを ——Please say good-bye

「久しぶり。何年ぶりかな……。すごく、格好良くなったね」

そう言って少女が、ちょっと恥ずかしそうに笑う。

それが、この瞬間に行方不明となった友人との再会だった。

＊　＊　＊

FHプロジェクト・インフィニティコードの一環として捕らえられた古代のレネゲイドビーイング“デッドマンシェイド”が逃走、N市に身を隠した。そして、“デッドマンシェイド”を追うFHも、N市へたどり着く。

一方、“ブランナー”はウロボロコンドローム支部ニューヨーク・マンシェイドをなぐべく、ゼノスメンバーをN市へ送り込む。

それからしばらくして、N市で奇妙な噂が流れ始めた。それは、死んだ人間を思い出しているとその人が現れる、というものだ。

実際に死者に出会ったと主張する人物が現れ始めたことで、UGNはレネゲイド関与の可能性を考え、噂の調査を開始する。

調査の結果、舞い戻ってきた死者は“デッドマンシェイド”が化けていること、そして“デッドマンシェイド”と出会った者が次々と自殺していることが分かる。さらに、事件の関係者として、ひとりの少女の名前が浮かび上がる。

彼女の[illegible]、同風麗。幼い頃に行方不明となり、直前に街へ戻ってきたという少女だ。

“デッドマンシェイド”間風麗

——ウロボロス

間風麗はFHに誘拐されてチルドレンとなり、“デッドマンシェイド”に関わる任務のひとつで命を落とした。現在の間風麗は、彼女の遺品を被に姿を変えた“デッドマンシェイド”である。

“デッドマンシェイド”の目的は、死を通して人間を理解すること、そのために、死者の姿をとって人間が死に向ける想いを学習し、人間を自殺させることで死を前にした思考を盗み見ようとしている。“デッドマンシェイド”はすでにジャーム化しており、全人類を[illegible]による死の探求を続ける。

“デッドマンシェイド”が死を理解しようとするのは、自身が不死身だからだ。不死身の“デッドマンシェイド”を倒すためには、特殊な手段が必要になる。

名称	間風麗の想いを呼び起こす				終了条件	PCが全滅する			
判定	〈RC〉	難易度	12		最大達成値	30	経験点	3点	
進行値カウンター	1 2 3 4 5 6 7 8 9 10 11					12 13 14 15 16 17 18 19 20			
	21 22 23 24 25 26 27 28 29 30 31					32 33 34 35 36 37 38 39 40			

内容：“コープスシェイド”の中に存在する間風麗の思い を呼び起こすためのFS判定。“コープスシェイド”との戦闘と同時に行なうことを想定している。

“コープスシェイド”は不死であり、死という概念を知らない、とされ続けても、何度でも蘇る。これはデータ的にはロイスの〈不滅の妄執〉で表されている。

しかし、現在の“コープスシェイド”は自身の核とすべて間風麗を利用しているため、彼女が死ぬ直前に遂した思いを内包している。その思いを呼び起こすことができれば、“コープスシェイド”は死という概念を喪失し、不死性を失う。つまり、このFS判定を成功することで、〈不滅の妄執〉の効果を解除することができる。

このFS判定は“コープスシェイド”の中に存在する間風麗の思いに触れるため、レネゲイドを共鳴させるところから始まる。

〈RC〉の進行判定は、自身のレネゲイドを制御して、“コープスシェイド”内で眠る間風麗のレネゲイドと共鳴させることで“コープスシェイド”の精神に揺さぶりをかけるというものになる。成功すれば、“コープスシェイド”は大きな感情の波に翻弄され始める。失敗した場合は、共鳴することができなかったことになる。

なお、このFS判定では、進行判定を行なったキャラクター[illegible]の成功値分値[illegible]+1D10上昇する。

[illegible]はレネゲイドの共鳴により、“コープスシェイド”が弾けてあった感情が辺りに溢れ始められる。強い音頭で自分を保たなければ、呑み込まれてしまうだろう。以降の判定を〈意志〉に、難易度を9に変更する。また、進行判定に失敗したキャラクターは意志と技心を受けるようになる。

進行値6：感情の波が収まり、“コープスシェイド”の核となっている間風麗の遺品が影の中に浮かびあがる。それに触れて、間風麗の想いに呼びかける。以降の判定を〈交渉〉に、難易度を10に変更する。この進行判定は“コープスシェイド”と同じエンゲージに存在するキャラクターのみ行える。

進行値9：間風麗の想いが目覚め始める。次は、その思いを“コープスシェイド”の表層心理に浮かびあがらせられるか否かである。彼女と対を持つA型の呼びかけが必要だ。以降の判定を【精神】、難易度を6に変更する。この進行判定は、間風麗にロイスを結んでいるキャラクターのみ行なえる。

支援判定：【精神】　**適性人数：**4人

敵データ

“デッドマンシェイド”

◆データ

ブリード：ピュアブリード
シンドローム：ウロボロス
コードネーム：

能力値	技能
【肉体】6	〈白兵〉4
【感覚】6	〈射撃〉4
【精神】6	〈RC〉4
【社会】6	〈交渉〉4
【HP】188	【行動値】18

装甲値：5
侵蝕率：150%（ダイス＋4個）
制作エフェクト：

▼ウロボロス
〈影の武具：魔眼槍〉2、
〈原初の青：ターゲッティング〉5、
〈原初の青：斥力銃撃〉2、
〈原初の青：巨人の拳〉3、〈混色の巨盾〉3、
〈原初の黒：時の相〉2、〈虚無への回廊〉2、
〈原初の虹：異型形砲〉3、〈果てなき円環〉1、
〈主従逆転〉2、
〈イーハーフェイク－：擬態の仮面〉2、
〈シャドウダイバー〉2、〈シャドウマリオネット〉2、

▼ノイマン
〈魅惑伝心〉7

▼レネゲイドビーイング
（オリジン：ヒューマン）5

▼一般エフェクト
〈コンセントレイト：ウロボロス〉3、
〈知覚する目〉2、〈聞耳強化〉1、〈生命増強〉5、
〈状態復元〉1、〈蘇生復活〉1

▼取得ロイス
〈転生者（改序狂い）を取得〉
〈被験の子（原初の赤：巨人の拳）修正済〉

▼取得ロイス
〈衝動侵蝕〉（不滅の妄執）（自虐の刃）
（デスウィッシュ）

◆コンボデータ

▼最強なる既現
〈原初の青：斥力銃撃〉＋〈原初の青：ターゲッティング〉
タイミング：マイナーアクション
技能：－　　ダイス：－
クリティカル値：－　　難易度：自動成功
対象：自身　　射程：至近
攻撃力：－
解説：敵に狙いを定め、撃ひかめる。発行状態で、組織移動を行なう。移動力＋10 m、そのメインプロセスの間、〈技能：白兵〉の武器による攻撃の判定のダイスを＋5個する。最初のメインプロセスでは、〈影の武具：魔眼槍〉（オリジン：ヒューマン）を組み合わせ、シーンの間、エフェクトを使用した判定の達成値にプラス。間類の値を作成する。

魔眼の槍のデータは下記の通り。

・魔眼の槍
種別：白兵　　技能：〈白兵〉
命中：－4　　攻撃力：＋9
ガード：4　　射程：至近
この武器で対象に1点でもダメージを与えた場合、さらに硬直を与える。

▼誘しき判決
〈原初の赤：巨人の拳〉＋〈急所狙い〉＋〈コンセントレイト：ウロボロス〉＋〈混色の巨盾〉
タイミング：メジャーアクション
技能：〈白兵〉　　ダイス：10
クリティカル値：7　　難易度：対決
対象：範囲（選択）　　射程：至近
攻撃力：＋27
解説：魔眼の槍による白兵攻撃。1点でもダメージを与えた場合、対象に硬直をエンゲージ内に引き寄せて、〈混色の巨盾〉を組み合わせることで、［対象：範囲（選択）］に変更可能。

▼〈原初の虹：異型形砲〉
タイミング：メジャーアクション
技能：－　　ダイス：－
クリティカル値：－　　難易度：自動成功
対象：範囲（選択）　　射程：視界
攻撃力：－
解説：間風麗と同じ機能を作り出し、暴走させる。対象に＆D10のダメージを与える。1シナリオ1回まで使用可能。

▼〈シャドウマリオネット〉
タイミング：セットアッププロセス
技能：〈RC〉　　ダイス：10
クリティカル値：10　　難易度：対抗
対象：単体　　射程：視界
攻撃力：－
解説：対象の〈意志〉と対決。勝利したら戦闘移動を行なわせる。移動先はあなたが決定する。（オリジン：ヒューマン）を使用している場合、達成値が＋5されることに注意。

▼〈時の相〉
タイミング：オートアクション
技能：－　　ダイス：－
クリティカル値：－　　難易度：自動成功
対象：単体　　射程：視界
攻撃力：－
解説：判定を行なう直前に使用。その判定を失敗させる。1シナリオ1回まで使用可能。

▼〈虚無への回廊〉
タイミング：オートアクション
技能：－　　ダイス：－
クリティカル値：－　　難易度：自動成功
対象：単体　　射程：視界
攻撃力：－
解説：HPダメージを適用する直前に使用。そのHPダメージを0にする。1シナリオ1回まで使用可能。

◆解説

「人間」という概念を起源として生まれたレネゲイドビーイング。

現在は間風麗の遺品を被り[illegible]、彼女の姿と記憶を保ち[illegible]る。そのため、現在の戦闘シーンで使用するエフェクトは[illegible]している。

■戦闘プラン

セットアップでは〈シャドウマリオネット〉を使用して、PCをひとつのエンゲージにまとまるよう移動させる。

最初のイニシアチブプロセスで〈知覚する目〉を使用して追加行動を得る。そのメインプロセスでは、マイナーアクションで［▼誘しき判決］による攻撃を行なう。

以降のメインプロセスでは［▼誘しき判決］を使い、PCの最も多いエンゲージを攻撃する。

50点以上のダメージを受ける場合、1シナリオに1回だけ〈虚無への回廊〉で打ち消す。

HPが0になったら〈蘇生復活〉を使用。1シナリオに1回だけ、HP1で復活する。直後に〈知覚する目〉を使用し、〈原初の虹：異型形砲〉で攻撃を行なう。

〈原初の青：斥力銃撃〉は、ダメージがもっとも大きくなりそうなPCの攻撃に使用する。

■戦闘配置図

PC全員でひとつのエンゲージ、5 m離れて、“デッドマンシェイド”が配置される。

■PCの人数が少ない場合

PCの人数が4人の場合、HP＝30する。PCの人数が3人の場合、さらにHP＝30し、〈原初の青：時の相〉を削除、〈知覚する目〉を1レベルに変更する。

150　151

Synopsis

Backstory

Boss Data

Progressive Check

Shadow Island

"What is going on with this island!?"

Kyoji Kasuga is stunned by the nightmarish sight before him. His agents are being picked off by the shadowy wildlife that inhabit the island.

* * *

A Legacy Relic was discovered on an island out in the Pacific. Once unimportant, this island is now a battleground for the UGN, False Hearts, and Xenos.

Professor Caudwell sent Kyoji Kasuga and a team of False Hearts player characters to retrieve the Legacy relic. Likewise, the UGN deployed their own team of player characters. Kyoka Tsuzuki has her own team of player characters on the ground, but she does not want the relic. She instead ordered her team to seek out and destroy an EX Renegade that carries the Ouroboros Syndrome.

Normally, these teams would be fighting each other, but circumstances lead to them working together to survive.
It started with Kyoji Kasuga and his detachment being attacked by the local wildlife. Kyoji claimed that they were attacked by animals and plants that turned into shadows.

As if backing up his statement, the player characters are also attacked by these living black shadows. No matter how many shadows were defeated, more would come to take their place. Kyoji Kasuga suggested retreating from the island, but the boats the player characters came on were destroyed. Their radio systems are also being jammed somehow.

Kyoji Kasuga and the player are now trapped on an island with countless black animals and plants.

Black Island
-Ouroboros/Orcus

The secret is that the island itself is both the Legacy relic and the EX Renegade that the players are looking for. The island was sealed away during ancient times, and remained dormant until humans set foot on its shore. Seeking revenge for having been forced into its slumber, the island plans to wipe out humanity.

During this Scenario, the island will slowly move towards the larger continents. If the island makes it to shore, the shadowy animals and fauna that inhabits it will be unleashed onto the world, causing massive destruction.

In order to save both humanity and themselves, the player characters have to reach the island's core and destroy it.

Title	Enter the Core									End Condition					3 Rounds have Passed					
Check	[Mind]				Difficulty			8		Max Score				30		Exp. Points			3 pts	
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	~~16~~	~~17~~	~~18~~	~~19~~	~~20~~
	~~21~~	~~22~~	~~23~~	~~24~~	~~25~~	~~26~~	~~27~~	~~28~~	~~29~~	~~30~~	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
Players must enter the island's central core, which acts as the control center for the shadow animals and plants. Players learn of this location via events in the Scenario. Initially, the island will not realize that the players are heading for the core, but if it is alerted, the island will deploy shadows. In terms of gameplay, failing this Check will result in a mob battle occurring right before the boss battle.

Goal: 15 Points
Support Roll: [Mind]
Recommended for: 4 Players

Players must first move stealthily towards the location's core, avoiding enemies along the way. Players must roll [Mind] to see if they can maintain their calm and stealth despite the dangerous circumstances.

If successful, players will make it past the security and reach the final boss battle. If they fail, they will be forced to retreat, thus wasting what little time they have.

Progression Events
3 Points: The players reached the midpoint undetected. Now they have to find the path that leads to the core. Players now roll <Perception>.
6 Points: The door to the core has been found. It's a rusty metal door that must be forced open. Decrease Difficulty to 7. Players now roll [Body].

9 Points: Once past the door, the players spot a single animal on patrol, but luckily for them the animal hasn't noticed them. The players must kill the patrol. Increase Difficulty to 13. Players roll <Melee>, <Ranged>, or <RC>. If players do not have a weapon or Power that corresponds to one of the Check Skills, they cannot perform a Progression Roll.

1D100	Shadow Island Situation Chart - Results
01 - 20	A patrol is closing in. Difficulty this Round is increased by +2.
21 - 40	The Legacy's aura is affecting your Renegade. If you fail a Progression Roll this Round, increase your Encroachment Rate by +1D10.
41 - 60	Nothing happens.
61 - 80	You harmonized with the Legacy. Progression Rolls this Round earn an extra Point, but they increase your Encroachment Rate by +3.
81 - 100	Patrolling plants are releasing an unusual scent. During this Round, characters lose 3HP whenever they perform a Progression Roll.

Enemy Data

Legacy Core

◆ Data

Syndrome: Ouroboros/Orcus

Stats	Skills
[Body] 2	
[Sense] 4	<Perception> 2
[Mind] 6	<RC> 5, <Will> 2
[Social] 3	

[HP] 150 [Initiative] 14
[Armor] 4
Encroachment Rate: 150% (Dice +4)

◆ Powers

-Ouroboros
«Starving Shadow»5, «Return to the Void» 2, «Fantastic Pigments» 3, «Renegade Dissolution» 2, «Primordial Red: Oscillating Sphere» 2, «Primordial White: Berserker» 2, «Primordial Void: Giganto Lance» 2

-Orcus
«Animal Tamer» 2, «Guiding Flower»5, «Keystone Formation» 2, «Perfect World» 2,«Animal Attack» 3,

-Common
«Concentrate: Ouroboros» 3, «Life Increase» 4, «Accelerated Time» 1, «Restoration» 2

T-Lois
«Animal Master»

E-Lois
«Growing Despair», «Eternal Slave» «Strike of Undying Hatred»

◆ Combos

>Guided Shadow
«Keystone Formation» + «Guiding Flower» + «Primordial White: Berserker»

Timing: Major
Skill: <RC> Dice: -
Critical: - DFCLTY: Auto
Target:3 Range: View
Description: Targets' next Major Actions receive the following bonuses: -1 Crit. Value (Lowest 6), +4 Dice,+10 Score. Usable only twice per Scenario.

>Shadow Master
«Starving Shadow» + «Primordial Red: Oscillating Sphere» + «Fantastic Pigments» + «Animal Tamer» + «Perfect World» + «Animal Attack»
+ «Concentrate: Ouroboros»
(+ «Primordial Void: Giganto Lance»)

Timing: Major
Skill: <RC> Dice: 16
Critical: 7 DFCLTY: Opposed
Target:Area (Select) Range: View
Atk. Power: +18
Description: This combo ignores [Armor]. Reaction checks against this attack receive a +1 Crit. Value penalty. Usable only three times per Scenario. Once per Scenario, you may add «Primordial Void: Giganto Lance», which makes this attack [Target: Scene (Select)]

Shadow Beast

◆ Data

Type: Troop
Syndrome: Ouroboros/Chimaera

Stats	Skills
[Body] 6	<Melee> 3
[Sense] 2	
[Mind] 3	
[Social] 2	

[HP] 35 [Initiative] 7
[Armor] 3
Encroachment Rate: 100% (Dice +3)

◆ Powers

-Ouroboros
«Primordial Red: Stun Bolt» 2

-Chimaera
«Complete Therianthropy» 2, «Reaming Claw» 2, «Beast's Strength» 2

-Common
«Concentrate: Ouroboros»2, «Evasion»2

◆ Combos

>Shadow Fang
«Primordial Red: Stun Bolt» + «Beast's Strength» + «Concentrate: Ouroboros»

Timing: Major
Skill: <Melee> Dice: 13
Critical: 8 DFCLTY: Opposed
Target: Single Range: Close
Atk. Power: +14
Description: The stats above assume that you used «Complete Therianthropy» and «Reaming Claw». If you deal damage, your target becomes Dazed.

Shadow Plant

◆ Data

Type: Troop
Syndrome: Ouroboros/Exile

Stats	Skills
[Body] 6	<Melee> 3
[Sense] 2	
[Mind] 3	
[Social] 2	

[HP] 35 [Initiative] 7
[Armor] 3
Encroachment Rate: 100% (Dice +3)

◆ Powers

-Ouroboros
«Primordial Red: Penetrating Attack» 2, «Chaotic Master» 2

-Exile
«Elastic Arm» 2, «Bone Sword» 2, «Apparition's Beckoning» 2

-Common
«Concentrate: Ouroboros»2, «Evasion»2

◆ Combos

>Shadow Vine
«Primordial Red: Penetrating Attack» + «Chaotic Master» + «Elastic Arm» + «Apparition's Beckoning»
+ «Concentrate: Ouroboros»

Timing: Major
Skill: <Melee> Dice: 8
Critical: 8 DFCLTY: Opposed
Target: Single Range: View
Atk. Power: +7
Description: A melee attack with your vines..The stats above assume that you used «Bone Sword» beforehand.
This attack gets a +4 Score for its Accuracy check and ignores [Armor]. If you deal damage, your target is moved to your Engagement. This attack may only be used twice per Scene.

Battle Plan

-Legacy Core
During the Initiative Process before your turn, use «Growing Despair» and «Eternal Slave» to summon minions. Place them into the Engagement that has the most players..

Afterward, use the Guided Shadow combo as your Major Action. Continue to do so until all your minions are defeated. Once your minions are gone, attack with Shadow Master. Target the Engagement that has the most players in it.

-Shadow Animal
Use «Complete Therianthropy» and «Reaming Claow» as your first Minor Action. Next, attack the closest player with Shadow Fang. «Evasion»'s effects lock this your Dodge check score at 26.

-Shadow Plant
Use «Bone Sword» as your first Minor Action. Then, attack characters that are in other Engagements with Shadow Vine. Your Dodge check score is locked at 18.

■ Battle Placement

Player characters start out in a single Engagement. Place two Shadow Plants in an Engagement that is five meters away from the player characters. Place the Legacy Core five meters behind the two Shadow Plants.

Saying Goodbye

"How many years has it been?
You look...good."

The young girl barely got those words out of her mouth, but her shyness did not stop her from smiling. She finally found her childhood friend, who was missing for so long.

* * *

An ancient Renegade Being known as "Dead Shadow" was captured for Project Infinity Code, but it managed to escape from its False Hearts captors. He's hiding out in City N, and False Hearts is looking to recapture it.

Kyoka Tsuzuki, seeing this as an opportunity to exterminate another Ouroboros Overed, deploys Xenos agents to City N.

Strange things happening in City N since Dead Shadow escaped. Rumors say that the dead come back if you think about them. The UGN believes that the Renegade is responsible for these "resurrections" and ordered an investigation.

Based on the investigations carried out by all three organizations, the resurrected dead are actually Dead Shadow in disguise. Everyone who has met Dead Shadow ended up committing suicide.

In these investigations, one girl's name keeps coming up: Rei Managi. She went missing as child, but recently returned to City N.

Dead Shadow, Rei Managi
-Ouroboros

As a child, Rei Managi was kidnapped by False Hearts and turned into a child soldier. She was killed on a mission that against Dead Shadow. Dead Shadow now uses the possessions Rei had on her as the core of its current body.

Dead Shadow is immortal, so it has no understanding of death. It tries to comprehend the concept of death by observing humans. By taking on the appearance of the deceased, Dead Shadow learns how humans deal with death. By getting people to commit suicide, he gets to witness what goes on in the human mind in the moments before death.

Dead Shadow has long since turned into a Gjaum and cannot control its desire to see death. Special means are needed to kill this immortal being.

Title	Awaken Rei's Memories									End Condition			All Player Characters are Incapacitated.							
Check	<RC>			Difficulty		12				Max Score			30	Exp. Points		3				
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	~~13~~	~~14~~	15	~~16~~	~~17~~	~~18~~	~~19~~	~~20~~
	~~21~~	~~22~~	~~23~~	~~24~~	25	~~26~~	~~27~~	~~28~~	~~29~~	30	~~31~~	~~32~~	~~33~~	~~34~~	35	~~36~~	~~37~~	~~38~~	~~39~~	40

Description
Players are locked in battle with Dead Shadow. In order to kill him, players must awaken Rei Managi's memories, which sleep deep inside Dead Shadow.

If Dead Shadow is exposed to Rei's memories of her dying moment, it will gain the understanding of death it so desires. «Undying Delusions», the E-Lois that allows Dead Shadow to constantly resurrect after each defeat, will be negated.

Goal: 12 Points
Support Roll: [Mind]
Recommended for: 4 Players

To actually awaken Rei's memories, players will have to attune their Renegade strain to Rei's old strain. If successful, a burst of emotion will travel from Dead Shadow's core to the rest of his body.

If a character performs a Progression Roll, he must increase his Encroachment Rate by 1D10.

Progression Events
3 Points: The harmonization between Renegade strains is causing pent-up emotions inside Dead Shadow to spill out. Without a strong grip on reality, you will lose themselves in the waves of emotions.

Players now roll <Will>. Decrease Difficulty to 9. Players that fail their Progression Rolls will receive the Bad Statuses Dazed and Pressure.

6 Points: The waves of emotion have subsided, and now Dead Shadow's core – the deceased Rei Managi's belongings – is completely exposed. Players must grab hold of this object and bring forth Rei's memories.

Increase Difficulty to 10. Players roll <Negotiation>. Players must be in Dead Shadow's Engagement before they can perform a Progression Roll.

9 Points: Rei Managi's memories are slowly resurfacing. These memories must be placed deep inside Dead Shadow's consciousness. This can only be done by someone who has formed some sort of connection with Rei.

Players now roll [Mind]. Decrease Difficulty to 6. Only players who have a Lois with Rei Managi can perform a Progression Roll.

Enemy Data

Dead Shadow

◆ Data

Syndrome: Ouroboros

Stats		Skills
[Body]	6	<Melee> 4
[Sense]	6	<Ranged> 4
[Mind]	6	<RC> 4
[Social]	6	<Negotiation> 4

[HP] 188 [Initiative] 18
[Armor] 5
Encroachment Rate: 150% (Dice +4)

◆ Powers

-Ouroboros
«Shadow Armory: Evil Eye Spear» 2, «Primordial Blue: Targeting» 2, «Primordial Blue: Repulsion Jump» 2, «Primordial Red: Giant's Axe» 3, «Primordial Black: Time Coffin» 2, «Primordial Void: Black Hole Destructione» 2, «Flood of Colors» 5, «Return to the Void» 2, «Endless Helix»1 «Fake Simple Power: Mimicry Mask» 2 «Shadow Diver»2,«Shadow Marionette»2

-Neumann
«Critical Shot» 7 (Acquired via T-Lois)

-Renegade Being
«Origin: Human» 5

-Common
«Concentrate: Ouroboros» 3, «Life Increase» 5, «Accelerated Time» 2, «Restoration» 1, «Revival» 1, «Instant Retreat» 1

T-Lois
«Reincarnation»(Selected«Critical Shot») «Destructive Child» (Modifer already applied to «Primordial Red:Giant's Axe»)

E-Lois
«Encroaching Impulse», «Undying Delusions», «Blade of Mortification» «Death Wish»

◆ Combos

>Elegant Leap
«Primordial Blue: Repulsion Jump» + «Primordial Blue: Targeting»

Timing: Minor
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target:Self Range: Close
Description: You have Flight and can travel an extra ten meters while Moving. <Melee> attacks during this turn gain a +5 dice bonus.

For your first turn, include «Shadow Armory: Evil Eye Spear» and «Origin: Human» into this combo. You receive a +5 Score bonus for all checks that use a Power. You also equip the following weapon:

Evil Eye Spear
Type: Melee Skill: <Melee>
Acc: -4 Atk. Power: +9
Guard: 4 Range: Close
Equip Effect: If this weapon deals damage, the target receives the Bad Status Rigor.

>Elegant Thrust
«Primordial Red:Giant's Axe» + «Critical Shot» + «Concentrate: Ouroboros» (+ «Flood of Colors»)

Timing: Major
Skill: <Melee> Dice: 13
Critical: 7 DFCLTY: Opposed
Target: Area(Select) Range: Close
Atk. Power: +27
Description: Attack with the Evil Eye Spear. If you deal damage, your Target receives Rigor. Five times per Scenario, you may include «Flood of Colors» into this attack to make it [Target: Area (Select)].

>«Primordial Void: Black Hole Destructione»

Timing: Major
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target: Area(Select) Range: View
Description: Attack using a replica of Rei's Evil Eye. Targets receive 8D10 damage. This may only be used once per Scenario.

>«Shadow Marionette»

Timing: Setup
Skill: <RC> Dice: 10
Critical: 10 DFCLTY: Opposed
Target:Single Range: View
Description: Perform a <Will> Opposed check with your Target. If you win, you may Move your target to any location on the field. Remember that if «Origin: Human» is in effect, you gain a +5 Score bonus.

>«Time Coffin»

Timing: Auto
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target:Single Range: View
Description: Use before a check is performed. That check automatically fails. This may only be used once per Scenario.

>«Return to the Void»

Timing: Auto
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target:Single Range: View
Description: Use before you receive HP damage. Reduce that damage to zero. This may only be used once per Scenario.

Battle Plan

During the Setup Process, use «Shadow Marionette» to gather the players into a single Engagement.

During the first Initiative Process, use «Accelerated Time» to gain an extra turn (Main Process). With your extra turn, use Elegant Leap combo as your Minor Action and Elegant Thrust as your Major Action.

Attack with Elegant Thrust for every turn afterward. Always target the Engagement that has the highest number of players.

If you are about to take damage that is 50 or above, use «Return to the Void» to reduce that damage to zero.

If you are reduced to zero HP, use «Revival» to revive yourself. You gain back only 1 HP, and this Power can only be used once per Scenario. Upon reviving, use «Accelerated Time» and then attack with «Primordial Void: Black Hole Destruction».

Use «Primordial Black: Time Coffin» against the player that is most likely to do the most damage.

■ Battle Placement

Player characters and Dead Shadow start in separate Engagements.

These Engagements are five meters away from each other.

■ For Smaller Groups

If you only have four players, reduce Dead Shadow's HP by -30.

If you only have three players, reduce Dead Shadow's HP by another -30, remove «Primordial Black: Time Coffin», and reduce «Accelerated Time»'s level to 1.

Rodent Pandemic

"Info! Data! Datos! Gegevens!
Give! Give! KURE!"

The rat race is on and the vermin are starving. Their enthusiasm drives a rampage that can only end in death.

* * *

The data servers of False Hearts' intelligence cell Ratfink were located by the UGN. Seeing this as a chance to either destroy them or steal as much intelligence as possible, the UGN had a team retrieve the servers. Even if nothing could be recovered from the machines, the UGN believed they dealt a major blow to Ratfink.

However, inside the captured servers lived Stampeding Rat, a False Hearts virus that became an EX Renegade. The program became fully active when Rina Sagawa of UGN Intelligence attempted to hack into the captured servers.

Through optical and network pathways, Stampeding Rat "hacked" into Sagawa's body and escaped with her and his servers. The player characters are called in to find and capture Rina Sagawa.

During their pursuit of Rina Sagawa, the player characters will realize that Sagawa is being controlled by Stampeding Rat and that she is in grave danger.

Stampeding Rat was originally programmed by Ratfink to break through any firewall, allowing him to access and steal information, but his new Renegade powers now allow him to enter human minds. It will not be long before Sagawa's brain is drained dry by the virus inside of her.

Stampeding Rat
-Neumann/Orcus

Thanks to the Renegade, the computer virus Stampeding Rat can now infect humans.

If Rina Sagawa is drained completely dry of her memories, Stampeding Rat will move on to other humans.

Fortunately, Sagawa is an Overed, and as long as she does not turn into a Gjaum, she will be able to contain Stampeding Rat within herself.

The players' goal is to delete Stampeding Rat before Rina Sagawa becomes a Gjaum. This will ensure that the situation is resolved with a minimal amount of damage.

Title	Destroy Stampeding Rat									End Condition					5 Rounds have Passed					
Check	<Knowledge: Networks>			Difficulty			8			Max Score			30		Exp. Points			3		
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	~~16~~	~~17~~	~~18~~	~~19~~	~~20~~
	~~21~~	~~22~~	~~23~~	~~24~~	~~25~~	~~26~~	~~27~~	~~28~~	~~29~~	~~30~~	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
Players must access the server and delete Stampeding Rat. This requies them to break through the server security. Each successful <Knowledge: Network> roll means another protection protocol has been disabled.

The check plays out during the boss battle. Completing this check is one of the boss battle's victory conditions.

Goal: 15 Points
Support Roll: [Mind]
Recommended for: 4 Players

Players could try destroying the physical servers, but this is only a temporary solution. If the servers are destroyed, backup programs will engage, causing Stampeding Rat to revive. He will then take control of Sagawa again. This revival is part «Successor of Infinity»'s effect. To permanently defeat Stampeding Rat, his program must be deleted.

Stampeding Rat is protected by three different types security programs: Melee, Projectile, and Commander. Refer to the next page for their stats.

Progression Events
4 Points: The players have accessed the Stampeding Rat program. Now they must get through the firewall that protects the program's core. Increase Difficulty to 9.

8 Points: Stampeding Rat activates dummy programs and hides himself amongst them. He then activates the Commander Sercurity Program. Decrease Difficulty to 8. Players now roll <Perception>.

On the next Initiative Process, have Stampeding Rat use «Eternal Slave» and «Growing Despair» to summon one Security Program: Commander.

12 Points: The firewall is broken and the program core appears. You must now separate the core from the server and destroy it. The Progression Roll is now a [Body] Opposed check. Points are only gained when players beat Stampeding Rat.

For these Opposed checks, players are attacking, while Stampeding Rat is defending. Stampeding Rat's [Body] roll uses 10 dice and criticals at 9.

Security Program: Melee

Type: Common **Breed:** Cross
Syndrome: Neumann/Black Dog
[Body] 8 <Melee> 2
[Sense] 4
[Mind] 4 <Knowl:Programming> 10
[Social] 4

HP: 70 **Initiative:** 12
Armor: 5 **Encroach:** 140% (+4 dice)

Equip	Skill	Acc.	Atk.
Arm Blade x2	<Melee>	-2	18

Power: «Combat System» 2, «Multi-Weapons» 2, «Stun Bolt» 2, «Hard-Wired» 2, «Concentrate: Neumann» 2, «Restoration» 2, «Life Increase» 1

Combo: *«Combat System» + «Multi-Weapons» + «Stun Bolt» + «Concentrate: Neumann»*

Timing: Major
A [**Target:** Single] [**RNG:** Close] melee attack. Roll <Melee>. 15 dice. Crit. Value 8. Atk Power + 18. If you deal at least one point of damage, your Target receives the Bad Status Dazed.

Security Program: Ranged

Type: Common **Breed:** Cross
Syndrome: Neumann/Balor
[Body] 4
[Sense] 8 <Ranged> 2
[Mind] 4 <Knowl:Programming> 10
[Social] 4

HP: 62 **Initiative:** 20
Armor: 8 **Encroach:** 140% (+4 dice)

Equip	Skill	Acc.	Atk.
Repulsion Arrow	<Ranged>	-1	6

Power: «Combat System» 2,«Giant's Axe» 2, «Repulsion Hammer» 2, «Repulsion Arrow» 3, «Concentrate: Neumann» 2, «Life Increase» 1

Combo: *«Combat System» + «Giant's Axe» + «Repulsion Hammer» + «Concentrate: Neumann»*

Timing: Major
A [**Target:** Area (Select)] [**RNG:** View] projectile attack. Roll <Ranged>. 15 dice. Crit. Value 8. Atk Power + 12. If you deal at least one point of damage, your Target is pushed back four meters.

Security Program: Commander

Type: Common **Breed:** Cross
Syndrome: Neumann/Orcus
[Body] 4
[Sense] 4
[Mind] 4 <Knowl:Programming> 10
[Social] 8 <Negotiation> 4

HP: 36 **Initiative:** 22
Armor: 10 **Encroach:** 140% (+4 dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Advice» 2,«Weak Point Detection» 3, «Blitzkrieg» 2, «Keystone Formation» 3, «Guiding Flower» 5, «Domain of Vengeance» 2, «Revival» 2, «Reflex Response» 3

Combo: *«Advice» + «Weak Point Detection» + «Keystone Formation» + «Guiding Flower»*

Timing: Major
Auto Success. Three Targets in [**RNG:** View] receive the following modifiers to their next Major Action: Critical Value -1, Dice + 2, Score + 10, Attack Power +9. This combo can only be used three times per Scenario.

Rodent Pandemic Situation Chart

1D100	Results
01 - 05	Stampeding Rat is unnervingly silent. Is he contemplating his next move? For the next chart roll, GM rolls twice and selects one outcome.
06 - 10	Security programs are becoming aggressive! All enemy checks this Round receive a -1 Crit. Value bonus (cannot go lower then 6).
11 - 15	An offensive firewall has activated. During this Round, characters receive 1D10 HP damage after performing a Progression Roll.
16 - 20	More ICEs activated. Spawn 2x Security Program: Melee at a location of the GM's choice and in Pre-Action state.
21 - 25	Stampeding Rat activates Interference Program A and knocks the player characters five meters away. GM decides where the PCs move to.
26 - 30	More ICEs activated. Spawn 2x Security Program: Ranged at a location of the GM's choice and in Pre-Action state.
31 - 35	An error occured with the security programs. All Security Program enemies receive the Bad Statuses Pressure and Berserk.
36 - 40	Stampeding Rat activates Interference Program B and electrically binds players to the ground. All PCs receive the Bad Status Rigor.
41 - 45	Rina's resistence is stopping the security programs. GM selects one enemy in the Scene and sets it to the Post-Action state.
46 - 55	All is well. No modifiers this Round.
56 - 60	Rina's resistence weakens and Stampeding Rat gains momentum. Difficulty during this Round is increased by +3.
61 - 65	Stampeding Rat activates Interference Program C, which plays mind-altering noise. All PCs receive the Bad Status Pressure.
66 - 70	More ICEs activated. Spawn 2x Security Program: Ranged at a location of the GM's choice and in Pre-Action state.
71 - 75	A security program suffered a fatal error. GM selects one enemy in the Scene and removes it from the game.
76 - 80	Rat's interference programs crashed. During this Round, characters gain an extra Progression Point if their Progression Roll is successful.
81 - 85	More ICEs activated. Spawn 2x Security Program: Melee at a location of the GM's choice and in Pre-Action state.
86 - 90	Security launched a major offensive. Spawn 2x Melee and 1x Ranged Programs at a location of the GM's choice and in Pre-Action state.
91 - 95	Security went silent. All enemy checks this Round receive a +1 Crit. Value penalty.
96 - 100	Stampeding Rat fell into the players' trap. For the next chart roll, the players rolls twice and select one outcome.

Jester's Crown

"Let the game begin!
Can you find me in this crowd?"

The jester's laugh echoes as the city is blanketed in an odd shade.

The clown runs, runs, runs, and the nightmare has begun...

* * *

The Clown King is a False Hearts assassin who targets UGN leaders and valuable agents. Several UGN branches have come together in a co-op mission aimed at taking down the King. The player characters were deployed by their branch to join this mission.

The Clown King dresses in a very noticeable and gaudy clown costume, but he is difficult to track down due to his special ability "Jester's Crowning." Anyone affected by this ability will be turned into a clown.

When the King is cornered in City N's downtown district, he uses Jester's Crowning to turn hundreds of people into clowns. Now exposed to a Renegade strain, these victims are slowly turning into Gjaums. Will the player characters be able to find the real King amongst this crowd?

The Clown King
-Neumann/Hanuman/Ouroboros

The Jester's Crowning ability is a combination of Midnight Cinema (Core pg 393) and Muse's Whispers (pg 74).

People that were turned into clowns will act just like the real King. In addition, those with a Renegade affinity will get taken over and forced to attack the player characters. If the affected civilians are left in their transformed state for an extended period of time, they will become Gjaums.

The Clown King will use Warding Canceler (pg 76) to negate Warding fields. He will also disguise himself as an UGN agent from City N named Yoko Shirato and join the player characters' search. There are other UGN agents who are also from City N, but none of them will see through the King's disguise.

The King will also use Mirror Image of Nightmares (Advanced pg 106) to create body doubles of himself. He will use those copies to send the player characters on wild chases and tire them out.

The players must first search for the created copies amongst the crowd of decoys. After the copies have been defeated, Yoko Shirato will reveal "herself" as the Clown King and attack the weakened players.

Title	Find the Real Clown King									End Condition	None									
Check	<Perception> <Info:Rumors>				Difficulty			8		Max Score			30		Exp. Points			3		
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	~~13~~	~~14~~	15	~~16~~	~~17~~	~~18~~	~~19~~	~~20~~
	~~21~~	~~22~~	~~23~~	~~24~~	25	~~26~~	~~27~~	~~28~~	~~29~~	30	~~31~~	~~32~~	~~33~~	~~34~~	35	~~36~~	~~37~~	~~38~~	~~39~~	40

Description
Players must find the real Clown King amongst the crowd of fake clowns that now occupies the downtown.

Goal: 15 Points
Support Roll: [Sense] [Social]
Yoko can perform a [Sense] 6 Support Roll six times per Round.
Recommended for: 4 Players

As time passes, civilians will slowly turn into Gjaums. Let your players know beforehand. From the third Round onwards, you must roll the special Situation chart in place of the regular one. The results determine when and how many become Gjaums. For every Round that passes, add +10 (Max 100) to your resulting roll.

Once 12 points have been gathered, Yoko Shirato will reveal herself as the Clown King and attacks. If the players realize that Yoko is the Clown King at any time and attacks her, she will use «Instant Retreat» to exit the Scene. This event results in the successful completion of the check. Progression Events that have not been triggered need not be played out.

Any surviving Civilian Clowns will appear during the boss battle.

Progression Events
4 Points: The streets are packed with all kinds of clowns. They seem to have been brainwashed into acting like the Clown King. Increase Difficulty to 10.

8 Points: 3 Civilian Clowns appear 10 meters away from the players and attack. Spawn 3 more Civilian Clowns at the start of each new Round.

10 Points: Yoko finds the real Clown King (it's actually a copy). You must get through the crowds and catch the King. Players now roll [Body], and doing a Progression Roll causes you to lose 10HP at the end of your turn.

1D100	Jester's Crown Situation Chart - Results
01 - 20	Civilians charge at you. Characters who fail a Difficulty 10 <Dodge> check cannot be in the Scene until the next Setup Process.
21 - 40	Clowns attack Yoko Shirato. Yoko Shirato will not perform Support Rolls this Round.
41 - 60	You spot someone resembling the Clown King. Progression Points gained this Round increase by +1.
61 - 80	You hear bizarre music. Turn order is reversed this Round. (Characters with low [Initiative] go first rather then last)
81 - 100	2D10 civilians become full Gjuams. Spawn [Number of New Gjauams/10] x Civilian Clowns in Pre-Action state. Round up.

Enemy Data

The Clown King

◆ **Data**

Syndrome: Angel Halo/Hanuman/ Ouroboros

Stats Skills
[Body] 6 <Dodge> 2
[Sense] 8 <Ranged> 6, <Art: Circus> 10
[Mind] 8
[Social] 6
[HP] 160 [Initiative] 24
[Armor] 12
Encroachment Rate: 130% (Dice +4)

◆ **Powers**

-Angel Halo
«Bow of Light» 10, «Stardust Rain» 4, «Midnight Cinema» 1
-Hanuman
«Balance Breaker» 5, «Rapid Beat» 1, «Muse's Whispers» 1
-Ouroboros
«Heretical King» 3, «Return to the Void» 1, «Warding Canceller» 1
-Common
«Concentrate: Angel Halo» 3, «Instant Retreat» 1,«Accelerated Time»3, «Life Increase» 4
E-Lois
«Superhuman Energy», «Murderous Circle» «Sadistic Ten»

◆ **Combos**

>Murderous Circus
«Bow of Light» + «Balance Breaker» + «Concentrate: Angel Halo»
(+ «Heretical King» + «Rapid Beat» or «Stardust Rain»)

Timing: Major
Skill: <RC> Dice: 12
Critical: 7 DFCLTY: Opposed
Target: Single Range: View
Atk. Power: +12
Description: A projectile attack using an illusion of a circus. If this combo hits, Target receives the Bad Status Pressure. This can be used five times per Scenario. Up to three times per Scenario, you may combine «Heretical King» to gain a +15 damage bonus. Up to twice per Scenario, you can use «Rapid Beat» or «Stardust Rain» to change the combo to [Target: Scene (Select)].

Description: A False Hearts assassin that uses illusions.

The Clown King (Copy)

◆ **Data**

Syndrome: Angel Halo/Hanuman

Stats Skills
[Body] 7 <Dodge> 4
[Sense] 5 <Perception> 8
[Mind] 5 <RC> 4
[Social] 2
[HP] 39 [Initiative] 21
[Armor] 10
Encroachment Rate: 100% (Dice +3)

◆ **Powers**

-Angel Halo
«Mirroring Doll» 3, «Mirror Image» 2,
-Hanuman
«Acrobat» 2
-Common
«Reflexes: Hanuman» 3,
E-Lois
«Mirror Image of Nightmares», «Twisted Nightmare»

◆ **Combos**

>Mirror House!
«Reflexes: Hanuman» + «Acrobat»

Timing: Reaction
Skill: <Dodge> Dice: 10
Critical: 7 DFCLTY: Opposed
Target: Single Range: View
Description: Perform your Dodge check using the above stats. Up to twice per Scenario and during the Setup Process, you may use «Mirror Image» to gain an extra -1 Crit. Value bonus for the Round.

Description: Clown King's copy. It's a tangible illusion that was created to protect its master.

Civilian Clown (Troop)

◆ **Data**

Syndrome: Angel Halo

Stats Skills
[Body] 6 <Dodge> 4
[Sense] 8 <Ranged> 4
[Mind] 8
[Social] 6
[HP] 24 [Initiative] 16
[Armor] 10
Encroachment Rate: 90% (Dice +2)

◆ **Powers**

-Angel Halo
«Anticipation of Battle» 1, «Gun of Light» 5, «The Lord's Right Arm» 5
-Common
«Concentrate: Angel Halo» 2, «Evasion» 1

◆ **Combos**

>«The Lord's Right Arm» + «Concentrate: Angel Halo»
Timing: Major
Skill: <Ranged> Dice: 9
Critical: 8 DFCLTY: Opposed
Target: Single Range: View
Atk. Power: +20
Description: An attack using the weapon created from «Gun of Light».

Description: Citizens that have been brainwashed and turned into Overeds.

Battle Plan

-Clown King
Use Murderous Circus to deal damage and Pressure.

Due to «Sadistic Ten»'s effect, player characters, your copies, and the Civilian Clowns all receive 2D10 damage during the Cleanup Process.

If you about to receive forty or more damage, use «Return to the Void» to change that damage to zero.

-Clown King (Copy)
Remain with the Clown King and Cover him when he is attacked. If Clown King fails a Dodge Check, use «Mirroring Doll» and perform a Dodge Check in his stead.

-Civilian Clown (Troop)
Use «Gun of Light» during the Setup Process, then attack with your combo.

■ Battle Placement

Player characters start out in a single Engagement. Place Clown King and Clown King (Copy) in another Engagement that is five meters away from the player characters. Place any surviving Civilian Clowns five meters behind the Clown King (ten meters from the player characters) in their own Engagment.

■ For Smaller Groups

If you only have four players, reduce Clown King's HP by -30.

If you only have three players, reduce Clown King's HP by another -30, remove «Rapid Beat», and reduce «Accelerated Time»'s level to 1.

Man Hunt

"I don't want to lose anyone anymore, so I'm running away. I'll be somewhere in this city, but at the same time I'll be nowhere."

You pass by a woman as you walk down the street. Something about her catches your attention, but when you turn around to look, the woman already disappeared into the crowds.

* * *

The player characters, who are private detectives, have been hired to find a woman. Their client is a young man named Kazuki Sato, an average white-collar worker.

The woman is named Kanako Kurumi. She attacked and injured your client, but Kazuki is not looking for revenge or compensation. Surprisingly, he is concerned about his attacker.

He's worried becaue "she had this sad look on her face when she attacked, as if she was hurting herself."

Kanako Kurumi is an Overed known as the Impaler. What makes her dangerous is her ability to subconsciously control other people. Even if she doesn't consciously think about it, anyone who argues or causes her emotional stress "automatically" die. Even Kanako cannot stop her ability.

Kanako was once held by the UGN, but she escaped after killing several scientists She's now hiding somewhere in the city.

Both the UGN and False Hearts are looking for Kanako. The player characters themselves may be policemen, private detectives, or UGN operatives.

Impaler
-Exile/Ouroboros

The Impaler is actually a parasitic Renegade Being that is using Kanako as a host. Its actual body is the flower hairpin that Kanako wears. No one, not even Kanako, is aware of this.

Impaler does not possess total sentience. It acts solely on survival instinct and the desire to grant the wishes of its host. Impaler uses the E-Lois «The Fool's Contract» (Advanced pg 108) to grant Kanako's wishes, «Fusion» (Core pg. 156) to grant power, and Mimicry Mask (Core pg. 157) to turn itself into anything else other than a hairpin (e.g. hair follicles).

In order to save Kanako, players must first find where she is hiding. They must then figure out that the Impaler is actually Kanako's hairpin. Because Impaler prioritizes its own survival, it will make Kanako take damage for it. Due to the effects of «Successor of Infinity» (pg. 78), if Kanako is dead when Impaler is defeated, the character that landed the final blow will become the new Impaler.

Title	Find Kanako									End Condition	See Below									
Check	<Info:Rumors>			Difficulty			6			Max Score			30		Exp. Points			3		
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	~~21~~	~~22~~	~~23~~	~~24~~	~~25~~	~~26~~	~~27~~	~~28~~	~~29~~	~~30~~	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
Players must find Kanako, who is hiding somewhere in the city. As the players look into rumors for clues, they will learn more about Kanako's past and and her current predicament.

Goal: 20 Points
Support Roll: [Sense] [Social]
Recommended for: 4 Players

Passage of time during this Check will be measured in Scenes instead of Rounds. Play the Check as you normally would, except that Scenes end with the Cleanup Process and starts with the next Setup Process. Select the new Lead and his accompanying characters when a new Scene starts. The GM may insert Scenes that are separate from the Progressive Check.

There is no End Condition other than the successful completion of the Check. This is to offset the the Encroachment Rates increases that accumulate over time (i.e. Scenes).

Progression Events
4 Points: You look into Kanako's past. She worked at a trade company after graduating from college, but soon disappeared. Her family and many of her friends have passed away, leaving few who are close to her. She was then taken in by the UGN. Players now roll <Info: UGN> or <Knowledge: Renegade>. Increase Difficulty to 8.

8 Points: You learn more about Kanako's past. Three years ago, after many of her friends died unexplained deaths, Kanako was identified by the UGN as an unaware Overed and taken in. However, she escaped after some UGN scientists died.

Unless the mystery behind these deaths is unraveled, it is unlikely that Kanako will accept your protection. You must look into these deaths. Increase Difficulty to 10.

12 Points: Analyzing the UGN's data, you realize that Kanako's powers may actually belong to another Overed that's inhabiting her. This other Overed must be Impaler. Players now roll <Perception> or <Info: Rumors>.

Completion: You found Kanako. You also learn that Impaler is actually a parasitic Renegade Being. Defeating the Impaler should free Kanako.

Enemy Data

Impaler

◆ Data

Syndrome: Exile/Ouroboros

Stats	Skills
[Body] 7	<Dodge> 4
[Sense] 10	<Ranged> 7, <Perception> 9
[Mind] 8	<RC> 6, <Will> 12
[Social] 5	

[HP] 162 [Initiative] 28
[Armor] 10
Encroachment Rate: 150% (Dice +4)

◆ Powers

-Exile
«Dancing Hair» 2, «Automated Tentacles» 5, «Brain Hack» 2, «Distorted Body» 10,«Hollow Body» 2, «Festival of the Twisted» 5, «Reaper's Needle» 5, «Fusion» 2, «Mimicry Mask» 2, «Mental Invasion» 2

-Ouroboros
«Primordial Red: Sonic Attack» 5, «Primordial Blue: Poison Blade» 10, «Primordial Purple: Domain's Shield» 3, «Return to the Void» 2

-Common
«Concentrate: Exile» 3, «Instant Retreat» 2, «Life Increase» 4, «Accelerated Time» 3, «Restoration» 2

E-Lois
«Arrogant Ideals» x 2, «The Fool's Contract», «Successor of Infinity»

◆ Combos

>Parasitism
«Accelerated Time» + «Successor of Infinity» + «Arrogant Ideals» + «Arrogant Ideals»

Timing: Initiative
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target:Scene(Select) Range: View
Description: The target becomes your next host. «Successor of Infinity» activates when Kanako Kurumi dies and a character Incapacitates you. The character that deals the final blow is your new host.

>Needle Barrage
«Concentrate: Exile»+«Dancing Hair» +«Reaper's Needle»+«Festival of the Twisted»+«Primordial Red:Sonic Attack»
Timing: Major
Skill: <Ranged> Dice: 14
Critical: 7 DFCLTY: Opposed
Target:6 Range: View
Atk. Power: + 0 (+10)
Description: Turn Kanako's hair into needles and fire them. Target's Dodge check receives a -2 dice penalty. If this combo deals at least one point of damage, the Target receives the Bad Status Rigor. This combo cannot target [RNG: Close] characters. You gain the +10 Attack Power bonus once you use «Primordial Blue: Poison Blade».

>Encroachment Defense
«Twisted Body» + «Automated Tentacles»

Timing: Auto
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target:Self Range: Close
Description: Use before Guarding. You gain +13 [Guard]. The character that attacked you receives 15 damage. This combo can only be used once per Round.

Description: A parasitic Renegade Being that takes control of its host.

Kanako Kurumi

◆ Data

Type: Troop
Syndrome: Neumann

Stats	Skills
[Body] 3	<Dodge> 2
[Sense] 5	<Ranged> 3
[Mind] 4	<Will> 1
[Social] 3	<Info: UGN> 3

[HP] 30 [Initiative] 14
[Armor] 5
Encroachment Rate: 100% (Dice +3)

◆ Powers

-Neumann
«Combat System» 3, «Multi-Weapons» 2 «Undefeated Genius» 3

-Common
«Concentrate: Neumann» 2, «Evasion» 2

◆ Combos

>«Undefeated Genius»

Timing: Setup
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target:Scene(Select) Range: Close
Description: Impaler's Attack Power this Round is increased by +12. This Power can only be used once per Scene.

>Double Shot
«Concentrate: Neumann» + «Combat System» + «Multi-Weapons»

Timing: Major
Skill: <Ranged> Dice: 10
Critical: 8 DFCLTY: Opposed
Target:Single Range: View
Atk. Power: +10
Description: Fire two large handguns. -2 score penalty to your accuracy check.

Description: Impaler's host. Due to «Mental Invasion»'s effects, she cannot refuse Powers like «Domain's Shield».

Battle Plan

-Impaler
Use Parasitism at the start of the Round. For your first turn, use «Primordial Blue: Poison Blade» + «Origin: Plant» as your Minor. Your [Sense] checks during the Scene gain a +10 score bonus. Afterward, attack using «Primordial Blue: Poison Blade» and the Needle Barrage combo.

Use the Encroachment Defense combo when you are hit with an attack. If you are about to receive 30 or more damage, use either «Hollow Body» or «Return to the Void» to negate the damage. You have up to two chances to negate damage.

When you go below 100 HP, use «Domain's Shield» to make Kanako Cover you. If Kanako is Incapacitated, target her with your next Needle Barrage and try to kill her permanently. In terms of story, Impaler is preparing to make the player characters his next host.

If over half of the players are in your Engagement, use «Accelerated Time» to leave the Engagement and attack.

-Kanako Kurumi
A threat despite her stats. She stays in Impaler's Engagement at all times.

■ Battle Placement

Player characters and the enemies start out in separate Engagements that are five meters apart from one another.

■ For Smaller Groups

If you only have four players, reduce Impaler's HP by -30.

If you only have three players, reduce remove Impaler's «Hollow Body», and reduce «Accelerated Time»'s level to 2.

Halation Ghost

"I'm here. I'm right over here. Please don't forget about me…"

Sobbing cries echoes through the empty school hallways. This young girl lost everything, yet she only has one wish: to be found.

* * *

Paranormal activity has become the subject of gossip at City N Public High School. When school ends, pianos in empty rooms would begin playing, basketball hoops would shake by themselves, and anatomy dummies come to life. Most disturbingly, the cries of a girl can be heard coming from somewhere on the campus.

These ghost stories have put the students on edge, but Student Body President Wakana Yaegashi intends to put them at ease by finding out what's really going on.

Meanwhile, the local UGN Branch has detected a Warding field from the school that only goes up after everyone has left.

The student council teams up with the player characters (and by extension the UGN, not that Wakana knows) to find out who these ghosts really are.

Itsuki Yumeno, Halation Ghost
-Balor/Orcus

Itsuki was weak and frail since birth. She wanted nothing more than to have a life in the outside world. She got her chance when she started high school, but after only attending classes for one day, she was confined to a hospital room with no visitors, and she was trapped there until the day she passed away.

Itsuki's dreams and expectations she had for high school has manifested into the E-Lois «Undying Delusions» (Advanced pg. 107). She is now a Gjaum that haunts the school. If ignored, Itsuki will eventually harm the other students.

One of the player characters happened to talk to Itsuki on the one day she attended school. That player character has memories and a Lois of "The Quiet Girl," both of which will be key to uncovering the truth. But as time passes during this Scenario, the various "ghosts" will gain corporeal form and attack the students.

As the players discover the locations of these ghosts and put a stop to their activities, they will be exposed to Itsuki's memories. Once they have dealt with all the ghosts and found Itsuki, they will have witnessed of all of her memories. Her final wish now fulfilled, Itsuki will ask the player characters to put an end to her.

Title	Stop the Ghosts									End Condition				4 Rounds have Passed						
Check	<Perception> <Info:Rumors>			Difficulty		7				Max Score			20		Exp. Points		5			
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	~~21~~	~~22~~	~~23~~	~~24~~	~~25~~	~~26~~	~~27~~	~~28~~	~~29~~	~~30~~	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
The players learns of paranormal activity in the school. Players must rely on their perception and rumors to hear the odd voices that will lead them to the strange phenomena.

Goal: 20 Points
Support Roll: [Body] [Mind]
Recommended for: 4 Players

For this check, use the Situation chart on the next page. The GM may rewrite the chart to use different NPCs.

Once the check ends, players will fight Itsuki Yumeno. Itsuki is grateful to the players for remembering her and tries to leave peacefully, but she goes berserk when her Impulse activates. At Itsuki's wish and in order to protect the other students, the players fight Itsuki. Once Itsuki is defeated, she fades away, free of the obsessions that fueled her ghostly existence.

Progression Events
3 Points: A piano was playing itself in an empty room. You will need to lie to the students about what's going on. Players now roll <Negotiation> or <Art>. Increase Difficulty to 8.

6 Points: The human anatomy dummy ran out of the nurse's office! Get it back! Players now roll <Melee> or <Dodge>. Increase Difficulty to 10.

9 Points: You stopped the dummy but now a herd of statues from the art room is stampeding. Players now lose 1D10 HP if htey fail a Progression Roll.

12 Points: The lights in the school went out and glass is shattering everywhere. You need to evacuate the panicking students. Players now roll <Will> or <Negotiation>.

15 Points: You must find any students who were left behind while looking for the source of the disturbances. Players will no longer lose HP if they fail their rolls. Players now roll <Perception> or <Info: Rumors>.

18 Points: You hear a girl crying. "I'm here. Don't forget me."

Players now roll <Perception>. Decrease Difficulty to 7. Only characters who have a Lois with Itsuki can perform this Progression Roll.

Enemy Data

Itsuki Yumeno

◆ Data

Syndrome: Balor/Orcus

Stats	Skills
[Body] 5	<Dodge> 1
[Sense] 4	<Perception> 2
[Mind] 10	<RC> 6, <Will> 6
[Social] 5	

[HP] 130 [Initiative] 18 (28)
[Armor] 10
Encroachment Rate: 160% (Dice +5)

◆ Powers

-Balor
«Black Hammer» 5, «Redshift World» 5, «Underworld Cage» 5

-Orcus
«Thorn Constraints» 10, «Keystone Formation» 9, «Luck's Protection» 1, «Constricting Domain»5,«Small World»5 «Physics Lockdown» 5, «Imperator» 3

-Common
«Concentrate: Orcus» 3, «Instant Retreat» 3, «Life Increase» 3, «Accelerated Time» 3, «Restoration» 3

T-Lois
Elysium

E-Lois
«Undying Delusions»
«Superhuman Energy» x2

◆ Combos

>School is Open
«Redshift World» + «Imperator»
Timing: Setup
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target:Self Range: Close
Description: Your [Initiative] and Atk. Power increases by +10 for this Round. You become Dazed, but you can use «Restoration» to remove it at the cost of 5HP. This combo can be used three times.

>Class is in Session
«Thorn Constraints» + «Black Hammer» + «Concentrate: Orcus» (+ «Constricting Domain» + «Physics Lockdown»)
Timing: Major
Skill: <RC> Dice: 15
Critical: 7 DFCLTY: Opposed
Target:3 Range: View
Atk. Power: +22 (32)

Description: Use the surroundings to restrain targets. Damaged targets receive Rigor. If attacking at close-range, remove «Black Hammer» and reduce Atk. Power to 20 (30 if School is Open is in effect).

You can include «Constricting Domain» and «Physics Lockdown» up to five times. This causes you to also deal Pressure and Dazed. All Bad Statuses cannot be healed, but they will be removed during Cleanup.

>«Small World»
Timing: Auto
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target:Single Range: View
Description: Use after your Target's accuracy check. Check receives a - 25 score penalty (score cannot go negative). This can only be used once.

>«Underworld Cage»
Timing: Auto
Skill: <RC> Dice: 20
Critical: 10 DFCLTY: Opposed
Target:Single Range: View
Description: Use when your Target declares movement. If your attack hits him, his Move (Dash) is cancelled. The Target cannot be Covered. This can only be used once per Scene.

Battle Plan

Once your [Initiative] is 28, use Class is in Session to deal Bad Statuses. Use «Accelerated Time» to attack anyone you missed with your first attack.If melee characters have Pressure and/or Rigor, consider using your extra turns to deal damage to distance attackers.

Use «Luck's Protection» so that you can roll <RC> for your Dodge check.

The best battle plan players can take is to use Titus bonuses to heal Bad Statuses and then attak. If players do not realize this, drop hints via the boss' roleplay.

■ Battle Placement

Player characters and the boss start out in separate Engagements that are five meters apart from one another.

■ For Smaller Groups

If you only have three players, remove «Luck's Protection».

1D100	Halation Ghost Situation Chart - Results
01 - 05	The school light rock band is practicing loudly. Progression Rolls this Round receive a - 3 dice penalty.
06 - 10	The ghost (Itsuki) helps you. Progression Rolls this Round receive a +1D10 score bonus.
11 - 15	The rugby team is storming down the halls. Perform a Difficulty 10 <Dodge> check. Characters that fail enter the Post-Action state.
16 - 20	Wakana Yaegashi is cheering you on. All Progression Rolls this Round receive a -1 Critical Value bonus.
21 - 25	The cooking club fed you some bad food. All player characters receive 10 damage and the Bad Status Dazed.
26 - 30	A student with free time came to help. Max Score this Round is modified by + [1D10 - 5]. The modifier may be negative.
31 - 35	Asaka Tsukihara noticed something! All Progression Rolls this Round receive a -1 Critical Value bonus.
36 - 40	The ghost (Itsuki) is interfering!. If you fail a Progression Roll this Round, total Progression Points is reduced by -3. Point total's floor is zero.
41 - 45	Poltergeist attack! Characters that perform a Progression Roll this Round receive 1D10 damage afterwards.
46 - 55	Asaka Tsukihara is suspicious of you. The only Power player characters can use this Round is «Resurrect».
56 - 60	Takeshi Aiba is suspicious of you. The only Power player characters can use this Round is «Resurrect».
61 - 65	You sense an evil presence. Characters that perform a Progression Roll this Round receive the Bad Status Pressure afterwards.
66 - 70	You trip. Characters that perform a Progression Roll this Round receive 1D10 damage afterwards.
71 - 75	Tama the cat helps you. All Progression Rolls this Round receive a +5 dice bonus.
76 - 80	Wakana Yaegashi has you go help someone. One random player character cannot perform Progression Rolls this Round.
81 - 85	The teacher brought you a snack. You recover 10HP and Progression Rolls this Round receive a +2 dice bonus.
86 - 90	Takeshi Aiba and his friends came to help. All Progression Rolls this Round receive a +3 score bonus.
91 - 95	You're exhausted. All Progression Rolls this Round receive a -1D10 score penalty. Score's floor is zero.
96 - 100	The whole school is panicking. Roll the Situation Chart twice and apply both results.

Run Lola Run

"This is a race. Whoever wins gets the girl. Clean and simple, yeah?"

You gaze at the immense city before you. Somewhere out there tonight, a girl is running scared.

You turn your attention to your opponent. He smiles as if he was enjoying a game.

No matter what happens, you cannot let this man get his hands on that girl.

* * *

This is the story of Lola. She is an Overed with the rare ability of precognition. Her powers awakened when she lost both her parents in an accident.

False Hearts took an interest in Lola's powers. They took her from her home in Northern Europe and imprisoned her in a facility on the outskirts of City N.

Lola was able to use her precognitive abilities to escape. When she met the player characters, she asked for their help. However, the False Hearts agent Master Hunter forced Lola into a berserk state, causing her to run at the sight of the player characters.

Lola is running scared through the streets of City N. She will eventually turn into a Gjaum if she remains in her panicked state. Lola's fate has come down to a race between the player characters and Master Hunter's False Hearts team.

Master Hunter
-Balor/Hanuman/Morpheus

To hook the players into this story, have whoever finds Lola be ordered by the UGN to protect her.

After securing Lola, gathering information, and fighting off minions, introduce Master Hunter and his team into the story.

Master Hunter uses the E-Lois «Twisted Whisper» (Advanced pg 107) to change Lola's relationship with the player characters. The Lois towards the player characters is rewritten to [P: Earnestness/N: Fear], with Fear as the dominant emotion. This causes Lola to run away.

«Twisted Whisper» is negated when Master Hunter is defeated. This allows players to correct their relationship with Lola, but they still need to catch up to her and calm her down. This is accomplished by completing this Scenario's Progressive Check.

Lola will be safe once the players catch her and Master Hunter is defeated.

Title	Go After the Girl									End Condition	Refer Below									
Check	[Body]				Difficulty			8		Max Score				30	Exp. Points				5	
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
Lola is escaping and the players must catch up to her.

Goal: 30 Points
Support Roll: [Body] [Sense]
Recommended for: 4 Players

The boss character Master Chaser and his minions are also playing this Progressive Check. Only the boss will perform Progression Rolls, but the minions help the boss gain an extra 3 points for each successful Roll. Also, modifiers from the Situation Chart only apply to the player characters.

Both sides start in their own Engagements. The distance between them is equal to the difference of their point totals multiplied by five.

This Check only ends when one side gains 30 points. If Master Chaser is still alive at the end, start the boss battle. Let players know that if False Hearts wins, Lola becomes a Gjaum.

Progression Events
6 Points: The neon signs and street lights light up the night. Lola ran into the complex back allies of the city. Players now roll <Perception> or <Info: Underworld>.

Increase Difficulty to 10.

12 Points: Lola is now in sight. She is perfectly predicting openings in car and foot traffic, making it hard for you to catch up. Players now roll <Dodge> or <Ride>.

18 Points: In an attempt to lose you, Lola is running into shops and exiting the back door. Players now roll [Mind].

24 Points: Lola ran into a condemned building. She is hiding somewhere in these dark and complex hallways. Players now roll <Perception>.

1D100	Run Lola Run Situation Chart - Results
01 - 20	You're caught in a traffic accident. Player Characters who fail a Difficulty 10 <Ride> or <Dodge> check enter the Post-Action state.
21 - 40	False Hearts' interference becomes more intense. Difficulty this Round increases by 1D10.
41 - 60	False Hearts' trap activates. Player Characters who fail a Difficulty 10 <Ride> or <Dodge> check receive the Bad Status Pressure.
61 - 80	You chance has come. Player's Progression Rolls this Round gain a +1D10 Score bonus.
81 - 100	False Hearts attacks! Player Characters receive 1D10 damage after performing a Progression Roll.

Enemy Data

Miller Heidfeld(Master Hunter)

◆ Data

Syndrome: Balor/Neumann/Morpheus

Stats	Skills
[Body] 8	<Dodge> 3, <Ride: 2W> 9
[Sense] 8	<Ranged> 5, <Perception> 7
[Mind] 3	<Will> 2, <Knowl: City> 5
[Social] 5	<Info:FH> 4, <Info:City G> 4

[HP] 219 [Initiative] 15 (Bonus has been applied)
[Armor] 10
Encroachment Rate: 150% (Dice +4)

◆ Powers

-Balor
«Repulsion Jump» 5, «Time Freeze» 2, «Time Coffin» 2

-Hanuman
«Fury» 2, «Energy Wave» 5, «Ripple Formation» 6, «Limit Removal» 2, «After Image» 2, «Light Speed» 2, «Supersonic Doppleganger» 4

-Morpheus
«Reinforce» 5, «Ace Driver» 4, «Vehicle Morph» 3, «Perfect Control» 2 «Soul Alchemy» 4,«Giganto Lance» 2

-Common
«Concentrate: Morpheus» 3, «Reflexes:Hanuman» 2, «Avoid Danger» «Healing Virus» 10 «Life Increase» 6, «Accelerated Time» 3, «Restoration» 2

T-Lois
Alchemist

E-Lois
«Impossible Existence»
(Acquire «Domain of Domination»)
«Twisted Whisper»
«Wall of Rejection»

◆ Combos

>«Vehicle Morph»

Timing: Minor
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target: Self Range: Close
Description: Use this Power to create Morph Bike II (Core pg 250). After applying Alchemist's effect, the Vehicle will have the following stats:

Skill: <Ride: 2-Wheel>
Atk. Power: +15 Initiative: 0
Armor: - Dash: 310m

>Sonic Driver
«Concentrate: Morpheus» + «Fury» + «Ace Driver»

Timing: Major
Skill: <Ride: 2W> Dice: 20
Critical: 7 DFCLTY: -
Target: - Range: -
Description: Become a superpowered rider. Use this combo whenever you have to roll <Ride:2-Wheel>. You lose 10HP at the end of your turn.

If you're rolling [Body] or <Perception>, only use «Fury». The resulting roll will be 15 dice with a Critical Value of 10. If you're rolling [Mind], do not use any Powers.

>Runabout
«Concentrate: Morpheus» + «Fury» + «Energy Wave» + «Reinforce» + «Ace Driver»

Timing: Major
Skill: <Ride 2W> Dice: 20
Critical: 7 DFCLTY: Opposed
Target: Single Range: Close
Atk. Power: +31
Description: Ram targets with your Morph Bike. You lose 10HP at the end of your turn.

You can include «Giganto Lance» into the attack to make it [Target: Scene (Select)], but you can only do this once.

>Jack Knife
«Reflexes: Hanuman» + «Fury»

Timing: Reaction
Skill: <Dodge> Dice: 15
Critical: 8 DFCLTY: Opposed
Target: Self Range: Close
Description: Your Dodge checks are rolled with the above numbers. You lose 10HP at the end of your turn.

>«Domain of Domination»
Timing: Auto
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target:Single Range: View
Description: Use right after your Target rolls for a check. Select one die and change it to 1. This can only be used once per check, but up to three times per Scenario.

>«Avoid Danger»
Timing: Auto
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target: Self Range: Close
Description: Use right after you roll for a check. You get a +5 score bonus. This Power can be used up to three times.

Battle Plan

Master Hunter is a boss that excels at this starter's Progressive Check. His Power set and strategy was designed to force players to discard Tituses for roll bonuses. Refer to the Sonic Driver combo for a guidline of what Powers to use for checks.

If you're not rolling <Ride: 2-Wheel>, use «Perfect Control» to give yourself a +10 score bonus, «Limit Removal» to gain a -1 Critical Value bonus, or «Light Speed» to gain a second Major Action (and thus a second Progression Roll).

«Wall of Rejection» negates any damage amount that is 30 points or less. This effect is lost when players deal at least 31 points of damage, but only until the end of the Scene.

Master Hunter will always recover 10HP during the Cleanup Process. Even if Master Hunter is attacked, he should survive for the entire Progressive Check.

Master Hunter's only attack combo is a single-character attack, but this is offset by using «Supersonic Doppleganger» during the first Setup Process. This gives him four clones that can use the same attack. Don't use this Power until the boss battle.

The clones are treated as separate characters who have the exact same stats and abilities as Master Hunter. However, The clones and original all share a single HP amount. An area attack can wipe them all out in one fell swoop.

If you're about to receive damage that's above 30 points, use «After Image» to negate it. This can only be done once.

If you're reduced to zero HP, use «Soul Alchemy» to revive yourself with 40HP.

■ Battle Placement

Player characters and the boss start out in separate Engagements that are five meters apart from one another. Use this placement for both the Progressive Check and final boss battle.

■ For Smaller Groups

If you only have four players, reduce Master Hunter's HP by -30. If you only have three players, reduce remove «After Image», and reduce «Supersonic Doppleganger»'s level to 3.

Giant Killer

"It's approximately fifty meters in height, seventy-two meters in width, and five hundred metric tons. If I'm the Leviathan, then that is the Behemoth."

"...Anyways, your mission is to stall that monstrosity until we establish a complete media blackout."

The giant Gjaum that appeared near City R truly is a majestic singularity. Unfortunately it is destroying everything in its path as it walks towards the city.

Its unimaginable size is its greatest weapon and defense. Can it even be defeated?

* * *

The Behemoth is the product of a False Hearts experiment. Originally a smaller Gjaum, it was given the ability to increase its size by absorbing other living beings and Renegade strains.

Unfortunately, the Behemoth grew larger than anticipated. The scientists and the security team charged with restraining the Behemoth were unable to handle the beast and were killed.

The UGN branch in City R discovered the Behemoth and attempted an attack. They too were destroyed. The UGN squad that was later sent in also met the same fate.

Long-distance attacks bounce off of the Behemoth's rocky hide, while any teams that got close were wiped out in a single attack.

The UGN has determined that the best course of action is to send in a team to climb the Behemoth and attack any potential weak spots they find. The team must be small, otherwise they will be detected. The player characters were chosen to be that team.

Behemoth
-Chimaera/Exile/Ouroboros

The Behemoth started out as a fusion of multiple Gjaums, a chimaera if you will. After the unethical experimentation it experienced at the hands of False Hearts, the beast has lost all semblance of sanity and reason. Its Impulses are all that is moving it now.

This Scenario's Progressive Check has players climbing up the Behemoth. During numerous intervals, players will be able to communicate with Yugo Kiritani and the response team he is leading. During these times, players can gain information on the current situation.

The Behemoth dies when both its Torso and Head are defeated in battle. These body parts are reached when a certain number of Progression Points have been accumulated.

Title	Find the Weak Spots								End Condition	See Below										
Check	[Body]			Difficulty		10			Max Score		30		Exp. Points		5					
Progression Point Total	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	~~25~~	~~26~~	~~27~~	~~28~~	~~29~~	~~30~~	~~31~~	~~32~~	~~33~~	~~34~~	~~35~~	~~36~~	~~37~~	~~38~~	~~39~~	~~40~~

Description
Players must climb onto the Behemoth and find its weak spot. This Check only ends when 24 points are gained.

Goal: 24 Points
Support Roll: [Sense] [Mind]
Recommended for: 4 Players

Certain Events will cause the Scene to end, interrupting the Round that's in progress. Any remaining Pre-Action characters may perform any Main Process action other then a Progression Roll. Once the interim battle is completed, the Check is restarted Previously-earned Points carry over.

Progression Events
6 Points: You climb up the monster's rocky hide whenever it stops moving. Part of the Behemoth's hide breaks off and attacks you. End the Scene and start a battle with four Behemoth's Child. These enemies use the same stats as the Gjaum: Crusher (Core pg. 380). Player Characters start five meters away from these enemies.

9 Points: You're now on the Behemoth's backside. In order to find the Behemoth's weak spot, you must analyze the breaks and movements of its hide. Players now roll <Perception>. Difficulty increases to 12.

15 Points: That towering spike on the Behemoth's back is apparently one of the monster's cores. As you walk closer, tentacles pop out and attack you. End the Scene and start a battle with the Behemoth's Torso (refer to the next page). Player Characters start five meters away from the Torso.

21 Points: The Behemoth stopped walking. Several arms and tentacles come out to attack you. You must reach the monster's final weak point, its head. Players now roll [Body]. Difficulty increases to 15. If a player performs a Progression Roll, he loses 10HP at the end of their turn.

1D100	Giant Killer Situation Chart - Results
01 - 20	You fall. Characters who fail a Difficulty 10 <Dodge> check lose 1D10 HP and is kicked out of the Scene. They return during the next Setup.
21 - 40	The Behemoth attacks. Characters who fail a roll this Round receive 10D10 damage. [Armor] and [Guard] can reduce this damage.
41 - 60	Spears come out of the hide. Characters who take a turn this Round will lose 1D10 HP once their turn is over.
61 - 80	You found an easily traversable route by coincidence. Progression Rolls this Round receive a +5 dice bonus.
81 - 100	The Behemoth raises a Warding field. Characters who perform a Progression Roll this Round gain 1D10 Encroachment Rate afterwards.

Enemy Data

Behemoth - Torso

◆ Data

Syndrome: Chimaera/Exile/Ouroboros

Stats		Skills
[Body]	7	<Melee> 5
[Sense]	4	
[Mind]	4	<Will> 5
[Social]	2	

[HP] 188 (238) [Initiative] 12
[Armor] 0 (10)
Encroachment Rate: 200% (Dice +6)

◆ Powers

-Chimaera
«Complete Therianthropy» 2,
«Reaming Claw» 10,«Beast's Strength» 5,
«Blow Away» 4, «King of Beasts» 2,
«Ultimate Therianthropy» 5,
«Titan Therianthropy» 3

-Exile
«Elastic Arm» 3, «Boa Tail» 2,
«Festival of the Twisted» 5

-Ouroboros
«Destructive Vortex» 3

-Common
«Concentrate: Chimaera» 3,
«Life Increase» 5, «Chaotic Fate» 2

E-Lois
«Immortal Hero: Body»
«Immortal Hero: Sense»
«Immortal Hero: Mind»
«Immortal Hero: Social»

Description: The behemoth's torso. Its four copies of «Immortal Hero» are negated when players gain 15 Progression Points.

◆ Combos

>The Behemoth Stirs
«Complete Therianthropy» + «Reaming Claw» + «Ultimate Therianthropy» + «Titan Therianthropy»
Timing: Minor
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target: Self Range: Close
Description: The behemoth gets ready for battle. The Behemoth deals + [(5D10) +15] more damage, gains +50 HP, +10 [Armor], +7 dice towards [Body] checks, and its Fists gain +18 Atk. Power.

>Behemoth's March
«Beast's Strength» + «Elastic Arm» + «Boa Tail» + «Blow Away» + «Festival of the Twisted» + «Concentrate: Chimaera» (+ «King of Beasts»)
Timing: Major
Skill: <Melee> Dice: 20
Critical: 7 DFCLTY: Opposed
Target:6 Range: View
Atk. Power: +[33 +(5D10)]
Description: The behemoth attacks with his gigantic arm. If this combo hits, the Target receives Rigor. If you deal damage, all characters in the target Engagement is pushed away by 8 meters. You may mix «King of Beasts» into the combo so that Targets cannot React or Guard, but you can only be done once.

>«Destructive Vortex»
Timing: Auto
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target: Self Range: Close
Description: Use this when you deal damage to an Overed. For the rest of the Scene, your attacks ignore [Armor].

Behemoth - Head

◆ Data

Syndrome: Chimaera/Exile/Ouroboros

Stats		Skills
[Body]	8	<Dodge> 5
[Sense]	8	
[Mind]	4	<RC> 5, <Will> 5
[Social]	2	

[HP] 160 (210) [Initiative] 20
[Armor] 0 (10)
Encroachment Rate: 200% (Dice +6)

◆ Powers

-Chimaera
«Complete Therianthropy» 3, «Ultimate Therianthropy» 5, «Proof of the Hell Beast» 5, «Hell Beast's Instinct» 5,
«Titan Therianthropy» 5

-Exile
«Inorganic Limbs» 10

-Ouroboros
«Consumed Sacrifice» 3
«Primordial Blue: Repulsion Jump» 3,
«Primordial Red: Thor's Hammer» 5,
«True Traitor» 5

-Common
«Concentrate: Ouroboros» 3,
«Life Increase» 5, «Restoration» 2

E-Lois
«Immortal Hero: Body»
«Immortal Hero: Sense»
«Immortal Hero: Mind»
«Immortal Hero: Social»

Description: The behemoth's head. Its four copies of «Immortal Hero» are negated when the Progressive Check is completed.

◆ Combos

>The Behemoth Awakens
«Complete Therianthropy» + «Ultimate Therianthropy» + «Titan Therianthropy» (+ «Primordial Blue: Repulsion Jump»)
Timing: Minor
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target: Self Range: Close
Description: The behemoth gets ready for battle. The Behemoth deals + 5D10 more damage, gains +50 HP, +7 dice towards [Body] checks, and +10 [Armor]. If a player character is Engaged with you, also use «Repulsion Jump» to gain Flight and move 15 meters away.

>Behemoth's Roar
«Hell Beast's Instinct» + «Inorganic Limbs» + «Primordial Red: Thor's Hammer» + «Concentrate: Ouroboros»
Timing: Major
Skill: <RC> Dice: 21
Critical: 7 DFCLTY: Opposed
Target: Area(Select) Range: View
Atk. Power: +20
Description: A roar with physical impact. This combo cannot target characters that are in Close-Range. Targets' Dodge checks receive a -1 die penalty.

Description: The behemoth's head. Its four copies of «Immortal Hero» are negated when the Progressive Check is completed.

Battle Plan

-Behemoth's Torso
Use the Behemoth Stirs, then attack with Behemoth's March.

-Behemoth's Head
Use the Behemoth Awakens, then attack with Behemoth's Roar. If players enter your Engagement, use «Repulsion Jump» to Move away.

If you're reduced to zero HP, use «Proof of the Hell Beast» to revive with 50HP. You can only do this once.

When you revive, use «True Traitor» during the next Setup Process. The character that lowered your HP to zero will receive damage equal to 6D10 + 1/10 of his Encroachment Rate.

■ Battle Placement

Player start in a single Engagement. Place the Behemoth 5 meters away.

■ For Smaller Groups

If you only have four players, remove «Proof of the Hell Beast». If you only have three players, reduce the Torso and Head's HP by 30.

Appendix

Data

Ability Training....45
Absorb Servant....15
Accelerated World....72
Acid Ball....24
Adaptive Armor....34
Advanced Goggles....36
AI-Equipped Suit....42
Angelic Flash....33
Anima Regium....31
Another Self....18
Anti-Air Missile Launcher....40
Apostle: Associate....86
Apostle: Neophyte....87
Apostle: Zealot....87
Aristocrat's Glory....34
Armor Skin....47
Armor-Piercing Bullet....46
Army of Frosty Heat....23
Augmentative Surgery....73
Aurora Spiral....8
Automatic Shotgun....40
Avoid Danger....77
Backstab....22
Ballistic Knife....39
Banish Power....76
BBS....44
Beast Blast....17
Black Card....45
Black Sphere....33
Blinding Blood Mist....15
Blogger....44
Blood Serpent....73
Blood War....80
Bloody Blessing....15
Bloody Bomb 15
Bloody Chains....14
Bloody Snare....15
Bomb Suit....41
Brass Geas....46
Brilliant Defense....21
Business Consultant....44
Catastrophic Curse....16
Catastrophic Flames....23
Cellular Encroachment....18
Chaotic Master....6
Check (Progressive Check)....58
Chemical Solvent....36
Clingy Neighbor....85
College Professor....44
Combative Blood....48
Complete Mutation....26
Composite Bow....39
Compressed Gas Knife....38
Condemning Touch....7
Conqueror's Evil Eye....12
Consumed Sacrifice....5
Convict's Restraint Jacket....32
Corrupting Claws....74
Costume Armor....42
Counterfeit Currency....74
Creator's Miracle....20
Cross Slash....14
Crumbling Earth....22
Cursed Restraints....79
Cyber Security....73
Dark World....72
Darkness' Cry....85
Death is Sweet....84
Death Machine....81
Death to the Vanquished....83
Death Wish....84
Deception....75
Defensive Language....21
Delete Power....10
Demi-Crystal....28
Deployable Armor Suit....42
Der Freischütz....32
Destructive Vortex....7
Difficulty (Progressive Check)....58
Dimensional Periscope....72
Disastrous Crimson....15
Drill....39
Dripping Venom....24
Dusk Mantle....37
Emergency Surgery Kit....46
Empowering Lightning....13
End Condition (Progressive Check)....58
Endless Helix....9
Endless Power....78
Energy Shield....23
Enhance Armor....77
Entropic Shadow....5
Eternal Evolution....9
Eternal Slave....79
Evasion Mantle....41
Ever-Changing Shadow....7
Evil Eye Spear....12
EX Gjaum: Landmine....86
EX Gjaum: Queen Ant....88
EX Gjaum: Repulsion Fissure....87
EX Gjaum: Snake....86
EX Gjaum: Soldier Ant....86
Ex-Policeman....44
Excruciating Curse....82
Exhilarating Lightning....13
Expanding World....22
Explosion....24
Fake Simple Power....10
False Life....16
False World....75
Fantastic Pigments....6
Fatal Blood....48
Flamethrower....40
Flash of Omniscience....11
Flight II....77

Flood of Colors....6
Focused Weapon....25
Forbidden Actions....10
Foul Beast....73
Fragmentation Grenade....40
Freakish Scarring....26
Freelance Reporter....44
Gjaum: Blood Force....86
Gjaum: Jörmungandr....88
Gjaum: Red Shadow....87
Gjaum: Warcry....86
Glutton's Stomach....81
Goal (Progressive Check)....58
Godly Wind....19
Gravity Absorber....33
Gravity Handcuffs....12
Gravity Shackles....12
Grill Guard....45
Guard Armor....42
Guardian....30
Guardian Beast....17
Guardian Doll....16
Guardian's Gloves....32
Guitar....38
Harmonizer....30
Healing Song....19
Healing Virus....25
Heart Bomb....84
Heavy Grenade Launcher....40
Heavy Machine Gun....40
Hell Beast's Instinct....17
Hell's Blood....15
Hellfire and Nether-Ice....23
Hematinic....34
Heretic Killer....7
Heretical King....9
Heretical Law....7
Hidden Hatred....85
Hollow-Point Bullet....46
Humvee....43
Hydra's Fury....18
Hyper Resurrect....25
Hypnotic Block....21
Immortal Beast....17
Immortal Blood....73
Immortal Hero....83
Incorporeal Attack....16
Infectious Distrust....83
Inorganic Limbs....18
Instant Plan....21
Instant Retreat III....77
Instant Tool....20
Instinctual Anchoring....17
Intense Cold....75
Intense Heat....75
Interceptor Form....16
Invincible Body....73
Irreplaceable Treasure....33
Jester's Tools....10
Jet Ski....43
Jet Suit....42
Junk Food....35
Laboratory Uniform....41
Labyrinth....75
Laser Fan....11
Lethal Perfume....24
Light Aircraft....43
Light Amplifier....33
Light Machine Gun....40
Lightning Bug....34
Lightning Count....36
Limit Break....19
Linear Motor Vehicle....34
Liquid Blade....32
Living Dead....29
Living Legend....29
Magical Request....84
Magnetic Movement....13
Malicious Explosion....82
Marking....26
Mass Alchemy....74
Max Score (Progressive Check)....58, 60
Maxwell Program....36
Mechanical Fist....39
Medical Support Device....45
Metallic Skeleton....35
Mímir's Memorandum....36
Miniature Flying Turret....47
Mirror Image....11
Mirroring Doll....11
Misleading Clothing....37
Mock Shield....16
Monstrous Backside....17
Motorcycle Suit....41
Multi-Action....25
Multi-Function Helmet....42
Murderous Circle....81
Mystic Mirror....7
Nano-Medical Suit....41
Navigation System....46
Neural Database....47
Nitromethane System....46
Nullifying Hand....6
Offensive Language....21
Oncoming Destruction....79
Origin Chaos....35
Original Fury....76
Paper Weaponry....7
Parallel Processing....75
Perfected Imitation....9
Phoenix Wings....23
Physics Lockdown....22
Poison Master....76
Preta's Banquet....81
Primordial Black....9
Primordial Blue....5
Primordial Fear....79
Primordial Green....6
Primordial Purple....6
Primordial Red....6
Primordial Void....9
Primordial White....8

Primordial Yellow....6
Progression Events....58, 61
Progression Points....58, 60
Progression Roll....58, 60
Progressive Check....58
Protective Blood....48
Protective Business Suit....41
Protective Charm....46
Purple Tempter....46
R-Computer....47
R-Overdrive....33
Rapid Shift....8
Ravaging Jaws....8
RB: Bacteria....87
RB: Flying Shadow....87
RB: Nue....88
Reactive Athletic Taping....42
Reactive Shield....39
Reckless Force....8
Red Nightmare....33
Regenerating Minion....16
Remote Extension....14
Renegade Absorption....8
Renegade Dissolution....8
Renegade Killer....76
Renegade Stimulator....42
Repulsion Push....72
Restraining Command....15
Return to the Void....9
Riding Horse....43
Rocket Launcher....40
Rod of Asclepius....5
Roller Boots....42
Ruler's Crown....9
Ruler's Eyes II....77
Ruler's Scepter....36
Sacrificial Lamb....19
Sacrificial Life....24
Sacrificial Snake....5
Sadistic Ten....82
Sand Armor....20
Sand Crowbar....20
Sceptre of Regeneration....6
Scope....45
Secret Alchemy Tome....35
Secret Conversation....26
Segway....43
Sensor Shield....39
Servant's Constitution....48
Servant's Control....48
Servant's Plated Mail....47
Servant's Rush....14
Servant's Shield....47
Servant's Technique....48
Shadow Armory....5
Shadow Buddy....31
Shadow Diver....10
Shadow Marionette....76
Shadow Periscope....10
Shadow Puppetry....10
Shame....26
Shapeless Shadow....7
Showtime....11
Shrinking World....22
Shuriken....39
Sinister Blood....15
Situation Chart....62
Slime Trap....24
Slug Shotgun....40
Snake Blade....32
Snowstorm's Protection....23
Sound Armor....35
Sound Wave Imager....35
Space Shuttle....43
Sparked Blade....13
Spear....38
Special One....28
Spiral Demon....8
Splintering Attack....20
Sports Car....43
Springtime for Hell....85
Squatter....44
Stage Costume....41
Starving Shadow....5
Steal Ability....76
Stun Dart Gun....39
Stun Shield....13
Submarine....43
Successor of Infinity....78
Super Lightweight Customization....20
Super Runner....25
Superhuman Ability....26
Superhuman Energy....79
Superhuman Foolishness....80
Superhuman Metabolism....26
Superhuman Stare Down....26
Superhuman Weakness I....77
Superhuman Weakness II....77
Superior Servants....48
Superior Superhuman....80
Supersonic Doppelganger....74
Support Body....18
Support Form....16
Support Roll....58, 61
Support Wind....19
Swift Wind....19
Switch Out....11
Symbolic Card....37
System Down....82
Tag In....21
Tarnished Mirror....37
Teleporting Shot....22
The Massive Repercussion....34
The Muse's Whispers....74
Tidal Wave Tactics....77
Tonfa....38
Torus Helix....5
True Lightning....13
True Traitor....9
Twisted Maneuverability....18
Twisted Nightmare....79
Tyrant's Speed....12

UGN Intelligence Team.....44
Ultimate Mimicry.....74
Unique Items.....32
United Warhorse.....14
Universal Rainbow.....7
Upgrade Material.....45
Vampire's Curse.....80
Vehicle Armor.....45
Venomous Blood.....48
Vibro-Whip.....47
Vigorous Blood.....48
Voice Changer.....45
Voracious Ouroboros.....8
Walking Silhouette.....10
Wall of Rejection.....83
War Axe.....38
War Hammer.....39
Warding Canceler.....76
Wendigo Blade.....37
Whirlwind of Action.....25
White Phenomena.....46
Wonder Perfume.....37
World Egg.....37
Worm Toxin.....14
Wormhole.....12
Yellow Track Suit.....41

Lore

Core - Core Rulebook **Advanced** - Advanced Rulebook
PE - Public Enemy **IC** - Infinity Code

Anima Regium.....IC 53
Apostles.....IC 51
Cain A. Caudwell.....Advanced 78
Central Dogma.....PE 29
Chiaki Nanasato.....PE 42, IC 54
Clans.....PE 31
Haruna Shiomi.....IC 56
Infinity Code.....IC 50
Infinity Initiative.....IC 50
Kaie.....IC 55
Komae Tatsumi.....IC 56
Kuro Ichinose.....IC 56
Kyoka Tsuzuki.....Advanced 90
Legacy.....IC 52
Liaison Lords.....PE 29
Master Wraiths.....PE 32,IC 51
Morbus.....IC 55
Original Strain.....Advanced 10
Ouroboros Syndrome.....IC 53
Professor Caudwell.....Core 338
Project Ouroboros.....IC 53
Renegade Crystal.....Advanced 10
Renegade Liberation.....PE 28
Rosa Baskerville.....Core 339
Sakyo Kurosu.....Advanced 78
Simon D. Caudwell.....IC 54
Two-Time.....Advanced 76
Yayue Lee.....IC 55
Yugo Kiritani.....Core 338
Xenos.....Core 331

DOUBLE CROSS
CHARACTER SHEET

Name/ Codename	

Age		Gender		Zodiac	
Height		weight		Blood Type	

Player Name	
Spent XP	

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		
Origin		
Experience		
Encounter		
Awakening		Encroach
Impulse		Encroach
		Base Rate

Max HP

Body x 2	+	Mind	+20=	

Stock Points

Social x 2	+	Procure x 2	=	

Savings

Initiative

Sense x 2	+	Mind	−	Item	=	

Move

Initiative	+5=	m

Dash

Move	×2=	m

Lois

Relationship	Name	Emotion (Positive)	Emotion (Negative)	Titus
		☐	☐	☐
		☐	☐	☐
		☐	☐	☐

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)						

Name	Condition	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
		Dice	Crit. Value	Atk. Power	Notes			
		+_ (Encroach Bonus)						

DOUBLE CROSS 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
		☐	☐	☐	☐	☐
		☐	☐	☐	☐	☐
		☐	☐	☐	☐	☐
		☐	☐	☐	☐	☐
		☐	☐	☐	☐	☐
		☐	☐	☐	☐	☐
		☐	☐	☐	☐	☐

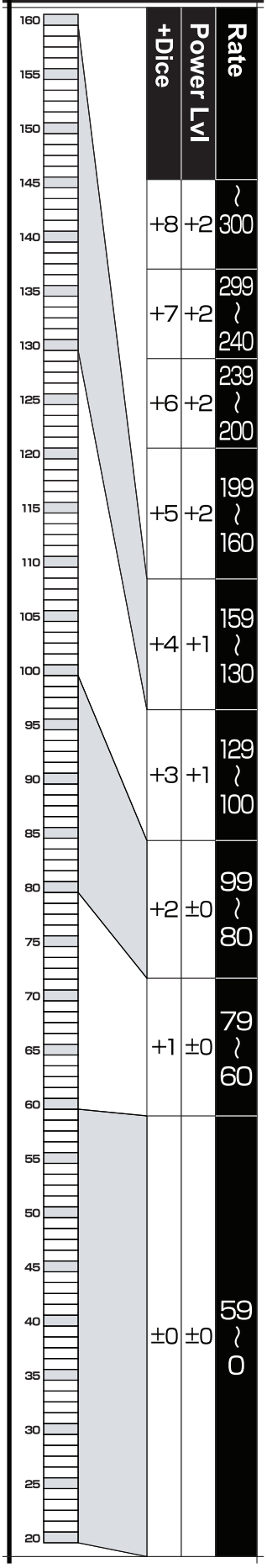
Titus Discard Bonuses
Discard a Titus for one of the following in-battle bonuses

+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 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 ☐
Achieved Session's Goals		___ Pt ☐
Final Encroachment Rate	0 - 30%	2 Pt ☐
	31 - 50%	3 Pt ☐
	51 - 70%	4 Pt ☐
	71 - 99%	5 Pt ☐
	100% ~	3 Pt ☐
Backtracked with 2x (Loises) dice		3 Pt ☐
Rolled a second time during Backtrack		0 Pt ☐
Kept S-Lois		5 Pt ☐
Good Role-play		1 Pt ☐
Helped other players		1 Pt ☐
Helped advance the game		1 Pt ☐
Helped set up a place and time		1 Pt ☐
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:

÷3=
(Rounded Down)

Handled scheduling and/or acquiring a place to play ☐

GM's experience

DOUBLE CROSS PROGRESSIVE CHECK SHEET

GM	
Scenario	
Date	

Goal						End Condition				
Check		Difficulty			Max Score			Exp. Points		
Progression Point Total	1	2	3	4	5	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40

Situation Chart

D100	Result
01-05	Nothing of interest happened. No modifiers this Round.
06-10	The task requires expertise. During the Round, Progression Rolls done with a Skill of LV4 or below earn one less point. Min. points is zero.
11-15	You're panicking. Difficulty during this Round is increased by 1D10.
16-20	A single mistake could prove fatal. If the next Progression Roll this Round fails, then the total accumulated Points is reduced to zero.
21-25	You're unusually agitated. If a character fails at a Progression Roll this Round, then he receives the Bad Status Berserk.
26-30	You're feeling pressured. During this Round, characters will receive the Bad Status Pressure after performing a Progression Roll.
31-35	Luck is on your side. All Progression Rolls this Round receive a -1 Critical Value bonus.
36-40	You met with some horribly bad luck. All Progression Rolls this Round receive a +1 Critical Value penalty.
41-45	All or nothing. During this Round, both Max Score and Difficulty is increased by +10.
46-55	All is well. No modifiers this Round.
56-60	You're walking a proverbial tightrope. Difficulty during this Round is increased by 1D10.
61-65	This is a once in a lifetime chance. Max Score this Round is increased by +10.
66-70	You're dealing with a very tiring task. During this Round, characters receive 1D10 HP damage after performing a Progression Roll.
71-75	Your chance has come! All Progression Rolls this Round receive a +5 dice bonus.
76-80	Unexpected issues have arisen. All Progression Rolls this Round receive a -5 dice penalty.
81-85	The stress is causing your virus strain to become active. A Progression Roll this Round causes your Encroachment Rate to increase by 1D10.
86-90	You found a solution to your problem. The Max Score this Scene is increased by +10. This bonus is noncumulative.
91-95	The situation is getting periodically worse. During this Scene, Difficulty increases by 1D10. This penalty is cumulative.
96-100	All is proceeding as planned. During this Round, characters gain an extra Progression Point if their Progression Roll is successful.

Memo

Round Counter	
1	
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