

DARE TO BE THE ENEMY

Are you satisfied with where you are in life? Are you at a crossroads right now? Perhaps you will find what you want in False Hearts. We are people from different creeds and backgrounds, but we all are chasing something precious. Power, dreams, safety...We all want something.

If you decide to join us, realize that this is a dangerous path. We are the world's enemy, and for good reason. Just take a peek at the darkness that is lurking deep down in the souls of our people.

BE THE ENEMY

Create False Hearts characters and take on a story from the villain's perspective.

LET THE DICE DECIDE THE STORY

Use the Scenario Crafting System to randomly decide major plot points.

EXPANDED LORE

Learn more about False Hearts and its inner workings.

FEAR

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DOUBLESIDE

DOUBLESIDE CHAOS

Yano/F.E.A.R

DOUBLESIDE CHAOS

PUBLIC ENEMY

Shunsaku Yano/F.E.A.R

DOUBLE CROSS

PUBLIC ENEMY

Shunsaku Yano / F.E.A.R



WE ARE FALSE HEARTS.

We were the first residents of the hidden world.
We were the first to harness the Renegade.

Long before the UGN ever existed, False Hearts was lurking in the world's shadow. They were a secret society of Overeds, lording over the Renegade's powers. Although nowhere near as large as they are now, False Hearts was still a formidable organization.

Our world is the way it is because of False Hearts. They ordered an excavation team to retrieve a sealed sample of the Renegade from the Middle East. This is the same sample that was dispersed into our atmosphere, setting our world on its current downward spiral.

WE SEEK TOTAL CHAOS.

It roots out the weak, and makes us stronger.

But most importantly, the chaos is where we will find what we truly want.

Power is everything for False Hearts. It determines who rules and who serves, who lives and who dies. At best, the organization is a meritocracy. At worst, it is in a perpetual cycle of totalitarianism and anarchy.

WHAT WE DO, WE DO FOR OUR DESIRES.

We walk this path so that one day we may take hold of our dreams.

No one, be they friend or foe, will stand in our way.

Despite the hazards of being a False Hearts member, people stay of their own free will. For despite all the danger, there is opportunity, even hope. The members of False Hearts want what they could not have, or hope that one day they will get back what they lost.

Members knew that signing up with False Hearts meant turning their back on the world. Yet they made their decision with a level of resolution that only the driven can muster...

If the world cannot give us what we want, we will have to take it.

The world has deemed our actions as evil, but that no longer matters to us.

IF WE MUST BE THE PUBLIC ENEMY, THEN SO BE IT.



THE AGENTS OF FALSE HEARTS

DOUBLE CROSS

Since your awakening, you have been with False Hearts. For every job you do for False Hearts, your hands get soaked red with the blood of your targets. What False Hearts makes you do brings you sorrow, yet you cannot bring yourself to cut ties with them. You wonder about how you should live out the rest of your life, but you have trouble finding an answer.

*Superhuman my ass.
Monster is more like it.*

**Bloody
Trump**

Joker's Head



**Your blood will look
good on me.**

The character Purple Moonlight is a young woman with dark hair and a blue bow, wearing a pink long-sleeved shirt and a dark plaid skirt. She is shown in a dynamic, falling or jumping pose against a background of red and purple energy streaks.

You are an FH Child, born into and raised by False Hearts. Having been trained since birth to control the Renegade, you are part of the elite within the world of Overeds. You are special, even if you were only breed to be a soldier.

Purple Moonlight



**Let us enjoy
tonight's performance.**

The character Lord of Stratagem is a man with long blonde hair, wearing a dark blue suit with a white shirt and a black bow tie. He is standing with a confident, slightly smug expression, surrounded by swirling blue and white energy effects.

You are a cell leader within False Hearts. Unlike other members, your combat skills are lacking. However, your mastery over the word makes up for your shortcomings. Words control information, and information controls people. Since all organizations and battles are made up of numerous individuals, being able to control people means you control everything.

**Lord of
Stratagem**

Fanged Swordsman

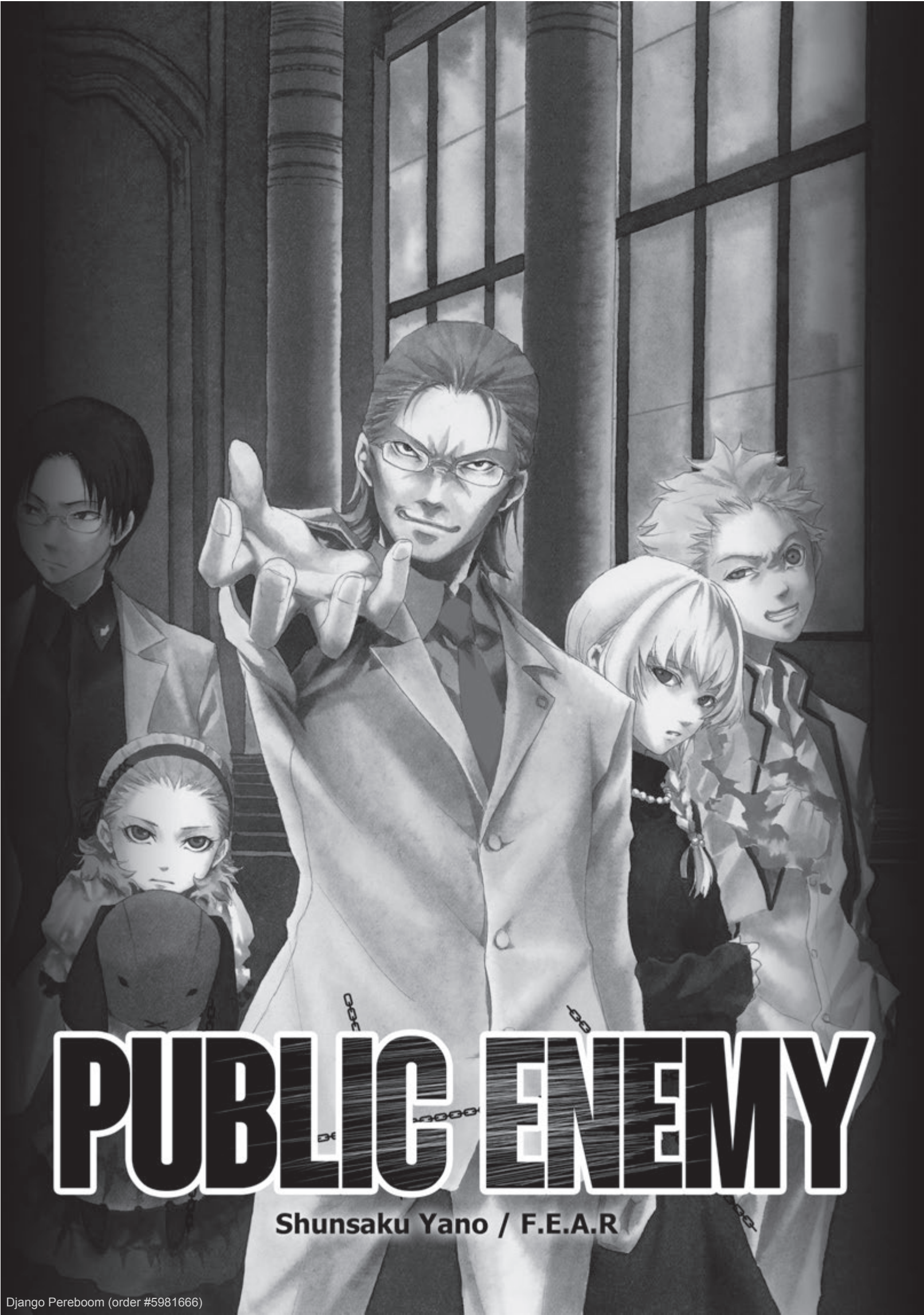
You are a FH Merc, a mercenary hired by False Hearts. You were going from battlefield to battlefield, making full use of your Overed abilities until you were hired by False Hearts. Now you are being sent to thrilling new war zones, and getting paid very well. False Hearts is your ideal client, and you'll stay with them as long as your wants are met.

Not now. The fight's just getting good.

Roger that. Commencing with Plan F.

Having been chased from your home for being an Overed, you were eventually picked up by False Hearts. They needed your abilities, and you gladly complied. Your powers have helped make a place for you in False Hearts. For the organization's sake, you will obey every order, no matter how dangerous the mission will be. Luckily, your heart has frozen over, making you numb to pain.

Frozen Bullet



PUBLIC ENEMY

Shunsaku Yano / F.E.A.R

...Yes, sir.


...Really?
Really really?

...How many
more do I have
to kill?

What!?

But there's
this concert
and...

Cross your heart and
hope I tear you into a
million bloody pieces?




Sure,
why not?

I could use a real
fight right about now.

Copy
that.

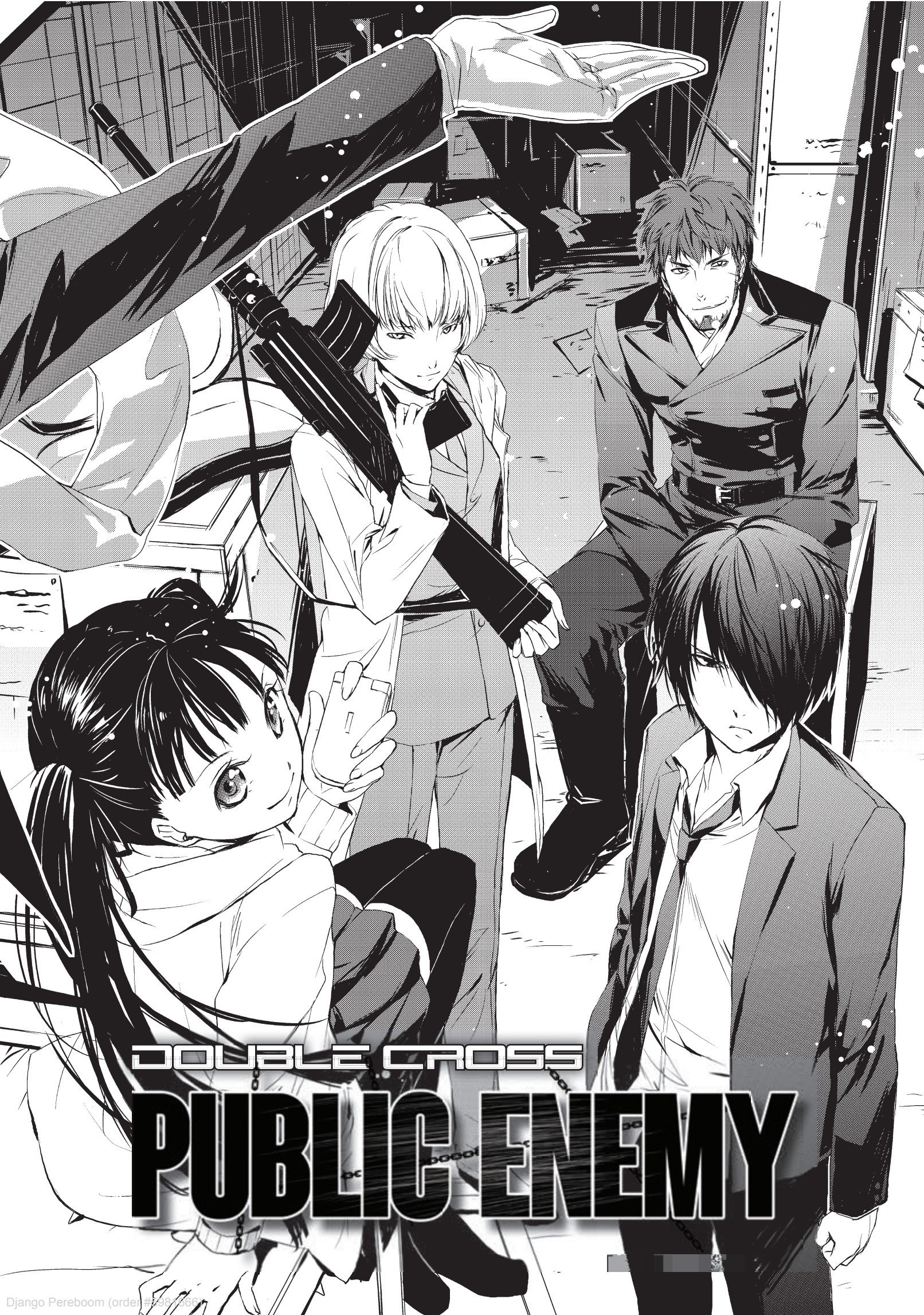
No, there will be
no complications.



Good evening...

My dear freaks!

Let us commence with tonight's festivities!



DOUBLE CROSS

PUBLIC ENEMY

DOUBLE CROSS PUBLIC ENEMY

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Players Section

Double Cross

PLAYING AS FALSE HEARTS

DOUBLE CROSS

This section of the book will introduce the data and mechanics needed to create a False Hearts character. As always, the GM has final say on what can be used during a session.

About The New Mechanics and Data

This is the Public Enemy supplement, which introduces the rules and data needed to create playable False Hearts characters.

This new rulebook contains the following content:

■ New Sample Characters

Five new sample characters have been created using data from this rulebook. Use them for Quick Start games, or as examples for creating your own characters.

Each character was created to represent different kinds of False Hearts members. The following is a quick overview of each character.

● Bloody Trump

The Bloody Trump is a high school student who is secretly a False Hearts member. He was designed to be easily used during Scenarios that take place in schools.

During battle, Bloody Trump combines Chimaera's rounded abilities with the tricks of Bram Stoker.

● Purple Moonlight

Purple Moonlight is a FH Child, a character raised by False Hearts. She knows little about the outside world, and finds joy in using her Powers. Like Bloody Trump, Purple Moonlight is best used when the situation calls for a younger character.

Purple Moonlight is an Angel Halo Pure-Breed. She excels in long-range area attacks, but is weak in close quarters.

● Lord of Stratagem

Lord of Stratagem is a Cell Leader, a high-level member of False Hearts. Out of all the sample characters, Lord of Stratagem is the highest in rank and acts as leader.

Lord of Stratagem is a Hanuman/Neumann Crossbreed. He can enhance the abilities of allies and debuff enemies. In addition, his Spy T-Lois allows him to manipulate information.

● Frozen Bullet

Frozen Bullet is also a FH agent, but unlike Bloody Trump is a calm and collected adult.

Frozen Bullet is a Black Dog/Salamandra Crossbreed. She specializes in marksmanship, and is able to over support fire from afar. The rifle she has is a special FH-only Item.

● Fanged Swordsman

Fanged Swordsman is a mercenary hired by False Hearts. Unlike the other four sample characters, he is not an actual member of False Hearts. Thanks to his unique position, Fanged Swordsman can enter a story from any angle.

Fanged Swordsman is an Exile/Balor/Morpheus Tri-Breed. Mutating his body and creating a twisted sword, he can get close and cut down people with inhuman efficiency.

■ New Trait Loises

Seven new Trait Loises (T-Lois for short) have been created especially for False Hearts characters. They are more powerful than normal T-Loises, but also carry more risk.

■ New Items

New Items have been created for False Hearts. Only characters that acquired a False Hearts T-Lois will be able to acquire these Items.

Creating False Hearts Characters

This Section will discuss the rules behind creating and using False Hearts (FH for short) characters.

As with any session, the GM decides what mechanics will be used. If you want to play using a False Hearts character, please discuss this with your GM.

■ Character Creation

Same for a few differences, FH characters are created in the same way as the usual UGN characters. However, they will use a different set of charts for some entries. In addition, they can purchase from a special set of Items.

● Work and Cover

In order for a character to be considered a part of False Hearts, he or she must have a False Hearts Work. When creating a False Hearts character, please use the chart that can be found on page 21.

Here is a brief description of each job:

-FH Agent

A character that is a full-fledged member of False Hearts.

-FH Child

A child that was raised by False Hearts. Unlike the UGN Child Works, there are no age restrictions for FH Child Works.

-FH Cell Ldr.

An agent that leads his own cell.

-FH Merc

Mercenaries that take contract work from False Hearts. A Merc exists outside of False Hearts' organizational structure, only staying as long as their contract dictates.

-FH Renegade Being

A Renegade Being that joined False Hearts. Characters with this Work are subject to the same restrictions as regular Renegade Beings and thus must also acquire the same mandatory Powers.

● Items

FH Characters have access to the same selection of weapons that normal player characters do. In addition, if they have one of False Hearts' special T-Loises, they can also choose to Stock special FH-only Items. These new Items can be found on page 22.

● Life History – Experience Chart

FH characters cannot choose to use the Experience (UGN) chart. Instead, they may opt for the Experience (FH) on page 18. The entry selected will represent what happened to your character after he joined False Hearts.

FH Child characters must use the Experience (FH) chart.

Note that only FH characters can roll this Experience chart. UGN and other characters cannot use it.

● Life History – Desire Chart

Instead of rolling the Encounter Chart, FH characters roll the Desire Chart on page 19. This will represent the reason why your character joined False Hearts and what drives him to do what he does.

-The False Hearts Encounter Chart

Although the Desire Chart is used in place of the usual Encounter Chart, a False Hearts Encounter chart has been created. It can be found on page 20.

This chart is meant to be used when players want to create Loises with False Hearts NPCs. It should not be used to replace the Desire chart.

● Choosing Loises

When selecting the three Lasting Loises, a FH character must have a Trait Lois. In addition to the T-Loises in the Advanced Rulebook, a FH character may also select from the FH-only T-Loises that are on page 14.

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 create FH characters without the previous 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 permanently occupy that space, meaning 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.

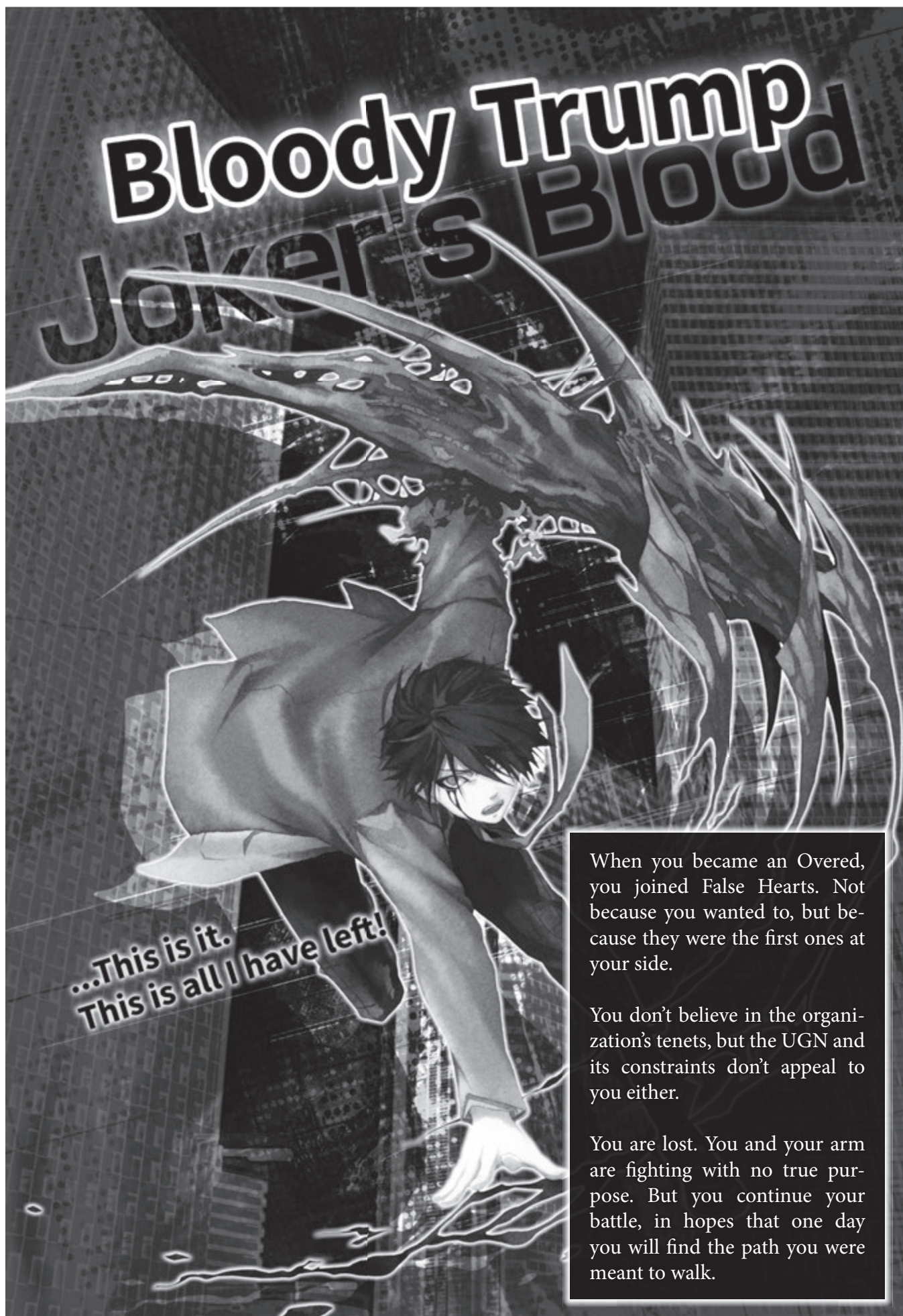
● Restrictions

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 actual Loises but representations of a character's personal nature. That means a player has fewer 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 meet the requirements, he cannot acquire that particular Trait Lois.



When you became an Overed, you joined False Hearts. Not because you wanted to, but because they were the first ones at your side.

You don't believe in the organization's tenets, but the UGN and its constraints don't appeal to you either.

You are lost. You and your arm are fighting with no true purpose. But you continue your battle, in hopes that one day you will find the path you were meant to walk.

Name	Breed	Syndrome	Sub-Syndrome	Cover Work	High Schooler
Bloody Trump	Cross	Bram Stoker	Chimaera		FH Agent A

Stats		8		2		1		1	
Body		Sense		Mind		Social			
Melee	4 Lv	Ranged	Lv	RC	1 Lv	Negotiation	Lv		
Dodge	1 Lv	Perception	2 Lv	Will	Lv	Procure	1 Lv		
Ride:	Lv	Art:	Lv	Knowl:	Lv	Info: FH	1 Lv		
Ride:	Lv	Art:	Lv	Knowl:	Lv	Info:	Lv		

Max HP	37	Stock Pt.	4	Saving	2	Initiative	5	Move	10	Dash	20
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Lois

Relation	Name	Effect
T-Lois	Super Soldier	+2D10 for Damage Roll. -5 Score for <Will> Checks.

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Chimaera	2	Major	Syndrome	-	-	-	2	-	Crit. Value - (LV) (Lowest 7).
2	The Thirsting Lord	1	Major	<Melee>	Opposed	Single	Close	4	-	Ignore [Armor]. Recover [LVx4] HP.
3	Beast's Strength	3	Major	<Melee>	Opposed	Single	Weapon	2	-	+ [LV x 2] Attack Power.
4	Reaming Claw	1	Minor	-	Auto	Self	Close	3	-	Changes stats of Fists.
5	Hunting Style	1	Minor	-	Auto	Self	Close	1	-	Move. (LV) uses per Scene.
6										
7										

Weapon

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

Armor

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

Miscellaneous Items

Item	Type	Skill	Stock	Notes
FH Executive Member	Connection	<Info: FH>	1	Dice + 2
Total			1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Rampaging Claw	Under 100%	1 + 2 + 3	Major	<Melee>	Opposed	Single	Close	8
		Dice	Critical	Atk. Power	Notes			
		8 (+Encroach Bonus)	8	+ 15	Ignore [Armor]. Recover 4HP. Use after applying Reaming Claw.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1 + 2 + 3	Major	<Melee>	Opposed	Single	Close	8
		Dice	Critical	Atk. Power	Notes			
		8 (+Encroach Bonus)	7	+ 18	Ignore [Armor]. Recover 8HP. Use after applying Reaming Claw.			



For the ten-plus years you have been alive, False Hearts has been training you, honing your powers until they became an extension of your body.

You have no qualms about using your powers. They make you feel stronger, even superior to others.

Others pity you, but you pay no heed to their words. You just wave your hand, and they all fall to the ground, silent for the rest of eternity.

Name	Breed	Syndrome	Sub-Syndrome	Cover Work	Middle Schooler
Purple Moonlight	Pure	Angel Halo			FH Child B

Stats									
Body	1	Sense	8	Mind	2	Social	1		
Melee	Lv	Ranged	2 Lv	RC	4 Lv	Negotiation		Lv	
Dodge	1 Lv	Perception	Lv	Will	1 Lv	Procure		Lv	
Ride:	Lv	Art:	Lv	Knowl:	Lv	Info: FH	1	Lv	
Ride:	Lv	Art:	Lv	Knowl:	Lv	Info:		Lv	

Max HP	24	Stock Pt.	2	Saving	1	Initiative	18	Move	23	Dash	46
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Lois

Relation	Name	Effect
T-Lois	Destructive Child	+1 to Light of Oblivion's LV. Encroach + 2 (Modifier already applied).

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Angel Halo	2	Major	Syndrome	-	-	-	2	-	Crit. Value - (LV) (Lowest 7).
2	Pinpoint Laser	1	Major	Syndrome	Opposed	-	-	2	-	Ignore [Armor]. - [5 - LV] Atk.
3	Light of Destruction	2	Major	<RC>	Opposed	Area (Select)	View	2	-	Atk Power: 2 distance attack.
4	Hand of Light	1	Major	-	-	-	-	2	-	Roll using [Sense].
5	Light of Oblivion	3	Major	Syndrome	Opposed	-	-	5	-	Atk. Power + [LV x 3].
6										
7										

Weapon

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

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Notes
Total						

Miscellaneous Items

Item	Type	Skill	Stock	Notes
FH Executive Member	Connection	<Info: FH>	1	Dice + 2
Total			1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Lunatic Ray	Under 100%	1 + 2 + 3 + 4 + 5	Major	<RC>	Opposed	Area (Select)	View	13
		Dice	Critical	Atk. Power	Notes			
		8 (+Encroach Bonus)	8	+ 7	Ignore [Armor]. Cannot target Close-Range. Use 2x per Scene.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1 + 2 + 3 + 4 + 5	Major	<RC>	Opposed	Area (Select)	View	13
		Dice	Critical	Atk. Power	Notes			
		8 (+Encroach Bonus)	7	+ 11	Ignore [Armor]. Cannot target Close-Range. Use 3x per Scene.			



Let the show begin...
You are the musician,
and I am the conductor.

Lord of Stratagem Scheherazade Corp.

With the right words, you can control a person's actions. With reliable intelligence, you can secure alliances. Your Overed abilities allow you to efficiently carry out tasks that others would never consider to be complicated.

People insult you and your "boring" abilities, but you know you are more powerful than they will ever be. The power to cut through metal and melt through rock may not be yours, but you control people, and their powers will always be at your disposal.

Name	Breed	Syndrome			Sub-Syndrome	Cover	FH Cell Leader
Lord of Stratagem	Cross	Hanuman	Neumann			Work	FH Cell Leader D

Stats							
Body	1	Sense	1	Mind	5	Social	5
Melee	Lv	Ranged	Lv	RC	Lv	Negotiation	1 Lv
Dodge	Lv	Perception	Lv	Will	2 Lv	Procure	4 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	27	Stock Pt.	18	Saving	10	Initiative	7	Move	12	Dash	24
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Lois

Relation	Name	Effect
T-Lois	Spy	Cover up or falsify intel. Use only once per Scenario.

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Hanuman	2	Major	Syndrome	-	-	-	2	-	Crit. Value - (LV) (Lowest 7).
2	Wind's Messenger	2	Major	<Negotiation>	-	LV + 1	-	3	-	Target LV+1 units. 1x per Scene.
3	Cheer	1	Major	<Negotiation>	Auto	-	View	2	-	+ [LV] dice bonus for Major.
4	Advice	1	Major	<Negotiation>	Auto	Single	View	4	-	-1 Crit. Value, + [LV] dice for Major.
5	Weak Point Detection	2	Major	<Negotiation>	Auto	Single	View	2	-	During Round, + [LVx3] Atk. Power.
6										
7										

Weapon

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

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Notes
Bullet-proof Stab Vest	Armor	-	-	3	6	
Total		-	-	3	6	

Miscellaneous Items

Item	Type	Skill	Stock	Notes
FH Executive Member	Connection	<Info: FH>	1	Dice + 2
Informant	Connection	<Info: Underworld>	1	Dice + 2
Total			2	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
The Devil's Command	Under 100%	3 + 4 + 5	Major	<Negotiation>	Auto	Single	View	9
		Dice	Critical	Atk. Power	Notes			
		0 (+Encroach Bonus)	-	-	Crit. Value - 1, Dice + 2, Atk. Power + 6.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		3 + 4 + 5	Major	<Negotiation>	Auto	Single	View	9
		Dice	Critical	Atk. Power	Notes			
		0 (+Encroach Bonus)	-	-	Crit. Value - 1, Dice + 4, Atk. Power + 9.			

Frozen Bullet

Target acquired.
Commencing operation.

Becoming an Overd gave you superhuman powers, but in exchange you lost your home. Your friends turned on you. Your family now only see you as a monster.

You joined False Hearts because they needed you. They taught you how to use your powers with mechanical efficiency.

Your life is now tainted with the stench of blood, but at least now you have a home. So you keep your heart frigid, so that you will never lose your home again.

Name	Breed	Syndrome	Sub-Syndrome	Cover Work	FH Agent
Frozen Bullet	Cross	Black Dog Salamandra			FH Agent B

Stats									
4		5		2		1			
Body		Sense		Mind		Social			
Melee	Lv	Ranged	4 Lv	RC	1 Lv	Negotiation		Lv	
Dodge	Lv	Perception	1 Lv	Will	2 Lv	Procure		1 Lv	
Ride:	Lv	Art:	Lv	Knowl:	Lv	Info: FH		1 Lv	
Ride:	Lv	Art:	Lv	Knowl:	Lv	Info:		Lv	

Max HP	30	Stock Pt.	4	Saving	2	Initiative	12	Move	17	Dash	34
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Lois

Relation	Name	Effect
T-Lois	Item Master	Acquire Rapid Fire Item (pg. 23).

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate:Salamandra	2	Major	Syndrome	-	-	-	2	-	Crit. Value - (LV) (Lowest 7).
2	Ioncraft	1	Minor	-	Auto	Self	Close	1	-	Move during battle.
3	Barrier Cracker	1	Major	<Melee>/<Ranged>	Opposed	-	Weapon	4	80%	Ignore Guard&Armor.
4	Ice God's Sorrow	3	Major/Reaction	[Sense]	-	-	-	3	-	+ [LV + 1] dice. Pay 3HP.
5	Flame Blade	1	Major	<Melee>/<Ranged>	Opposed	-	Weapon	2	-	Atk. Power + [LV x 2].
6										
7										

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Rapid Fire	Ranged	<Ranged>	- 1	9	-	50m	-	Change Target to Area(Select).
Total			- 1	9	-		0	

Armor

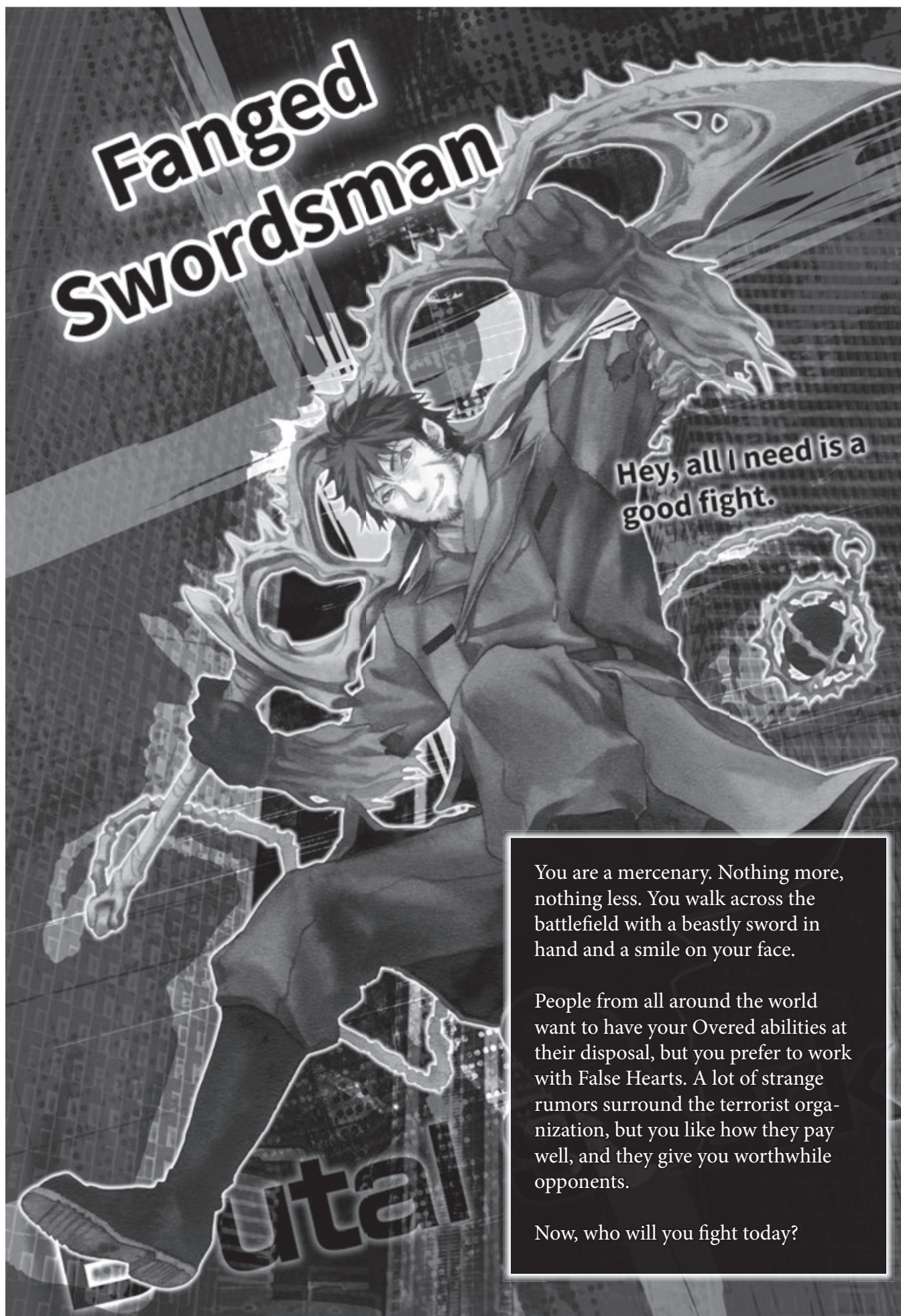
Item	Type	Dodge	Initiative	Armor	Stock	Notes
Reinforced Clothing	Armor	-	-	1	1	
Total		-	-	1	1	

Miscellaneous Items

Item	Type	Skill	Stock	Notes
FH Executive Member	Connection	<Info: FH>	1	Dice + 2
Total			1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Cold Strike	Under 100%	1 + 4 + 5	Major	<Ranged>	Opposed	Single	50m	7
		Dice	Critical	Atk. Power	Notes			
		9 (+Encroach Bonus)	8	+ 11	Pay 3 HP.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1 + 3 + 4 + 5	Major	<Ranged>	Opposed	Single	50m	11
		Dice	Critical	Atk. Power	Notes			
		10 (+Encroach Bonus)	7	+ 13	Ignore [Armor] and [Guard]. Pay 3 HP. Use 2x per Scenario.			



You are a mercenary. Nothing more, nothing less. You walk across the battlefield with a beastly sword in hand and a smile on your face.

People from all around the world want to have your Overed abilities at their disposal, but you prefer to work with False Hearts. A lot of strange rumors surround the terrorist organization, but you like how they pay well, and they give you worthwhile opponents.

Now, who will you fight today?

Name	Breed	Syndrome	Sub-Syndrome	Cover Work	Mercenary
Fanged Swordsman	Tri	Exile	Morpheus	Balor	FH Merc A

Stats		6		3		1		2			
Body		Sense		Mind		Social					
Melee	4 Lv	Ranged	Lv	RC	Lv	Negotiation	Lv				
Dodge	Lv	Perception	1 Lv	Will	2 Lv	Procure	Lv				
Ride: 4-Wheel	2 Lv	Art:	Lv	Knowl:	Lv	Info: FH	1 Lv				
Ride:	Lv	Art:	Lv	Knowl:	Lv	Info: Military	2 Lv				
Max HP	33	Stock Pt.	4	Saving	2	Initiative	7	Move	12	Dash	24

Lois

Relation	Name	Effect
T-Lois	Undead	During Backtrack, if Encroachment Rate is below 119%, character will not become a Gjaum.

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate:Exile	2	Major	Syndrome	-	-	-	2	-	Crit. Value - (LV) (Lowest 7).
2	Giant's Axe	2	Major	<Melee>/<Ranged>	Opposed	-	Weapon	3	-	Atk. Power + [LV x 3], Dice - 2.
3	Repulsion Jump	1	Minor	-	Auto	Self	Close	1	-	Move an extra + [LV x 5]m.
4	Ravenous Fists	2	Major	<Melee>	Opposed	-	Weapon	3	-	+ [LV + 1] dice.
5	Infinite Weapons	1	Minor	-	Auto	Self	Close	3	-	Create a melee weapon.
6										
7										

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Infinite Weapons	Melee	<Melee>	0	LV + 7	3	Close	-	Created from Infinite Weapons Power.
Total			0	LV + 7	3		0	

Armor

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

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Mercenary	Connection	<Info: Military>	1	Dice + 2
Total			1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Shark Bite	Under 100%	1 + 2 + 4	Major	<Melee>	Opposed	Single	Close	8
		Dice	Critical	Atk. Power	Notes			
		7 (+Encroach Bonus)	8	+ 14	Use after creating your weapon with Infinite Weapons.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1 + 2 + 4	Major	<Melee>	Opposed	Single	Close	8
		Dice	Critical	Atk. Power	Notes			
		8 (+Encroach Bonus)	7	+ 18	Use after creating your weapon with Infinite Weapons.			

FALSE HEART TRAIT LOISES

DOUBLE CROSS

The following are special T-Loises that only False Hearts characters can use. Each offer a powerful ability and the option to buy special False Hearts Items.

No. 53 Super Soldier

FH Only

All I wanted was a battlefield. False Hearts granted my wish. That's why I'm with them now.

Money, status, fame. I take them when they're offered, but they don't excite me. Those things lose meaning when compared to the joy of battle.

Just imagine the excitement. For every enemy you kill, one of your friends dies. The smell of gun smoke fills your nostrils and the clashing of swords can be heard everywhere. All the while, people are screaming in agony as they slowly burn.

Now imagine the sensations your body feels. The pain of a bullet going through you. The hatred people look at you with. And let's not forget the fear that wells up when you fight someone stronger than you.

These sensations make me feel alive. ... You look like you don't understand

where I'm coming from, but that's fine. I didn't expect you to, and really, you don't need to.

You and I just need to follow our hearts' desire, and do our best in the roles we were given.

Description

This Trait Lois shows that you are a False Hearts agent that mostly takes on combat missions.

No one expects you to be able to fight a political battle with the UGN, or research information. People only expect brute force from you, which is something you can easily provide.

Killing is your talent. Your blade can hack open veins, and your gun easily hits vital organs. The skills you possess may be a natural gift of yours, or may be the result of training.

But remember, the malice within you

is slowly eating away at you, and one day it will devour your soul, turning you into a destructive, raging monster. You may have a hold of what you are now, but the day will come when you will no longer care what you are, and that day may not be too far off.

Effects

Only characters with a False Hearts Work may acquire this T-Lois.

All of your damage rolls for Melee and Ranged attacks receive a + 2D bonus.

You may also stock one FH Item from page 22, but you must pay the Stock cost. The Item can only be equipped or used by you. Even if it is given to someone else, the Item will grant no bonuses to them.

For <Will> checks, you receive a -5 penalty to your score. This includes Impulse Checks. This effect will not take a score below zero.

No. 54 Item Master

FH Only

Only you can use that gun, which is why it now belongs to you.

When you first got that gun, you were so excited you immediately headed for a war zone. Every time you pulled that trigger, nothing but death came out. There was no defeat. You were invincible with that gun.

Before the gun came along, you were boring, common, and disposable like garbage. Now look at you.

Allies look at you with admiration and envy. Your superiors trust you immensely. You are somebody. You became somebody, all thanks to that gun.

...Sometimes you ask yourself if it's you that's needed, or if it's the gun.

You still haven't found an answer.

Description

False Hearts is in the possession of various technologies that are kept secret from the public. They use this technology to produce various items with special abilities, one of which you possess.

These items are very advanced, but their workings are black boxes to not only outside organizations, but also to False Hearts themselves.

You happen to be someone who possesses and mastered one of these black box items. Thanks to your item, you have a higher rate of success than your fellow False Hearts agents.

This item is like a part of your body. You have complete mastery over it, and the item itself operates smoothly, as if it understands your needs. As long as you possess this item, you will not be defeated.

Effects

Only characters with a False Hearts Work may acquire this T-Lois.

Select one Item that costs 40 Stock points or less. You may Stock that Item without paying the Stock cost.

You may select FH-Only Items. Unique Items and Items for other T-Loises cannot be chosen.

Items acquired via this T-Lois cannot be used other characters.

When you acquire this T-Lois, permanently raise your Base Encroachment Rate by +2.

Along with the above Item, you may also stock one FH Item from page 22, but you must pay the Stock cost. The Item can only be equipped or used by you. Even if it is given to someone else, no effects will be granted.

No. 55 Undead

FH Only

"Live!"

That was his last word before he died. He died because of me. He died protecting me.

I thought about dying, but I can't. If I try to join him, he'll never forgive me.

"...I'll find peace first."

"...You have to continue suffering alone."

If that is how it is, then I will live.

I'll live with the shame of surviving. Never giving my body to death, never letting impulses take my soul. He will never forgive me if I find peace. No matter what happens, I will not die, I will not give in.

Until the day come when he forgives me, I...

I...

Description

This Trait Lois shows that you are a rare Overed, one that can "return" even if your Encroachment Rate has passed 100%. Because of this, it is difficult for you to turn into a Gjaum.

You are often given dangerous missions that incur massive increases in your Encroachment Rate, but you have come back from even the bleakest of missions. Out of fear and respect, your fellow agents refer to you as the Undead.

The cause of your unique trait is unknown. It may be because of willpower, mutant physiology, mutated virus, or the result of an experiment.

On the other hand, some suspect that you're already a Gjaum, and you're just good at hiding the signs. In fact, the UGN's profiles list you as a Gjaum. If the UGN were to commit to a major counter-Gjaum operation, you will be a primary target.

Effects

Only characters with a False Hearts Work may acquire this T-Lois.

During Backtrack, as long as the final Encroachment Rate is 119% or below, your character will not turn into a Gjaum. When calculating experience points, the amount you receive is whatever it would normally be if your final Rate is over 100%.

As long as you have this T-Lois, you can only choose two effects for discarding Tituses: Negating Bad Statuses, and recovering from Incapacitation. S-Loises can be used as normal.

You may also stock one FH Item from page 22, but you must pay the Stock cost. The Item can only be equipped or used by you. Even if given to someone else, no effects will be granted.

You cannot acquire another T-Lois with this one. Two copies of Undead are also not allowed.

No. 56 Destructive Child

FH Child Only

A long time ago, your instructor said that you were the chosen one.

Having been abandoned by your parents, and lacking any feeling of self-worth, hearing those words was a blessing to you. It drove you to work hard. You endured the harsh training and the mind-splitting studying.

Years have passed. You have lost a lot of friends. They all died. Some of the, you killed yourself. You used to get along with them, but now you can't even remember their faces and names. Not that it matters anymore. You got better things to do than remembering the faces of the weak.

But something has been bothering you recently. Every time to kill the enemy or a useless ally, you feel a slight pain, and you know why you feel it.

It was because he died. The one Child who was with you the longest, dead

before your eyes.

The pain has never gone away, not since that day.

Perhaps the pain will never go away.

Description

This Trait Lois shows that you are a False Hearts Child, born and raised by the organization to be an agent. Work with the GM to create the back story that explains how and why you became a Child.

Compared to UGN Children, FH Children go through a more efficient (or inhumane, depending on how you interpret the word) development program. They have lost the important parts that make a person human, but these Children wield power that normal Overeds cannot match.

Children that complete the program are then hidden away, used only dur-

ing crucial missions. They are False Hearts' trump cards, so important that one could say the organization cherishes them.

Effects

Only characters with a False Hearts Child Work may acquire this T-Lois.

When you acquire this T-Lois, select one Power that you possess. It cannot be [Timing: Constant]. The selected Power receives a + 1 bonus to both its current level and Max Level, but its Encroach cost is increased by + 2.

You may also stock one FH Item from page 22, but you must pay the Stock cost. The Item can only be equipped or used by you. Even if it is given to someone else, the Item will grant no bonuses to them.

No. 57 Spy

FH Cell Leader Only

I am a double-crosser. I betrayed my friends, my lover, and my organization. I threw away every bit of trust and affection I ever received.

I do feel guilty about what I did. There is some remorse inside of me. But this is the path I chose. If becoming a traitor is what it takes to hide the truth, then I will gladly bear the shame.

That is why I joined False Hearts. They were the ones who gave me the power, and skills needed to hide the truth. In exchange, I take incriminating information and cover it up, hiding it deep in the black fog.

What I do, I do for the sake of the world. Some things are best left unknown.

Anyways, enough talking.

Relax. Your death will be covered up, just like everything else.

Description

This Trait Lois shows that you are an agent that specializes in the manipulation of information.

You have taken enormous amounts of information and buried them in the darkness. Criminal records, enemy intelligence, paper trails of individuals...The list of information you have erased goes on and on.

There are many ways you can go about your work. You have your personal skills, resources from the organization, drugs and brainwashing techniques. Most importantly, you have your Renegade powers.

In the modern world, information is power. At times, you are more valuable than a whole combat unit. In fact, the UGN has marked you as a person of interest.

Remain vigilant. You are to keep False Hearts and its secrets in the dark.

Effects

Only characters with a False Hearts Leader Work may acquire this T-Lois.

Role-play wise, you have the ability to select one piece of information and either hide or falsify it. You may select anything from physical records to memories. The GM will decide what will result from your cover-up.

If other players want to recover the hidden information, they must complete a [Mind] check of Difficulty 30. If this occurs, you may spend Savings point to increase the check's difficulty. For every one point of Savings spent, add +1 to the Difficulty. Use this effect only once per Scenario.

You may also stock one FH Item from page 22, but you must pay the Stock cost. The Item can only be equipped or used by you. Even if it is given to someone else, the Item will grant no bonuses to them.

False Hearts Game Guide

■ Common Character Traits

All characters from False Hearts will have a burning desire in their hearts. This desire may be simple greed or revenge, but it could also be a desire for knowledge. In order to get what they want, False Hearts characters have made a conscious decision to use the Renegade's powers for their own benefit.

When playing with a False Hearts character, it is important to articulate his desires and how it affects his social interactions.

◆ Establishing Desire

A character's desire will be determined by the Desire chart. It will be the part of his Life History that shows the reason why he joined False Hearts.

A desire can also be expressed by whatever Loises the character has. For example, a character that wants revenge can create a Lois with his target, while a character that wants to become the strongest in the world could create a Lois with a powerful assassin.

Use whatever tools you have at hand to create a unique desire for your character.

■ The Different Archetypes

False Hearts is comprised of many different kinds of people. In this section, we will analyze the Works that are unique to False Hearts characters.

◆ FH Agents

The agent is the most standard of FH characters. They are people who had a normal life, but joined False Hearts after awakening as an Overed.

When it comes to back story, you have the most freedom with these kinds of characters. A character's life before False Hearts, their motivations for joining False Hearts, and their current position in the organization, can be whatever you desire.

◆ FH Children

Like UGN Children, FH Children are characters who were raised by the organization. If the FH agent is the most standard kind of character, then the FH Child is the most unusual kind.

Having been raised inside training facilities, FH Children have little to no connection to the outside world. They lack the full range of emotions, and may

sometimes lack whatever we consider as common sense.

Using the general concept of Children as a foundation, you can easily create a naïve character, or one that blindly trusts False Hearts. In relation to the Desire chart, Battle Lust, Servitude, and Evolution Desires are much easier to pull off with a FH Child character.

◆ FH Cell Leaders

Cell Leaders are the False Hearts equivalent of UGN Branch Chiefs. They have recruited several members and use them in their quest for their one desire.

Cell Leaders are of a relatively high rank in False Hearts. As such, the story behind their desires can be made that much more grander. For example, if the Glory Desire was chosen, you can do a story where the Cell Leader commands an entire cell as he attempts to grab political power within False Hearts. If a Cell Leader desires Knowledge, then his cell can be written as a laboratory or research facility.

Become a Cell Leader if you want to give a Desire a more "larger than life" feel.

◆ FH Mercs

FH Mercs are special in that they are not necessarily members of False Hearts. These characters can be written as outside mercenaries, but they should be given desires and a level of power that is fitting for someone who works for a terrorist organization. Use the FH Merc if you want to use a point of view that is slightly detached from False Hearts.

■ Situation Types

During a session, certain patterns and issues will arise when introducing False Hearts characters into the mix. The following will look into common story archetypes and discuss issues that may arise in those kinds of scenarios.

◆ FH vs. UGN

In this situation, players will directly confront the UGN in one of two ways:

- 1) All players are using False Hearts characters and fighting UGN NPCs.
- 2) Using a mix of UGN and FH characters, players will compete with one other.

The first pattern will not be an issue, but

the second pattern can be problematic. As you know, the UGN and False Hearts are opposing organizations. This overarching political issue can resolve itself if during the session both sides temporarily join forces, but maintaining the animosity over the course of the entire Scenario will introduce chaos to the players.

If you intend to keep both sides against each other, warn the players beforehand so that they do not have to guess at who is or may become an ally.

◆ FH vs. FH

Due to the nature of False Hearts, it is perfectly probable for a cell to try to eliminate others cells in its attempt to realize its desires.

If a story is confined to a single cell, you can do a story where a faction attempts to overthrow the current cell leader, and the players must eliminate the traitor.

When doing a story about False Hearts' political infighting, it is important that both the entire table clearly understand the details of each cell in the story.

■ Gjaums and Loises

Lastly, if you are playing with a False Hearts character, you must understand what Gjaums are (both story-wise and gameplay-wise), and how they are treated in False Hearts.

In the UGN, once someone is confirmed to be a Gjaum, he is quickly eliminated before he poses a threat. However, False Hearts will not care what you are as long as you have some sort of merit. In fact, your character's allies could all be Gjaums, and you don't realize it.

Gjaums do not have to be monstrous on the outside. Many are just monsters on the inside. They have made a conscious choice to discard this world, instead opting for the darkness and whatever benefits it has for their plans.

In terms of gameplay, they cannot acquire Loises (T-Loises are fine, as they represent personal traits). Due to this distinction, players cannot use Gjaums. Regardless of affiliation, Player characters will always be the ones that are stuck between two worlds. If a player's False Hearts character becomes a Gjaum, that character will become a NPC in the story.

False Hearts Experience Chart

1D100	Result	Description	Recommended Lois
01 - 05	Loyalty	You are loyal and proud member of False Hearts.	Superior Officer
06 - 10	Rampage	You lost control of your powers and ended up destroying your surroundings.	False Hearts Agent
11 - 15	Lab Rat	You either volunteered to be a test subject or forced into an experiment.	Scientist
16 - 20	Lost Love	You felt love that should have never come to pass.	Lover
21 - 25	Comrade's Death	Your comrade's death has emotionally scarred you.	Comrade
26 - 30	Secret	You have a secret, one that even you might be unaware of.	Superior
31 - 35	Despair	The despair you felt that day will never be forgotten.	Enemy
36 - 40	Loss	You lost someone or something that was more important than the world to you.	Best Friend
41 - 45	Envy	You are envious of people with more normal lives.	Fellow Agent
46 - 50	Disgust	You despise people who have normal lives.	Friend
51 - 55	Amnesia	You are missing a chunk of your memories.	Unforgettable Person
56 - 60	Escape	You tried to escape from False Hearts, but failed.	Rival
61 - 65	Legend	Something you did in the past has made you a living legend within the organization.	Subordinate
66 - 70	Dream	You are pursuing a dream or goal.	Comrade
71 - 75	Former Enemy	You were once part of the UGN.	UGN Agent
76 - 80	Treachery	You were once caught in a trap or tricked.	Fellow Agent
81 - 85	Major Success	You were met with great success during an operation.	Teammate
86 - 90	Suspicion	You have begun to question False Hearts' actions.	Comrade
91 - 95	Failure	You once made a mistake, one that still bothers you.	Enemy
96 - 100	Fear	Some part inside you fears False Hearts.	Cell Leader
101	Free	Create your own experience.	Any

False Hearts Desire Chart

1D100	Result	Description
0	Peace	You want a peaceful life.
01 - 05	Revenge	You want to exact revenge on someone or something.
06 - 10	Victory	You want victory over someone or something.
11 - 15	Reclamation	You lost someone or something important, and will do anything to get it back.
16 - 20	Control	You want to have control over a person or a whole organization.
21 - 25	Servitude	You want someone to give you orders, or a structured set of rules and laws.
26 - 30	Battle	All you want is to fight. All you need is a strong opponent.
31 - 35	Escape	You are running from someone, something, or maybe even your past.
36 - 40	Preservation	You want to protect and keep someone or something the way it is.
41 - 45	Elimination	You just want someone or something destroyed.
46 - 50	New World	You dream of an ideal world, and you have devoted your life to creating it.
51 - 55	Survival	You don't want to die. False Hearts has given you a way to survive.
56 - 60	Greed	You lust for something valuable, like money or jewels.
61 - 65	Glory	You want recognition and glory, and are willing to do anything for it.
66 - 70	Home	The world did not give you a home, so you decided to build your own.
71 - 75	Evolution	You want to become a better, stronger Overed.
76 - 80	Dream	You have a dream that you want to see realized.
81 - 85	Knowledge	You want to discover the secrets of the world and the potential of humanity.
86 - 90	Love	You want love.
91 - 95	Advancement	You want to overcome someone or something.
96 - 100	Killing Spree	You want to kill everything in sight. Killing is not a means but a goal now.
101	Free	Create your own Desire.

False Hearts Encounter Chart

1D100	Result	Explanation	Person	Reference
01 - 05	Self	You see yourself in this person.	Sakyo Kurosu Kanata Hiura	Adv. Page 78 Adv. Page 80
06 - 10	Mentor	This person has taught you much.	Eiichi Takajo Yokaze Tsukishiro	Adv. Page 79 Page 41
11 - 15	Guardian	You think of this person as sibling or parent.	Miki Higo Alfred J. Caudwell	Page 41 Adv. Page 77
16 - 20	Benefactor	This person once helped you out.	Kanata Hiura Mizuki Mihara	Adv. Page 80 Page 43
21 - 25	Master	You serve this person. He may or may not deserve your loyalty.	Tomoe Amafune Eiichi Takajo	Page 41 Adv. Page 79
26 - 30	Indebted	You still owe this person something.	Yukari Watanuki Mio Kasuga	Page 40 Adv. Page 80
31 - 35	Nice Person	You feel this person is trustworthy.	Ayumu Kurusu Fiona Lancaster	Page 44 Page 45
36 - 40	Family	This person is like family or is family.	Kyoji Kasuga Laelia Giuly	Adv. Page 79 Adv. Page 78
41 - 45	Friend	You feel like you can get along with this person.	Sakyo Kurosu Cain A. Caudwell	Adv. Page 78 Adv. Page 78
46 - 50	Comrade	You share a goal or vision with this person.	Kyoji Kasuga Joshua Bataille	Adv. Page 79 Page 43
51 - 55	Business	You two conduct business together.	Phantasma Robert Short	Page 45 Adv. Page 80
56 - 60	Partner	You often work together with this person.	Johan C. Caudwell Chiaki Nanasato	Adv. Page 77 Page 42
61 - 65	Memory Gap	You met this person before, but where?	Burnet Robert Short	Page 43 Adv. Page 80
66 - 70	Admiration	You secretly admire this person.	Laelia Giuly Cain A. Caudwell	Adv. Page 78 Adv. Page 78
71 - 75	Debt	This person still owes you something.	Ayana Soramori Alfred J. Caudwell	Page 40 Adv. Page 77
76 - 80	Endearment	You feel the need to protect this person.	Mio Kasuga Kanako Kojima	Adv. Page 80 Page 42
81 - 85	Unbreakable Ties	You have known this person for a long time and you still sometimes cross paths.	Fatum Keigo Matoba	Page 39 Page 42
86 - 90	Secrets	You two share a secret that neither of you have told anyone else.	Tet Recorder	Page 39 Page 45
91 - 95	Rival	Your desire to challenge this person is greater than any benevolent feelings you have for him/her.	Shizuma Orito Johan C. Caudwell	Adv. Page 79 Adv. Page 77
96 - 100	Murderous Intent	Looking at this person fills you with a dark emotion.	Vikarala Fatum	Page 40 Page 39
101	Free	Create a relationship of your own choice	Any	Any

Work Chart – False Hearts

Work	Stat	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
FH Agent A	Body	<Melee>	<Dodge>	<RC>	<Procure>	<Info: FH>
FH Agent B	Sense	<Ranged>	<Perception>	<RC>	<Procure>	<Info: FH>
FH Agent C	Mind	<Will>	<RC>	<Knowledge:_> 2	<Procure>	<Info: FH>
FH Agent D	Social	<Perception>	<RC>	<Negotiation>	<Procure>	<Info: FH>
FH Child A	Body	<Melee> 2	<Dodge>	<RC>	<Info: FH>	-
FH Child B	Sense	<Dodge>	<Ranged> 2	<RC>	<Info: FH>	-
FH Child C	Mind	<Dodge>	<Will>	<RC> 2	<Info: FH>	-
FH Cell Leader A	Body	<Melee>	<Dodge>	<Ride:_> 2	<Procure>	<Info: FH>
FH Cell Leader B	Sense	<Dodge>	<Ranged>	<Perception>	<Procure>	<Info: FH>
FH Cell Leader C	Mind	<RC>	<Will>	<Knowledge:_> 2	<Procure>	<Info: FH>
FH Cell Leader D	Social	<Will>	<Negotiation>	<Procure> 2	<Info: FH>	-
FH Merc A	Body	<Melee>	<Ride:_> 2	<Perception>	<Will>	<Info: FH>
FH Merc B	Sense	<Ranged>	<Perception>	<Will>	<Procure>	<Info: FH>
FH Merc C	Mind	<Perception>	<Will>	<RC>	<Knowledge:_> 2	<Info: FH>
FH Merc D	Social	<Will>	<Negotiation>	<Procure>	<Info:_> 2	<Info: FH>
FH Renegade Being A	Body	<Melee>	<Dodge>	<Ranged>	<Will>	<Info: FH>
FH Renegade Being B	Sense	<Melee> 2	<Ranged>	<Perception>	<Will>	<Info: FH>
FH Renegade Being C	Mind	<Perception>	<RC>	<Will>	<Negotiation>	<Info: FH>
FH Renegade Being D	Social	<Dodge>	<RC>	<Will>	<Negotiation>	<Info: FH>

FH ITEMS

DOUBLE CROSS

The following are unique items that were developed by False Hearts. Only characters with a False Hearts T-Lois may Stock these Items. In addition, only the original owners of these Items may use them.

Keen Knife

Type: Melee/Ranged
Skill: <Melee>/<Ranged>
Acc: 0 **Atk. Power:** 5
Guard: 1 **RNG:** Close/10M
Procure/Stock: -/2

A surprisingly sharp combat knife developed by False Hearts.

Attacks with this weapon reduce the Target's [Armor] stat by - 5. This penalty will not take the stat below zero. When using as a Ranged weapon, refer to the stats on the right of the slash.

Cross Thrust

Type: Melee **Skill:** <Melee>
Acc: -2 **Atk. Power:** 10
Guard: 3 **RNG:** Close
Procure/Stock: -/5

Normally disguised as a meter-long cane, this weapon can extend into a two-meter long spear at the flip of a switch.

As long as this weapon is equipped, no other weapons can be equipped. Reaction checks against attacks using this weapon receive a - 1 dice penalty.

Innocent Blade

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk. Power:** 8
Guard: 3 **RNG:** Close
Procure/Stock: -/18

A sword forged from a unique material that is very responsive to the effects of the Renegade.

If a Power is combined with a Melee attack that uses this weapon, the accuracy check receives a + 2 dice bonus.

Totsuka Sword

Type: Melee **Skill:** <Melee>
Acc: -5 **Atk. Power:** 16
Guard: 8 **RNG:** Close
Procure/Stock: -/40

A giant sword that normally takes five people to swing.

If this weapon is equipped, no other weapons can be equipped and you receive - 5 [Initiative]. Before the Acc. check of a Melee attack with this weapon, declare this weapon's ability to add +[Body] to the final damage total. Everytime this ability is used, increase Encroach Rate by +2.

Guard Shield

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk. Power:** 1
Guard: 6 **RNG:** Close
Procure/Stock: -/8

A protective shield that does not hinder the wearer's movements.

Declare this ability when you Guard. This Item's Guard stat is increased by + 5. Use this ability only once per Round.

FHG - 666

Type: Ranged **Skill:** <Ranged>
Acc: 0 **Atk. Power:** 6
Guard: - **RNG:** 20M
Procure/Stock: -/6

A False Hearts handgun that is powerful, accurate, and easily concealed. It's also in circulation in the underworld. This gun was supposedly developed using technology that cannot be found elsewhere in the world.

<Ranged> checks that use this weapon receive a +1 dice bonus.

Rapid Fire

Type: Ranged **Skill:** <Ranged>
Acc: -1 **Atk. Power:** 9
Guard: - **RNG:** 50M
Procure/Stock: -/10

An anti-personnel and anti-material assault rifle that utilizes special ammunition.

No other weapons can be equipped with this one. You cannot target people that are in your Engagement. Before selecting the Target of an attack that uses this weapon, declare this weapon's ability to change the attack to [Target: Area (Select)]. Use this ability only once per Scene.

Laser Rifle

Type: Ranged **Skill:** <Ranged>
Acc: 0 **Atk. Power:** 6
Guard: - **RNG:** 200M
Procure/Stock: -/12

Due to the complicated design of this weapon, the user needs a deep understanding of its workings in order to properly fire it.

Only characters with four levels in <Knowledge: Mechanics> can use this weapon. Attacks with this weapon ignore the [Armor] stat when calculating damage. Use this Item only three times per Scenario.

R-Cannon

Type: Ranged **Skill:** <Ranged>
Acc: -3 **Atk. Power:** 8
Guard: - **RNG:** 100M
Procure/Stock: -/25

A rifle that is infected with an EX Renegade. It features a mechanism that increases energy output proportional to the user's concentration levels.

Before rolling the Acc. check of an attack that uses this weapon, you may declare this weapon's ability and add + [Sense] to the final damage total. Use this ability only once per Scene.

Devil Gun

Type: Ranged **Skill:** <Ranged>
Acc: -1 **Atk. Power:** 10
Guard: - **RNG:** 20M
Procure/Stock: -/30

A handgun that is infected with an EX Renegade. The virus that inhabits this gun always attempts to infect the user and his targets.

Increase your Encroach. Rate by +3 every time you use this Item. If an attack with this Item hits its Target, that character's Encroach. Rate is increased by +5.

Mounted Rail Cannon

Type: Ranged **Skill:** <Ranged>
Acc: -3 **Atk. Power:** 20
Guard: - **RNG:** 1000M
Procure/Stock: -/50

A massive rail cannon developed by False Hearts.

This weapon can only be used while aboard a Vehicle. It cannot target characters that are in the same Engagement as its wielder.

FH Armored Vest

Type: Armor **Dodge:** 0
Initiative: -1 **Armor:** 5
Procure/Stock: -/8

A vest that is mainly used by False Hearts' combat teams. It was designed to withstand impacts.

Use the following ability when the wearer receives the Bad Status Rigor: Negate Rigor. This ability may only be used once per Scenario.

FH Combat Suit

Type: Armor **Dodge:** 0
Initiative: -2 **Armor:** 10
Procure/Stock: -/10

A combat suit that was developed for False Hearts' Overed agents.

If a check the wearer performs utilizes a Power, that check receives a +1 dice bonus.

FH Battle Armor

Type: Armor **Dodge:** -5
Initiative: -5 **Armor:** 15
Procure/Stock: -/40

A powered suit that was developed as anti-Overed equipment. Overeds may also wear this suit.

If you receive an attack that uses a Power, reduce HP damage by -5.

FH Battle Coat

Type: Armor* **Dodge:** 0
Initiative: -3 **Armor:** 5
Procure/Stock: -/15

A coat that was developed to supplement other armors. It is especially resistant against Powers.

Use the following ability before performing a Reaction check against an attack that uses a Power. Reduce expected HP damage by -5. This ability may only be used once per Scene.

FH Executive Member

Type: Connection **Skill:** <Info: FH>
Procure/Stock: -/1

A leader in False Hearts that has access to vast amounts of information regarding False Hearts' operations.

<Info: FH> checks receive a +2 dice bonus.

Support Staff

Type: Connection **Skill:** REFER
Procure/Stock: -/5

A talented staff that gathers intelligence and supports your operations.

Select one Base Stat (Body, Sense, Mind, Social) when acquiring this Item.

Use this Item after performing a check against your selected Stat. That check's score receives a +2 bonus. Use this ability only three times per Scenario.

Sky Kid

Type: Vehicle
Skill: <Knowl:Machinery Operation>
Procure/Stock: -/5

A personal jet pack. Specialized skills are needed in order to operate the pack with any sort of accuracy.

While operating this Vehicle, you will have permanent Flight and your Move is increased by +5. This vehicle's Dash is equal to the character's Dash stat.

Utilize the following data:

Atk. Power: 0 [Initiative]: 0
Armor: 0 Dash: REFER

FH Blade Bike

Type: Vehicle **Skill:** <Ride: 2-Wheel>
Procure/Stock: -/9

A motorcycle that is easily recognizable by its slender frame. False Hearts developed this Vehicle with ease of use as a priority.

While operating this Vehicle, utilize the following data:

Atk. Power: 12 [Initiative]: -1
Armor: - Dash: 200M

Your Moves will receive a +10 meter bonus.

FH Light Van

Type: Vehicle **Skill:** <Ride: 4-Wheel>
Procure/Stock: -/10

A cargo van that was developed by False Hearts. Its armored exterior allows it to survive shoot-outs.

While operating this Vehicle, utilize the following data:

Atk. Power: 8 [Initiative]: -5
Armor: 10 Dash: 120M

Steel Giganto

Type: Vehicle
Skill: <Ride: Multi-Legged Tank>
Procure/Stock: -/50

A multi-legged tank that stands at over twenty meters in height. While operating this Vehicle, utilize the following data:

Atk. Power: 20 [Initiative]: -10
Armor: 20 Dash: 120M

While operating this vehicle, you cannot use your equipped weapons.

Call System

Type: Other **Procure/Stock:** 10

A device that can summon a Vehicle of your choosing.

When acquiring this Item, select one Vehicle that you own.

When this Item is used during the Setup Process, your chosen Vehicle will come to you. You will automatically enter your Vehicle.

Power Booster

Type: Other **Procure/Stock:** 10

A device that enhances the effects of <RC> Powers. These devices are often built into watches, breastplates, or anything wearable.

Use this Item right before the accuracy check of a <RC> attack. The attack's damage receives a + [Mind] bonus. Your Encroach. Rate is increased by +3 when this ability is used. Use this ability only once per Scene.

Stealth Field

Type: Other **Procure/Stock:** 10

A miniature device that uses optical and infrared camouflage. These devices are often made to look like wristwatches or goggles.

Use this Item with a Minor Action. You will receive Stealth. As long as you have the effects of Stealth, all checks you perform will receive a - 2 dice penalty. This ability may only be used once per Scene.

Physical Augmentation**Type:** Other **Procure/Stock:** -/10

A surgical procedure that increases physical strength. Rumor has it the procedure involves grafting the Renegade directly into the muscle fibers.

Use during the Setup Process. For the duration of the Scene, your Fists receive a +3 to both Attack Power and Guard. This effect is cumulative with Powers that modify the data of Fists. Using this ability increases your Encroachment Rate by +3.

MASK-ED**Type:** Other **Procure/Stock:** -/20

A mask that gives you any face you desire.

Use with a Major Action. Your face is changed to look like anyone you desire.

If anyone attempts to see past your disguise, perform a <Perception> Opposed check with that person.

You can remove your disguise with an Auto Action, but a Major Action must be used again if you want to reapply the disguise.

Reaper's Gloves**Type:** Other **Procure/Stock:** -/25

Black gloves that have been infected by an EX Renegade. It has Power-enhancing attributes.

Use this Item right before the accuracy check of any attack that uses your Fists. The attack must be using a Power. That attack's damage is increased by +10.

Using this Item increases your Encroach. Rate by +3. Only use this Item three times per Scenario.

CR Bullets**Type:** Consumable
Procure/Stock: -/1

Counter-Renegade Bullets. These bullets are the result of research on Counter-Renegade Overeds.

Use this Item right before attacking with a [**Type:** Ranged] weapon. The attack's damage is increased by +3. This effect can only be applied if the target is an Overed character.

Gray Sacrifice**Type:** Consumable
Procure/Stock: -/5

A drug that puts you in a state of suspended animation.

Use with a Minor Action. For the duration of the Scene, you will be considered dead. You will wake up once the Scene ends.

To see past this fake death, a character must perform a <Perception> check of Difficulty 15.

Even in this state of suspended animation, you will sustain damage. If you are killed while comatose, you cannot be revived.

Gold Beast**Type:** Consumable
Procure/Stock: -/5

A drug that temporarily restores the primal abilities that humanity lost a long time ago.

Use with a Minor Action. For the duration of the Scene, accuracy checks of attacks that use your Fists receive a +3 dice bonus. You will also receive the Bad Status Berserk.

Rainbow Talent**Type:** Consumable
Procure/Stock: -/5

A drug that enhances your abilities, but also shortens your lifespan.

When you acquire this Item, select one Base Stat. Use with a Minor Action. For the duration of the Scene, accuracy checks that use your selected Stat receive a +2 dice bonus. At the end of your Main Process, you will lose 5HP.

Magnetic Field Generator**Type:** Consumable
Procure/Stock: -/7

A device that uses a powerful magnetic field to block attacks. For some reason, only Overeds can use this device.

Use this Item before HP damage is applied to you. Reduce expected HP damage by -10. Using this Item increases your Encroachment Rate by +3.

Violet Power**Type:** Consumable
Procure/Stock: -/10

A drug that synchronizes the Renegade with your biological processes, allowing you to use stronger Powers.

Use with a Minor Action. For the duration of the Scene, <RC> attacks receive a +1D10 damage bonus. Using this Item increases your Encroachment Rate by +3.

Blade of Destruction

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk. Power:** 10
Guard: 6 **RNG:** Close
Procure/Stock: -/50

A katana that has been infected by a powerful EX Renegade. This blade takes on its true form when its wielder's Encroachment Rate increases. Its true form is much deadlier, and resembles a monster's claw.

Whenever you attack with this weapon, your Encroachment Rate increases by +2 at the end of your Main Process.

When your Encroachment Rate is 100% or above, this weapon's data changes to [Acc. -2], [Atk. Power: 20], and [Guard: 9].

Heaven's Lightning

Type: Ranged **Skill:** <Ranged>
Acc: -2 **Atk. Power:** 9
Guard: - **RNG:** 300M
Procure/Stock: -/60

A cursed gun that supposedly will always kill whatever it is aimed at. As if guided by fate, its bullets will pierce a target's weak spot and drain his life force.

Before rolling the accuracy check of a Ranged attack that uses this weapon, you may declare the following ability:

Pay up to 30HP. The accuracy check's score receives a bonus equal to the amount of HP you paid. You may not reduce your HP to zero or below using this ability. Using this ability increases your Encroachment Rate by +4.

Evolving Armor

Type: Armor **Dodge:** 0
Initiative: -2 **Armor:** 20
Procure/Stock: -/80

A powered suit that can evolve thanks to the built-in advanced AI. The suit optimizes itself to allow for the effective use of Powers.

When acquiring this Item, select one Base Stat (i.e. Body, Sense, Mind, Social).

Declare this Item's ability before you perform any kind of check. That check's score will receive a + [Your chosen stat] bonus to the final score. This ability may only be used three times per Scenario.

Flower of Truth

Type: Other
Procure/Stock: -/80

A pendant adorned with a silver flower. The flower has the ability to synchronize the wearer's and Renegade's biological processes.

Use this Item right before you perform an accuracy check for a <RC> attack. The attack receives a +10 damage bonus.

If your attack is Guarded against, then for the remainder of the Scene after you finish your attack, the weapons used in the Guard receive a -10 [Guard] penalty. If a weapon's [Guard] stat is brought to zero or below via this effect, it is destroyed.

This ability may only be used once per Scene. When this ability is used, increase your Encroachment Rate by +3.

Brainwashing Device

Type: Other
Procure/Stock: -/200

False Hearts' brainwashing device. It has no effect on Overeds.

Use with a Major Action. You will brainwash one non-Overed character that is in your Engagement. You will decide the actions of the brainwashed character. The brainwashed character cannot refuse your commands.

You choose when the effects of this Item are removed. If this Item is destroyed, the brainwashed character returns to normal.

This ability may only be used once per Scenario.

Alpha-Trance

Type: Consumable
Procure/Stock: -/100

A drug that changes anyone who takes it into an Overed. Overeds that take this drug may sometimes new Powers for a short period of time.

When you acquire this Item, select one Power that meets the following criteria:

- Is not [Timing: Constant]
- Is [Restrict: -]

Use with a Minor Action. For the duration of the Scene, you may use your selected Power. The Power's level is set at one. Level bonuses from Encroachment Rate cannot be applied.

When this ability is used, increase your Encroachment Rate by +2D10.



The World

Double Cross

FALSE HEARTS UNVEILED

DOUBLE CROSS

False Hearts, the terrorist organization that destroys lives and works to unleash the Renegade. Once wrapped in mystery, its history and secrets will now be revealed

The Hidden Truths

The world was changed twenty years ago. The Renegade was unleashed onto the world, and people began whispering the word "Overed." It was a major turning point in history...

...But that was not the beginning.

Overeds existed long before a certain archeology team retrieved the Renegade virus. They formed a secret society, and called it False Hearts.

The information transcribed on these pages is the Renegade's history as False Hearts knows it. These are the organization's secrets, some of which are kept hidden from even its own agents. But like any secret, this information may have found its way to enemies like the UGN.

Philander's Excavation Team

The world as we know it came to be when Ryan Philander lead his dig team to the Middle East. Using archeology as a cover story, they entered ancient ruins to retrieve a sample of the Renegade virus sealed away within. They had learned of the virus' existence from an East Asian woman who claimed to be a representative of a secret society called "False Hearts." This is the oldest known mention of False Hearts.

Evidence shows that False Hearts existed well before the Renegade was liberated from those ruins, but no one knows when the society was created or how it was organized. Some believe that Overeds have always existed in the world – if only in small numbers – and had formed a secret organization that became the predecessor to False Hearts.

Before the Renegade Liberation

False Hearts as it is known now did not exist twenty years ago. They had no concept of cells, agents or Children until after the Overed population increased. Once the population increased, new recruits were inducted into the society based on their individual aptitudes and powers.

Even before the Renegade Liberation, False Hearts' size was always a mystery. But at the center of the society was a committee consisting of a person called "Central Dogma" and

twelve executive members. Each of these thirteen members were powerful Overeds.

The Creation of the UGN

The UGN was created by Professor Alfred J. Caudwell specifically for the purpose of fighting False Hearts. He created the concept of the UGN during his battles with Gjaums, when he learned of False Hearts' existence. In fact, some parts of the UGN's organizational structure are based off of False Hearts.

To be precise, the UGN's command structure was based on False Hearts' organizational aspects, but with the less palatable aspects removed. For example, Axis is based off of False Hearts' central council, but designed to be a half-Overed, half-human committee. In addition, the committee was conceived as an executive council. Axis did not become the UGN's top executive power until after Professor Caudwell disappeared.

False Hearts' Turmoil

To many Overeds, False Hearts is a shadow organization, full of secrets and working towards unknown goals. While this true for the most part, False Hearts has the same issues that any organization regularly deals with. In particular, False Hearts is dealing with a power divide that has polarized the entire organization.

On one side, there is the current executive leadership. They represent the established order that has been respected since False Hearts' beginnings.

On the other side stands Professor Alfred J. Caudwell himself. With what some take as a mandate of leadership from the head of False Hearts, the Professor is seen as the next leader of False Hearts, and possible savior of the UGN's founding principles.

Both sides have garnered a large number of supporters. Although a state of cold war is being maintained by both sides, it may only be a matter of time until real war erupts.

The Center of False Hearts

■ The Power Hierarchy

It is well known that False Hearts is a web of independent cells that rarely work together. While this lack of coordination is bizarre for an organization, it is also what makes False Hearts so difficult to expose.

Despite this organizational setup, there is still a concept of rank. Cells and agents that have closer ties to Central Dogma are treated as "Leaders" in the hierarchy. However, as to be expected from False Hearts' nature, the power hierarchy of these Leaders is not a clear chain from lowest to highest. Cells under the control of the Liaison Lords are called Master Cells, and the remaining Leader Cells are commanded by the lower-ranked Liaison Agents, who organize their cells into their own hierarchy.

For example, while Cell A may be higher than Cell B, Cell C could be lower than Cell B but higher than (or completely disconnected) to Cell A.

Major operations and test runs of new technology are typically overseen by one of the Leader Cells. For these operations, the original order may have originated from Central Dogma, but more often than not the order comes from the Leader Cell itself.

■ Central Dogma

Central Dogma is the center of False Hearts' organizational web. Being the top of the power structure, every order originates from Central Dogma. However, Central Dogma rarely gives direct orders to an agent. Only the Liaison Lords, the top twelve agents in False Hearts, and special messengers have ever spoken with Central Dogma in person. No one else, not even Master agents, has ever met this person.

Nothing is known about Central Dogma. Traits like gender are obviously mysteries, but some question whether Central Dogma is even an Overed, or just a position that is inherited. Since the people that supposedly meet Central Dogma never discuss the person, some suspect that even they never actually meet Central Dogma face to face.

● Central Dogma's Authority

Direct orders from Central Dogma are very rare. Any orders from "higher up" are usually from a Leader or Master Cell. When Kyoka "Planner" Tsuzuki was a Liaison Lord, her orders were treated as highest priority. Despite its continuous silence, if Central Dogma were to issue an order or mission, every agent from the Liaison Lords and below will give it priority over any other operation.

To illustrate the power that Central Dogma commands, we can look at its last order, which dealt with Professor Alfred J. Caudwell.

When Professor Alfred J. Caudwell made public his affiliation with False Hearts, his first act in the organization was to take control of every cell under FH Japan. This was seen by the Liaison Lords as a hostile takeover, and they were ready to put Caudwell down. One order from Central Dogma changed those plans.

"Central Dogma authorizes the actions of Professor Caudwell." With that one sentence, the Liaison Lords were forced to stand down. With just one sentence, the organization was split into two political factions between the Lords and Professor Caudwell. This is the power of Central Dogma.

■ Liaison Lords

Mentioned earlier on this page, the Liaison Lords are the acting executive power of False Hearts. They are the top twelve Liaison Agents within the organization. On top of possessing executive power, they have a more direct means of communicating with Central Dogma. They are referred to as "Liaison Lords" or just "Lords."

The position of Liaison Lord existed since before the Renegade Liberation, before False Hearts' days as a terrorist organization. They were the original twelve council member positions, but over the past twenty years, many of the seats were filled by newer agents. How many of the original twelve are left is unknown.

The Liaison Lords

■ The Rulers of False Hearts

As mentioned before, Liaison Lords are a group of twelve False Hearts members that have a direct connection with Central Dogma. Before the Renegade Liberation, they acted as advisors to Central Dogma.

Every member is a powerful Overed or Gjaum, so strong that the word "superhuman" cannot sufficiently describe the amount of power they wield. In addition to their power, they also retained their ability to think and act logically.

Still, being an original False Hearts member is not enough to retain the seat of Liaison Lord. As False Hearts grew exponentially, so did the number of people who attempted to take the seat of Lord. A Lord must protect his position using sheer force, breaking the body or spirit of the challenger, or forcing them into subservience.

Most Lords command several cells. They also have a Clan, a special order of servants, to do their bidding. Those that forgo minions are more powerful and effective alone than an army of Overeds.

Every Lord has their own desire and goals, but they all swear total allegiance to Central Dogma. To those that have never seen Central Dogma, the unwavering loyalty of the Lords is a testament to the absolute power of the mysterious leader.

■ Changing of the Guard

Despite being so powerful, some of the original twelve Lords have died or disappeared during the past twenty years. During the street war Professor Caudwell and his Guardians carried out in North America, a few Lords were defeated in battle. Recently, the Lord Jade Jail disappeared, and Kyoka Tsuzuki left False Hearts to form Xenos.

The empty seats have been filled by new Lords, some of whom are new-generation Overeds who awakened after the Renegade Liberation.

Bloodshed is inevitable when a new Lord is being selected, but a candidate must be recognized by the remaining Lords before he acquires his new position. A prospective Lord must prove that he has power that is worthy of the title. For all of False Hearts' history, the Liaison Lords have always been the strongest Overeds of the organization.

■ The Lords' Opinion of Caudwell

Despite the numerous battles for power and political standing, the Liaison Lords have always been recognized as the highest authority. It was not until the arrival of Alfred J. "Iscaiot" Caudwell did the Lords face an actual threat.

When Professor Caudwell made such a grandiose display with his media broadcast, even the Liaison Lords were taken by surprise. None of the Lords expected Caudwell to take any sort of action without their knowledge. Some Lords accused Caudwell of attempting a takeover of False Hearts, while others reprimanded him for acting without permission. In response to these accusations, Professor Caudwell simply replied that he was carrying out the will of Central Dogma.

Since False Hearts has always been ruled by the combined will of the twelve Lords, claiming to have directly received orders from a higher power (one that never actually directly expresses its will) caused enormous outrage. Lords like Vikarala did not trust Professor Caudwell and openly displayed animosity towards him.

Since the return of Professor Caudwell, Central Dogma has remained silent. Like the rest of the organization, the Liaison Lords are now split into three groups: those that oppose the Caudwell, those that accept Central Dogma's will, and those that are silently observing the situation.

Since Professor Caudwell shows much interest in Japan, some of the Lords send their own subordinates to observe, or they go themselves.

The Caudwell Faction

■ The New Power

The return of Professor Alfred J. Caudwell led to the creation of a new faction within False Hearts. Known as the Caudwell Faction or the Caudwell Cell, this new power is comprised of Professor Caudwell himself, his subordinates, and agents who actively support the Professor.

The Caudwell Faction is a sudden development that has rattled any who deal with the Renegade. Some accept the Faction's existence, some are uncertain about what the new power, and others completely object to the newcomer.

■ Caudwell's Political Standing

Although Professor Caudwell has taken over command of FH Japan from ex-Liaison Lord Kyoka "Planner" Tsuzuki, he did not take over the seat of Liaison Lord. The Professor is independent from the twelve Liaison Lords, and his standing with them is somewhat precarious. Everything the Professor did during and after his broadcast went against the will of the twelve Lords.

False Hearts may be a shadowy and mysterious organization, but it has always been ruled by Central Dogma and the twelve Liaison Lords. So when the Professor did his broadcast, created the Apostles, and placed every Master Wraith under his command, some Liaison Lords became livid. Most notably, the Lord Vikarala, who went straight to Central Dogma to protest the Professor's unilateral actions.

Central Dogma's response to Vikarala's objection was "Central Dogma authorizes the actions of Professor Caudwell." No one knows why the former enemy of False Hearts is so valuable to Central Dogma, and Central Dogma is not forthcoming with any information that could clear the confusion.

Central Dogma's order created a fracture within False Hearts. On one side, there are those that believe that Professor Caudwell is now Central Dogma's proxy. The other side believes that the Professor's totalitarian command will weaken False Hearts. Besides these two sides, there are those that found Central Dogma's will ambiguous and decided to remain neutral.

■ Professor Caudwell's Goals

After taking complete control of False Hearts' operations in Japan, Professor Caudwell initiated several projects. Details of these projects are known only to those involved, but most of the agents in FH Japan sense that the Professor has two goals.

The first of the Professor's goals is the destruction of the UGN. This was made abundantly clear with the broadcast and the subsequent destruction of numerous branches. But Caudwell seeks to also break the UGN spiritually.

The broadcast was meant to show how far the UGN has fallen, and it convinced many agents of the hypocrisy the UGN now practices. This has led to may defections from the UGN to the Caudwell Faction of False Hearts.

Professor Caudwell's second goal is still a mystery. According to the rumors, the Professor is looking for some sort of "vessel" or "grail." No one knows what this item is exactly, but those in False Hearts seem to think that the Professor is searching for an Overed or Renegade Being with unique abilities, EX Renegades, locations of interest, or certain kinds of knowledge.

Of course, not all agents play along with Professor Caudwell's plans. This is False Hearts, after all. Still, Caudwell's plans will certainly affect the battle between the UGN and False Hearts.

Clans

■ The Lords and their Clans

Within False Hearts there are Clans, cells or cell-like groups of agents who directly serve a Liaison Lord. The term is most often used to refer to groups that existed before the Renegade Liberation. Well-known examples of Clans include Kyoka Tsuzuki's Kasuga Clan, and Vikarala's Black Order.

■ The Origin of Clans

Clans are ancient organizations that existed before the creation of False Hearts. While Clans had Overeds well before the Renegade Liberation, they also have some non-Overed members. When and why they were created is a mystery, as is much of the information pertaining to them.

As an example, let's look at the Kasuga Clan. If records are true, the clan was active during and possibly before Japan's Heian Era (794 – 1192), and has faithfully served Kyoka Tsuzuki during their entire existence.

A Clan serves only one Liaison Lord and acts as that person's personal soldiers. Each Clan has their own proprietary training techniques and tactics, making them more powerful than the average Overed combat unit.

Like FH Children, many Clan members were taken from birth and trained in the ways of their Clan. Even non-Overed members were trained in their clan's own form of anti-Overed combat. However, as False Hearts grew, the instances of Clan members being sent to False Hearts training facilities increased.

While Clan members may be labeled as FH Children or some other title, their loyalties lie more with their Clan than with False Hearts. Granted, some do leave their clan to form their own cell, but those cases are rare. Clan members generally remain as servants to their Lord.

■ The Kasuga Clan

The Kasuga Clan are the loyal servants of Kyoka Tsuzuki. They have produced countless powerful FH agents like Kyoji Kasuga and Mio Kasuga. Unfortunately, the desertion of Kyoka Tsuzuki has left the Clan in a state of turmoil. With-

out orders from their master, many members have lost their sense of purpose, only staying with False Hearts because they do not know what to do.

Since the medieval times, they faithfully served a lady who bears a striking resemblance to Kyoka Tsuzuki, leading some to speculate about Kyoka's true age.

Members of the Kasuga Clan are known for their will-power. When it comes to their personal desires, they do not compromise, even if it means having to kill their fellow Clan members. The only time they would ever yield would be for Kyoka Tsuzuki and her plans.

Since Kyoka Tsuzuki departed from False Hearts without leaving any sort of instructions for the Kasuga Clan, members have fallen into a state of disarray. Some continue to serve False Hearts. Others, in an attempt to carry out their mistress' unspoken will, have decided to work with, or perhaps fight Xenos. The rest of the Clan has fallen into a state of stagnation, unsure of what to do next.

■ The Black Order

The Black Order serves Vikarala the Dark One with absolute loyalty. They are feared as skilled assassins and soldiers, specializing in stealth and squad-based combat. Although each individual member of the Black Order may be weaker than a member of the Kasuga Clan, as an army they are a force to be reckoned with.

The Black Order is known for their secrecy. Very rarely has any information about the Black Order been leaked to outsiders. Even False Hearts agents are not privy to what goes on within the Clan.

They are also known for their cutthroat meritocratic system. Only the strong are rewarded, and it is not uncommon for weak Overeds to be discarded and left to die during their childhood training.

Master Agents

■ The Highest Title

Among False Hearts' many agents, there are those that are referred to as "Masters." These Master Agents are organization's most talented people, considered the best in their particular field of expertise.

That mastery may only be over a single skill, Syndrome, or a specific kind of combat situation, but a Master Agent is unquestionably the best in some way. His proficiency surpasses the skill level of all other agents and even Liaison Lords.

■ Acquiring the Codename

Agents cannot simply take the Master designation, for it has special meaning to all False Hearts agents. It is an honor that demands both respect and fear.

Unlike regular agent codenames, which are created for Overeds by their instructor, recruiter, or themselves, the Master designation must be earned. There is no official protocol for rewarding the designation, but often agents become Masters once their peers or people in unique positions (i.e. Liaison Lords or senior Master Agents) recognize their abilities.

In some cases, the Master designation is passed down to other agents. For example, Tomoe Amafune took on the Mastermind codename when her predecessor died during a battle with the UGN. Along with the codename, Amafune also took over her predecessor's research facilities, combat squads, and other assets.

Upon acquiring the Master designation, agents are entrusted with important roles and major responsibilities. Mastermind oversees memory and psychology research, while Master Dog commands the Moon Dogs. Even if a Master Agent only goes on solo missions, he is still important to False Hearts and is a leading agent.

■ The Different Kinds of Masters

Master Agents fall into several different categories.

First, there are the Masters that oversee a particular field of study or department. The previously mentioned Mastermind and Master Dog fall into this category.

Then there are the Masters of a particular ability or skill. Wind Master, Flame Master, and other Syndrome Masters are part of this category. These kinds of Masters are often research subjects for R&D units like Two-Time. Agents like Stealth Master and Master Killer are also placed in this category.

Other than the above Masters, there are ones that are difficult to categorize, like Master Wraith and Master Hermit.

These Masters are usually charged with a special mission or are searching for something unique.

■ The Master Wraith

Among the Master Agents, the Master Wraith is particularly unique. He is a powerful Overed who is given a mission that somehow will affect the very essence of the Renegade. For example, the deceased Master Wraith Jin Kusakabe was ordered to gather information on the Renegade Crystal and the new generation of Overeds.

Currently, there is more than one Master Wraith. This situation is completely unprecedented in the history of False Hearts, as historically there is only one Master Wraith at any given time.

Despite this breach of tradition, neither Central Dogma nor the Liaison Lords questions the actions of the current Master Wraiths. Some surmise from their silence that the mission of the Master Wraiths, and their motivations for following Professor Caudwell, will change the very foundation of False Hearts.

The People of False Hearts

False Hearts is a wide-spread web, with countless members across the globe. Who knows how huge this organization has become? Certainly not the UGN. Perhaps even False Hearts doesn't even know. Only Central Dogma knows how far the web goes.

But even if the entirety of False Hearts cannot be understood, one can still learn about the organization from the viewpoint of its members. While there are a few non-Overed members in False Hearts, this section will look at False Hearts from the perspective of its Overed members.

■ False Hearts' Training

False Hearts members enter the organization in a fashion that is similar to how UGN agents joined their organization; they may have been recruited, sought out False Hearts on their own, or they were born into or taken in by a FH cell. However, False Hearts takes a different approach when training and educating their recruits.

The following is a general overview of False Hearts' training and education. The actual training may differ depending on how an agent joined the organization and the inclinations of the instructor.

When training a new agent or raising a Child, False Hearts places heavy emphasis on the subject of desire, teaching the recruit to figure out what he desires the most.

● Their Understanding of the Renegade and Desires

False Hearts has always seen the Renegade as a means to fulfill their desire and wishes. Unlike the UGN, who teaches Overeds to control the Renegade, False Hearts first trains a person to fully utilize his Renegade powers. They place an emphasis not only on power used in battle, but also the general concept of power. For them, power is the means that will fulfill their desires and wishes.

● Initiation

A newly-awakened Overed is first instructed about Powers before anything else. The techniques taught during this initial training are similar to what the UGN teaches its recruits. However, False Hearts places more emphasis on practical application rather than the dangers associated with the use of Powers.

Recruits are taught how to use Renegade powers for maximum effect. While they are also instructed to hide their powers from the public's eye, it is for the purpose of remaining inconspicuous during missions or personal ventures. False Hearts cares little for the coexistence of human and Overeds.

Like the UGN, False Hearts teaches Overeds how to control Impulses. However, they perceive Impulses as part of the human nature. They treat it not as a wild beast, but as a person's greatest desire or a representation of the soul. Thus, False Hearts Overeds are trained to control Impulses only because losing sanity is detrimental to a mission.

● Their Position on Impulses and Gjaums

In regards to Gjaum transformation, an agent is not discharged if he turns into a Gjaum. A Gjaum agent is only terminated if he suddenly begins to attack his allies. In fact, Gjaums that can maintain a façade of sanity have become executive agents within the organization. They are not seen as monsters, but as powerful tools that become useless after they lose all rational thought.

In essence, False Hearts is a hyperbolic form of meritocracy. It does not matter if an agent loses all sanity or has trouble controlling his Impulse. As long as he maintains some form of logical thought and can function during missions, he will be reviewed positively. In this sort of system, it is only natural that many higher-level agents are Gjaums.

With that said, some False Hearts Overeds do make a concerted effort to maintain their humanity and relationships with others. This wish to remain human in heart may be for the sake of their desires, or it may stem from a fear of crossing the threshold.

■ Daily Life

Nearly all of False Hearts' agents have some sort of normal life within society. In many cases, a regular office job or student status may only be a cover for their true identity. In addition, False Hearts controls and uses many different businesses as fronts.

With the exception of agents from certain cells, False Hearts Overeds live a life that is similar to the lives of UGN Overeds: they carry out the duties expected from them by society, occasionally going through training or undertaking a mission.

However, their motivations are what differentiate them from the UGN Overeds; whereas UGN members take up arms to protect the world, False Hearts agents prioritize their own wishes and desires. Everything they do in society or during training is to further their personal goals.

● False Hearts Children

Like the UGN Children, FH Children are products of the abnormal side of the world. Children are scouted at a young age or born into a cell, and begin a gruesome training regimen that is meant to draw out their Renegade Powers. During this training period, instructors are to understand and nurture the desires of their charges.

To ensure the development of desires, Children are put through several different states of deprivation; they are deprived of food so that they experience hunger; to experience loss, they are given friendships and simulated family environments, which are then subsequently destroyed; Children are forced to compete and fight with their friends.

FH Children are practically treated like lab rats, and many experience mental and social issues that would normally never be seen in a person, even if he were to be socially-isolated. But these issues are accepted in the world of False Hearts, as they give birth to desires and wishes, which in turn becomes power for the Renegade.

● Relationships within Cells

Since False Hearts is a very loose and isolated organization, it's not unusual that the only False Hearts members an agent knows of are the people from his cell.

How and when agents interact with one another differs between cells. Some may be living together, while others may have absolutely no interactions with cell members outside of missions. In the latter case, it's not unusual for an agent to know nothing about his comrades other than their code-names. Private information such as names and daily routine are usually kept secret.

● Daily Training

How an agent performs his daily training regimen differs between individuals and cells. Some may utilize the FH training facilities that are set up in every part of a country, while others may use their own cell's facility if they exist. In some cases, cell members will simply spar with one another.

■ Missions

The missions that cells undertake are normally given to cell leaders via Liaison Agents, members who command several different cells. However in some cases, cells may receive missions from higher-ranking cells that are closer to Central Dogma, or they receive job requests from executive or R&D cells. Also, a cell leader can plan his own mission based on intel from intelligence cells like Ratfink.

When assigning agents to any particular mission, a cell leader usually only selects members that are under his direct command. Cells that only have a handful of members often have to mobilize their entire cell for missions. As such, these cells are never given missions that require more operatives than they actually have.

While these missions may not always help an agent advance his personal agenda, he must take them on if he wishes to continue using False Hearts' resources. That said, False Hearts members can be very egotistical, and they may not carry out a mission as ordered. However, agents are not always punished for violating mission orders.

● FH Mercs and Freelance Work

Much like the UGN, False Hearts has a network of freelance Overeds who can help with missions. Whereas the UGN calls these freelance Overeds Illegals, False Hearts calls them Mercs. As their title suggests, they are mercenaries that are contracted by cells or dispatched by Leader Cells for missions. Mercs are often paid with money, information, or Renegade technology/equipment.

PROFESSOR CAUDWELL AND HIS WAR

DOUBLE CROSS

Professor Alfred J. Caudwell is a central figure in the world of the Renegade. This section will explore his past, his character, and his current battles.

■ Professor Caudwell's Awakening

Professor Caudwell's first encounter with the Renegade occurred a few months after the Renegade Liberation. At the time, the Professor was thirty-one years old, living in the United States with his wife and young daughter. He worked at one of the nation's top universities as a research scientist. Out of all his peers, he was considered the most talented. This genius had a bright future ahead of him.

● The Turning Point

It began when a colleague of Caudwell's asked the Professor for his help. Caudwell held doctorates in biology and medical science, so he was asked to assist in the autopsy of an unusual corpse. What the Professor was presented with was a body that went through a never before seen mutation. Caudwell was bewildered by what he saw, but was too intrigued not to perform the autopsy.

A few days later, the body disappeared from the laboratory. What's more, the colleague that first asked Caudwell for help, and the fellow scientists that also examined the corpse, had no recollection of ever having seen the body.

With all physical data pertaining to the mutated body also gone, the only proof of the body's existence left was Caudwell's memories. The Professor thought that the whole experience was an illusion, a simple case of distorted memory. And for a while, he accepted that as fact.

However, Caudwell was not the only one who retained his memories. His young daughter overheard and remembered the conversation he had with his colleague. Now suspecting the possibility of an intentional cover-up, Caudwell began his own investigation into the missing body.

● The Professor's Tragedy

Looking for similar cases of disappearing bodies, Caudwell began contacting acquaintances, think tanks, and medical institutions from across the nation. He took care to cover his tracks, but to no avail. Only a resident of the normal side of the world, Caudwell ended up alerting the people behind the cover-up of his actions.

A few days after beginning his investigation, Caudwell noticed that he was being watched. Feeling that his life was in danger, he tried to leave the city with his family, but it was already too late. While on the highway, an object "randomly"

came falling out of the sky and hit Caudwell's car, killing everyone inside...

● The Awakening

The entire family should have died in that burning car, but Alfred Caudwell alone survived. He had awakened as an Overed during or before the crash, so despite having sustained fatal injuries, he was able to completely regenerate.

Even though he survived, Caudwell chose not to challenge official records of his death. He hid in the crime-ridden slums of the big city, and began to plan his vengeance against the people behind the cover-up and the murder of his family.

Armed with great intellect and Renegade Powers, Caudwell became a vigilante. He kept watch over the underworld, lying in wait for anyone who used superpowers for crime. He came across several Overeds and Gjaums during his career, but they were all either petty criminals or people who only just awakened. None of them led to the mysterious organization that Caudwell was looking for.

■ New Allies

The time Caudwell spent hunting down criminal Overeds was not wasted, as he acquired many Overed allies over time. Although from different backgrounds and walks of life, none of them ever forgot their morality. With these allies, Caudwell's fight began to spread out to other parts of the nation.

Since the police were unable to fight against superpowered criminals, Caudwell and his allies fought in their stead, protecting the world from crime and the unseen conspiracy. They eventually came to be called the Guardians.

The Guardians were comprised of a small number of skilled Overeds, many of whom would become executive members or powerful allies of the future UGN. The following are the more notable members:

Jonathan Lancaster

At this point of his life, Jonathan Lancaster was little more than a playboy and professional slacker. Still, he was the heir of the Lancaster Corporation and was generally well-informed about certain topics. Jonathan supplied the Guardians with equipment and bases for their operations.

Later on in life, after becoming head of the Lancaster family, Jonathan used every resource the Lancaster Corporation had to help set up the UGN.

Steven Law

Steven Law was the oldest member of the Guardians as well as the emotional support for the group. Simply known as "Old Law," this defense attorney would later become an executive UGN member, representing the organization during negotiations with the governments of the world.

Kate Julie

Kate Julie was one of the first members of the Guardians. She was still in high school when she awakened as an Overed. During her time with the Guardians, Kate personally took on the role of Professor Caudwell's secretary and bodyguard, supporting the Professor in both his professional and personal life.

Kate had lost her family to Gjaums when she first awakened. Professor Caudwell treated her as a daughter, but others could see that Kate saw the Professor as more than just family.

Bernard Blum

Bernard Blum was a founding member of the Guardians and father of Therese Blum, a current UGN Axis member. He was an Orcus Overed and a medical doctor. He helped Caudwell analyze the Renegade virus, and acted as his confidant on many matters.

Other than the above individuals, there were others like Edward "Night Beast" Bane, a man who became nocturnal because his awakening twisted his physical appearance, and Sherry Winston, a weak-willed little girl who happens to be talented in pyrokinesis.

Together, the Guardians used their abilities to protect the weak and helpless. Although they would argue and debate, every member supported each other throughout their ordeals.

■ The Decisive Battle with False Hearts

Three years after losing his family, Alfred Caudwell and the Guardians finally came face to face with their enemy. They called themselves False Hearts. They were much more adept with powers, and were far more knowledgeable about the Renegade virus.

False Hearts' combat units attacked every active Guardian in North America. Despite being Overeds, the Guardians were still just a ragtag team of amateurs, and were no match for False Hearts' trained Overeds. Many died during this first encounter with False Hearts.

Edward Bane, monstrous in appearance but kind in heart, was killed when the safety of hostage was threatened. Sherry Winston went down fighting. Less fortunate members became Gjaums.

The sacrifices of the fallen were not in vain. The Guardians succeeded in destroying the major cell that spearheaded all of False Hearts' operations in North America, bringing a three year-long battle to an end.

■ A New Battle

After avenging his family and fellow Guardians, Professor Caudwell took up a new battle, one of unprecedented scale:

he set out to defeat the False Hearts cells that operated in other parts of the world, and to unite humanity and Overeds in harmony.

During his vigilante career, Professor Caudwell continued his research on the Renegade. During his battles with False Hearts, the Professor was able to acquire all the information they had on the virus and various Overed organizations. The terms "Overed" and "Renegade" originated from False Hearts.

It was with this acquired knowledge that Professor Caudwell wrote his thesis on the Renegade and Overeds, the same one that shocked the governments of the world and led to the formation of the UGN.

■ The Founding of the UGN

The Universal Guardian Network was officially sanctioned four years after the Renegade Liberation. The organization was built upon the foundation that the Guardians created. Many of the UGN's structural concepts and principles originated with the Guardians.

● The Beginnings of the Network

Other than Professor Caudwell's team, there were other people in different countries who were fighting Gjaums and False Hearts. Initially isolated from one another, these groups eventually learned of each other's existences formed alliances. As a show of their unity, each group took on the Guardian name. Professor Caudwell believed that when united, small units could stand up against even the greatest of enemies.

● The Vision

Professor Caudwell and his team envisioned the UGN as a protector of the people, and bridge between humanity and Overed. They wanted humanity to understand that Overeds were not monsters, but people who care for the world and were willing to fight to protect it. But as the UGN grew and became more involved with governments and other international organizations, Professor Caudwell began to face a whole new set of problems.

● The Corruption

When Professor Caudwell and his team were mere vigilantes fighting in the shadows of the big city, they had a very simple goal: fight those who harm the weak and protect the world from evil. The Guardians may have had their disagreements, but they were always united under this one cause. However, the UGN grew, and its nature began to change.

Yesterday's friends had become today's tools. The existence of Overeds has been covered up in order to "protect" the people. The vision of Overed-human existence had been pushed off to the side...

The UGN was the only defense against False Hearts. That is why Professor Caudwell and his men continued to fight, regardless of what losses they suffered. Yet when the fighting was done, the very people that asked for their protection greeted them not with words of gratitude, but with fear and hatred.

Governments relied on the UGN to fend off False Hearts and Gjaums. But as time passed, the facade began to peel away, and the distrust and lust for power became apparent. Some saw the UGN's activities as a threat to humanity, while other governments wanted to utilize the Renegade for their own agendas.

But regardless of how the world acts, the UGN Overeds had to continue fighting, lest humanity suffer a horrible fate. Many joined the ranks of the organization, and many perished. Beginning members either died, or simply left the UGN.

■ Professor Caudwell's "Death"

Professor Caudwell's "death" in New Zealand occurred five years after the UGN's founding. Counting back from the present, that was eleven years ago. The original Guardians Bernard Blum and Kate Julie also died during this time. While it is now well known that the Professor is alive and well, there were suspicious inconsistencies that could have brought the truth about the "accident" to light a lot sooner.

First, it was noted that there were no records of any ani-

mal research going on at the facility. There were no reports, no data, no physical documents whatsoever. It would be one thing if data was destroyed, but there was no indication that any documentation existed to begin with.

Second, powerful Overeds like Kate Julie and the Professor were at the facility, yet there was not a single survivor. The facility itself was thoroughly destroyed, preventing anyone from locating and identifying any bodies. Nobody could tell what exactly destroyed the building so well, as no clues matched any known Powers or weapons.

Rumors about the incident spread through the UGN. Some thought that it was the doing of the UGN's anti-Caudwell faction, while others suspected it the intelligence agencies of countries that wanted control of the UGN.

Professor Caudwell's Return

Professor Caudwell's return was a shock to any who heard of the man's name. Those who learned about the hidden world through the Professor's broadcast were compelled to join False Hearts. For both the UGN and False Hearts, the Professor's return was a game-changer.

■ The UGN's State of Chaos

When Professor Caudwell did his broadcast, it was not a surprise that so many UGN agents and Illegals left to join the Professor's side at False Hearts. To many at the UGN, Professor Caudwell is a historical figure. His teaching methods are still used when new recruits are being taught Renegade control and how to live life as an Overed. More importantly, the Professor's ideology permeates the organization. Many UGN members still believe in the possibility of Overed-human coexistence.

To control the damage caused, UGN leadership has forbidden agents from talking about the numerous defections, but the stories still survive in the form of whispered rumors.

■ False Hearts' Confusion

When agents learned that Professor Caudwell really was a ranking member of False Hearts, they either became really confused or silently objected to the man's presence. Rightfully so, as the Professor is the founder of the organization that they have been fighting for over ten years.

Professor Caudwell had been a high-ranking leader of False Hearts for some time, but because False Hearts is

such a loose organization, not every member knew that the Professor was on their side until that infamous world-wide broadcast.

Due to the silent mandate from Central Dogma and de-facto acceptance from the Liaison Lords, few agents are openly voicing their objections about Professor Caudwell's preens. Still, many agents, especially the ones in Japan, will air their grievances in hushed voices.

Despite this, there are many that accept Professor Caudwell's presence. False Hearts agents tend to obey those with power, and Professor Caudwell and his Master Wraiths are indeed very powerful.

Professor Caudwell's broadcast also caused the ranks of False Hearts to swell with new members. Many were people or branches that defected from the UGN, but there were civilians who decided to join the fight against the UGN. It was the first major member increase since the Renegade Liberation. However, due to differences in ideology and methodology, there were several cases of in-fighting between cells and agents.

■ False Hearts' Situation in Japan

As it currently stands, the de-facto leader of False Hearts' operations in Japan is Alfred J. "Iscaiot" Caudwell. Even if one only looks at the hidden war from a global perspective, being leader of Japan's operations is an important position to be in. Something major is in Japan, and it will benefit whoever finds it first.



False Hearts' Diplomatic Relations

False Hearts is a terrorist organization. No matter what individual agents may actually do, it does not change the fact that many see False Hearts as the enemy. Even criminals, who often work with False Hearts when interests are aligned, will not see the organization as an ally.

This section will detail the stances other organizations take towards False Hearts, what actions they take when dealing with them, and how they generally view False Hearts.

Renegade Organizations

Since the sanctioning of the UGN, the UGN and False Hearts have been the two major organizations that regularly deal with the Renegade. However, in recent years, Xenos has become a major player as well.

● The UGN

The UGN and False Hearts are mortal enemies, their principles running counter to the other. The UGN was formed specifically as a countermeasure against False Hearts, and the two organizations have been fighting since the UGN was officially sanctioned.

From the UGN's point of view, False Hearts are mere terrorists. They turn people into Overeds, and then tempt them to use their new powers for whatever they desire. Whatever the intention may have been, the result is just acts of terrorism.

False Hearts sees the UGN as traitors. They protect humans at the expense of Overeds, and impede research and progress with their conspiracy. Granted, not all of False Hearts sees the UGN as a traitor, but they all see UGN as a thorn in False Hearts' side.

Looking at the cause of many conflicts between the UGN and False Hearts, there are a few distinct patterns. Often, either the UGN interferes with one of False Hearts' plans, or False Hearts interferes with the UGN's plans, or outright attack their bases. Other times, the two organizations clash during investigations into the Renegade, a particular item, or a person of interest.

Since the return of Professor Caudwell, many UGN agents have either switched sides to False Hearts or began to operate independently. False Hearts have been approaching UGN agents – especially skilled ones – and trying to get them to either switch sides or work as double agents.

● Xenos

Xenos is the other major Renegade organization in existence. False Hearts has not taken an official stance towards Xenos, instead letting individual cells decide if the organization is friend or foe. Likewise, Xenos does not maintain a consistent stance, often switching between being False Hearts' ally or its enemy.

Xenos is led by Kyoka Tsuzuki, a former Liaison Lord. False Hearts agents have extreme opinions about this organization of Renegade Beings. They are either sympathetic or utterly hostile. Few have opinions that fall in the middle of the spectrum.

Governments

The governments of the world and its agencies view False Hearts as a threat. However, individual government officials may not oppose False Hearts. Some are False Hearts agents that successfully installed themselves into a high position of power, while some politicians see the usefulness of False Hearts and cooperate with them.

● The Japanese Government

The Japanese government is guarding itself against False Hearts. However, political administration of the defense effort is split between the Ministry of Health, Labour, and Welfare, and National Security. In addition, the military is operating on its own agenda. As it stands, defense is barely coordinated.

■ Military and Paramilitary

Like their governments, the armed forces also see False Hearts as an enemy. However, in some countries, the military and the government view the Renegade differently.

For example, the United States military is researching military applications of Overeds without consent of the government. In cases like these, the military may negotiate with False Hearts for research data or help with their experiments, as the UGN will not release any information on the weaponization of Overeds.

● Strangers

The Strangers are infamous for being heavy-handed and cruel towards Overeds. They will never join forces with False Hearts.

● Tempest

Officially, Tempest maintains that they will never work with False Hearts. However, to further their own agenda, they more often than not will turn the blind eye and work with possible False Hearts groups.

● Police

Police are often unable to fight against False Hearts. Only a small group of ranking officers will have any knowledge of False Hearts and the Renegade.

In Japan, to combat the spike in crime that occurred over the past few years, a list of characteristics of Renegade-related crime and special orders has been sent to every police station in the nation. Officers have been ordered to hand over any cases that match the list to Section R.

However, both Section R and the SIA do not have the power to directly deal with False Hearts. Both agencies must rely on the UGN and the Strangers.

● Tindalos

Tindalos only has a vague understanding of False Hearts' nature. Because they object to the UGN's methods, they receive no further information about the Renegade or False Hearts. As such, their primary objective continues to be the subjugation of Gjaums.

However, Tindalos has recently been receiving intelligence and Renegade technology from a mystery source. This unknown is assisting Tindalos in its transformation into an Overed paramilitary group, while also subtly fostering anti-UGN sentiments.

● Wild Horses

A former UGN agent runs this group of Overed mercenaries, and thus they will likely never work with False Hearts. Former affiliations aside, mercenaries in general tend to stay away from volatile groups like False Hearts.

■ Corporations

Few corporations are aware of the Renegade's existence. Those that know about the virus have either formed an alliance with the UGN, or are attempting to use the virus for their own purposes.

● Kamishiro Group

The Kamishiro Group's central operations revolve around heavy industry and biotechnology, businesses that would

benefit greatly from False Hearts' information and technology. Because of this, some executives are secretly trading information with False Hearts and assisting them with their experiments.

● Lancaster Corporation

This multinational European corporation has been working with the UGN since its sanctioning, offering the organization laboratories, training camps, living quarters, and office buildings. The Lancaster Corporation is a major pillar that supports the UGN. The corporation has been False Hearts' enemy since the UGN's founding, but this position is beginning to change, if only slightly.

The UGN only acquired the Lancaster Corporation's support because of Professor Caudwell's personal connection with Chairman Jonathan Lancaster, who truly believed in Caudwell's dream. After Caudwell's supposed death, the corporation did not cut off their support, believing the UGN to be the successors of Caudwell's dream. Now that Professor Caudwell is back as a member of False Hearts, parts of the Lancaster Corporation believe that they should now cut off the unprofitable relations they have with the UGN.

■ Criminal Organizations

Criminal organizations and False Hearts will work together as long as their interests are aligned.

● Guild

The Guild recognizes and fears the power of False Hearts. Since the indiscriminate destruction caused by False Hearts is not always beneficial to them, the Guild may occasionally work with False Hearts, but will not maintain friendly relations with them. Still, both organizations find it better to work with one another rather than to fight.

● State of Grace

False Hearts considers the State of Grace to be a group of petty thugs and gives them no heed. On the State of Grace's side, some members adore False Hearts, while other members are actually former False Hearts agents that left the organization.

● Kou-ou Society

This wide-spread alliance of yakuza families has recently been gathering information about the Renegade. Their goal is to utilize Renegade powers in their gang wars and criminal operations. They have been attempting to establish relations with both False Hearts and the State of Grace.

■ Other

● S-Ranking

Occasionally, the S-Ranking site will post information that even False Hearts' intelligence cells could not uncover. Interested in S-Ranking's information sources, False Hearts is now searching for any information available on S-Ranking's webmaster.

IMPORTANT CHARACTERS · FALSE HEARTS

DOUBLE CROSS



Central Dogma's Messenger

Fatum

"Hi! I have a message from Central Dogma."

Fatum is a messenger for Central Dogma. He delivers confusingly uninformative orders, or vague advice that may sound cryptic in the right circumstance. He appears before not only False Hearts agents, but also UGN members, informing them of Central Dogma's will.

If one were to question this shallow and dubious man about his messages, all he would get is a weak laugh in return. Despite not appearing strong, Fatum is able to enter and disappear from even the most dangerous of places.

Gender: Male **Age:** 31

Syndrome: ??

Work: FH Agent

Cover: Messenger

[Body] 4 <Dodge> 3

[Sense] 5 <Ranged> 3,
<Perception> 2

[Mind] 6 <Will> 3

[Social] 8 <Negotiation> 4,
<Info: FH> 8, <Info: UGN> 7

HP: 34 **Initiative:** 14 **Encroach:** ??

Powers: Unknown



A Liaison Lord

Tet, the Tempter

"Your dream is righteous in nature. Go take hold of it."

Tet is one of the twelve original Liaison Lords. He is a Renegade Being, and may be as ancient as Kyoka Tsuzuki. Tet communicates telepathically, but because only Overeds can hear him, few are able to respond.

As one would expect from the Tempter, Tet is a Gjaum that finds joy in discovering and nurturing the desires of others. He is talented in deception and negotiation. However, nothing is known about his Clan.

In regards to Professor Caudwell, Tet maintains a neutral position, instead preferring to gauge the Professor's powers and desires.

Gender: ?? **Age:** ??

Syndrome: ??

Work: Negotiator

Cover: Liaison Lord

[Body] 8 <Dodge> 12

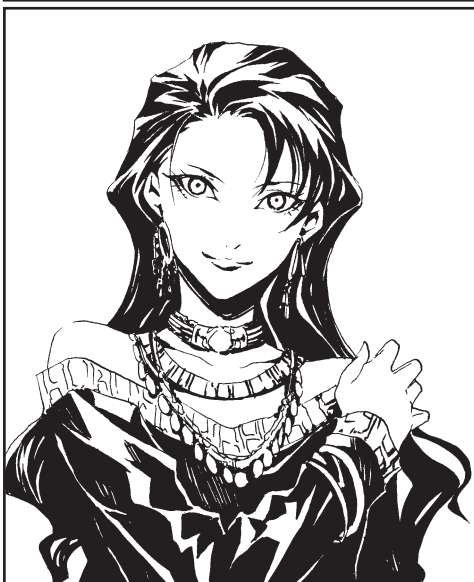
[Sense] 10 <Perception> 20

[Mind] 20 <RC> 15,
<Knowledge: Renegade> 20, etc.

[Social] 20 <Negotiation> 20,
<Info: Religion> 10

HP: 56 **Initiative:** 40 **Encroach:** ??

Powers: Unknown



A Liaison Lord

Vikarala, the Dark One

"Show me exactly what you are capable of."

Vikarala is known to be one of False Hearts' original members. However, Vikarala is only a title, one that has been passed down several times. The current Vikarala is at least the third one to carry the title. Vikarala is also the leader of the Black Order, a False Hearts Clan of assassins.

Vikarala's desire is to create the ultimate Overed. For this purpose, she will willingly destroy and rebuild a person's mind and body.

Being heavily invested in False Hearts' operations, Vikarala despises Professor Caudwell, and is looking for an opportunity to dispose of him.

Gender: Female **Age:** 31
Syndrome: Angel Halo/Balor
Work: FH Cell Leader
Cover: Liaison Lord
[Body] 6 <Melee> 7, <Dodge> 5

[Sense] 9 <Ranged> 5,
 <Perception> 2
[Mind] 10 <RC> 14, <Will> 8

[Social] 9 <Negotiation> 9,
 <Info: FH> 12

HP: 42 **Initiative:** 28 **Encroach:** 189%
Powers: «Eyes of Light and Darkness» 1 «Black Hammer» 5, etc.



Two-Time Cell Leader

Yukari "Cold Intellect" Watanuki

"We can still use that thing. Capture it alive."

Yukari Watanuki is the leader of Two-Time, a research cell that is also a leading force in the world of Renegade research. She is known as a cold-blooded, cold-hearted, and cruel leader whose only interest is the science behind the Renegade virus.

Yukari is completely uninterested in people, so much so that she forgets the names of her own cell operatives. Yet when it comes to research she's interested in, she willingly ignores orders and may even secretly work with enemy organizations.

As to what Yukari wants from the Renegade, no one in False Hearts knows.

Gender: Female **Age:** 28
Syndrome: Bram Stoker/Neumann
Work: Researcher
Cover: Researcher
[Body] 2 <Ride: Flight> 1

[Sense] 2 <Perception> 3

[Mind] 10 <Knowl: Renegade> 20,
 etc.

[Social] 6 <Procure> 17
 <Info: Underworld> 3

HP: 34 **Initiative:** 14 **Encroach:** 62%
Powers: «Blood Reading» 1,
 «Ultimate Appraisal» 1, etc.



Ratfink Cell Leader

Ayana "Helter Skelter" Soramori

"Nice firewall. Very nice. All the more fun to break!"

Ayana Soramori is leader of the intelligence cell "Ratfink," and is possibly the world's greatest hacker. For over ten years, she has practically ruled over False Hearts' intelligence operations. She can hack into any network, allowing her to steal, rewrite, and destroy data as she pleases.

Ayana is best described as anti-establishment. She is violent, savage and sadistic. Demented even by False Hearts' standards, her desire is the destruction of all social order.

For her accomplishments in cyberwarfare, Ayana was awarded the codename Master Hack, but she refused it because it was "not cool."

Gender: Female **Age:** 20
Syndrome: Black Dog/Neumann
Work: FH Cell Leader
Cover: Hacker
[Body] 2

[Sense] 3 <Perception> 4

[Mind] 8 <RC> 6,
 <Knowl: Programming> 15

[Social] 8 <Procure> 10
 <Info: Web> 20

HP: 32 **Initiative:** 14 **Encroach:** 175%
Powers: «Domination» 3,
 «Untouchable» 3, etc.

Yokaze "Wind Master" Tsukishiro

"Are you sure? Is that what you truly want?"

Yokaze Tsukishiro's job is to train FH Children and rookie agents.

As one can surmise from the Wind Master codename, Yokaze is a top fighter that uses wind, and once operated in a combat unit. A few years ago, she abruptly resigned from active service and requested her current drill instructor position.

Yokaze runs a harsh training regimen, asking for difficult feats from her recruits and accepting no compromise. She is feared and called cruel by her students, none of whom truly admire her. However, those who have trained under Yokaze very rarely become Gjaums.

Gender: Female **Age:** 26

Syndrome: Hanuman

Work: FH Agent

Cover: FH Drill Instructor

[Body] 4 <Dodge> 5

[Sense] 8 <Perception> 6

[Mind] 16 <RC> 14, <Will> 10

[Social] 2

HP: 44 **Initiative:** 32 **Encroach:** 99%

Powers: «Oscillating Sphere» 10, «Balance Break» 3, etc.



False Hearts Drill Instructor

Tomoe "Mastermind" Amafune

"Cruel? Me? Why, thank you for the compliment."

Tomoe Amafune is a high-ranking agent and current holder of the Mastermind codename. She is of noble birth, and has the hallmarks of a good upbringing: delicate features, a kind smile, a gracious demur, well-educated, and excellent manners. She would be the perfect lady, if it wasn't for that rotting stench emitting from her depraved soul.

Tomoe's goal is to become the ruler of False Hearts. To that end, she will eliminate both enemies and friends. She is a natural-born schemer; anyone she can't beat in a fight, she will find a weakness to blackmail them with, or try to entrap them.

Gender: Female **Age:** 21

Syndrome: Orcus/Solaris

Work: Negotiator

Cover: Lady

[Body] 1

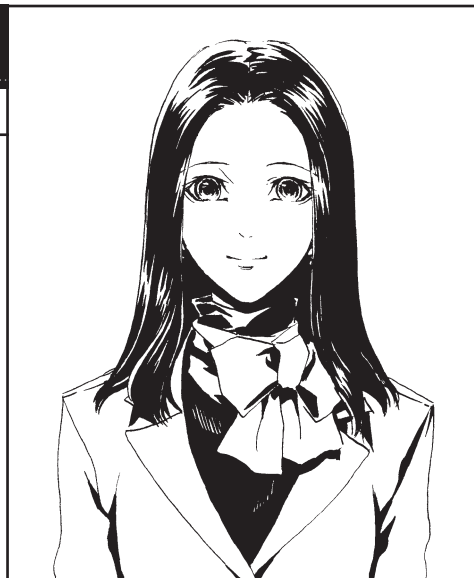
[Sense] 4 <Perception> 2

[Mind] 8 <Knowl: Leadership> 20, <RC> 8, <Will> 4

[Social] 16 <Procure> 5, <Negotiation> 15, <Info: FH> 20

HP: 30 **Initiative:** 16 **Encroach:** 144%

Powers: «Nerve Hijack» 1, «Brain Hijack» 1, etc.



A Master Agent

Miki "Harmonia" Higo

"...I don't want anyone else to die."

Miki Higo is a False Hearts Child and the leader of her own cell. Her Overed abilities are specialized for command, specifically the fast and accurate relay of information over a wide-spread area. She is considered an excellent commander.

During a past mission, one of her agents died. Despite perfectly executing the operation and delivering satisfactory results to her superiors, that one death traumatized her. Miki now has an immense fear of losing people under her command. It's only a personal gripe for now, but it may lead to serious repercussions some day.

Gender: Female **Age:** 17

Syndrome: Hanuman/Solaris

Work: FH Child

Cover: FH Cell Leader

[Body] 2 <Melee> 2, <Dodge> 1

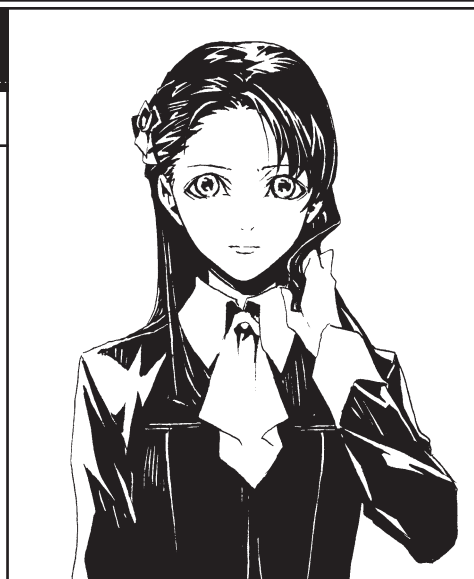
[Sense] 3 <Perception> 1

[Mind] 5 <RC> 2, <Will> 2

[Social] 5 <Procure> 1, <Negotiation> 5, <Info: FH> 3

HP: 29 **Initiative:** 11 **Encroach:** 96%

Powers: «Valkyrie's Guidance» 3, «Ripple Formation» 5, etc.



A False Hearts Cell Leader



A False Hearts Agent

Chiaki "Spike Heel" Nanasato

"This is just a job. Why are you getting so worked up?"

Chiaki Nanasato is an agent that specializes in intrusion, sabotage and other forms of espionage. Her missions involve providing backup or intel to other agents.

Chiaki is unusually plain and unassuming, which is actually beneficial, as it allows her to utilize all sorts of disguises, from student to office worker.

Chiaki's personality is best described as somber. She dislikes crowded places and avoids communication with others, instead preferring to be alone with books and music. As one would expect from such a person, Chiaki desires a "tranquil world."

Gender: Female **Age:** 19
Syndrome: Orcus/Salamandra
Work: FH Agent
Cover: College Student
[Body] 2 <Ride: 4-Wheel> 2

[Sense] 5 <Perception> 5

[Mind] 6 <RC> 4,
 <Knowl: Novellas> 1

[Social] 3 <Negotiation> 2,
 <Info: Rumors> 4

HP:30 **Initiative:**16 **Encroach:**79%
Powers: «Luck's Protection» 1,
 «Fairy Hand» 3, etc.



A False Hearts Agent

Keigo "Paladin" Matoba

"Live, and never forget your dreams."

Keigo Matoba was once UGN Japan's top agent. He was their paladin, fighting on the front lines so that every man could come back alive. That all changed a few years ago, when his family became "collateral damage" during one of the UGN's operations.

Keigo defected to False Hearts, hoping that perhaps the Renegade can be used to resurrect his family. False Hearts proved to be the perfect place for his desires, as the organization is willing to perform all sorts of forbidden research.

Keigo is now False Hearts' berserker, and is as strong as the Master agents.

Gender: Male **Age:** 27
Syndrome: Black Dog/Morpheus
Work: FH Agent
Cover: FH Agent
[Body] 11 <Melee> 20, <Dodge> 10

[Sense] 4 <Ranged> 2,
 <Perception> 25

[Mind] 5 <RC> 4

[Social] 2 <Info: UGN> 5

HP:47 **Initiative:**13 **Encroach:**160%
Powers: «Ball Lightning Shield» 5,
 «Barrier Cracker» 3, etc.



A Former False Hearts Agent

Kanako "Grapevine" Kojima

"I...I don't want fight anymore."

Grapevine was once FH Egypt's greatest agent, and a thorn in the UGN's side. Cold and cunning, this girl easily eluded the UGN's best efforts to track her down, and created a new identity to use while in hiding.

Grapevine escaped to Japan and became a housewife. She married a man who is two years her senior, and worked an average desk job for the Kamishiro Group.

Although this life was intended to only be temporary, living in peace and bliss for all these years changed Kanako Kojima. Her only desire now is to protect the life she has with her husband.

Gender: Female **Age:** 25
Syndrome: Angel Halo/Black Dog
Work: FH Agent
Cover: Housewife
[Body] 2 <Melee> 2, <Dodge> 3,
 <Ride: 2-Wheel> 2

[Sense] 4 <Ranged> 3

[Mind] 5 <RC> 9,
 <Knowl: Housework> 5

[Social] 3 <Procure> 5,
 <Info: Underworld> 7

HP:29 **Initiative:**13 **Encroach:**116%
Powers: «Robe of Light» 3,
 «Lightning Spear» 5, etc.

Burnet

"Grrrrrr....Ahhhhhh!"

In an underground False Hearts laboratory, a unique Gjaum is locked away in a special chamber. Known as Burnet, this giant beast is said to be the ultimate life form.

Few have seen Burnet, but many people above ground claim to have heard its roar, which somehow makes it past the several hundred meters of dirt and bulkheads above it.

As one may surmise from its name, Burnet is constantly mutating. It is now a beast with metallic-gold fur, but it was not born that way. What it was, no one remembers. That life has been lost after countless mutations.

Gender: ?? **Age:** ??
Syndrome: ?? (Chimaera?)
Work: ??
Cover: The Ultimate Life Form
[Body] 30 <Melee> 20, <Dodge> 20

[Sense] 20 <Perception> 20

[Mind] 5 <RC> 10, <Will> 10

[Social] 1

HP:100 **Initiative:**45 **Encroach:**666%
Powers: Unknown



A Gjaum

Joshua "Knight of Four Blades" Bataille

"I'm not broken! Not yet!"

Among the younger agents, Joshua Bataille stands out as a diehard warrior. He fights using four daggers simultaneously. About a year ago, he lost his arm during a mission, but because he developed the Black Dog Syndrome, he was outfitted with a mechanical arm.

Joshua's new arm greatly increases his powers, but he is slowly losing his sanity. His uncontrolled battle lust is making him run wild and ignore orders. Sometimes he loses his memories and emotions as well. Despite these issues, Joshua continues to walk the battlefield. He seeks something, but cannot remember what.

Gender: Male **Age:** 15
Syndrome: Black Dog/Neumann
Work: FH Agent
Cover: Middle School Student
[Body] 6 <Melee> 6, <Dodge> 4

[Sense] 3

[Mind] 5 <RC> 1, <Knowl: Blades> 2

[Social] 2 <Info: Underworld> 1

HP:37 **Initiative:**11 **Encroach:**124%
Powers: «Multi-Weapon» 1,
 «Variable Weapon» 1, etc.



A False Hearts Agent

Mizuki "Pathfinder" Mihara

"I want to learn about this power's meaning, its possibilities..."

Mizuki Mihara is a former UGN agent, and an admirer of Professor Caudwell and his breakthroughs in Renegade science. She defected when Caudwell returned from the dead.

Mizuki desires to understand the depths of the Renegade, its purpose and its limits. To do so, she is constantly working to better herself. She is serious to the point of being unable to unwind, but always cares for her subordinates.

Mizuki serves in Apostle Seven, the division in charge of scientific research. She will fight as part of her training, but refuses to partake in meaningless murder and destruction.

Gender: Female **Age:** 16
Syndrome: Neumann/Morpheus/
 Salamandra

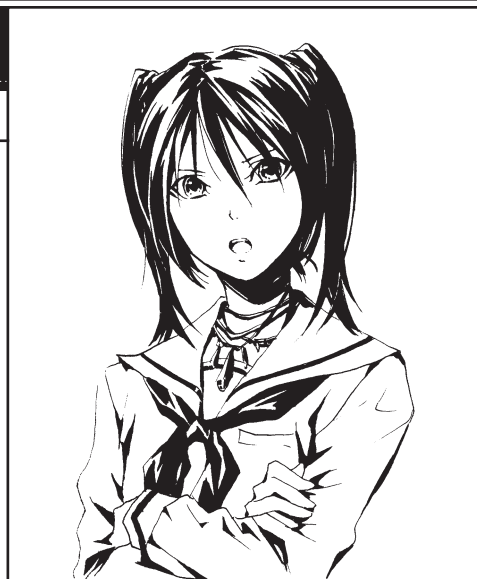
Work: FH Agent
Cover: High School Student
[Body] 5 <Melee> 4

[Sense] 3 <Perception> 2

[Mind] 6 <RC> 4,
 <Knowl: Renegade> 6, etc.

[Social] 3 <Info:UGN>3, <Info:FH>2

HP: 28 **Initiative:** 12 **Encroach:** 72%
Powers: «Instant Bomb» 5, «Fire
 Blade» 5, etc.



An Apostle Member



A FH Child

Ayumu "Lost Sheep" Kurusu

"...What should I do?"

Ayumu Kurusu is a FH Child, born and raised in a False Hearts cell. Despite having lived a life of training and missions, deep down he has always questioned if his actions were right, or at the very least forgivable. Despite his guilt, he stays with False Hearts, as the thought of running away or refusing a mission scares him.

Ayumu's powers are not unique, and the boy only does the minimum needed to survive training and missions. However, being able to restrain his powers in such a manner perhaps testifies to the level of control he has subconsciously achieved.

Gender: Male **Age:** 16

Syndrome: Exile/Orcus

Work: FH Child

Cover: High School Student

[Body] 4 <Melee> 1, <Dodge> 1

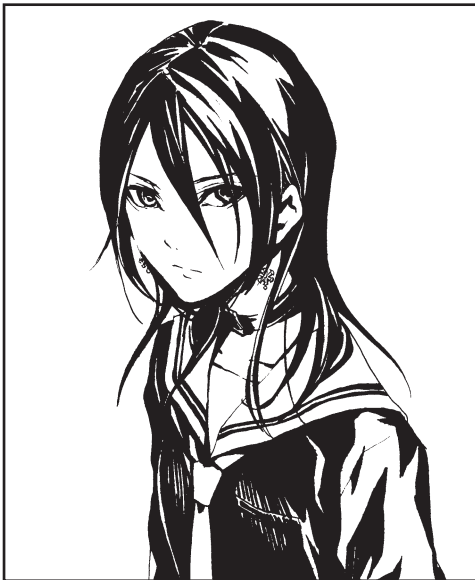
[Sense] 2

[Mind] 2 <Will> 1

[Social] 3 <Info: FH> 2

HP:30 **Initiative:**6 **Encroach:**34%

Powers: «Unyielding Flock» 1, «Domain Shield» 3, etc.



A FH Agent from Shin-Kyoku

Miyuki "Fenrir's Bite" Aomine

"You will not stand between me and my goals."

Miyuki Aomine serves in Cerberus, the anti-UGN combat unit of Shin-Kyoku, a cell located in Kyoto. Known for her calm demeanor and ice sword, Miyuki is called "Fenrir's Bite."

Miyuki's motives for staying with False Hearts lie with the Shikoten, an item that Shin-Kyoku is holding for research. Supposedly, it can grant any wish. Miyuki intends to use it to resurrect her little brother.

Miyuki has an outside life as a student at a private school, but that life has no actual meaning to her.

Gender: Female **Age:** 16

Syndrome: Salamandra

Work: FH Agent

Cover: High School Student

[Body] 6 <Melee> 4, <Dodge> 1

[Sense] 1 <Perception> 1

[Mind] 3 <RC> 3, <Will> 1

[Social] 2 <Info: Rumors> 1

HP: 35 **Initiative:** 5 **Encroach:** 35%

Powers: «Fire and Ice Sword» 1, «Disintegration» 1, etc.



A FH Child from Shin-Kyoku

Shuka "Phoenix Guard" Daimonji

"I'll do anything for my mother!"

Shuka Daimonji is also a member of Shin-Kyoku's Cerberus unit. If her partner Miyuki is the team's sword, Shuka is the team's shield. As the Phoenix Guard, she emits flames that can stop any incoming attack.

Shuka is best described as pure and energetic. She admires Minako Nagaishi, who is the leader of Shin-Kyoku and the woman who raised her. She is willing to do anything for her surrogate mother, even if it means crossing certain moral lines. She is willing to become a tool for her mother's needs. Her love is just that pure.

Gender: Female **Age:** 16

Syndrome: Chimaera/Salamandra

Work: FH Child

Cover: High School Student

[Body] 6 <Melee> 2, <Dodge> 1

[Sense] 1

[Mind] 3 <RC> 1, <Will> 2

[Social] 1 <Procure> 3, <Info: FH> 1

HP: 35 **Initiative:** 5 **Encroach:** 33%

Powers: «Steel Body» 3, «Fire Formation» 1, etc.

The Recorder

"I am only a record keeper for the mistress' plans."

The Recorder is a Renegade Being whose powers have been specifically tuned for information storage. His sole purpose is to observe and record each of Kyoka Tsuzuki's plans as it takes place. He has served his mistress since her days at False Hearts.

The Recorder supposedly knows what Kyoka's plans entails, and will record them as each phase unfolds. If Kyoka has a hand in an incident, the Recorder will be nearby, watching the events unfold.

The Recorder is a silent man who carries out his missions alone. However, he will appear before agents if Kyoka entrusts him with a message.

Gender: Male **Age:** ??

Syndrome: Morpheus/Neumann

Work: Renegade Being

Cover: Xenos Member

[Body] 2 <Dodge> 2,
<Ride: 2-Wheel> 1

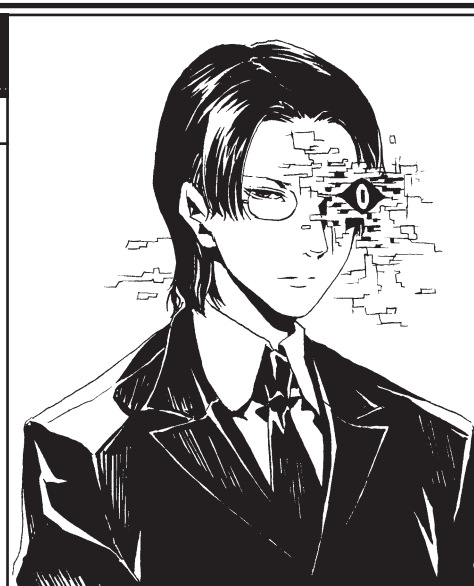
[Sense] 5 <Ranged> 5

[Mind] 5 <Knowl: Shorthand> 1,
<Knowl: Machine Operation> 1

[Social] 2 <Procure> 1, <Info: FH> 5

HP: 29 **Initiative:** 15 **Encroach:** 86%

Powers: «Origin: Human» 5, «Photographic Memory» 1, etc.



A Xenos Member

Phantasma

"This job is just perfect for you. Trust me on this."

Phantasma is a "fixer," an under-world middleman who deals in illicit goods and services. For freelance Overeds, he often offers work that is extremely dangerous, but also pays extremely well.

No one has seen the face behind the mask, but Phantasma is known for reliable information and the ability to learn details about a person via abductive reasoning.

Phantasma's jobs are dangerous, but he provides excellent compensation, sometimes even giving the person his "ultimate desire." Apparently, this kind of reward is enough to lure powerful Overeds to his jobs.

Gender: Male **Age:** 38

Syndrome: ??

Work: Detective

Cover: Fixer

Body] 3 <Ride: Flight> 4,
<Ride: Boat> 4, etc.

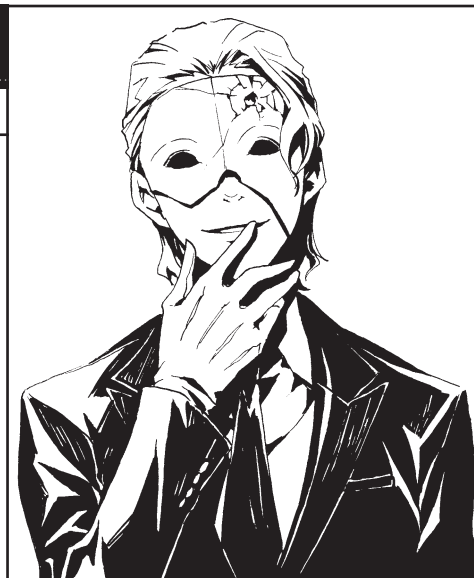
[Sense] 6 <Ranged> 6,
<Perception> 7

[Mind] 4 <Will> 5

[Social] 9 <Procure> 30,
<Info: Underworld> 18

HP: 30 **Initiative:** 16 **Encroach:** ??

Powers: Unknown



A Fixer

Fiona Lancaster

"Uncle, please tell me more about Professor Caudwell."

Fiona is a talented lady from the Lancaster family, the owners of the Lancaster Corporation. She has already graduated from college, and is fluent in over ten languages. Fascinated by the outside world, Fiona likes to travel incognito and experience the commoner's life first-hand.

To Fiona, Professor Caudwell was a mentor, and friend of her deceased father. Confused by Caudwell's choice to join False Hearts, Fiona began using company connections to gather information on the Professor and False Hearts. She also tries to directly question False Hearts members.

Gender: Female **Age:** 16

Syndrome: None

Work: High School Student

Cover: Executive

[Body] 1

[Sense] 2

[Mind] 6 <Knowl: Etiquette>

[Social] 5 <Negotiation> 4,
<Procure> 10,
<Info: Business> 4

HP: 28 **Initiative:** 10 **Encroach:** -
Powers: None



Member of the Lancaster Family

GJAUMS

DOUBLE CROSS

Understanding Gjaums

The Renegade virus is a source of power for many, but it is also a source of despair. Unfortunate carriers of the virus are transformed into Gjaums, beasts devoid of sanity and driven only by instinct. This is a fate that many Overeds fear.

What exactly is a Gjaum, and what are the telltale signs? On the following pages, we will answer these questions, and take a look at what future they may have.

■ What is a Gjaum?

The term "Gjaum" refers to any being whose sanity has been destroyed by the Renegade virus. All Gjaums have a high Encroachment Rate and are insane, which means they have high-level Powers at their disposal and have fewer moral qualms about using them. Although physical mutations are common when a person transforms into a Gjaum, there are cases of Gjaums retaining their original appearance and ability to properly communicate.

The loss of sanity that occurs during all Gjaum transformations can be attributed to the psychological effects the Renegade has on its user. Any activity from the virus will change the chemical balance of the brain, causing the host to feel strong instinctual urges known as Impulses. It is through a constant barrage of Impulses that a person's sanity is worn down, causing him to become a Gjaum.

● Impulses and the Berserk State

All Impulses urge an Overed to cause harm to somebody. How that urge is carried out differs between each individual. An Impulse often encourages outward violence towards others, but occasionally the host will be the victim. Either the host will feel the urge to hurt himself physically, or he may begin to recall past traumas.

All Overeds, to a certain extent, are able to control these Impulses. When control is lost, Overeds will enter a Berserk state, completely driven by their Impulses. Those with destructive Impulses will start rampaging through the city, while those with fear-based Impulses will begin to cower at unseen terrors. When in this Berserk state, Overeds will often begin to use their Powers without any discrimination.

For Overeds, the Berserk state is only temporary, only lasting a full day at most. But this is not the case for Gjaums. Having long since lost their sanity and thus their ability to control their Impulses, Gjaums are in a perpetual Berserk state. It is their Impulses, not them, that have control over their bodies and powers.

■ Overed or Gjaum?

Next, we shall discuss the differences between Overeds and Gjaums. Summarizing what we have already covered, the basic differences between Overeds and Gjaums are as follows:

-Overeds-

- Only occasionally enter the Berserk state.
- Generally able to control Impulses.

-Gjaums-

- Encroachment Rate is constantly over 100%
- In a perpetual Berserk state.
- Unable to control Impulses.

The main difference between Overeds and Gjaums is the ability to control Impulses. However, not all Gjaums are rabid beasts. Some cases seem capable of controlling their Impulses. They can scheme and negotiate, make small talk, or even be a friend to others. For all intents and purposes, they are sane. So, does this mean these special cases are a type of "sane" Gjaum?

The short answer is no. There is no such thing as a sane Gjaum.

● What is Sanity?

To understand why sane Gjaums cannot possibly exist, we must first define sanity. Sanity is the ability to make decisions based not solely on primal urges, but also rational and sensible thought. It is also the ability to distinguish between reality and fiction, good and evil. Take notice that distinguishing between good and evil is part of being sane.

While what constitutes good and evil is not definitive and highly debatable, for the purposes of this discussion let us consider it to be common social sense and morality. These will be common concepts that every member of society will learn, such as “do not kill” or “do not steal.”

When a person goes insane, he loses the common social sense and morality that was defined in the above paragraph. He will have nothing to base his decisions on, acting only on emotion. A normal person will not lash out at every jerk, but an insane person will. A normal person will not try to steal anything that strikes his fancy, but an insane person will.

So how do we explain these “sane” Gjaums? There are two explanations.

First, the sanity is an act. The Gjaum will only act nice if he thinks it will satiate or lead to the satiation of his Impulse.

Second, the act is part of the Impulse. To illustrate this second explanation, let us assume that there’s a Gjaum whose Impulse is to be friendly with another person. By being friendly, he satisfies his Impulse and gives off the appearance of sanity. The act is only thrown away when someone or something comes between the Gjaum and his target, in which case he will stop at nothing to be with that person. This pattern is often seen with obsessive stalkers.

From these two explanations, we can assume that a Gjaum can have intelligence, but cannot have sanity. As seen in past cases, Gjaums are capable of making deals, and do seem very sane when negotiating terms. Looking at the big picture, it is clear that Gjaums are insane. Every deal a Gjaum makes in the short term is meant to satisfy his Impulse, which is his long-term goal. Never be fooled by small instances of supposed sanity.

● Harmless Gjaums

Next, we shall discuss harmless Gjaums. Given that it has been established that Gjaums are a threat to society, it seems unlikely that a harmless Gjaum can exist. However, it is possible depending on the Impulse, and if the Gjaum is isolated from society. The last stipulation will be a major factor in determining if a Gjaum is harmless or not.

Let’s use a Gjaum with the Destruction Impulse as an example. If that Gjaum is taken to a deserted island that no human can ever get near, then that Gjaum is essentially harmless. However, if that same Gjaum were to be kept in isolation in the middle of a city, then he cannot be considered harmless. Obvious issues over practicality and feasibility aside, that Gjaum will cause harm to anyone who happens to stumble across him.

Next, let us look at a Gjaum with the Self-Mutilation Impulse. If left to his own devices, the Gjaum will kill himself. If not kept isolated from society, he will cause harm to others, if not of the physical nature, then of the mental nature. Any who knew the Gjaum, be they friends or family, will certainly be traumatized. In the worst-case scenario, the Gjaum’s chosen method of self-inflicted harm can kill others.

In today’s modern society, it is impossible to stay completely isolated from other people. We are a social animal, and morality, as well as a common social sensibility, is needed to properly function as a member of the group. Given that Gjaums lack morality and social sensibility, they will always pose a threat to whatever city they happen to live in. The

harmless Gjaum exists only in theory.

● Identifying Gjaums

Earlier, the differences between Overeds and Gjaums were outlined, but the method of identifying Gjaums was not, and for good reason: There is no effective way to differentiate between a Gjaum and a berserk Overed.

Both Gjaums and berserk Overeds are unable to control their Impulses, and both will possess Encroachment Rates that are over 100%. Without any telltale physical mutations, it is impossible to tell the difference between Gjaums and Overeds. Current identification methods rely on lengthy observation and past experiences.

Currently, when the UGN needs to differentiate between Gjaum and Overed, they will incapacitate their target and place him under observation. This method is ineffective, and cannot be implemented for every single Overed in the world. As such, agents will rely on gut instinct when a situation calls for an immediate response. With such ambiguous rules involving identification, it is quite possible that some exterminated Gjaums were treatable Overeds.

◆ The Undead

In the study of Gjaums, a factor that causes confusion for the UGN is the existence of special False Hearts members called the Undead. The Undead are Overeds that remain sane despite maintaining an Encroachment Rate of over 100% for an extended period of time.

There are many theories as to why the Undead do not turn into Gjaums. Some theorize it is due to unique physiology. Others think it the result of False Hearts’ research. There are some that believe that they are a new breed of Overed.

Whatever the case may be, the UGN consider the Undead to be Gjaums. However, many agents who have fought the Undead numerous times insist that they are normal Overeds, causing more confusion over the definition of Gjaum.

■ Treatments

Given the fear that surrounds Gjaums and the possibility of turning into one, a person must wonder if there are any preventive measures or cures for these transformations. Unfortunately, there are currently no treatments available. Just as how an Overed cannot become human again, a Gjaum cannot be turned back into an Overed.

Of course, every organization in the world beginning with the UGN is working on ways to reverse the transformation, but no progress has been made. As the casualties rise, scientists are starting to believe that a cure will never be found.

● The Primate Overed

In the past, there has been one instance where an Overed was able to leave the Gjaum state. This particular Overed became a Gjaum during the middle of battle, but through unknown means, was able to “evolve” into the Primate Overed.

For those unfamiliar with the Primate Overed, it is a theoretical existence that has become the subject of legends. Supposedly the next evolutionary step for Overeds, the Primate Overed is said to have the power to change the world and move the very stars. Given the absurdity of these claims, some believe that the Primate Overed to be a hoax.

No one knows how that Overed overcame the Gjaum state, or what became of him (her?). Was that Overed able to regain some form of human sanity, or did he become even more inhuman? Until details about the Primate Overed are brought to light, it cannot be considered as a possible treatment for Gjaums.

■ Gjaum Countermeasures

Lastly, we will discuss how most major organizations deal with Gjaums. These are only general policies. What is actually done in the field may greatly differ.

● UGN

The UGN attempts to capture as many Gjaums as possible. Any specimens they capture are sent to special facilities where they are put into cryopreservation units. The UGN intends to revive these Gjaums once they find a way to reverse their transformation.

However, a Gjaum may instead be exterminated if the damage he is causing must be immediately stopped. Gjaums are only captured when the situation allows for it.

● False Hearts

False Hearts generally makes no distinction between Overeds and Gjaums, but individual cells are free to determine their own policy regarding Gjaums.

On one end of the spectrum, cells will attempt to weaponize Gjaums of low intelligence, while cells on the other end call for the total eradication of all Gjaums. Every other cell in between will generally make use of whoever they can, and eliminate any that become a threat.

● Strangers

Being a part of the national military, the Strangers regard Gjaums as enemies that they must exterminate. However, their definition of Gjaum is different from that of other organizations. The Strangers only consider a person to be a Gjaum if he has no intelligence and is rampaging across a city. Ones that do not cause any noticeable trouble will not be considered Gjaums.

● Tempest

Tempest has stated that they see Gjaums as a threat that must be eliminated. However, there are rumors that Tempest is using Gjaums as soldiers, causing the rest of the world to be concerned about their credibility.

● Corporations

In the eyes of the Kamishiro Group and the few corporations that know about the Renegade, there is no difference between Overeds and Gjaums. Both are treated as valuable specimens or samples in their race to put their Renegade research on the same level that the UGN and False Hearts are on.

In the defense of these corporations, they do not mistreat their Overeds, even if they do call them specimens.

● Guild

The Guild refers to Gjaums as "sensitive goods." There are countless groups like corporations and False Hearts who are willing to pay good money for Gjaums, but the actual capture and imprisonment of Gjaums is difficult, meaning that they are always in short supply.

The Guild prefers to deal Overed mercenaries, as they possess a more easily marketable skillset, and are capable of basic communication.



Game Master Section

Double Cross



Introduction

The Random Scenario system is a template creation system where certain events in a Scenario are filled in by randomly selecting ideas from a set of charts. Unlike normal Scenarios, Random Scenarios are written by both the GM and players as they are playing the game.

While a set of randomly selected ideas may seem unrelated at first, by using imagination and free interpretation, a cohesive and unique story can be created.

Terminology

Advent: The Scenario's time limit. If the goal of the Middle Phase are not met within this time limit, a Deus Ex Machina will occur, forcing the Scenario to skip the Climax and go directly to the Ending Phase.

Ally: A NPC that acts as a Scenario Lois and friend for the players' characters.

Boss: The final enemy. This character is randomly selected by the GM from a set of templates.

Desire: A characteristic or motivation of the boss. The Desire may be used as a guide for determining the boss' E-Loises, if he is given any.

Deus Ex Machina: A randomly selected event or revelation that forcefully advances a story to the Ending.

Flag: A checkpoint/goal that needs to be met in order for the Scenario to move forward. Flags are satisfied when a certain number of Prize Points are accumulated.

Grand Opening: An incomplete Trailer that has several blanks that need to be filled in. Once completed, the Grand Opening will establish the crime or situation within the Scenario.

Heroine: A Scenario Lois that acts as motivation for the players' characters. The Heroine does not need to be female, or even a person.

Introduction Event: A mandatory Scene (or Scenes) that allows players to establish their characters' motives. What actually occurs during these events will only be known after the blanks in its description are filled in.

Presage: The Presage refers to the Heroine, Ally, and the Rival. Certain characteristics of these three NPCs will be determined via random selection.

Prize Points: Points that are acquired when Investigation checks are completed. These represent the Scenario's overall progression.

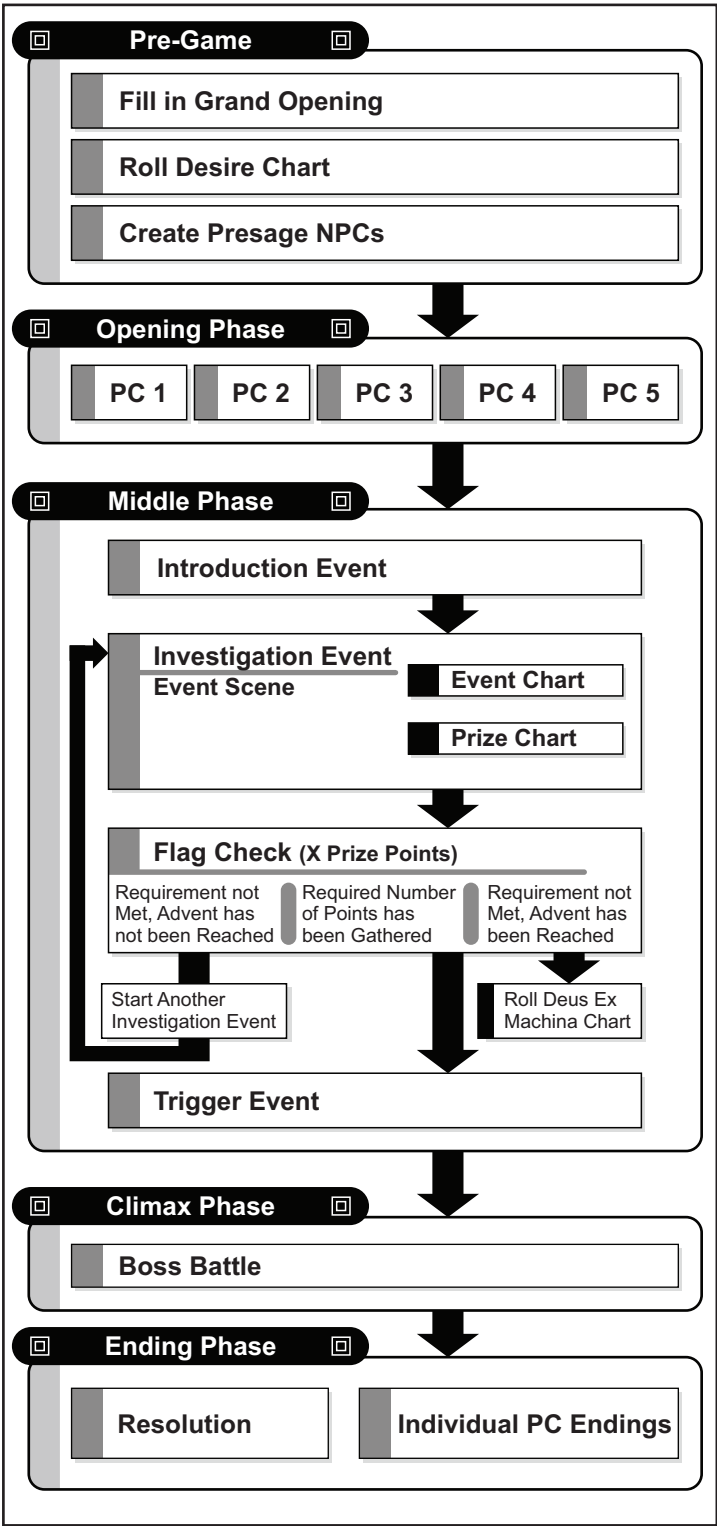
Rival: A NPC that acts as a Scenario Lois and may become friend or foe to the players' characters. This character may not always be the boss.

Story Templates: A Scenario template that acts as a guide for the randomized story.

Surprise Events: Sudden occurrences (usually of the unlucky nature) that may occur during a Random Scenario.

Traps: Special events that occur during Investigation Scenes. If these events are not overcome, an Investigation check will become more difficult.

Random Scenario - Session Flow



The chart on the left shows the typical flow of a Random Scenario. Overall, it is not that much different from a regular session. The rules regarding Scenes, battles, and the other aspects of Double Cross still apply.

However, extra rules and mechanics have been created to help facilitate the process. These new rules will make up the bulk of what is explained in this section.

Here is a quick overview of the differences in Random Scenarios, all of which will be explained in further detail on the following pages.

◆ Pre-Game Preparation

- New sheets.
- Sessions are built upon a Story Template.
- Certain details in the Scenario’s Trailer are filled out via random selection.
- There is a time limit.
- Some NPCs are created via random selection.
- The Boss is created via random selection.

◆ Main Game

- A certain number of points must be acquired within the time limit.
- Scenes are generated via random selection.
- What exactly happens during a Scene is also decided via random selection.

Many of the random selections will be made using charts. As with any charts in the game, these Random Scenario charts are ROC, which stands for “Roll or Choice.” Although it would be preferable to randomly roll each chart, the GM and players may select chart entries that they like, especially if the dice continuously picks choices that are difficult to work with.

Random Scenario - Preparation

■ Pre-Game Preparation

Preparation for a Random Scenario is done in the following manner:

● Prepare Sheets

Random Scenario sessions utilize a special Scenario sheet, which can be found in the appendix on page 144.

● Select a Stage

The Story Templates in this rulebook were created with the basic City N Stage in mind. If you decide to use a different Stage, you may need to modify a template, especially if it helps the story make sense.

● Select a Story Template

Select one of the nine templates from this rulebook, or create your own if you're familiar enough with the system. Use the chart on page 80 if you want to randomly select a template. Once a template is selected, copy the necessary information to the Scenario sheet.

Every template follows the same style of flowchart, but the chart is only a guideline and need not be strictly adhered to. Feel free to include as many Scenes as needed to flesh out your story.

● Set an Advent

The Advent is the Scenario's time limit. If a certain requirement is not met within this time limit, a Deus Ex Machina plot will be introduced into the story. The session will end without reaching the Climax, and players will receive fewer experience points.

To learn more about the Advent and what must be done within the time limit, refer to the "Trigger Event" section on page 55.

This Advent can be set to the number of Scenes, or to real-world time.

◆ Set to Number of Scenes

Under the Template Rules of each Story Template, there will be a recommended number of Scenes for the Advent. Only Scenes that are played out during the Middle Phase will count towards this time limit. So if the Advent is set to seven, players will have seven Scenes to reach their goal.

◆ Set to Real-World Time

Timing a session to the real world is best when you only have a limited amount of time to play. Simply play out the Climax Phase when the appointed time comes.

● Fill out the Grand Opening

The Grand Opening is an incomplete Trailer that has several blanks. Fill in these blanks to complete the Scenario's basic premise. Each Story Template will have charts to use when filling out the Grand Opening. The story that is created here will become the basis for the Handouts and Presages later on.

● Select the Boss' Desire

Select the boss' desire from the chart on page 84. This will determine boss' Impulse and what E-Loises he may have. While this does not reveal the boss' identity, it does determine his motivations to a certain extent, and thus set the story's atmosphere.

Each entry on the Desire chart will have two E-Loises associated with it. How many of these E-Loises the GM uses, if any, should depend of how strong the players' characters are.

● Select Handouts

Like in regular Scenarios, pass out Handouts to whoever is best suited to the role. Random Scenario Handouts are much simpler, allowing players freedom in creating their own story.

● Create Characters

If needed, create new characters using the usual character build rules.

● Create the Presages

The Presages are the three NPCs who will play important parts in the Scenarios. They have the role of foreshadowing events and setting expectations. They are perhaps the most important components in the Random Scenario.

Use the charts on page 82 and either roll or choose from each column separately. This will determine each Presage's identity. If there are no preferences, use the charts on page 83 to also determine appearance and personality. If the GM wishes, he can allow the players to create the Presages.

There are three different Presages: the Heroine, the Rival, and the Ally. Each will play a different role in the story.

◆ The Heroine

The Heroine is the one who needs saving. Common instances of the Heroine include the runaway girl or the friend who is in trouble. The Heroine does not need to be female, or even a person. It just needs to be someone or something that motivates the players into action.

With some free interpretation, the Heroine can be made the boss, if the GM wants to go for a tragic ending.

◆ The Rival

The Rival is the antagonist of the story, the one who challenges the players at every turn in their adventure. They can be False Hearts agents, or former friends. Occasionally, the Rival is also the Boss of the Scenario.

◆ The Ally

The Ally is a support character. He is usually behind the players, offering explanations and advice throughout the story. While the Ally is there to help the players, he does not take an active role in bringing the story to a resolution. Informants and UGN leadership usually play the role of the Ally. If you want a twist in the story, you can also make the Ally the final enemy.

● Preparation Compete

Once the above tasks are done, introduce player characters and fill in sheets as normal.

Random Scenario - Main Game

■ Playing the Game

The Main Game will be run in largely the same manner as a regular Scenario. The following will look over the differences, as well as offer some pointers.

To successfully complete a session, players must activate the Trigger Event, which is done by satisfying the Flag's requirement.

◆ The Trigger Event

The first goal the players must reach is activating the Trigger Event. It is the prelude to the Climax, and will reveal the boss' identity and motivations. If players cannot get the Trigger Event to activate, they cannot progress in the game.

◆ The Flag

The Flag indicates the amount of Prize Points for the Trigger Event to activate. This number can be found under the Template Rules. Each Story Template will require a different amount of Prize Points.

Prize Points are gathered by completing Investigation checks at the end of each Middle Phase Scene. Refer to Investigation checks on page 54 to learn the exact process behind gathering these points.

◆ The Advent and Deus Ex Machina

As mentioned earlier, the Advent is the Scenario's time limit. When time runs out, the GM rolls the Deus Ex Machina chart on page 80. An arbitrary plot twist will be put into the story, and the Scenario will move on to the Ending Phase, skipping the Climax Phase altogether.

If skipping the Climax Phase does not sit well with the table, the GM can instead advance the Scenario to the Climax Phase instead and proceed with the boss battle.

Reaching the Advent and letting the Deus Ex Machina descend will adversely affect the amount of experience points that players can earn. The amount of experience points players get for their final Encroachment Rate will always equal to whatever they would have gotten if they doubled their dice for Backtracking.

■ Opening Phase

Unlike normal Scenarios where the GM prepares an outline for Opening Scenes, Random Scenarios rely largely on the players to write the introductions for their characters.

■ Middle Phase

The Middle Phase is comprised of the Introduction and Investigation Events, and hopefully will be concluded with the Trigger Event. The Investigation Events are the story Scenes that comprise a Scenario, but feature an Investigation check at the end. It is during this time that Prize Points are earned.

The Investigation Events can be done in any order, or players can opt to randomly pick by rolling the chart that comes with each Story Template. No matter how Events are ordered, roll the chart for each Event to determine what will happen during that Scene.

If an event description asks for one of Presages, insert the name of the indicated Presage. If a PC is asked for, insert the name of whomever the Scene's lead character. If a random NPC is asked for, ROC the charts on pages 83 to 84 and create a NPC.

◆ Choosing the Lead Character

As a general rule of thumb, the lead character will be the one who has the lowest Encroachment Rate. If more than one character is tied for lowest Encroachment Rate, make the lowest-numbered PC the lead character. So, if PC1 and PC2 are tied, have PC1 be lead.

The above rule can be ignored if the GM feels a certain character is better suited to lead during the current Scene.

■ Introduction Events

The Middle Phase usually starts with one to three Introduction Events. The exact number that is allowed for any particular Story Template will be listed under Template Rules. With these allotted Scenes, the players need to form a party, and establish why they are working together, and why they want to resolve the situation at hand.

If only one Introduction Event is allowed by the Story Template, that means every player character must enter that one Scene and establish their stories and motivations. The easiest way to clear this requirement is to have the UGN order all the player characters to participate in a particular mission.

Investigation Events

Once the Introduction Events are completed, proceed to the Investigation Events. Each Event is treated as one Scene. Each Scene will generally consist of a randomly chosen plot event and an Investigation Check. It will be through the Investigation Check that players will earn the points needed to activate the Trigger Event.

Event Chart

Each Investigation Event will have a corresponding chart from which plot events can be chosen. The choice can be made randomly or by the GM. Once the event has been role-played, perform an Investigation check.

Investigation Checks

At the end of each Scene, each player character who participated in the Scene may roll one Investigation check using an <Info:___> Skill. The kind of <Info:> Skill that can be rolled will be noted under the Template Rules. For example, if the Template Rules list <Rumor, UGN, Internet>, then players can roll <Info: Rumor>, <Info: UGN>, or <Info: Internet>.

Successfully completing these Investigation checks brings players closer to the end of the game. This progression is represented by Prize Points. For each successful check, players earn **[Final Check Score/10] + 1** Prize Points. When you are calculating points, input the score of the player who rolled the highest value into the equation. This means that even if several players successfully complete a check, Prize Points are calculated only once.

Lastly, the maximum number of Prize Points that can be earned during a single Scene is 4. So even if a player rolls a score that is higher than 30, he only earns the team 4 Prize Points.

Whenever an Investigation check is successfully completed, roll the templates Prize chart. This rewards a player with a clue, which hints at what the Boss' plans are. These clues will be used later on during the Trigger Event.

After completing an Investigation check, refer back to the Flag to see if the required amount of Prize Points has been gathered. If it has, move on to the Trigger Scene. If not, select a new Investigation Event and continue playing.

The Prize Chart

Whenever an Investigation check is successfully completed, roll the templates Prize chart. This rewards a player with a clue, which hints at what the Boss' plans are. These clues will be used later on during the Trigger Event.

Surprise Events

As with any investigation, unforeseen issues may arise that will cause problems for the characters. These issues are represented in the game by the Surprise, Enemy, Trap, and NPC Charts.

Some results of an Event Chart may ask the table to roll one of three above-mentioned charts. These charts will attach another role-play event to your current Scene, and will come with some sort of penalty.

Investigation Event Flow

Before
the
Scene
Begins

ROC the Event Chart

ROC the Chosen Event's Corresponding Chart

During
the
Scene

GM chooses the Lead Character and supporting characters. The chosen characters role-play the result of the Event Chart.

Other player characters may enter the Scene if they wish.

Role-play communication with the Presage NPCs or the act of investigation.

Before
the
Scene
Ends

All PCs in the current Scene performs an Investigation Check.

Success

Failure

If at least one PC Succeeds, Award Prize Points and Roll the Prize Chart.

No Prize Points are Earned.

After
the
Scene
Ends

Check the Flag

Continue to the next Scene

The Surprise Chart

The Surprise Chart represents unforeseen occurrences in the investigation. Each Story Template has its own unique Surprise Chart, which the GM will roll or choose from whenever a previously-rolled chart instructs him to do so. Surprises are treated as an event within the current Scene, rather than its own separate Scene. Therefore, they will not count against the Scenario's time limit.

If the Surprise Chart is rolled for a Scene, then Prize Points can no longer be earned during that particular Scene.

The Enemy Chart

When a chart entry asks for the Enemy Chart to be rolled, players must fight a battle with some mob enemies. The GM will refer to the Enemy Chart on page 81 and create a battle using whatever enemies were chosen from the chart. As with the Surprise chart, these battles are treated as events within the current Scene and not as a separate Scene.

As a rule of thumb, the GM places all enemies into a single Engagement that is five meters away from the player characters.

◆ The Trap Chart

Traps are events where the player characters run into some sort of trouble or meet with interference from the boss. Players must “disarm” this Trap by successfully completing a check. If they fail, they will receive a penalty towards the Investigation Check for that Scene.

When a Trap event occurs, have each player perform a Disarm check against a Skill of the GM’s choosing. As a rule of thumb, the difficulty should be 12, and the GM should not choose <Melee>, <Ranged>, or <RC> as the Skill to roll against. If the GM cannot choose a Skill to roll against, he may instead use the Disarm Trap chart from page 80.

For every player that fails the check, the difficulty for the current Scene’s Investigation check will be increased by +1D10. So, if three players fail the Trap check, 3D10 must be added on to the Difficulty of the Investigation check.

◆ New NPCs Appearing

Sometimes, the Scenario may ask for a NPC that is a Presage to appear. Generally, these NPCs will be Extras. Using the charts on pages 83 to 84, create a new NPC by rolling for name, appearance, and personality. There is also a chart that can be used to determine this new NP’s course of action.

Just like in normal Scenarios, Loises can be created for these new NPCs.

■ The Trigger Event

Once the Flag has been satisfied, initiate the Trigger Event. At this point, the mystery is unraveled and the identity of the boss character will be revealed. Story Templates only allot one Scene for the Trigger Event, but the GM may add as many Scenes as he feels is necessary in order to tie up all loose ends. Since the Flag has been satisfied, players no longer have to worry about the Advent, so allow them to have as many Scenes as they wish.

Once the Flag is satisfied, refer to the Truth list to see what the major reveal will be during the Trigger Event. Referring back to the clues that the players got from the Prize Chart, look up the corresponding entries and use them to write the Boss’ plans and motivations.

Once the above is completed, Boss charts must be rolled. This will determine the boss’ identity, as well as what set of stats and Powers are to be used for the final boss battle.

◆ The Truth

At the start of the Trigger Event, refer to the Truth List and look up the clue that was selected from the Prize chart. The corresponding Truth will reveal what the Boss has been doing, and motivate the player characters to defeat him.

◆ The Boss Charts

When selecting the Prize and Truth, the GM must roll or choose from the Boss Template chart on page 84. This will give the Boss a face, as well as stats to use during the final battle. This is also flesh out the Boss’ personality a bit, but the finer details should be tailored to the role-play of the players’ characters.

Each boss will have one E-Lois based on whatever was rolled from the Desire chart earlier in the session. If the GM wants to make the selected boss template stronger, he may add [Number of Players/2] number of E-Loises.

■ Climax Phase

Enemy placement for the final battle will change depending on which Boss Template was chosen. If a Template does not demand any special placement, group the player characters together in a single Engagement and place the boss in another Engagement that is five to ten meters away.

Boss Templates do not demand any particular kind of role-play. So even though part of the boss’ personality has already been decided, the GM still has a large amount of freedom in deciding what part the boss will play in the story and how he will interact with the player characters. Investigation Check that players will earn the points needed to activate the Trigger Event.

■ Endings

As with normal Scenarios, it is the players who largely determine how their characters’ Endings are written. They can have individual Endings, similar to what are written into the premade Scenarios, or they can have a group Ending that is completed in a single Scene.

■ After-Game

There are no particular differences in a Random Scenario’s After-Game. As usual, perform Backtracking and hand out experience points.

The only real issue to worry about is the amount of experience points gained based on the final Encroachment Rate. As mentioned during the explanation of the Advent, if a Deus Ex Machina had to come down and conclude the Scenario, then no matter what a character’s final Rate is, the player will only earn experience points equal to what he would have gotten if he doubled his dice during Backtrack.

In this case, it is recommended that players always double their dice during Backtrack, as the amount of experience points they can earn is set.

■ In Conclusion

Simply put, the Random Scenario system is Apples to Apples role-playing. This is not to say that the system is inferior in some way. If anything, it introduces a kind of play that makes storytelling more group-oriented. Both players and GM will rely on one another to create a story out of what is essentially a random set of words. But with the combined imaginations of everyone at the table, that random set of words can become an amazing and interesting story. Use this system to explore all new possibilities.

Troubleshooting

• If Roll Results Do Not Work with the Current Situation

All charts on a Story Template are ROC (Roll or Choice). If the roll results or a particular combination are undesirable, either reroll until you get a result you like, or simply select desirable entries off the charts.

• A Player Does Something Unexpected

As with any session, active participation from the players is encouraged. However, the GM will always have the final say on all actions and suggestions. If a player's actions or role-play begin to interfere with the overall progression of the session, the GM has the right to rein in that player.

• Enemies are Too Strong

Due to the nature of Random Scenarios, the power level of enemies cannot be balanced beforehand. If you feel that the enemies you rolled are too strong for the players, do not hesitate to reroll. You can also offer players the option to run away. Naturally, running away means the players do not earn Prize Points.

• If a Player Character Dies

If a Player Character dies, have the controlling player roll Event charts and role-play NPCs.

• If a NPC Dies

Occasionally, official NPCs like Yugo Kiritani may accidentally die during a session. If this somehow drastically affects your later Scenarios, simply pretend that the death never happened, or happened in a different timeline, and move on.

• Climax Phase is Approaching too Quickly

In Random Scenarios, players may sometimes reach the Climax Phase very fast. A single Scene in a Random Scenario can be allotted more time than it would in a normal Scenario. If time allows, let the players enjoy each Scene at their pace.

• The Same NPC Name Came Up Twice

Statistically speaking, there will be a time when you end up rolling the same name for two different NPCs. In this case, either reroll or somehow work the coincidence into the story.

• Playing Without A GM

Thanks to the nature of Random Scenarios, a dedicated GM is not necessary. A player can double as GM if so desired. Whoever is selected to handle GM tasks will be given all the power and responsibilities that a dedicated GM has.

If a player is doubling as GM, it is recommended that the following actions are taken during the session:

-During battle, the player/GM should entrust his character to another player, so that he can devote his full attention to the enemy characters.

-When calculating experience points, the player/GM should calculate experience points as both a player and as a GM. Out of the two calculated amounts, he is allowed to select one to apply to his record. The amount that was not selected must be discarded.

• About Reducing Difficulty for Trap Checks

12 is the recommended Difficulty for Trap checks. This number is only a suggestion. The GM is free to set the Difficulty to any number he desires.

Also, players may also negotiate for a lower Difficulty based on what stats or Simple Powers their characters may have.

• The Trap Chart asked for a Mob Battle

If the Trap chart asks for a mob battle to be created, then a separate check to "disarm" the trap is not needed. Winning the battle will allow players to avoid any penalties.

Obviously, losing the battle or running away means that players must add to the Investigation check's Difficulty.

RANDOM SCENARIO E-LOISES

DOUBLE CROSS

Other than being designed for Random Scenarios, the following E-Loises are used in the same way as regular E-Loises. These E-Loises directly affect the world, and sometimes the outcome of the story.

Exhausted Loises

Overview

Exhausted Loises (E-Loises for short) are conferred to enemy characters, giving them special abilities. When using these E-Loises, please keep the following rules in mind:

- A character may only have a max of seven E-Loises.
- Impulse-specific E-Loises cannot be given to characters who do not have the matching Impulse.
- When using E-Loises for enemies, give player characters a bonus reduction to their Enchroachment Rates during Backtrack. Players may reduce their rates by 1D10 for every E-Lois that was used.
- As an optional reward, the GM may give an extra experience point for every E-Lois and T-Lois used by the enemy.

Chaotic Scheme

Timing: Auto **Impulse:** -
Skill: - **DFCLTY:** Auto
Target: Scene **RNG:** -

Seemingly random events are actually parts of your grand scheme. Your obsessions and ego twist events to your advantage, making it difficult to track you down.

Use this E-Lois right before an Investigation or Trap check. That check's difficulty is increased by +1D10.

In addition, if all characters that attempted the check failed, then the Surprise Chart must be rolled during the next Scene.

This E-Lois can be used even if you are not in the current Scene.

The Hyde

Timing: Constant **Impulse:** -
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close

You have two or more different personalities. The normal you could be an angel, but the other you is a devil so filled with blood-lust, you cannot help but turn a blind eye to your true nature.

Unlike normal Gjaums, only part of your psyche has gone through the Gjaum transformation. Your normal side is perfectly human. Rule-wise, each side of your personality is a separate NPC that cannot appear together with the other side in the same Scene.

Before using this E-Lois during a session, decide beforehand what happens to the "normal" you if the "evil" you dies. To give an example, you may have the "normal" you become free when the "evil" you dies, but perhaps only when the players reach the Climax within the session's time limit.

E-Loises: Release

Only Gjaums with the “Release” Impulse may acquire the following E-Loises.

Awakening Soul

Timing: Constant **Impulse:** Release
Skill: - DFCLTY: Auto
Target: Refer **RNG:** Refer

You live as your Impulse dictates, completely free from the boredom that comes from having to worry about others. You have the power to make people forget about their obligation to others, allowing them to feel the same joy that you feel.

For the entirety of the Scenario, all enemies including yourself receive a +1D10 bonus to the amount of damage that they deal.

All non-Overed NPCs will slowly forget about their obligations to others as time passes. Decide beforehand what this ability entails and what will happen during the course of the session.

New World

Timing: Constant **Impulse:** Release
Skill: - DFCLTY: Auto
Target: Refer **RNG:** Refer

You are proud to be an Overed, and have no intention of hiding your identity.

You are free. Well, you are convinced that you are. You no longer see a need to adhere to the rules of society, the constraints of relationships, and the silent lie that hides the existence of Overeds. What you do from here on out may very well change the world.

If you survive till the Scenario’s Endings, then every non-Overed in the world will see what you are capable of, and thus learn of the existence of Overeds. Decide beforehand what will happen if the truth were to come out.

In addition, your steadfast convictions grant you a +30 HP bonus.

E-Loises: Bloodsucking

Only Gjaums with the “Bloodsucking” Impulse may acquire the following E-Loises.

Grace of the Abyss

Timing: Auto
Impulse: Bloodsucking
Skill: - DFCLTY: Auto
Target: Refer **RNG:** Refer

You grant temporary versions of Overed abilities to others when you suck their blood.

This E-Lois can be used even if you are not in the current Scene. Select one of the Presage NPCs (Heroine, Ally, or Rival) and give them your blood curse. The selected NPC will gain the stats and Powers of the Crimson Beast enemy(Core pg. 382). When the cursed NPC’s HP is reduced to zero, he will lose those stats and Powers.

Decide beforehand what other effects, if any, the Presage NPC will suffer when cursed.

Night Rose

Timing: Constant
Impulse: Bloodsucking
Skill: - DFCLTY: Auto
Target: Self **RNG:** Single

The Christian bible states that the life of flesh is in the blood. It also states that freedom from our sins can only be granted through blood. You follow these tenets in a very literal way. You are like a bloody rose, one that blooms as it draws both life and freedom from the blood of others.

During the Scenario, for each Round you spend fighting another character, your current HP and Max HP is increased by +10. The maximum bonus through this ability is +100.

E-Loises: Hunger

Only Gjaums with the “Hunger” Impulse may acquire the following E-Loises.

Maw of Abaddon

Timing: Constant **Impulse:** Hunger
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close

Your hunger is satiated only by the gradual absorption of life energy from every living being on this planet.

You decide how you actually go about absorbing life energy.

During the Scenario, if the Trap, Surprise, or Enemy chart is rolled during a Scene, players will lose 1D10 HP once that Scene is concluded. The GM will be the one to roll the die for this HP loss.

The total sum of HP that is taken from the player characters is added to your current and maximum HP totals.

Thirsty Soul

Timing: Constant **Impulse:** Hunger
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close

You are tortured by a hunger that is greater than anything a normal person will feel. Whether it was born from loss, an obsession for the unobtainable, or some other longing, your hunger can only be satiated by battle with Overeds who still cling to humanity.

During the Climax Phase, the damage you deal is increased by X points. X is equal to the number of Scenes that was played out during the Middle Phase.

E-Loises: Slaughter

Only Gjaums with the “Slaughter” Impulse may acquire the following E-Loises.

Bloody Cascade

Timing: Constant **Impulse:** Slaughter
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close

Death is like a cascade. It continuously travels, looking for new blood to spill, and will continue on for all of eternity. For every person that is killed, there will be another whose life will maintain that steady flow of death.

By giving your desire for battle into others, you make it difficult for people to track you down. One bloody battle will lead to another, ultimately delaying your pursuer’s investigations.

Whenever the player characters win a battle with enemies that were spawned from the Enemy chart, their total number of Prize Points is decreased by -1. The lowest their points can be reduced to is 1.

Throne of Corpses

Timing: Constant **Impulse:** Slaughter
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close

For every life you take, for every corpse you pile onto your mountain of kills, your desire for battle will grow even greater. Death is like a seductive wine. Partaking in it will never truly satisfy you, but for every sip you take, you feel a sense of euphoria. In a way, that mountain of bodies is the source of your power.

Whenever you kill a character, your damage output is increased by +1D10 for that Scene. This bonus only lasts for that one Scene, and is not accumulative.

Whenever you Incapacitate a character, you recover 2D10 HP. This bonus is accumulative.

E-Loises: Destruction

Only Gjaums with the “Destruction” Impulse may acquire the following E-Loises.

Cycle of Destruction

Timing: Auto **Impulse:** Destruction

Skill: - **DFCLTY:** Auto

Target: Self **RNG:** Close

To destroy is the ultimate freedom. Upon the destruction of social constraints, the conscious, good will, reservations, and kindness, you will find your freedom. For every act of destruction you cause, another will occur in your vicinity, resulting in a disastrous chain reaction.

The way you fight causes so much destruction that it makes it difficult to find clues in whatever you do leave behind.

Use this E-Lois right when a battle starts. Regardless of the results of that battle, player characters cannot gain any Prize Points for that Scene.

You can use this E-Lois even if you are not in the current Scene.

Shattered Emphyrean

Timing: Constant

Impulse: Destruction

Skill: - **DFCLTY:** Auto

Target: Refer **RNG:** Refer

What is “true” destruction? It is the absolute annihilation of every existence other than you. You desire the destruction of all living beings, of every city and piece of this planet, and every bit of dark matter that will result from your rampage.

If the character with this E-Lois survives till the Ending, the entire Stage (i.e. the known world) is destroyed. Decide beforehand how and why this Armageddon occurs, and what exactly occurs once it begins.

All damage you deal receives a bonus of +1D10.

E-Loises: Torture

Only Gjaums with the “Torture” Impulse may acquire the following E-Loises.

Sadistic Illusions

Timing: Constant **Impulse:** Torture

Skill: - **DFCLTY:** Auto

Target: Refer **RNG:** Refer

Some say that understanding can be found in the midst of battle. That is a lie, and they don’t even realize it. The hurt you inflict onto others is filled with nothing but pain and hatred, but you’re fine with that. You have no intention of letting your victims feel anything else.

Whenever a character performs an attack, he must increase his Encroachment Rate by 1%. Each character suffers this penalty only once per Scene.

The effects of this E-Lois may cause a non-Overed to become an Overed. GM decides if and how this actually happens.

Blood-Splattered Demise

Timing: Auto **Impulse:** Torture

Skill: - **DFCLTY:** Auto

Target: Refer **RNG:** Refer

You are able to control people through the use of fear and pain. Your puppets fear pain, and that fear will bring forth chaos. Your heart is filled with joy as the fear motivates the people to commit violence and spill blood.

You may use this E-Lois right after an Investigation Event’s chart has been rolled. The Enemy chart now must also be rolled. If the initial Event chart roll also asked for the Enemy chart to be rolled, then roll the Enemy chart twice and spawn two mob battles.

All enemies spawned from this E-Lois deal +1D10 extra damage.

This E-Lois can be used even if you are not in the current Scene.

E-Loises: Distaste

Only Gjaums with the “Distaste” Impulse may acquire the following E-Loises.

Hideous Worldview

Timing: Auto Impulse: Distaste
Skill: - DFCLTY: Auto
Target: Refer RNG: Refer

You have a dislike for everything in this world. People’s chitchat about their lives annoys you. Attacks on UGN bases - ones that are carried out by your underlings - fill you with disgust. Every bit of loathing and hate you feel becomes power that will make the world a worse place to be in.

Use this E-Lois right before an Investigation Event’s chart has been rolled. That Scene is now treated as a Trap. Difficulty for Disarm checks that were initiated by this E-Lois effect are increased by +1D10. This die is to be rolled by whoever used this E-Lois.

This E-Lois can be used even if you are not in the current Scene.

Universal Disgust

Timing: Auto Impulse: Distaste
Skill: - DFCLTY: Auto
Target: Refer RNG: Refer

Your disgust for all others can be spread to every person in this world, thus planting new seeds of strife. People you affect will unconsciously spread those negative emotions to others, and the cycle continues at the slightest provocation. Seeing this despicable cycle perpetrate itself, your belief that humans are unworthy of love is affirmed.

You may use this E-Lois right before an Investigation Event’s chart has been rolled. That Scene’s plot becomes “the Heroine has a falling out with the Lead Character.”

The Scene will now be treated as a Trap Scene. The disarm check’s Difficulty is 1D10. This E-Lois can be used even if you are not in the current Scene.

E-Loises: Battle Lust

Only Gjaums with the “Battle Lust” Impulse may acquire the following E-Loises.

Eternal Strife

Timing: Setup Impulse: Battle Lust
Skill: - DFCLTY: Auto
Target: Refer RNG: Refer

You believe that war must be continued for all of eternity. Looking at the entirety of existence, you see each war as a round in a never-ending battle. Victories and truces are but mere periods of preparation for the next battle.

Use this E-Lois during the Setup Process. For the remainder of the current Scene, the GM rolls the Enemy chart (pg. 81) during every Cleanup Process, and spawns the chosen enemies.

This E-Lois can be used even if you are not in the current Scene.

Abyss Demon

Timing: Auto Impulse: Battle Lust
Skill: - DFCLTY: Auto
Target: Self RNG: Close

Having spent every waking moment thinking about and meditating on the concept of battle, you have acquired abilities that are specialized for the battlefield. You feel that war is a manifestation of the devil itself, and you hold this belief with steadfast conviction.

Use this E-Lois at the beginning of the Climax. You may select and use one of the following E-Loises: «Impossible Existence», «Arrogant Ideals», «Growing Despair», «Decree of Death», or «World of Battle». (Advanced pg. 106, 107, 111)

This additional E-Lois must be counted towards the Backtrack and experience point bonuses.

E-Loises: Delusions

Only Gjaums with the “Delusions” Impulse may acquire the following E-Loises.

Twisted Dreams

Timing: Auto **Impulse:** Delusions
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** Refer

Your twisted dreams warp the world and affect the thoughts of others. They are strong delusions, so strong that people forget who they actually are.

Use this E-Lois right after a chart was rolled for an Event. In addition to the rolled result, the “Dreams” of all surviving Presages must be rerolled.

In terms of role-play, you (the Boss) are somehow changing the personalities of the Heroine, Rival, and Ally.

This E-Lois can be used even if you are not in the current Scene.

Construct Fantasies

Timing: Auto **Impulse:** Delusions
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** Refer

You are able to show your delusions to others. What you see may seem like another normal part of the world to you, but for those that don't share in your delusions, it is a living nightmare.

Use this E-Lois right before an Investigation Event's chart is rolled. The plot point is changed to “Lead Character has a nightmare.” Roll the Deus Ex Machina chart to determine what kind of nightmare the Lead sees.

The Scene is now treated as a Trap. The Disarm check's Difficulty is increased by +1D10.

This E-Lois can be used even if you are not in the current Scene.

E-Loises: Self-Mutilation

Only Gjaums with the “Self-Mutilation” Impulse may acquire the following E-Loises.

Stigmata Addiction

Timing: Auto
Impulse: Self-Mutilation
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** Refer

Every time you are injured, a feeling of euphoria washes over you, making you stronger than before. Unable to properly communicate with people, you hurt them, in hopes that they will hurt you back.

During the Scenario, your checks will receive a dice bonus equal to the number of times you received damage. The maximum dice bonus you may have from this E-Lois is ten.

Normally, only damage from battle is counted towards the bonus, but the GM may allow story-related injury and sickness to be counted if he wishes.

Reaper's Beckoning

Timing: Auto
Impulse: Self-Mutilation
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** Refer

Death. You see it as sweet slumber. Being an Overed, it takes more than a trivial attack to kill you, but you are strongly drawn to death. You continue to dream of eternal peace, but that dream may tear apart the people around you.

Use this E-Lois right before an Investigation Event's chart is rolled. The plot point is changed to “On an impulse, the Heroine attempts suicide.” The Scene is now treated as a Trap. The Disarmament check's Difficulty is increased by +1D10.

Decide beforehand what happens to the Heroine if players fail the Disarm check.

This E-Lois can be used even if you are not in the current Scene.

E-Loises: Fear

Only Gjaums with the “Fear” Impulse may acquire the following E-Loises.

Unfathomable Forms

Timing: Auto **Impulse:** Fear
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** Refer

Responding to your fear of others, the Renegade has given you the ability to change your body, mind, and even memories.

You may change any physical or mental aspect of yourself. This includes memories, political opinions, and the like. You may also change your gender or species. These changes are only role-play in nature, and will not affect your stats and abilities in anyway.

During a Random Scenario’s Trigger Event, you true form will be revealed, but it does not have to a previously-shown form. You may create an entirely new form.

Universal Fear

Timing: Auto **Impulse:** Fear
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** Refer

The boundless fear you have of the world becomes an illusion that is projected to the rest of the world. Those that see the illusions you created will feel your fear first-hand.

Use this E-Lois right before an Investigation Event’s chart is rolled. The plot point is changed to “A projection of a universal fear appears.” The Scene is now treated as a Trap. The Disarm check’s Difficulty is increased by +1D10.

How the Scene unfolds is up to the players and GM.

This E-Lois can be used even if you are not in the current Scene.

E-Loises: Hatred

Only Gjaums with the “Hatred” Impulse may acquire the following E-Loises.

Cycle of Hate

Timing: Constant **Impulse:** Hatred
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close

By making others feel your anger and hate, you can make people pursue pointless vendettas and needlessly escalate wars. The fighting that was perpetuated because of your ego will spread, continuing the cycle of sorrow and hate.

During the Climax Phase’s boss battle, spawn X number of Gjaum: Clusters (Core pg. 380) in the Boss’ Engagement. X is equal to the number of times the Enemy chart was rolled during the Scenario. The GM may spawn a different enemy if he wishes.

Black Hellfire

Timing: Auto **Impulse:** Hatred
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** Refer

You live in a cycle of obsession and hate, one that is so vicious that it drags others into it. That hate is like a hellfire, burning you and any unlucky victims that it touches.

Use this E-Lois right before an Investigation Event’s chart is rolled. The plot point is changed to “Out of hate, a NPC attacks the player characters.” The Scene is now treated as a Trap. The Disarm check’s Difficulty is increased by +1D10.

Story Template: Our Precious World

Synopsis

In order to save the world, players must figure out the boss' plans and put a stop to them.

Handouts

PC1 - Lois: Heroine **Cover:** High School Student
The Heroine talks to PC1 about recent events.

PC2 - Lois: Rival **Cover:** UGN Child
PC2 is ordered to look into the Rival's plans.

PC3 - Lois: Ally **Cover:** UGN Branch Chief
PC3 receives vital intel from the Ally.

PC4 - Lois: PC1 **Cover:** Any
PC4 is asked to provide support for PC1.

PC5 - Lois: Rival **Cover:** UGN Agent
PC5 wants to settle a score with the Rival.

Presage

Heroine: PC1's classmate

Rival: An enemy agent.

Ally: A ranking officer in the UGN.

Template Rules

Introduction Event: 1 Scene.

Investigation Checks: Roll UGN, News, Police, or Rumors for Info checks. Recommended Difficulty is 9.

Advent: 7 Scenes.

The Flag: 10 Prize Points.

Notes

During the Introduction Event, the **[Ally]** will summon all player characters to an UGN office, where he explains the current threat at hand.

This Template's Truth will be the **[Boss' Plans]**. The Trigger Event will have the player characters going after the boss after they learn of his plans.

The boss will be the **[Rival]**, but the **[Ally]** or even the **[Heroine]** can be made the boss if the GM desires.

Defeating the boss ends the Scenario. Roll **[The Changing World]** chart to determine how the world was affected. Use this information to expand on the individual Endings.

Grand Opening

Several instances of **[A1]** have been occurring around you. The **[Heroine]**'s **[A2]** becomes a victim in these incidents.

The **[Heroine]** seeks PC1 for help. The **[Rival]** begins setting his plans into motion. The **[Ally]** offers all the intelligence he has to you. The world has begun to crumble. Will you be able to restore order?

• A1 ROC 1D10

1D10	What's Happening?
0	GM's Choice.
1 ~ 2	Sightings of monsters and fairies in the local area.
3 ~ 4	A string of bizarre deaths have occurred.
5 ~ 6	People are turning into Gjaums.
7 ~ 8	People are becoming comatose while playing MMO games.
9 ~ 10	A soda that gives powers is rumored to be in development.
11	People are experiencing a complete switch in personality.

• A2 ROC 1D10

1D10	Who is the Heroine's Acquaintance?
0	A friendly rival.
1 ~ 2	Himself/Herself.
3 ~ 4	Parent or boss.
5 ~ 6	Sibling.
7 ~ 8	Best friend or pet.
9 ~ 10	Classmate or coworker.
11	Everyone that is in the Heroine's vicinity.

• Random Event Selection ROC 1D10

1D10	Event Name
1 ~ 2	Peaceful Days
3 ~ 4	The [Heroine]'s Change
5 ~ 6	The [Rival] Takes Action TRAP EVENT
7 ~ 8	The [Ally]'s Activities
9 ~ 10	The Danger to Our World

Investigation Events

◆ Peaceful Days

1D10	What's Happening Today?
0	Everyone's wearing a maid outfit.
1 ~ 2	The [Heroine] asks you out for a cup of coffee.
3 ~ 4	You wander into an abandoned alley.
5 ~ 6	Housewives are gossiping about some strange events.
7 ~ 8	Someone interviews you on the street.
9 ~ 10	A mob of people are swarming towards a sale at a store.
11	GM's Choice.

◆ The [Heroine]'s Change

1D10	How Happens to the Heroine?
0	Attacks the Player Characters! Treat this result as a Trap.
1 ~ 2	Is attacked. Roll the Enemy Chart.
3 ~ 4	Is unable to be contacted.
5 ~ 6	Starts looking into the mysterious occurrences.
7 ~ 8	Is visibly worried about something.
9 ~ 10	Recent memories have become fuzzy and unclear.
11	GM's Choice.

◆ The [Rival] Takes Action

TRAP

1D10	What Does the Rival Do?
0	For some reason, the Rival has decided to go on vacation.
1 ~ 2	Wants the Player Characters to not get involved.
3 ~ 4	The Rival's minions attack! Roll the Enemy Chart (p81).
5 ~ 6	Begins destroying something.
7 ~ 8	Espionage! Roll the Surprise Chart!
9 ~ 10	Meets with the Heroine.
11	GM's Choice.

◆ The [Ally]'s Activities

1D10	What is Going On with the Ally?
0	Disappears, leaving behind a large pool of blood.
1 ~ 2	Helps with intelligence gathering.
3 ~ 4	Deduces who the next victim may be.
5 ~ 6	Shows an unusual obsession with the case at hand.
7 ~ 8	Emergency Situation! Roll the Surprise Chart.
9 ~ 10	Frequently enters and exits a certain building.
11	GM's Choice.

◆ The Danger to Our World

1D10	What Happened?
0	Another victim has emerged! Roll the NPC Charts on pg. 83
1 ~ 2	An explosion.
3 ~ 4	More victims appear.
5 ~ 6	Roll the Surprise Chart.
7 ~ 8	The Player Character's Lois gets involved in the incident.
9 ~ 10	A suspicious person has been seen nearby.
11	GM's Choice.

Surprise Chart

◆ The Situation

1D10	What's the Problem?
0	The Heroine learns of your true identity.
1 ~ 2	People have become suspicious of you.
3 ~ 4	Roll the Enemy Chart (pg. 81)!
5 ~ 6	The media has begun reporting about the situation.
7 ~ 8	A new incident has occurred! Roll the (A1) Chart again.
9 ~ 10	A Warding field has suddenly been erected.
11	GM's Choice.

Prize Chart

◆ The Clue

1D10	What Information Did the Investigation Yield?
1 ~ 2	A bioluminescent creature was found at the crime scene.
3 ~ 4	Numerous people have been turned into Gjaums.
5 ~ 6	The Heroine is the connection that all the incidents share.
7 ~ 8	A mysterious building was found nearby.
9 ~ 10	You detected bizarre Renegade activity.
11	GM's Choice.

The Truth

◆ The Boss' Plans

Clue	What is the Boss' Ultimate Goal?
Bioluminescent Creature	To bring a Renegade Being to life.
Numerous Gjaums	To study humans that are going through the Gjaum transformation process.
Heroine	To acquire the Renegade powers that the Heroine unconsciously wields.
Mystery Building	To run trial tests of a new weapon.
Renegade Activity	You find potential owners of a Renegade Crystal.

Ending

◆ How the World Changed

1D10	What did the Incidents Change the World?
0	The bizarre incidents continue to occur.
1 ~ 2	The stories have faded away from the public consciousness.
3 ~ 4	Was featured on daytime talk shows before being completely forgotten.
5 ~ 6	The Heroine became more friendly with PC1.
7 ~ 8	The Heroine became suspicious of PC1.
9 ~ 10	The Heroine transferred to another school.
11	GM's Choice.

Story Template: The Girl's Secret

Synopsis

The Girl's Secret is a battle of wits between the mysterious Heroine who appears before PC1, and the Boss, who is attempting to use the Heroine for his plot.

The Heroine may be a male for your story if desired.

Handouts

PC1 - Lois: Heroine **Cover:** High School Student
PC1 meets the Heroine. Roll the "Meeting" Chart for specifics.

PC2 - Lois: Rival **Cover:** UGN Child
A bizarre incident alerts PC2 of the Rival's plot.

PC3 - Lois: Ally **Cover:** UGN Branch Chief
PC3 is informed by the Ally about a local phenomenon.

PC4 - Lois: Heroine **Cover:** Any
PC4 hears about the phenomena and the Heroine.

PC5 - Lois: Rival **Cover:** UGN Agent
PC5 wants to settle a score with the Rival.

Presage

Heroine: A mysterious girl.

Rival: A villain who is going after the girl.

Ally: An UGN observer.

Template Rules

Introduction Event: 1 Scene.

Investigation Checks: Roll UGN, Rumors, Web, or Police for Info checks. Recommended Difficulty is 9.

Advent: 8 Scenes.

The Flag: 10 Prize Points.

Notes

All the player characters learning about something bizarre going on in the city during the Introduction Event, and being summoned to the local UGN branch.

This Template's Truth will be **[The Conspiracy]**. The Trigger Event will involve the Heroine getting in contact with the player characters when they learn about the conspiracy. To determine what occurs during this meeting, players will need to roll the **[Contact]** chart.

The boss will be the **[Rival]**, but the **[Ally]** or even the **[Heroine]** can be made the boss if the GM desires.

Defeating the boss ends the Scenario. Roll the **[Aftermath of the Heroine]** chart to determine what happened once the conspiracy has been stopped. Build the individual endings on top of this general ending.

Grand Opening

A mysterious girl named **[Heroine]** appears before PC1. At the same time, instances of **[A1]** begin to occur at **[A2]**. **[Rival]** is the one behind the scenes, pulling all the strings.

[Ally] suspects that **[Heroine]** is the cause of the recent string of incidents, but perhaps there is more to this than meets the eye...

A1 ROC 1D10

1D10	The Phenomenon
0	GM's Choice.
1 ~ 2	People are seeing illusions involving the dead.
3 ~ 4	Time is being rewound.
5 ~ 6	Scenery from the past is overlapping with the present.
7 ~ 8	People are vanishing in a puff of smoke.
9 ~ 10	The population is experiencing numerous cases of amnesia.
11	Animals are talking.

A2 ROC 1D10

1D10	Where is the Phenomenon Taking Place?
0	GM's choice.
1 ~ 2	A construction site.
3 ~ 4	PC1's high school.
5 ~ 6	An UGN branch office.
7 ~ 8	A highway during the night.
9 ~ 10	A shopping area that has lost a lot of business.
11	The entire country.

The Meeting

1D10	How did PC1 Meet the Heroine?
0	PC1 saw the Heroine, and fell in love at first sight.
1 ~ 2	They met at [A2] while the phenomena took place.
3 ~ 4	The Heroine transferred to PC1's high school.
5 ~ 6	PC1 found and returned something the Heroine dropped.
7 ~ 8	They literally ran into each other on the street.
9 ~ 10	PC1 saved the Heroine, who was being chased at the time.
11	GM's choice.

Random Event Selection ROC 1D10

1D10	Event Name
1 ~ 2	Shadow of Mystery
3 ~ 4	Communicating with the [Heroine]
5 ~ 6	The [Rival]'s Motivations TRAP EVENT
7 ~ 8	The [Ally]'s Scheme
9 ~ 10	Roll the Surprise Chart!

Investigation Events

Shadow of Mystery

1D10	What is Happening?
0	Roll the Surprise Chart!
1 ~ 2	Roll the Enemy Chart (pg. 81)!
3 ~ 4	Roll the Official NPC Chart (pg. 85 - 86)!
5 ~ 6	The phenomenon happens again.
7 ~ 8	The police are suspicious of the player characters.
9 ~ 10	Reporters are following the player characters around.
11	GM's Choice.

◆ Communicating with the [Heroine]

1D10	What Does the Heroine Do Today?
0	The Heroine professes his/her love to you.
1 ~ 2	The Heroine is staring at the sky with sorrow-filled eyes.
3 ~ 4	Tries to get you to come to the local ice cream shop.
5 ~ 6	The Heroine reveals his/her misgivings about the UGN.
7 ~ 8	Is seen around the location of the Phenomenon.
9 ~ 10	Is surrounded by Gjaums. Roll the Enemy chart!
11	GM's Choice.

◆ The [Rival]'s Motivations TRAP

1D10	What is the Rival Doing?
0	Is lying on the road, obviously shot by somebody.
1 ~ 2	Suddenly appears and gives a warning to the PCs.
3 ~ 4	Proclaims that the Heroine is his/her target.
5 ~ 6	Has his/her underlings attack! Roll the Enemy chart!
7 ~ 8	Uses underhanded tactics to interfere with the investigation.
9 ~ 10	The Rival is told to stay away from the Heroine.
11	GM's Choice.

◆ The [Ally]'s Scheme

1D10	What is the Ally Possibly Planning?
0	Invites you to a spa trip, so that you can unwind.
1 ~ 2	Kindly listens to your problems.
3 ~ 4	Is working on a secret research project.
5 ~ 6	The Ally shows an unusual obsession for the Heroine.
7 ~ 8	Warns you that the Heroine is dangerous.
9 ~ 10	Sends you a cryptic message.
11	GM's Choice.

Surprise Chart

◆ The Situation

1D10	What's the Problem?
1 ~ 2	You have a misunderstanding with the Heroine.
3 ~ 4	Roll the Enemy Chart (pg. 81)!
5 ~ 6	The rumors about (A1) are spreading.
7 ~ 8	(A1) has happened again.
9 ~ 10	A policeman is becoming suspicious of you.
11	GM's Choice.

Prize Chart

◆ The Clue

1D10	What Information Did the Investigation Yield?
1 ~ 2	The Heroine is a device that can produce Gjaums.
3 ~ 4	The Heroine is a FH Child.
5 ~ 6	The Heroine is the Rival's younger sibling.
7 ~ 8	The Heroine is supposedly a Gjaum.
9 ~ 10	The Heroine is supposedly a Renegade Being.
11	GM's Choice.

The Truth

◆ The Conspiracy

Clue	What is the Boss' Grand Plan?
Gjaum-Producing Machine	To use the Heroine to turn the entire town's population into Gjaums.
FH Child	The Heroine is using the phenomenon to get at the UGN.
Sibling	The Heroine is just a tool for the Rival's acts of destruction.
Gjaum	The Heroine is already a Gjaum.
Renegade Being	The Heroine is a powerful Renegade Being that resembles a normal human being.

Trigger Event

◆ The Meeting

1D10	What Does the Heroine Do?
1 ~ 2	Asks PC1 for help.
3 ~ 4	Tries to kill PC1.
5 ~ 6	Tries desperately to get PC1 to escape with him/her.
7 ~ 8	Tells PC1 the entire truth.
9 ~ 10	Is kidnapped by the Boss just as the meeting begins.
11	GM's choice.

Ending

◆ The Heroine's Aftermath

1D10	What Happened to the Heroine?
1 ~ 2	The Heroine transferred to PC1's school.
3 ~ 4	The Heroine was taken in by the local UGN national HQ.
5 ~ 6	Disappeared to somewhere.
7 ~ 8	Died during the final battle.
9 ~ 10	Is now squatting in PC1's home.
11	GM's Choice.

Story Template: Find the Double-Crosser!

Synopsis

Find the Double-Crosser! has the player characters trying to uncover a traitor within the UGN.

Handouts

PC1 - Lois: Rival **Cover:** High School Student
PC1 notices the Rival is acting differently.

PC2 - Lois: Heroine **Cover:** UGN Child
Noticing the Rival's change, someone confides with PC2 about his/her worries.

PC3 - Lois: Ally **Cover:** UGN Branch Chief
PC3 acquires intelligence about the traitor from the Ally.

PC4 - Lois: Rival **Cover:** Any
PC4 hears that the Rival has been acting wierd.

PC5 - Lois: The Traitor **Cover:** UGN Agent
The Ally asks PC5 to secretly investigate the Rival.

Presage

Heroine: Someone who regularly interacts with the Rival.
Rival: An agent from the same UGN branch as PC1, and is suspected of being the traitor.

Ally: An UGN member that notifies the organization of the possible existence of a traitor.

Template Rules

Introduction Event: 1 Scene.

Investigation Checks: Roll UGN, Rumors, Web, or Underworld for Info checks. Recommended Difficulty is 9.

Advent: 6 Scenes.

The Flag: 9 Prize Points.

Notes

In the Introduction Event, the **[Ally]** asking the player characters to look into the possibility of a traitor. He first suspected there was a traitor right after something bizarre happened in the field.

This Template's Truth will be **[The Truth about the Rival]**. The Trigger Event will involve the player characters meeting the **[Rival]** once they realize what is troubling him.

The boss will usually be the **[Rival]**, but the **[Ally]** or even the **[Heroine]** can be made the boss if the GM desires. The Scenario ends once Boss' plans are put to an end.

Grand Opening

PC1 and **[Rival]** are a famous two-man team in the UGN. The two are **[A1]**. But recently the Rival **[A2]**. **[Heroine]**, his **[A3]**, is also worried about him. Just what is going on with the **[Rival]**?

A1 ROC 1D10

1D10	How is PC1 and the Rival's Relationship?
0	They are lovers.
1 ~ 2	They're both UGN Children.
3 ~ 4	The Rival once saved PC1.
5 ~ 6	They care very much for each other.
7 ~ 8	They're classmates.
9 ~ 10	The Rival was once PC1's mentor.
11	GM's choice.

A2 ROC 1D10

1D10	What Happened to the Rival?
0	He died during the last mission.
1 ~ 2	He's avoiding you.
3 ~ 4	He has been secretly visiting the hospital.
5 ~ 6	Is secretly heading out somewhere every night.
7 ~ 8	He sometimes disappears during missions.
9 ~ 10	He is sometimes covered in blood when he returns home.
11	GM's choice.

A3 ROC 1D10

1D10	The Heroine's Relationship to the Rival.
0	Lover.
1 ~ 2	Teacher.
3 ~ 4	Family.
5 ~ 6	Student.
7 ~ 8	Friend.
9 ~ 10	Boss.
11	GM's choice.

Introduction Event

Incidents of **[A4]** have been occurring within the UGN. It's likely that there's a traitor within our mists. **[Ally]** will brief you on what he knows.

A4 ROC 1D10

1D10	What is Happening in the UGN?
1 ~ 2	Lover.
3 ~ 4	Teacher.
5 ~ 6	Family.
7 ~ 8	Student.
9 ~ 10	Friend.
11	Boss.

Random Event Selection ROC 1D10

1D10	Event Name
1 ~ 2	Roll the Surprise Chart!
3 ~ 4	The [Heroine] 's Feelings
5 ~ 6	Memories of the [Rival]
7 ~ 8	The [Rival] 's Odd Behavior
9 ~ 10	A New Traitor in Our Midst.

Investigation Events

◆ The [Heroine]'s Feelings

1D10	What is the Heroine's State of Mind?
0	The Heroine is jealous of PC1.
1 ~ 2	Is worried about the Rival.
3 ~ 4	Had a fight with the Rival.
5 ~ 6	Talking to PC2 about his(her) worries.
7 ~ 8	Is having a secret meeting with the Rival.
9 ~ 10	Is afraid of the Rival.
11	GM's Choice.

◆ Memories of the [Rival]

1D10	What Memories Do You Share with the Rival?
0	The two of you once made love together.
1 ~ 2	You two once had a big fight.
3 ~ 4	He once saved you from a life-threatening situation.
5 ~ 6	He always seemed to be bothered by something.
7 ~ 8	You two once did some great work together.
9 ~ 10	You two were disciplined by your superior.
11	GM's Choice.

◆ The [Rival]'s Odd Behavior

1D10	What is the Rival Doing?
1 ~ 2	He's eating eggplant, which he hates.
3 ~ 4	Is suddenly very afraid of medicine.
5 ~ 6	He punches the Ally.
7 ~ 8	Is losing pieces of his memory.
9 ~ 10	He's communicating with False Hearts.
11	GM's Choice.

◆ A New Traitor in Our Midst

1D10	What Happened?
1 ~ 2	A different UGN team has been defeated by False Hearts.
3 ~ 4	Top secret intelligence has been leaked.
5 ~ 6	The Ally got into an accident.
7 ~ 9	The UGN Japan offices threatens to disband your branch.
10	GM's Choice.

Surprise Chart

◆ The Situation

1D10	What's the Problem?
1 ~ 2	A riot broke out at an UGN branch.
3 ~ 4	Mysterious enemies attack! Roll the Enemy Chart! (pg. 81)!
5 ~ 6	The Rival is attacked by the enemy.
7 ~ 8	The computer network went down.
9 ~ 10	The Heroine is attacked by the enemy.
11	GM's Choice.

Prize Chart

◆ The Clue

1D10	What is the Rival is Hiding?
1 ~ 2	There's someone he cares deeply for.
3 ~ 4	He feels like he's hit his limit.
5 ~ 6	He's a False Hearts member.
7 ~ 8	The Rival died.
9 ~ 10	He turned into a Gjaum.
11	GM's Choice.

The Truth

◆ The Truth about the Rival

Clue	What Happened to the Rival?
Important Someone	Someone he cares for has been taken hostage.
Limits	He's seeking to further his powers.
FH Member	He's a spy for False Hearts.
Death	The person you've been seeing is an imposter.
Gjaum	He's turned into a Gjaum.

Trigger Event

◆ The Meeting

1D10	What Does the Rival Do?
0	Asks PC1 to betray the UGN.
1 ~ 2	Tells you who the real mastermind is.
3 ~ 4	Tries to kill the Heroine.
5 ~ 6	Asks PC1 to kill him.
7 ~ 8	Asks you to take care of the Heroine.
9 ~ 10	GM's choice.

Story Template: Escape From...

Synopsis

In *Escape From...*, players are trapped and must find a way to escape.

Handouts

PC1 - Lois: Heroine **Cover:** High School Student
PC1 is working with the Heroine to find a way to escape.

PC2 - Lois: PC2 **Cover:** UGN Child
PC2 is ordered to work with PC1 to find a way to escape.

PC3 - Lois: Ally **Cover:** UGN Branch Chief
PC3 is working with the Ally to find a way to escape.

PC4 - Lois: Rival **Cover:** Any
PC4 is investigating the Rival, who is at the center of the current situation.

PC5 - Lois: Rival **Cover:** UGN Agent
PC5 wants to settle a score with the Rival.

Presage

Heroine: Someone who is PC1.

Rival: An enemy who was also trapped.

Ally: Someone who is with the player characters.

Template Rules

Introduction Event: 1 Scene.

Investigation Checks: Roll UGN, Military, Academics, or Underworld for Info checks. Recommended Difficulty is 9.

Advent: 6 Scenes.

The Flag: 9 Prize Points.

Notes

The Introduction Event involves all the player characters being gathered together by the **[Ally]**, upon which they will decide to work together on an escape plan. If needed, use the **[Movement]** chart to decide where to gather.

Roll the **[Movement]** chart everytime you do an Investigation Event. This decides where in the building the Scene takes place.

This Template's Truth will be **[The Enemy's Goals]**. The Trigger Event will show player characters reaching the exit, only to be stopped by the Boss. For the Scene, roll the **[Exit's Location]** chart.

The boss will be the **[Rival]**, but the **[Ally]** or even the **[Heroine]** can be made the boss if the GM desires.

Defeating the boss ends the Scenario. Decide on what the story's ending before moving on to individual endings.

Grand Opening

Due to **[A1]**, everyone is now trapped in **[A2]**. Working with the supportive **[Heroine]** and the suspicious **[Ally]**, everyone starts looking for a way out. But somewhere out there, the **[Rival]** is lurking in the shadows...

A1 ROC 1D10

1D10	Why is Everyone Trapped?
0	GM's Choice.
1 ~ 2	Due to natural disaster, like a storm or wildfire.
3 ~ 4	The military declared martial law.
5 ~ 6	Due to a large earthquake that suddenly started.
7 ~ 8	A mysterious bomb attack occurred.
9 ~ 10	A countless number of zombies appeared.
11	A coup d'etat was launched against the UGN.

A2 ROC 1D10

1D10	Where is Everyone Trapped?
0	GM's choice.
1 ~ 2	PC1's high school.
3 ~ 4	A newly-designed high-rise building.
5 ~ 6	The shopping mall.
7 ~ 8	A bizarre manor.
9 ~ 10	A cruise ship out at sea.
11	An underground laboratory.

Movement ROC 1D10

1D10	Location
0	GM's choice.
1 ~ 2	Cafeteria
3 ~ 4	Hallway
5 ~ 6	The Entrance Hall
7 ~ 8	Lab Room
9 ~ 10	An Underground Room
11	Bedroom

Random Event Selection ROC 1D10

1D10	Event Name
1 ~ 2	Roll the Surprise Chart!
3 ~ 4	The [Heroine]'s Actions
5 ~ 6	The [Rival]'s Schemes
7 ~ 8	The [Ally]'s Actions
9 ~ 10	A New Mystery

Investigation Events

The Heroine's Actions

1D10	What is the Heroine Doing?
0	GM's Choice.
1 ~ 2	Is shaking in fear.
3 ~ 4	Is actively looking for a way to escape.
5 ~ 6	Has prepared a meal.
7 ~ 8	Enemy attack! Roll the Enemy chart! (pg. 81)!
9 ~ 10	Suddenly starts talking about the past.
11	Suddenly disappears.

◆ The [Rival]’s Schemes

1D10	What is the Rival Doing?
0	GM’s Choice.
1 ~ 2	Suddenly appears and destroys something.
3 ~ 4	Tells you that escape is pointless, then leaves.
5 ~ 6	Tries to kidnap the Heroine.
7 ~ 8	The Rival’s hiding place is found.
9 ~ 10	Suggests that everyone work together.
11	Is right outside the window, laughing like a lunatic.

◆ The [Ally]’s Actions

1D10	What is the Ally Doing?
0	GM’s Choice.
1 ~ 2	Creates a map.
3 ~ 4	Shows willingness to take care of the Heroine.
5 ~ 6	Tries to lift everyone’s spirits with positive chatter.
7 ~ 8	Brings a clue that may lead to the exit.
9 ~ 10	Is surprisingly well-informed about the building’s layout.
11	Gallantly appears to save the PCs from danger.

◆ A New Mystery

1D10	What Happened?
0	GM’s Choice.
1 ~ 2	A strange noise echoes throughout the entire building.
3 ~ 4	Enemy attack! Roll the Enemy chart! (pg. 81)!
5 ~ 6	A civilian is starting to panic.
7 ~ 8	Explosions are occurring all around you.
9 ~ 10	You see a shadow that could only be described as a ghost.
11	Time reverses.

Surprise Chart

◆ The Situation

1D10	What’s the Problem?
0	GM’s Choice.
1 ~ 2	The wall and floors give out.
3 ~ 4	Roll the Enemy chart!
5 ~ 6	The fear of death emerges. Roll an Impulse check.
7 ~ 8	There’s little food left.
9 ~ 10	You find the ravaged corpses of some victims.
11	The Lead Character’s choice.

Prize Chart

◆ The Clue

1D10	What Information Did the Investigation Yield?
1 ~ 2	(A1) was just a created illusion.
3 ~ 4	(A2) is a secret laboratory.
5 ~ 6	(A2) is an EX Renegade.
7 ~ 8	The Heroine is a subject that was born here.
9 ~ 10	The Rival is apparently a False Hearts agent.
11	The Lead Character’s choice.

The Truth

◆ The Boss’ Plans

Clue	What is the Boss’ Ultimate Goal?
Illusion	To use fear to turn the player characters into Gjaums.
Laboratory	The laboratory is a Renegade Being, and is this Scenario’s Boss.
EX Renegade	To kill the player characters.
Heroine’s Past	To turn the Heroine into a Gjaum.
False Hearts Agent	To isolate the player characters.

Trigger Event

◆ The Exit’s Location

1D10	Where is the Exit?
0	GM’s Choice.
1 ~ 2	A breakable window.
3 ~ 4	An underground path/waterway and submarine.
5 ~ 6	Helicopter.
7 ~ 8	A hidden door.
9 ~ 10	An emergency door.
11	The Lead Character’s choice.

Story Template: Gjaum Hunt

Synopsis

As the title suggests, *Gjaum Hunt* will have players hunting down a rampaging Gjaum. Through the Heroine, players will learn why the Gjaum has lost control.

The Gjaum will be referred to as the "Target." What this Target is will be decided during the Grand Opening, when (A1) is filled out.

Handouts

PC1 - Lois: Heroine **Cover:** Any

When attacked by the [Target], PC1 is saved by the Heroine.

PC2 - Lois: Rival **Cover:** UGN Child

PC2 is ordered to make sure the [Target] does not fall into the [Rival]'s hands.

PC3 - Lois: Ally **Cover:** UGN Branch Chief

The [Ally] orders PC3 to investigate the [Target].

PC4 - Lois: The Target **Cover:** Any

PC4 sets out to stop the [Target] before it does any more damage.

PC5 - Lois: Rival **Cover:** UGN Agent

PC5 has a score to settle with the [Rival].

Presage

Heroine: A mysterious girl/boy.

Rival: An agent from a rival organization that wants the [Target].

Ally: A person who is trying to stop the [Target].

Template Rules

Introduction Event: 1 Scene.

Investigation Checks: Roll UGN, Underworld, or Military for Info checks. Recommended Difficulty is 9.

Advent: 7 Scenes.

The Flag: 10 Prize Points.

Notes

The Introduction Event will show PC1 and the Heroine running into each other while the [Target] is destroying the city. Roll the **[Encountering the Heroine]** chart to determine what the Heroine does during this Scene.

For this template, roll the **[Rampage]** chart before starting any Middle Phase Scene. This determines what kind of damage the [Target] caused. At this point of the Scene, the [Target] is still considered to be "off-stage."

For every three Scenes that pass during the Middle Phase, the [Target] receives one level of «Life Increase». The maximum level the [Target] can achieve this manner is ten.

This template's Truth will be **[The Target's Goals]**. The Trigger Event will show the player characters deducing the [Target]'s next move based on what its final goal is on top of this general ending.

Grand Opening

[A1], a powerful Gjaum that suddenly appeared from nowhere, is destroying the city. It is **[A2]** and unleashing a swath of destruction everywhere it goes. Following it is the mysterious **[Heroine]** and the **[Rival]**. The **[Ally]** believes that you can locate this Gjaum if you can figure out what it wants, but will you be able to defeat it?

• A1 ROC 1D10

1D10	What Type of Gjaum is the Target?
0	GM's Choice.
1 ~ 2	Rampaging Gjaum
3 ~ 4	Metal Beast
5 ~ 6	Sword Demon
7 ~ 8	Beast of Catastrophe
9 ~ 10	Renegade Being

• A2 ROC 1D10

1D10	What is the Target Doing?
0	Being hunted down by people.
1 ~ 2	Indiscriminately killing people.
3 ~ 4	Attacking UGN branch offices.
5 ~ 6	Attacking anyone that gets close to the Heroine.
7 ~ 8	Going after PC1.
9 ~ 10	Turning people into Gjaums.
11	Giving his victims cat ears.

Encountering the Heroine

1D10	How Happened During this First Encounter?
1 ~ 2	The Heroine was able to calm down the Target.
3 ~ 4	The Heroine took an attack for PC1.
5 ~ 6	The Heroine stared down the Target until it backed off.
7 ~ 8	The Heroine helped PC1 escape.
9 ~ 10	Seeing the Heroine, the Target ran away.
11	GM's Choice.

• Random Event Selection ROC 1D10

1D10	Event Name
1 ~ 2	Encountering a NPC. Roll the Official NPC chart (pg 85 - 86).
3 ~ 4	The [Heroine]'s Behavior
5 ~ 6	The [Rival]'s Actions TRAP EVENT
7 ~ 8	The [Ally]'s Pursuit
9 ~ 10	Roll the Surprise Chart!

Investigation Events

◆ The Rampage Chart

1D10	What Kind of Damage is the Target doing?
1 ~ 2	It is hiding and covering its tracks
3 ~ 4	There's a new victim! Create a Random NPC.
5 ~ 6	It just knocked a building over.
7 ~ 8	Several witnesses have now seen the Target.
9 ~ 10	One of the Target's victims has turned into a Gjaum.
11	The Target appears before you.

◆ The [Heroine]'s Behavior

1D10	How is the Heroine Doing?
0	Shows an interest in PC1.
1 ~ 2	Is searching for the Target.
3 ~ 4	Claims that the Target is someone important.
5 ~ 6	Is taking care of the people that were attacked.
7 ~ 8	Asks PC2 for information about the Target.
9 ~ 10	Is seriously injured in a reprisal attack.
11	GM's Choice.

◆ The [Rival]'s Actions

TRAP

1D10	What Does the Rival Do?
0	Entrusts the PCs with the case and goes on a suicide attack against the Target.
1 ~ 2	Asks to form a truce with the PCs.
3 ~ 4	Interference! Roll the Enemy chart! (pg. 81)!
5 ~ 6	Goes after the Heroine.
7 ~ 8	Fights the Target, but is defeated.
9 ~ 10	Helps the Target get away from the PCs.
11	GM's Choice.

◆ The [Ally]'s Pursuit

1D10	What is the Ally Doing?
0	GM's Choice.
1 ~ 2	Is attacked by the Target and defeated.
3 ~ 4	Is devising a way to lure out the Target.
5 ~ 6	Is monitoring what the Heroine is doing.
7 ~ 8	Someone the Ally cares for became the Target's next victim.
9 ~ 10	Asks that the Target be captured.
11	Roll the Surprise chart!

Surprise Chart

◆ The Situation

1D10	What's the Problem?
1 ~ 2	Roll the Rampage chart!
3 ~ 4	Roll the Enemy chart!
5 ~ 6	A government agency has intervened in the situation.
7 ~ 8	You lost track of the Target.
9 ~ 10	You're stuck cleaning and covering up the Target's attacks.
11	GM's Choice.

Prize Chart

◆ The Clue

1D10	What Information Did the Investigation Yield?
1 ~ 2	The Target seems obsessed with the Heroine.
3 ~ 4	The Heroine and the Target are definitely connected.
5 ~ 6	The Target is going after Overeds.
7 ~ 8	All the victims have something in common.
9 ~ 10	The Target's attacks are random and indiscriminate.
11	GM's Choice.

The Truth

◆ The Target's Goals

Clue	Why was the Target out of Control?
Obsession	The Target is a Renegade Being that has a symbiotic connection with the Heroine.
Definite Connection	The Heroine and the Target are the same person.
Overed	The Target is a new-born Renegade Being, one that had yet to learn control.
Common Trait	The Target wanted revenge.
Indiscriminate Attacks	The Target only wants to satisfy his Impulse.

Ending

◆ The Aftermath

1D10	Assigning Blame
1 ~ 2	Everything that happened was blamed on the Boss.
3 ~ 4	The case was closed without anyone being held responsible.
5 ~ 6	The news reported the attacks as an accidental disaster.
7 ~ 8	The UGN took much of the blame for the attacks.
9 ~ 10	GM's Choice.

Story Template: Item Chaser

Synopsis

In *Item Chaser*, the players and the Boss will battle it out over a dangerous item that PC1 received.

Handouts

PC1 - Lois: Heroine **Cover:** Any
The Heroine entrusts PC1 with an Item.

PC2 - Lois: Rival **Cover:** UGN Child
PC2 learns that the Rival is after PC1's Item.

PC3 - Lois: Ally **Cover:** UGN Branch Chief
PC3 acquires information about the Item from the Ally.

PC4 - Lois: PC1 **Cover:** Any
PC4 learns that PC1 has acquired the Item.

PC5 - Lois: Rival **Cover:** UGN Agent
PC5 wants to settle a score with the Rival.

Presage

Heroine: The Item's guardian.

Rival: A thug that's after the Item.

Ally: An UGN advisor that knows about the Item's secrets.
The Ally's Cover will be "Researcher."

Template Rules

Introduction Event: 1 Scene.

Investigation Checks: Roll UGN, Rumors, or Underworld for Info checks. Recommended Difficulty is 9.

Advent: 8 Scenes.

The Flag: 10 Prize Points.

Notes

During the Introduction Event, the Item will reveal a portion of its powers to PC1 and the Heroine. A synopsis has been prepared for this Scene, one that has a few blanks that need to be filled in.

This Template's Truth will be **[The Item's Secret]**. The Boss will reveal himself to the player characters during the Trigger Event, and will proceed to explain whatever secrets that the player characters have yet to uncover.

The boss will be the **[Rival]**, but the **[Ally]** or even the **[Heroine]** can be made the boss if the GM desires.

Defeating the boss ends the Scenario. Roll the **[The Item's Aftermath]** chart to determine what happened once the Boss and his plans have been stopped. Once done, proceed to the individual endings.

Grand Opening

The **[Heroine]** is being hunted down by the **[Rival]** and his team of **[A1]** for the mysterious **[A2]** she is carrying. Every Overd will make a move on the Item and the power hidden inside it.

• A1 ROC 1D10

1D10	The Attackers
1 ~ 2	False Hearts
3 ~ 4	FH Special Ops, AKA the Moon Dogs
5 ~ 6	Mystery Renegade Beings
7 ~ 8	A swarm of Gjaums
9 ~ 10	A team of weaponized drones
11	GM's Choice.

• A2 ROC 1D10

1D10	What is the Item?
1 ~ 2	A weapon
3 ~ 4	A medal or jewel
5 ~ 6	The Heroine herself
7 ~ 8	A datachip
9 ~ 10	A vehicle or mount
11	GM's Choice.

■ Introduction Event

The Item shows its miraculous powers by doing **[A3]** in front of PC1 and the **[Heroine]**. Witnessing the Item's power, the **[Heroine]** asks PC1 to **[A4]**.

• A3 ROC 1D10

1D10	The Miracle
0	Shows the flow of time.
1 ~ 2	Instantly purifies a polluted river.
3 ~ 4	Eliminates your attackers.
5 ~ 6	Heals the wounded.
7 ~ 8	Summons a natural disaster
9 ~ 10	Heals PC1's wounds.
11	GM's Choice.

• A4 ROC 1D10

1D10	The Heroine's Request
1 ~ 2	Protect the Item.
3 ~ 4	Defeat the Rival.
5 ~ 6	Destroy the Item.
7 ~ 8	To be taken to the UGN.
9 ~ 10	To stay with PC1.
11	GM's Choice.

• Random Event Selection ROC 1D10

1D10	Event Name
1 ~ 2	Roll the Official NPC charts (pg 85 - 86).
3 ~ 4	Life with the [Heroine]
5 ~ 6	The [Rival]'s Next Move TRAP EVENT
7 ~ 8	The [Ally]'s Scheme
9 ~ 10	Roll the Surprise Chart!

Investigation Events

◆ Life with the [Heroine]

1D10	What Happening Today?
1 ~ 2	The Heroine wants to know more about PC1.
3 ~ 4	The Heroine is afraid of the Item's power.
5 ~ 6	The Heroine tries to convince you that the Item is dangerous
7 ~ 8	The Heroine is makes an innocent wish.
9 ~ 10	The Heroine begins to sing a mysterious song.
11	GM's Choice.

◆ The [Rival]'s Next Move

TRAP

1D10	What Does the Rival Do?
1 ~ 2	Demands that you hand over the Item.
3 ~ 4	Shows you an Item that is identical to what you possess.
5 ~ 6	Cautions the PCs and leaves.
7 ~ 8	Enemy attack! Roll the Enemy chart! (pg. 81)!
9 ~ 10	Attempts to steal the Item.
11	GM's Choice.

◆ The [Ally]'s Scheme

1D10	What Does the Ally Do?
0	Disappears, leaving behind a large pool of blood.
1 ~ 2	Helps with intelligence gathering.
3 ~ 4	Deduces who the next victim may be.
5 ~ 6	Shows an unusual obsession with the case at hand.
7 ~ 8	Emergency Situation! Roll the Surprise Chart.
9 ~ 10	Frequently enters and exits a certain building.
11	GM's Choice.

Surprise Chart

◆ The Situation

1D10	What's the Problem?
0	GM's Choice.
1 ~ 2	The local UGN branch office is attacked.
3 ~ 4	Enemy attack! Roll the Enemy chart! (pg. 81)!
5 ~ 6	The Item's powers are going out of control.
7 ~ 8	(A1) attacks the Heroine.
9 ~ 10	The Ally is attacked and seriously injured.
11	Lead Character's Choice.

Prize Chart

◆ The Clue

1D10	What Information Did the Investigation Yield?
0	GM's Choice.
1 ~ 2	The Item is a crystallized colony of the Renegade virus.
3 ~ 4	The Item is an antivirus.
5 ~ 6	The Item is a device that creates Gjaums.
7 ~ 8	The Item is a brainwashing device.
9 ~ 10	The Item is an ancient treasure.
11	Lead Character's Choice.

The Truth

◆ The Boss' Plans

Clue	What is the Item's Secret?
Crystal	It is a Renegade Being that holds the secrets to eternal life and youth, as well as evolution.
Antivirus	It can destroy all Overeds.
Gjaum Creator	It can turn every last resident in the city into a Gjaum.
Brainwashing Device	It turns whoever holds it into a loyal servant of False Hearts.
Ancient Treasure	It holds the secrets of the Ancient Renegade strain of the virus.

Ending

◆ The Aftermath

1D10	What Happened to the Item?
0	GM's Choice.
1 ~ 2	It lost all its power. It's now only a mere tool.
3 ~ 4	The UGN keeps it under heavy guard.
5 ~ 6	It was destroyed during the final battle.
7 ~ 8	It lost its power and went dormant.
9 ~ 10	It was entrusted to PC1.
11	It turns out that there are (1D10) copies of the Item.

Story Template: Dreams and Desires

Synopsis

Dreams and Desires is a story of a cell that decided to cut ties with False Hearts and go on the run. Every character will have their own reason for betraying False Hearts.

This Template was designed for False Hearts characters.

Handouts

PC1 - Lois: Heroine **Cover:** FH Child

To protect the Heroine, PC1 decides to betray False Hearts and run away with the Heroine. PC1's motivation is decided with the **[Salvation]** chart.

PC2 - Lois: PC1 **Cover:** FH Child

PC2 is from PC1's cell. He runs away with PC1.

PC3 - Lois: Ally **Cover:** FH Cell Leader

PC3 decides to run upon advice from the Ally.

PC4 - Lois: Rival **Cover:** FH Agent

PC4 decides to work with PC3 because he hates the Rival.

PC5 - Lois: Heroine **Cover:** FH Agent

PC5 joins the Heroine out of interest in the person.

Presage

Heroine: A girl that is valuable to False Hearts.

Rival: An assassin from FH Japan's main cell.

Ally: An executive leader from an enemy organization.

Template Rules

Introduction Event: 1 Scene.

Investigation Checks: Roll FH, Rumors, Web, or Police for Info checks. Recommended Difficulty is 9.

Advent: 9 Scenes.

The Flag: 12 Prize Points.

Notes

The Introduction Event will show PC1's first meeting with the [Heroine]. Roll the [Salvation] chart to determine why PC1 decides to save the [Heroine].

This Template's Truth will be **[The Heroine's Identity]**. During the Trigger Event, the Boss will demand that the player characters hand over the [Heroine].

The boss will be the **[Rival]**, but the **[Ally]** or even the **[Heroine]** can be made the boss if the GM desires.

Defeating the Boss ends the Scenario. For the Ending, feel free to have a player versus player battle, but be sure that the matchup is balanced and judged fairly.

Grand Opening

PC1 meets the **[Heroine]**, a girl with the mysterious power of **[A1]**. The meeting changes PC1, and he decides to leave False Hearts.

FH Japan does not allow betrayal, and has sent the **[Rival]** to hunt down the traitors. What will happen to the player characters?

• A1 ROC 1D10

1D10	What is the Heroine's Mysterious Power?
0	GM's Choice.
1 ~ 2	Can hear the voice of the Renegade.
3 ~ 4	Is compatible with the Renegade Crystal.
5 ~ 6	May be able to cure the Gjaum transformation.
7 ~ 8	Can travel through time.
9 ~ 10	Can use every Power of every known Syndrome.
11	Can turn a boiled egg back into a raw egg.

• Salvation

1D10	Why does PC1 Rescue the Heroine?
0	GM's choice.
1 ~ 2	To save the Heroine from False Hearts' cruel experiments.
3 ~ 4	Saving the Heroine will lead to PC1 realizing his dream.
5 ~ 6	The Heroine resembles a lost family member.
7 ~ 8	PC1 wants the Heroine's power for himself.
9 ~ 10	PC1 wanted to get away from his current situation.
11	It was love at first sight.

• Random Event Selection ROC 1D10

1D10	Event Name
1 ~ 2	A Life on the Run
3 ~ 4	The [Heroine]'s Life and Future
5 ~ 6	The Tracer Approaches TRAP EVENT
7 ~ 8	The Threat of the [Rival] TRAP EVENT
9 ~ 10	The [Ally]'s Scheme

Investigation Events

◆ The Life on the Run

1D10	What Happens Today?
0	GM's Choice.
1 ~ 2	A card with False Hearts' insignia is left on your pillow.
3 ~ 4	Roll the Surprise Chart!
5 ~ 6	Nothing but wandering, day after day...
7 ~ 8	You see a grave with one of the PCs' name on it.
9 ~ 10	Enemy attack! Roll the Enemy chart!
11	You dream of a happy and peaceful life.

◆ The [Heroine]'s Life and Future

1D10	How are You Doing with the Heroine?
0	GM's Choice.
1 ~ 2	Quietly passing the time. Perhaps this is what peace is like...
3 ~ 4	Talking about bad memories of time spent at False Hearts.
5 ~ 6	The Heroine asks the Lead about his future dreams.
7 ~ 8	Trembling in fear of the Rival's powers.
9 ~ 10	Questioning if the UGN and False Hearts are alike.
11	Dancing on a cliff.

◆ The Tracer Approaches

TRAP

1D10	Why Do You Sense Danger?
0	GM's Choice.
1 ~ 2	You feel that the people on the streets are watching you.
3 ~ 4	An unmanned truck nearly runs you over.
5 ~ 6	You're being tailed by a black sedan.
7 ~ 8	While sitting at a cafe, you are sniped at.
9 ~ 10	Roll the Surprise Chart!
11	A warrant for every PC has been put out across the globe.

◆ The Threat of the [Rival]

TRAP

1D10	What Threat Has Been Thrown at You?
0	GM's Choice.
1 ~ 2	The Rival personally warns you via telephone.
3 ~ 4	He mailed a letter to your hiding place.
5 ~ 6	He takes out an UGN special ops squad.
7 ~ 8	Roll the Enemy Chart! (pg. 81)!
9 ~ 10	The Rival asks that you return to False Hearts.
11	You learn that the Rival is an UGN member.

◆ The [Ally]'s Scheme

1D10	What Does the Ally Do?
0	GM's Choice.
1 ~ 2	Calls you and asks you to join his organization.
3 ~ 4	Attempts to coerce you into handing over the Heroine.
5 ~ 6	Sends a mystery package to your hiding place.
7 ~ 8	The Ally and major False Hearts leaders secretly meet.
9 ~ 10	Monitors the Heroine.
11	Promises full support to you and the other PCs.

Surprise Chart

◆ The Situation

1D10	What's the Problem?
0	GM's Choice.
1 ~ 2	The Heroine develops a high fever.
3 ~ 4	Roll the Enemy chart!
5 ~ 6	Professor Caudwell contacts you.
7 ~ 8	Cesario sends you a cryptic message.
9 ~ 10	You hear reports that the Ally died.
11	You hear rumors that the Rival was defeated by the UGN.

Prize Chart

◆ The Clue

1D10	What Information Did the Investigation Yield?
1 ~ 2	GM's Choice.
3 ~ 4	FH Japan's main cell is actually after PC1.
5 ~ 6	The Heroine is an unique Renegade Being.
7 ~ 8	The Heroine is an artificial Renegade Being.
9 ~ 10	The Heroine received a special conditioning/modification.
11	The Rival let you run free.

The Truth

◆ The [Heroine]'s Identity

Clue	What is the Heroine?
PC1	A catalyst that can draw out PC1's full power.
Unique Renegade Being	Kyoka Tsuzuki's clone.
Artificial Renegade Being	A bio-weapon that can control the planet.
Conditioning/Modification	A human bomb that was set to explode once you reached the UGN.
Allowed to escape	A decoy that will give the Rival an excuse to eliminate the pesky player characters.

Story Template: Russian Roulette

Synopsis

In *Russian Roulette*, players must find the Boss, who is disguised as one of them.

One of the player characters will be this Template's Boss. Please make this clear to the players before starting.

Handouts

Every player will be using the same Handout.

PC1 - PC5

Lois: Serial Killer **Cover:** Any
I must somehow clear my name...

Presage

Heroine: An UGN member who happened to be close by.

Rival: An UGN member who happened to be close by.

Ally: An UGN member who happened to be close by.

Template Rules

Introduction Event: 1 Scene.

Investigation Checks: Roll UGN, Rumors, or Academics for Info checks. Recommended Difficulty is 9.

Advent: 10 Scenes.

The Flag: 12 Prize Points.

Notes

Do not roll the Desire chart for this Template.

The Introduction Event will start with a second murder. The **[Ally]** will then reveal that one of the player characters is the murderer.

This Template's Truth will be **[The Boss' Identity]**. The player characters will be gathered together during the Trigger Event, when the mystery will be explained. The evidence that points to the killer is selected by the **[Reveal]** chart.

The Boss will be one of the player characters. If several player characters meet the requirements to be the Boss, have them roll 1D10. The person with the highest result will be the Boss. The chosen character will turn into a Gjaum, and will no longer be usable for sessions.

Once the character has been selected, increase its Encroachment Rate by +50. Give the character two levels in both «Restoration» and «Life Increase». Refer to the Desire chart and give an E-Lois that matches the character's Impulse.

For the boss battle, roll the Enemy chart and spawn X number of the selected mob. X equals the number of remaining player characters minus one. These mobs are the Boss' allies, but is controlled by the GM.

The game ends when either the Boss or all the players die.

Grand Opening

At a UGN laboratory in **[A1]**, experiments on **[A2]** are being performed. The facility is sealed away from the outside world, but someone killed all the scientists. One of you is the killer!

• A1 ROC 1D10

1D10	The Laboratory's Location
0	GM's Choice.
1 ~ 2	A remote island
3 ~ 4	A ghost town
5 ~ 6	An abandoned village in the mountains
7 ~ 8	300 meters below City N
9 ~ 10	An underwater base

• A2 ROC 1D10

1D10	The Type of Experiment
0	GM's choice.
1 ~ 2	Curing the Gjaum transformation.
3 ~ 4	Resurrecting the dead.
5 ~ 6	Analyzing a Renegade Crystal
7 ~ 8	Unlocking the mysteries of the Original Renegade strain.
9 ~ 10	Development of new weaponry.
11	Studying treasures unearthed from old ruins.

• The Introduction Event

1D10	The Second Murder's Victim
0	GM's choice.
1 ~ 2	One of the scientists
3 ~ 4	The cashier girl from the lab's shoppe.
5 ~ 6	An inspector from UGN HQ.
7 ~ 8	PC2's best friend.
9 ~ 10	PC3's political enemy.
11	Roll the Official NPC chart (pg. 85 - 86)!

• Random Event Selection ROC 1D10

1D10	Event Name
1 ~ 2	Roll the Surprise Chart!
3 ~ 4	The Frightened People TRAP EVENT
5 ~ 6	A Shadow in the Seclusion
7 ~ 8	Rumors and More Rumors
9 ~ 10	Another Tragedy

Investigation Events

◆ The Frightened People TRAP

1D10	What is Happening?
0	GM's Choice.
1 ~ 2	The Heroine is shaking in fear.
3 ~ 4	The Rival berates the player characters.
5 ~ 6	The Ally passes out from exhaustion.
7 ~ 8	Rioters take over the food lockers.
9 ~ 10	Major infighting breaks out.
11	People snap and start partying.

◆ A Shadow in the Seclusion

1D10	What is Seen or Heard?
0	GM's Choice.
1 ~ 2	A shadow that looks like it belongs to the Lead Character.
3 ~ 4	Footsteps in an empty hallway.
5 ~ 6	The Heroine's room has been ransacked.
7 ~ 8	Cryptic words appear on a monitor.
9 ~ 10	Red-colored water comes out of the faucet.
11	People that are supposed to be dead.

◆ Rumors and More Rumors

1D10	What is the Rumor?
0	GM's Choice.
1 ~ 2	The Ally is actually a member of False Hearts.
3 ~ 4	The Lead Character is the killer.
5 ~ 6	The Rival is the mastermind behind it all.
7 ~ 8	The next target is the Heroine.
9 ~ 10	Everyone is going to die.
11	The Heroine is in love with PC1.

◆ Another Tragedy

1D10	What Happened?
0	GM's Choice.
1 ~ 2	A randomly-generated NPC is killed. (Pg. 83 - 84)
3 ~ 4	Test subjects are on the loose! Roll the Enemy chart! (pg. 81)!
5 ~ 6	A scientist turned into a Gjaum, and is gunned down.
7 ~ 8	The Rival is heavily injured in a surprise attack.
9 ~ 10	The Heroine is sniped at.
11	Roll the Surprise chart!

Surprise Chart

◆ The Situation

1D10	What's the Problem?
0	GM's Choice.
1 ~ 2	Life support systems are malfunctioning.
3 ~ 4	The Lead Character's room is on fire.
5 ~ 6	The exit was destroyed by someone.
7 ~ 8	The water supply has been laced with poison.
9 ~ 10	Everyone's Impulses are attacked! Roll an Impulse check.
11	The Heroine is suspicious of PC1.

Prize Chart

◆ The Clue

1D10	What Information Did the Investigation Yield?
0	GM's Choice.
1 ~ 2	PC1 may be the one the killer's real target.
3 ~ 4	The killer was once a test subject at this facility.
5 ~ 6	The killer is a spy implanted by False Hearts.
7 ~ 8	The killer is a Gjaum that is disguised as one of the PCs.
9 ~ 10	The killer is the Heroine's lover.
11	Lead Character's Choice.

The Truth

◆ The Boss' Identity

Clue	Who is the Serial Killer?
PC1	The one with the highest Encroachment Rate out of PC2 to 5.
Test Subject	The player character with the highest Base Encroachment Rate.
Spy	The player character with the lowest Encroachment Rate.
Gjaum	The player character with the highest Encroachment Rate.
Lover	PC1

Trigger Event

◆ The Reveal

1D10	What lead to the Truth?
0	GM's choice.
1 ~ 2	The Heroine was killed.
3 ~ 4	The Ally solved the case.
5 ~ 6	The Rival was killed.
7 ~ 8	The Boss confessed.
9 ~ 10	It was deduced based on the facility's research data.
11	The Boss' choice.

Random Scenario Charts

■ Scenario Charts

◆ Story Template

1D100	Template	Page
0	GM's choice.	-
1 - 15	Our Precious World	pg. 64
16 - 30	The Girl's Secret	pg. 66
31 - 45	Find the Double-Crosser!	pg. 68
46 - 60	Escape from...	pg. 70
61 - 75	Gjaum Hunt	pg. 72
76 - 90	Item Chaser	pg. 74
91 - 95	Dreams and Desires	pg. 76
96 - 99	Russian Roulette	pg. 78

◆ Scenario's Setting

1D10	Where does the Scenario take place?
0	GM's choice
1 - 2	City N
3 - 4	A post-modern city on the ocean
5 - 6	A quiet town out in the country
7 - 8	A big city full of violence
9 - 10	A research facility that's isolated from society

◆ Disarm Trap

1D10	What Skill will Players Roll?
1 - 2	<RC>
3 - 4	<Ride>
5 - 6	<Knowledge: __>
7 - 8	<Perception>
9 - 10	<Negotiation>

◆ Deus Ex Machina

1D10	Plot Twist
0	The Boss suddenly attacks. Start the Climax.
1	The entire world was absorbed by a single Renegade Being.
2	Time passed...
3	It was all part of Kyoji Kasuga's dream.
4	Players lose. The crime goes unsolved.
5	Soichi Iba appears, kills the Boss, and leaves.
6	PCs won, but the Heroine (or another of the PC's Loves) died.
7	The city was destroyed by the military's bombing. PCs are MIA.
8	Have faith that PC1's courage and bravery will save the world...
9	The problem has been resolved, but the real battle is about to begin.
10	The PC with the highest Encroach Rate becomes a Gjaum. Treat this as Character loss.
11	The UGN falls. False Hearts now rules the world.

■ Scene Setting Charts

◆ Opening Scene

1D10	Why Does Your Character Get Involved?
0	By coincidence.
1 - 2	He's on a mission from his affiliate organization.
3 - 4	Someone important became a victim.
5 - 6	He wants to defeat the Rival.
7 - 8	He wants to protect the Heroine.
9 - 10	The Ally asked for his help.
11	He's being chased by the Boss.

◆ Scene Location

1D10	Where Does the Current Scene Take Place?
0	An abandoned village
1 - 2	School
3 - 4	A shopping mall
5 - 6	A residential area
7 - 8	A back-alley
9 - 10	Downtown
11	A False Hearts secret base

◆ Ending

1D10	What Happens at the End?
0	The Boss has been defeated, but a new enemy appears.
1 - 2	They return back to their normal lives.
3 - 4	They now have a new mission.
5 - 6	The person they saved thanks them.
7 - 8	They honor the victims.
9 - 10	Life has gotten more hectic.
11	They leave without letting anyone know.

■ Enemy Chart

1D100	Enemy Spawn	Page
0 - 1	Police Officers	Core Pg. 378
2 - 3	Riot Police x 2	Core Pg. 378
4 - 5	Army x 3	Core Pg. 378
6 - 8	Thugs x 5	Advanced Pg. 114
9 - 11	Yakuza/Mafia x (1D10)	Advanced Pg. 114
12 - 13	Rogue x 2	Advanced Pg. 115
14 - 15	Security Robot x (1D10)	Advanced Pg. 115
16 - 17	Enhanced Infantry: Light x 2, Enhanced Infantry: Heavy x 2	Advanced Pg. 115
18 - 19	Tempest: Back x2, Enhanced Infantry: Light x3	Advanced Pg. 115
20 - 21	Strangers: Vanguard x 3	Advanced Pg. 115
22 - 24	Gjaum: Disaster x 1, Gjaum: Toxin Plant x 1	Advanced Pg. 115
25 - 26	Tindalos Members x (1D10 - 2). Min. 1 unit.	Core Pg. 379
27 - 28	Overed Agents x (1D10 - 4). Min. 1 unit.	Core Pg. 379
29 - 30	UGN Strikehounds x 3	Core Pg. 379
31 - 33	Moon Dogs x (1D10 - 5). Min. 1 unit.	Core Pg. 379
34 - 36	Gjaum: Crusher x 2, Gjaum: Cluster x 2	Core Pg. 380
37 - 39	Gjaum: Blaster x (1D10 - 2). Min. 1 unit.	Core Pg. 380
40 - 43	Gjaum: Wall x 1, Gjaum: Poison x 3	Advanced Pg. 117
44 - 45	EX Gjaum: Dogs x (1D10)	Advanced Pg. 114
46 - 48	EX Gjaum: The Undead x (1D10)	Advanced Pg. 114
49 - 50	EX Gjaum: Birds x (1D10)	Advanced Pg. 114
51 - 52	EX Gjaum: Beast x (1D10 - 2). Min. 1 unit.	Advanced Pg. 115
53 - 54	EX Gjaum: Bat x 1, Ex Gjaum: Monkey x 1	Advanced Pg. 116
55 - 56	Ex Gjaum: Sandman	Advanced Pg. 116
57 - 58	Overed Terrorist x 3	Core Pg. 380
59 - 60	Kamishiro Group Agent x 4	Core Pg. 381
61 - 64	Agent: Attacker x 2, Agent: Sniper x 1, Agent: Blocker x 1	Core Pg. 381
65 - 66	RB: Animal x 1	Advanced Pg. 117
67 - 68	RB: Crystal x 1	Advanced Pg. 117
69 - 70	RB: Database x 1	Advanced Pg. 117
71 - 72	Gjaum: Genocider x 1	Core Pg. 382
73 - 74	Crimson Beast x 1	Core Pg. 382
75 - 76	Agent: Commander x 1	Core Pg. 383
77 - 78	Prototype Machinaries x 1	Core Pg. 383
79 - 80	Tempest: Soldier x 1	Core Pg. 384
81 - 82	Strangers: Jaeger x 1	Core Pg. 384
83 - 84	Gjaum: Fenrir x 1	Advanced Pg. 118
85 - 86	EX Gjaum: Boulder x 1	Advanced Pg. 118
87 - 88	RB: Serial Killer x 1	Advanced Pg. 118
89 - 99	Roll this chart two times.	
100	GM's Choice	

■ Presage NPC Charts

◆ Heroine

1D10	Cover	Work	Appearance	Personality	Dream	Feelings Toward PCs
0	Primary School Student	Cell Leader	Wearing a mask	Roll Personality twice	Humanity's annihilation.	Uninterested
1	Middle School Student	UGN Child	Seems to be timid	Cheery, positive	To satisfy an Impulse	Animosity
2	High School Student	UGN Agent	Sexy	A daydreamer	Everyone's happiness	Love
3	Delinquent	FH Agent	Horribly child-like	Sad and avoids people	To make friends	Friendship
4	College Student	FH Agent	Emotionless	Battle-weary	To become human again	Paternal Love
5	Teacher	Same as Cover	Has an air of mystery	Calm and logical	Avenge someone's death	Comradery
6	College Professor	Same as Cover	Mature	Worries, over-imaginative	Exact vengeance from the PCs	Fear
7	Detective Inspector	Same as Cover	Passionate	Stark, hates inefficiency	To follow orders	Distaste
8	Artist	Soldier	Looks sleepy	Chatty, meddlesome	To see the ocean	Joy
9	Renegade Being	Renegade Being	Fairy-like	Unhuman, mysterious	To learn about humans	Interest
10	Reporter	Assassin	Looks depressed	Scatterbrain	Turning PCs into Gjaums	Admiration
11	GM's Choice	GM's Choice	GM's Choice	GM's Choice	GM's Choice	GM's Choice

◆ Rival

1D10	Cover	Work	Appearance	Personality	Dream	Feelings Toward PCs
0	Primary School Student	UGN Branch Chief	Is an electronic device	Machine-like	No longer has one	Uninterested
1	High School Student	UGN Child	Hides his intentions well	Cold, loyal to the mission	Revolutionize the world	Distaste
2	Delinquent	UGN Agent	Unusually gigantic	Overed Elitist	The birth of more Overeds	Animosity
3	College Student	FH Agent	Feral	Battle-hungry	World Domination	Hatred
4	FH Agent	FH Agent	Devastatingly beautiful	Ambitious	Taking the Heroine	Favortism
5	Teacher	Cell Leader	Always stylish	Playboy/playgirl	Taking PC1	Jealousy
6	Researcher	FH Child	Looks like a young child	Sees the world as a game	To become the strongest	Threat
7	FH Agent	Detective	Androgynous	Nihilist	Create the ultimate being	A Challenge
8	Religious Man	Soldier	Part cyborg	The opposite of the PC	Gain political power	Obsession
9	Renegade Being	Renegade Being	Monstrous	Disgusted by humanity	Exterminate humanity	Hatred
10	Assassin	Assassin	Big and tall	Young and brash	To fix his own reputation	Sympathy
11	GM's Choice	GM's Choice	GM's Choice	GM's Choice	GM's Choice	GM's Choice

◆ Ally

1D10	Cover	Work	Appearance	Personality	Dream	Feelings Toward PCs
0	FH Agent	Same as PC1's	He's an animal	Ignorant of the Renegade	Keeping the status quo	Uninterested
1	High School Student	UGN Child	Intelligent and plain	Curious geek-type	To get rich quick	Curious
2	Teacher	UGN Agent	Very common-looking	Worrywart	Climbing the social ladder	Merciful
3	UGN Agent	UGN Branch Chief	Sleep-filled eyes	Always business-like	Gaining information	Friendship
4	UGN Branch Chief	FH Child	Almost reptilian-like	Pries, likes to chat	Becoming leader	Admiration
5	Detective	FH Agent	Big and filled-out	Stoic and logical	Studying the Heroine	Protective
6	Researcher	Cell Leader	Horribly skinny	Conspiracy theory junkie	Studying PC1	Jealous
7	Doctor	Same as Cover	Always changes	Party-animal	Taking over the UGN	Inferiority
8	Private Investigator	Same as Cover	Subservient	Serious, follows the rules	Unraveling the world's secrets	Favortism
9	Animal	Renegade Being	Wears black sunglasses	Always keeps his promises	Protecting the world	Distrustful
10	Informant	Assassin	Wears aloha shirts	Hides his true intentions	Helping the PCs	Animosity
11	GM's Choice	GM's Choice	GM's Choice	GM's Choice	GM's Choice	GM's Choice

■ NPC Identity Charts

◆ Last Name

1D100	Name
1 - 4	O' Neil
5 - 8	Lee
9 - 12	Perez
13 - 16	Dubois
17 - 20	Touma
21 - 24	Urabe
25 - 28	Ricci
29 - 32	Stein
33 - 36	Rosenblum
37 - 40	Markov
41 - 44	Fingold
45 - 48	Mikhail
49 - 52	Peterson
53 - 56	Garcia
57 - 60	Lancaster
61 - 64	Okoro
65 - 68	Aaronson
69 - 72	Yumashev
73 - 76	Giani
77 - 80	McLeod
81 - 84	Laurent
85 - 88	Kasuga
89 - 92	Chan
93 - 96	Contee
97 - 100	Johnson

◆ First Name

1D100	Male	Female
1 - 4	John	Karen
5 - 8	Andreas	Jennifer
9 - 12	Edward	Crystal
13 - 16	Georg	Mai
17 - 20	Fei- Long	Adelle
21 - 24	Samuel	Jordan
25 - 28	Nighthorse	April
29 - 32	Vincent	Ruth
33 - 36	Tiger	Catherine
37 - 40	Timmy	Molly
41 - 44	Aaron	Victoria
45 - 48	David	Bella
49 - 52	Dominico	Isabel
53 - 56	Billie	Elizabeth
57 - 60	Guren	Fox
61 - 64	Winston	Maria
65 - 68	Vlad	Sammy
69 - 72	Jimmy	Alexandra
73 - 76	Sergei	Helena
77 - 80	Mamoru	Chun-Li
81 - 84	Vega	Caroline
85 - 88	Jose	Emma
89 - 92	Rain	Sky
93 - 96	Garrett	Hannah
97 - 100	Samson	Akane

◆ Perceived Personality

1D10	Impression (Choice 1)	Impression (Choice 2)
0	Quiet	Bloodythirsty.
1 - 2	Dimwitted	Sharp-minded
3 - 4	Overbearing	Subservient
5 - 6	Crafty	Innocent
7 - 8	Nice	Stoic
9 - 10	Flashy	Plain
11	Weak	Flamboyant

◆ Cover

1D10	Choice 1	Choice 2
0	Stay at Home Spouse	Breadwinner
1 - 2	High School Student	Teacher
3 - 4	Delinquent	Temp
5 - 6	Detective	Soldier
7 - 8	Businessman	Club Owner
9 - 10	Private Investigator	Mobster
11	Renegade Being	Same as Choice 1

◆ Work

1D10	Choice 1	Choice 2
0	UGN Branch Chief	FH Cell Leader
1 - 2	Same as Cover	Same as Choice 1
3 - 4	Renegade Being	UGN Agent
5 - 6	FH Agent	Mercenary
7 - 8	FH Child	Assassin
9 - 10	Roll the Cover chart	Same as Choice 1
11	The Lead Character's Work	Same as Choice 1

◆ NPC Codename

1D100	Codename	1D100	Codename
1 - 2	Aeacus	51 - 52	Joyeuse
3 - 4	Agito	53 - 54	Kali Ma
5 - 6	Alastor	55 - 56	King of Kings
7 - 8	Arcane Rose	57 - 58	Knossos
9 - 10	Arianrhod	59 - 60	Krishna
11 - 12	Artemisia	61 - 62	Lethe
13 - 14	Autokrator	63 - 64	Loups Garoux
15 - 16	Boadicea	65 - 66	Marauder
17 - 18	Charlemagne	67 - 68	Minos
19 - 20	Chrysaor	69 - 70	Marauder
21 - 22	Curtana	71 - 72	Monad
23 - 24	Death's Hand	73 - 74	Night Owl
25 - 26	Deep Striker	75 - 76	Onslaught
27 - 28	Demon's Wall	77 - 78	Propateer
29 - 30	Eckesachs	79 - 80	Rhadamanthys
31 - 32	Espada	81 - 82	Rorschach
33 - 34	Flintlock	83 - 84	Savyasachi
35 - 36	Fruits of Vanity	85 - 86	Steel Fortress
37 - 38	Heaven's Sword	87 - 88	Sturmvogel
39 - 40	Indrajit	89 - 90	The Answerer
41 - 42	Infinity Snake	91 - 92	Theos Orbis
43 - 44	Invulnerable	93 - 94	Unbound Star
45 - 46	Ipetam	95 - 96	Voynich
47 - 48	Jiu Tian Xuan Nu	97 - 98	Warrior of Light
49 - 50	Jiu Wen Long	99 - 100	Wind of Fortune

■ NPC Reactions

◆ First Impressions

1D10	Reaction towards the Player Character
0	Hates you with a passion.
1 - 2	He seems to like you.
3 - 4	You can sense the NPC's fear.
5 - 6	Thinks that you are interesting.
7 - 8	Looks at you with suspicion.
9 - 10	Felt that you are trustworthy.
11	Fell in love at first sight.

◆ First Encounter

1D10	First Meeting
0	Was an ally during a war.
1 - 2	Literally ran into each other.
3 - 4	He transferred into the same class.
5 - 6	They worked for the same company or organization.
7 - 8	Temporarily formed an alliance.
9 - 10	Was once helped by the player character.
11	Once traded intelligence.

■ Boss Charts

◆ Desire Chart (Determines both Desire and E-Lois)

1D100	Desire	E-Lois 1	E-Lois 2
0 - 8	Release	Awakening Soul	New World
9 - 16	Bloodsucking	Grace of the Abyss	Night Rose
17 - 24	Hunger	Maw of Abaddon	Thirsty Soul
25 - 32	Slaughter	Bloody Cascade	Throne of Corpses
33 - 40	Destruction	Cycle of Destruction	Shattered Empyrean
41 - 48	Torture	Sadistic Illusions	Blood-Splattered Demise
49 - 56	Distaste	Hideous Worldview	Universal Disgust
57 - 64	Battle Lust	Eternal Strife	Abyss Demon
65 - 72	Delusions	Twisted Dreams	Construct Fantasies
73 - 80	Self-Mutilation	Stigmata Addiction	Reaper's Beckoning
81 - 88	Fear	Unfathomable Forms	Universal Fear
89 - 96	Hatred	Cycle of Hate	Black Hellfire
97 - 99	GM's Choice.	GM's Choice.	GM's Choice.
101	GM's Choice.	GM's Choice.	GM's Choice.

◆ Boss Template

1D10	Template	Page
1	Rampaging Gjaum	pg. 88
2	Renegade Child	pg. 90
3	Mad Scientist	pg. 92
4	Metal Beast	pg. 94
5	Steel Reaper	pg. 96
6	Sword Demon	pg. 98
7	Beast of Catastrophe	pg. 100
8	Agent of Genocide	pg. 102
9	Renegade Being	pg. 104
10	Transcendent One	pg. 106
11	GM's Choice	-

Official NPCs Chart 1

1D100	Name	Description	Page
1	Yugo "Leviathan" Kiritani	UGN Japan Director	Advanced Pg. 65
2	Rosa "In the Name of the Rose" Baskerville	Surveillance agent placed in UGN Japan	Advanced Pg. 65
3	Yurika "Rafflesia" Himemiya	Member of the UGN's Renegade Research division	Advanced Pg. 66
4	Tsubaki "Silk Spider" Tamano	Drill instructor for the UGN Children	Advanced Pg. 66
5	Therese Blum	Axis committee member	Advanced Pg. 66
6	Ayame "Artemis" Shikishima	A young UGN illegal	Advanced Pg. 67
7	Yuki "Guiding Fate" Yakoji	Chief of UGN's City S Branch	Advanced Pg. 67
8	Hayato "Falcon Blade" Takasaki	A young UGN agent	Advanced Pg. 67
9	Ashe "Million Suns" Redaric	Axis committee member	Advanced Pg. 68
10	Kaoru "Jester's Truth" Senjoji	UGN agent/scientist	Advanced Pg. 68
11	Genichi "Holy Mediator" Fujisaki	UGN HQ agent	Advanced Pg. 68
12	Ivy "Sylphid" Knowles	A prodigy pianist	Advanced Pg. 69
13	Shiori "Transceiver Girl" Fujimiya	A hacker who helps the UGN	Advanced Pg. 69
14	Midori "Clean Green" Kano	UGN Japan's Head of Clean-Up	Advanced Pg. 69
15	Masamichi "Burning Heart" Ino	Rookie UGN agent	Advanced Pg. 70
16	"Maria" "Fragarach" Chesnokov	UGN HQ agent	Advanced Pg. 70
17	Masaya "Cool Runner" Arishiro	Strikehounds squad member	Advanced Pg. 70
18	Alfred J. "Iscaiot" Caudwell	Founder of the UGN and current False Hearts ranking agent	Advanced Pg. 77
19	Master Wraith Epsilon (05), Johan C. Caudwell	A belligerent Master Wraith	Advanced Pg. 77
20	Master Wraith Gamma (03), Cain A. Caudwell	A mysterious Master Wraith	Advanced Pg. 78
21	Master Wraith Xi (14), Sakyo Kurosu	A former UGN Illegal turned Master Wraith	Advanced Pg. 78
22	Master Wraith Nona (09), Laelia Guily	A Master Wraith who shuns battle	Advanced Pg. 78
23	Kyoji "Diablos" Kasuga	A FH agent who never gives up	Advanced Pg. 79
24	Shizuma "Carnage" Orito	A FH Merc that fights with his bare hands	Advanced Pg. 79
25	Eiichi "Dog Master" Takajo	Captain of the FH Special Ops cell Moon Dogs	Advanced Pg. 79
26	Mio "Lady Panther" Kasuga	A member of the Kasuga Clan	Advanced Pg. 80
27	Robert "Mad Scientist" Short	False Hearts' mad scientist	Advanced Pg. 80
28	Kanata "The End" Hiura	A FH agent who is now dead inside	Advanced Pg. 80
29	Mia "Meerkat" Nekogawa	A freelance informant	Advanced Pg. 88
30	Soichi "Predator" Iba	A battle-crazed assassin	Advanced Pg. 88
31	Satsuki "Daybreak" Kamishiro	Chairman of the Kamishiro Group	Advanced Pg. 89
32	Takemichi "Paint it Black" Kurosaki	Captain of the Strangers	Advanced Pg. 89
33	Shusei Tani	The detective in charge of all Renegade cases	Advanced Pg. 89
34	Kyoka "Planner" Tsuzuki	Xenos' leader	Advanced Pg. 90
35	Tiger Eye	A Controller Renegade Being from Xenos	Advanced Pg. 90
36	Nagi "Minerva" Sakatsuki	A Collaborator Renegade Being from Xenos	Advanced Pg. 90
37	Cesario	A mystery Overed	Advanced Pg. 91
38	Junji "Hasty" Shigano	A journalist	Advanced Pg. 91
39	Takashi "Merchant" Minesaki	A fencer for the Guild's Japanese operations	Advanced Pg. 91
40	Kozue Shinjo, The Other-World Priestess	An Overed who is being monitored by the UGN	Advanced Pg. 92
41	Nameless	The legendary informant	Advanced Pg. 92
42	Ryo "Midnight Driver" Kugayama	An informant/taxi driver	Advanced Pg. 92
43	Diaz "Ace Card" McLain	Captain of Tempest	Advanced Pg. 93
44	Fionn "Old S" Boothroyd	Former MI6 agent	Advanced Pg. 93
45	Doji Saga, The Knight of the Round Table	Lord Gawain	Advanced Pg. 93
46	Fernando "Smoker" Franco	Head of the Guild's Japanese operations	Advanced Pg. 94
47	Seiji Munei, AKA The Walking Animal	SIA Director	Advanced Pg. 94
48	Shoya "Clockwork" Mitsurugi	The Takagawa family boss	Advanced Pg. 94
49	Natsuki "Steel Guardian" Minase	The leader of Tindalos	Advanced Pg. 95
50	Toshimichi Asada	Member of the national legislature	Advanced Pg. 95

Official NPCs Chart 2

1D100	Name	Description	Page
51	Kiyomaru Kawai, the "Mountain Hsein"	A mystical hermit	Advanced Pg. 95
52	Wakana Yaegashi	Student Body President at City N Public High School	Advanced Pg. 100
53	Takeshi Aiba	A local delinquent	Advanced Pg. 100
54	Asaka Tsukihara	A high school girl who questions the state of the world	Advanced Pg. 101
55	Akira "Dragon Breath" Matsunawa	An UGN agent who is stationed at City N	Advanced Pg. 101
56	Yoko Mizoguchi, AKA "Mom"	An UGN agent who is stationed at City N	Advanced Pg. 101
57	Mifuyu "White Winter" Kanemura	An Overed girl who is living inside the City N branch	Advanced Pg. 102
58	Shun "Good Life" Masukura	An UGN Illegal from City N	Advanced Pg. 102
59	Kohei Samejima	A detective in City N's police force	Advanced Pg. 102
60	Shotaro Kashima	A yakuza member from City N	Advanced Pg. 103
61	Mitsuo "Dr. Lincoln" Kuroshima	A back-alley doctor from City N	Advanced Pg. 103
62	Tama, the City's Companion	A cat Renegade Being who lives in City N	Advanced Pg. 103
63	Fatum	Central Dogma's messenger	Pg. 39
64	Tet, the Tempter	A Renegade Being and Liaison Lord	Pg. 39
65	Vikarala, the Dark One	A Liaison Lord who is served by a Clan of assassins	Pg. 40
66	Yukari "Cold Intellect" Watanuki	The Two-Time cell's leader	Pg. 40
67	Ayana "Helter Skelter" Soramori	False Hearts' best cracker	Pg. 40
68	Yokaze "Wind Master" Tsukishiro	The drill instructor who trains new recruits	Pg. 41
69	Tomoe "Mastermind" Amafune	A high-ranking FH agent	Pg. 41
70	Miki "Harmonia" Higo	A cell leader who was once a FH Child	Pg. 41
71	Chiaki "Spike Heel" Nanasato	A FH agent who specializes in espionage	Pg. 42
72	Keigo "Paladin" Matoba	A former UGN agent turned False Hearts member	Pg. 42
73	Kanako "Grapevine" Kojima	A FH Agent who became a housewife	Pg. 42
74	Joshua "Knight of Four Blades" Bataille	A FH Agent who is slowly losing his sanity	Pg. 43
75	Mizuki "Pathfinder" Mihara	An Apostle who admires Professor Caudwell	Pg. 43
76	Ayumu "Lost Sheep" Kurusu	A FH Child who has many doubts	Pg. 44
77	Miyuki "Fenrir's Bite" Aomine	A FH Agent from Cerberus	Pg. 44
78	Shuka "Phoenix Guard" Daimonji	A FH Child from Cerberus	Pg. 44
79	The Recorder	A Renegade Being belonging to Xenos	Pg. 45
80	Phantasma	A mysterious "fixer"	Pg. 45
81	Fiona Lancaster	Lady of the Lancaster Family	Pg. 45
82 - 100	GM's Choice		



Introduction

■ Using the Boss Templates

The following are ten pre-generated boss characters. Although these character templates were created for use with the Random Scenario system, they may also be used for normal Scenarios.

In addition to being used as end-boss characters, these character templates can also be used for mid-Scenario battles. In this case, some stats and Powers should be removed (or added) for the purpose of balance. Powers like «Life Increase» would certainly need to be removed.

● About the Boss' Image

Each boss character comes with an illustration and flavor text to help characterize it. As a friendly reminder, these are only suggestions. The GM may add or change these characters as he sees fit.

● About the Different Power Sets

Each boss template has been given two distinct play-styles and abilities. Utilize the set that you believe will provide the best challenge for the player characters.

● Balancing

All ten templates were designed under the assumption that they would be used against four newly-created characters. If there are fewer than four players, or if the players are using much stronger characters, a certain amount of balancing is required. The following actions are recommended for balancing:

-Reducing the Encroachment Rate

For every ten experience points that players have spent on their characters, increase the boss' Encroachment Rate by 10%.

-Increasing Power Levels

For every ten experience points that players have spent on their characters, increase the level of one Power.

-Increasing Hit Points

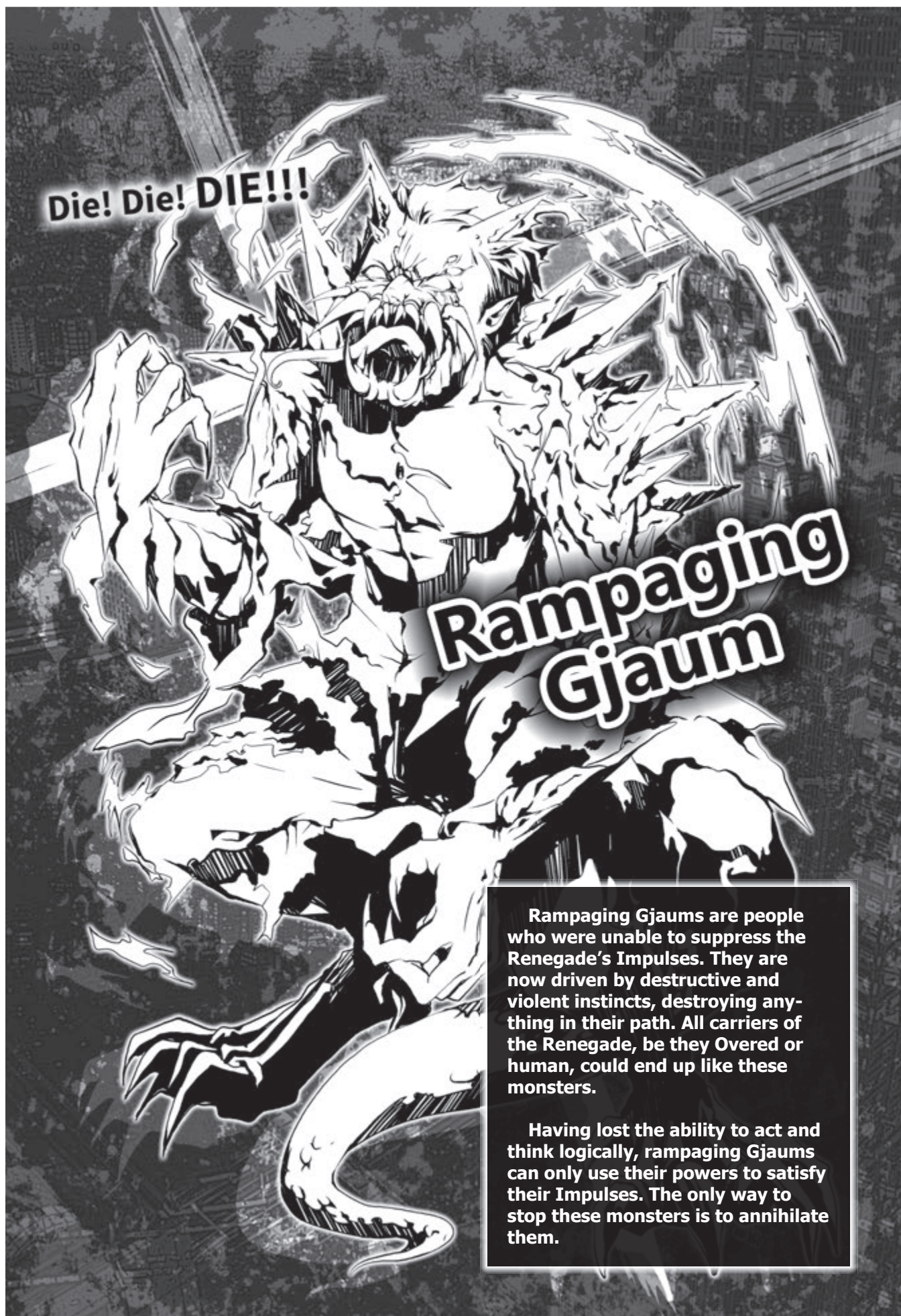
For every twenty experience points that players have spent on their characters, or for every extra player in the game, give the boss one level in «Life Increase». That is a 30HP increase for each level.

-Adjusting the Number of "Life-Saver" Powers

Depending on the number of players, modify the number of damage-negating or revival Powers that a boss has. Increase the number of these special Powers if there are more than four players, and decrease if there is fewer than four.

-Bestowing Special Loises

Give the boss one Trait or Exhausted Lois, preferably one that ties in with the Scenario's story.



Rampaging Gjaum

■ Stats

Stats **Skills**
 [Body] 8 <Melee> 4, <Dodge> 4
 [Sense] 4
 [Mind] 8 <RC> 4
 [Social] 1
 [HP] 104 [Initiative] 16
 [Armor] 0
 Encroachment Rate: 150% (Dice +4)

■ Uncontrollable Powers Type

A Gjaum who lost control of his Powers.

"I can't control it!"

Syndrome: Salamandra/Chimaera

◆ Powers

-Salamandra

«Fire's Blessing» 3, «Flame Blade» 3,
 «White Heat» 2, «Blizzard Breath» 3,
 «Burning Soul» 3

-Chimaera

«Beast's Malice» 2, «Hell Beast's Roar» 2

-Common

«Concentrate: Salamandra» 3

-Enemy Powers

«Life Increase» 2, «Accelerated Time» 1

◆ Combos

(Encroach. bonus has been applied.)

>Crimson Fist

«Fire's Blessing» + «White Heat»

Timing: Minor

Description: Fists are changed to Atk. Power of 7 and Guard Stat of 4.

Checks receive a +4 dice bonus. This bonus has already been applied to the below combos.

>Ice-Fire Storm

«Blizzard Breath» + «Flame Blade» +
 «Concentrate: Salamandra»

Timing: Major

Skill: <RC> Dice: 13
 Critical: 7 DFCLTY: Opposed
 Target: Area (Select) Range: View
 Atk Power: +11

Description: A long-range attack that combines fire and ice into a storm.

>Fists of Crazy Fire

«Beast's Malice» + «Flame Blade» +
 «Concentrate: Salamandra»

Timing: Major

Skill: <Melee> Dice: 16
 Critical: 7 DFCLTY: Opposed
 Target: Single Range: Close
 Atk Power: +15

Description: A melee attack using burning fists. Target's Dodge check receives a -2 dice penalty.

>«Hell Beast's Roar»

Timing: Auto

Description: Use when attacking. Target's Reaction check receives a -2 dice penalty. Use only once per Round.

>«Buning Soul»

Timing: Auto

Description: Recover from Incapacitation with 30HP. Use only once per Scenario.

■ Physical Mutation Type

A Gjaum whose body was mutated when he lost control of the Renegade.

"This isn't me anymore..."

Syndrome: Chimaera/Hanuman

◆ Powers

-Chimaera

«Complete Therianthropy» 2, «Reaming Claw» 3, «Hunting Style» 1, «Beast's Strength» 3, «Proof of the Hell Beast» 3

-Hanuman

«Fury» 3, «Roaring Claw» 1

-Common

«Concentrate: Chimaera» 3

-Enemy Powers

«Life Increase» 2

◆ Combos

(Encroach. bonus has been applied.)

>Demonic Therianthropy

«Complete Therianthropy» + «Reaming Claw» + «Hunting Style»

Timing: Minor

Description: Fists are changed to Atk. Power 11 and Guard Stat of 1.

All [Body] checks receive a +4 dice bonus. This bonus has already been applied to the below combos.

>Hurricane Blow

«Beast's Strength» + «Fury» +
 «Concentrate: Chimaera» + «Roaring Claw»

Timing: Major

Skill: <Melee> Dice: 16
 Critical: 7 DFCLTY: Opposed
 Target: Area (Select) Range: Close
 Atk Power: +13

Description: A melee attack cuts opponents using sonic waves. Ignores the [Armor] stat. «Fury» can only be used in this combo three times per Scenario.

>«Proof of the Hell Beast»

Timing: Auto

Description: Recover from Incapacitation with 30HP. Use only once per Scenario.

■ Battle Plan

◆ Placement

Place all Player characters in a single Engagement. Place this boss in another Engagement that is five meters away from the Player Characters.

◆ Strategy

>Uncontrollable Powers

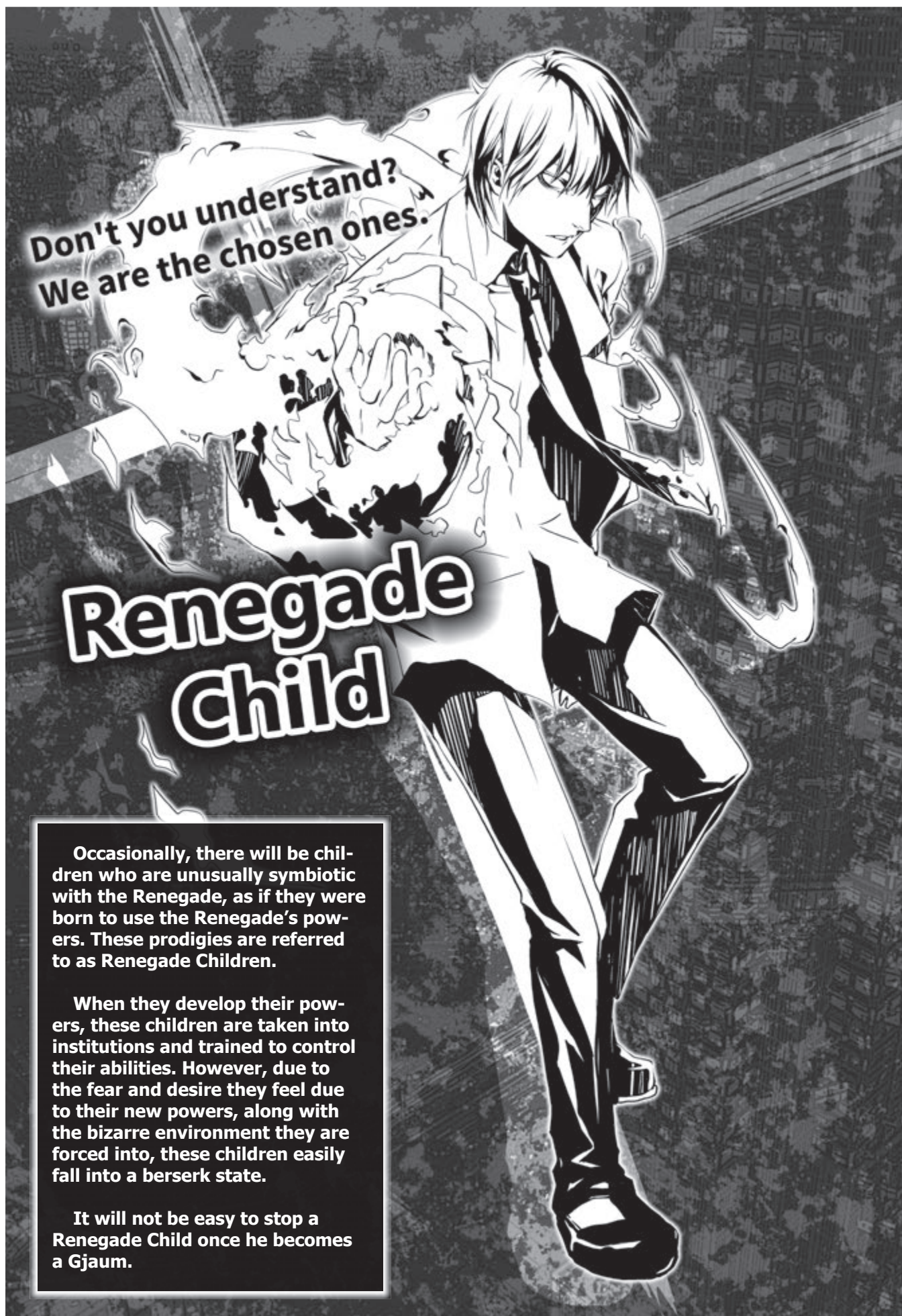
Use «Accelerated Time» during the first Initiative Process. Use the Crimson Fist combo for your Minor Action, then for your Major Action attack using Ice-Fire Storm.

If Player Characters get into your Engagement, begin alternating between Ice-Fire Storm and Fists of Crazy Fire.

>Physical Mutation

During your first turn, try to get close to as many Player Characters as possible. Attack them with Hurricane Blow and continue to do so until you run out of uses for «Fury».

Once you used up «Fury», remove that Power from the Hurricane Blow combo and begin using it as a single-target attack.



Don't you understand?
We are the chosen ones.

Renegade Child

Occasionally, there will be children who are unusually symbiotic with the Renegade, as if they were born to use the Renegade's powers. These prodigies are referred to as Renegade Children.

When they develop their powers, these children are taken into institutions and trained to control their abilities. However, due to the fear and desire they feel due to their new powers, along with the bizarre environment they are forced into, these children easily fall into a berserk state.

It will not be easy to stop a Renegade Child once he becomes a Gjaum.

Renegade Child

■ Stats

Stats **Skills**
 [Body] 6 <Melee> 4, <Dodge> 4
 [Sense] 4
 [Mind] 10 <RC> 4
 [Social] 2
 [HP] 132 [Initiative] 18
 [Armor] 0
 Encroachment Rate: 150% (Dice +4)

■ Lightning Mage Type

An Overed that attacks using light and lightning.

"This power is from God himself!"

Syndrome: Angel Halo/ Salamandra/ Black Dog

◆ Powers

-Angel Halo

«Blinding Dash» 3, «Hypnotic Light» 1,
 «The Lord's Right Arm» 3
 -Salamandra

«Annihilation Wave» 2, «Burning Soul» 2

-Black Dog

«Lightning Spear» 2, «Thor's Hammer» 2

-Common

«Concentrate: Black Dog» 3

-Enemy Powers

«Life Increase» 3

◆ Combos

(Encroach. bonus has been applied.)

>Celestial Spear

«Hypnotic Light» + «The Lord's Right Arm» + «Lightning Spear» + «Concentrate: Black Dog»

Timing: Major

Skill: <RC> Dice: 13

Critical: 7 DFCLTY: Opposed

Target: Single Range: View

Atk Power: +16

Description: Toss a spear made from lightning. Targets hit with this attack receive the Bad Status Dazed. Cannot target characters that are in the attacker's Engagement.

>Plasma Thunder Bomb

«Hypnotic Light» + «The Lord's Right Arm» + «Thor's Hammer» + «Concentrate: Black Dog»

Timing: Major

Skill: <RC> Dice: 16

Critical: 7 DFCLTY: Opposed

Target: Area(Select) Range: View

Atk Power: +12

Description: An attack using raging lightning. Targets hit with this attack receive the Bad Status Dazed. Cannot target characters that are in the attacker's Engagement.

Use only three times per Scenario.

>«Annihilation Wave»

Timing: Initiative

Description: Deal 7D points of damage.

Use only once per Scenario.

>«Buning Soul»

Timing: Auto

Description: Recover from Incapacitation with 30HP. Use only once per Scenario.

■ Bloody Puppeteer Type

An Overed that fights using Servants.

"Feel honored to be my servant!"

Syndrome: Bram Stoker/Orcus

◆ Powers

-Bram Stoker

«Red Servant» 4, «The Voiceless» 1,
 «Red River Valet» 4, «Blood Bonds» 1,
 «Blood Burn» 2, «Corrosive Red» 2,
 «Blood Control» 3, «Eternal Life» 3

-Orcus

«Earth Fang» 2, «Keystone Formation» 3

-Common

«Concentrate: Bram Stoker» 3

-Enemy Powers

«Life Increase» 3, «Accelerated Time» 1

◆ Combos

(Encroach. bonus has been applied.)

>Summon Servants

«Red Servant» + «Red River Valet»

Timing: Major

Description: Create one Servant that starts out in Post-Action. HP is 30 and Base Stats are all 7.

At the beginning of the battle, Bloody Puppeteer will start with one Servant already on the field.

>Red River's Domain

«Blood Burn» + «Keystone Formation» + «Concentrate: Bram Stoker» + «Earth Fang» + «Corrosive Red»

Timing: Major

Skill: <RC>

Dice: 11

Critical: 7

DFCLTY: Opposed

Target: 3

Range: View

Atk Power: +12

Description: Pollute your Domain with poisonous blood. Target's Dodge check receives a -1 dice penalty. Target receives Taint Rank 2. After using this combo, you lose 5HP.

Only use «Keystone Formation» three times per Scene.

>«Eternal Life»

Timing: Auto

Description: Recover from Incapacitation with 30HP. Use only once per Scenario.

■ Battle Plan

◆ Placement

Place all Player characters in a single Engagement. Place this boss in another Engagement that is five meters away from the Player Characters.

If you are using the Bloody Puppeteer, also place one Servant in his Engagement.

◆ Strategy

>Lightning Mage

Attack with Plasma Thunder Bomb until you run out of uses. At that point, switch to Celestial Spear.

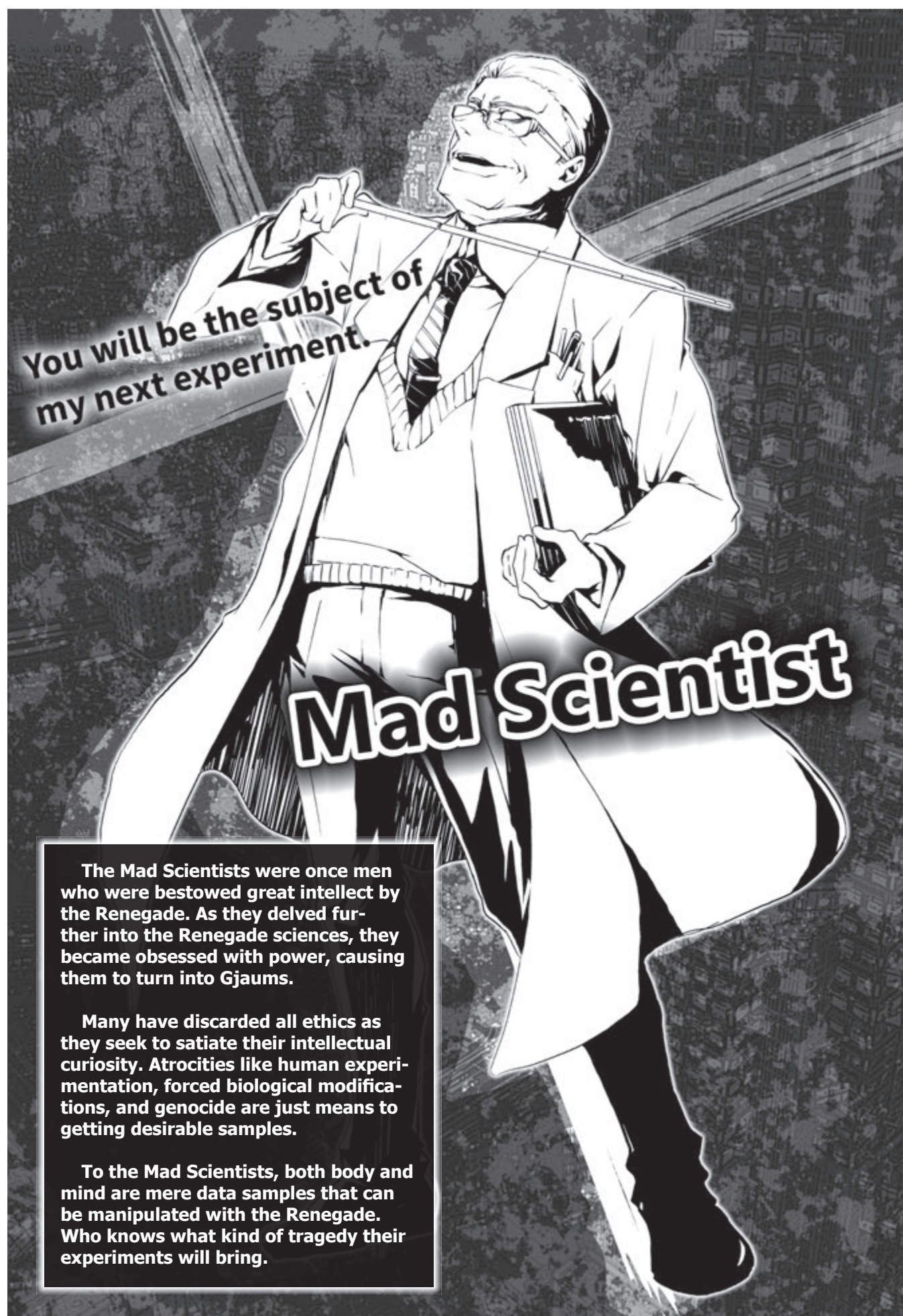
If a character gets into your Engagement, use «Blinding Dash» to Break Away.

On the second round, use «Annihilation Wave».

>Bloody Puppeteer

During your first turn, use «Accelerated Time», then create a second Servant.

Once the second Servant is created, you and your Servants will attack using the Red River Domain combo. Your Servants must not use «Keystone Formation» in their version of the combo.



**You will be the subject of
my next experiment.**

Mad Scientist

The Mad Scientists were once men who were bestowed great intellect by the Renegade. As they delved further into the Renegade sciences, they became obsessed with power, causing them to turn into Gjaums.

Many have discarded all ethics as they seek to satiate their intellectual curiosity. Atrocities like human experimentation, forced biological modifications, and genocide are just means to getting desirable samples.

To the Mad Scientists, both body and mind are mere data samples that can be manipulated with the Renegade. Who knows what kind of tragedy their experiments will bring.

Mad Scientist

■ Stats

Stats **Skills**
 [Body] 8 <Melee> 4
 [Sense] 5
 [Mind] 8 <RC> 4
 [Social] 8 <Negotiation> 4
 [HP] 104 [Initiative] 18
 [Armor] 0
 Encroachment Rate: 150% (Dice +4)

■ Mind Assassin Type

A scientist that specializes in mind attacks.

“Nothing like the sound of a soul that’s breaking down.”

Syndrome: Solaris/Orcus

◆ Powers

-Solaris

«Tranquility» 3, «Absolute Terror» 5, «Poison Blade» 5, «Poison Fog» 3, «Magical Words of Destruction» 3, «Irresistible Words» 2

-Orcus

«Domain Adjustment» 3, «Keystone Formation» 3, «Domain’s Shield» 3, «Power Formation» 3

-Common

«Concentrate: Solaris» 3

-Enemy Powers

«Life Increase» 2, «Revival» 1

◆ Combos

(Encroach. bonus has been applied.)

>«Power Formation»

Timing: Setup

Description: Atk. Power +6. This bonus has already been applied to the below combos.

>«Poison Blade»

Timing: Minor

Description: Atk. Power +5. This bonus has already been applied to the below combos.

>Mind Crush

«Domain Adjustment» + «Keystone Formation» + «Absolute Terror» + «Irresistible Words» + «Concentrate: Solaris»

Timing: Major

Skill: <Negotiation> Dice: 15

Critical: 7 DFCLTY: Opposed

Target: 3 Range: View

Atk Power: +16

Description: Attack the heart with wicked words. Attack ignores [Armor]. Targets hit with this attack receive the

Bad Status Dazed, and for the duration of the Scene all of their checks receive a -2 dice penalty.

>«Power Formation»

Timing: Reaction

Description: Make another character Guard you.

■ Artistic Bomber Type

A scientist that specializes in explosives.

“Do you not see the art that lies within explosives?”

Syndrome: Neumann/Exile/
Morpheus

◆ Powers

-Neumann

«Double-Duel» 3, «Ogreish Fighting» 3, «Last Action» 1

-Exile

«All-Range» 3, «Ultra Bomber» 4, «Giant Growth» 3, «Elastic Arm» 3

-Morpheus

«Reinforce» 3, «Instant Bomb» 3, «Soul Alchemy» 3

-Common

«Concentrate: Exile» 3

-Enemy Powers

«Life Increase» 2

◆ Combos

(Encroach. bonus has been applied.)

>«Ogreish Fighting»

Timing: Minor

Description: Atk. Power +6.

>Explosion

«All-Range» + «Giant Growth» + «Instant Bomb» + «Reinforce» + «Double-Duel» + «Concentrate: Exile»

Timing: Major

Skill: <Melee> Dice: 15

Critical: 7 DFCLTY: Opposed

Target: Area(Select) Range: Close

Atk Power: +12

Description: Change a part of your body into an explosive and use it in a melee attack. Attack ignores [Armor].

Target’s Dodge check receives a +1 Critical Value penalty. 10 is the maximum that Crit. Value can be increased to.

«Giant Growth» and «Double-Duel» can only be used in this combo three times per Scenario.

>Self-Destruct

«Last Action» + «Ultra Bomber»

Timing: When Incapacitated.

Description: A self-destruct sequence. Targets cannot react against this attack. Deal 20 points of damage to everyone in your Engagement.

■ Battle Plan

◆ Placement

>Mind Assassin

Place all Player characters in a single Engagement. Place this boss and three Agent: Sniper units (Core pg. 381) in another Engagement that is ten meters away from the Player Characters.

>Artistic Bomber

Place all Player characters in a single Engagement. Place this boss in another Engagement that is five meters away from the Player Characters.

◆ Strategy

>Mind Assassin

During the first Setup, use «Power Formation». For your Major Action, attack using the Mind Crush combo.

If this boss is attacked, used «Domain’s Shield» and have one of the Agent: Sniper units Cover the boss.

>Artistic Bomber

Use your Minor Action to either Move into the Engagement that has the most characters, or use «Ogreish Fighting».

Attack using the Explosion combo.

When incapacitated the first time, use «Soul Alchemy» to revive. When incapacitated a second time, use the Self-Destruct combo.

A black and white comic-style illustration of a 'Metal Beast'. The creature is a complex, mechanical monstrosity composed of various military and industrial components. It features a large, multi-lens camera or sensor array at the top, several missile launchers, and a body made of stacked metal plates and pipes. The creature is shown in a dynamic, forward-leaning pose, with its right arm extended. The background is a dark, textured grey with some faint, stylized cityscape elements.

Commencing...
Operation...
Human Genocide.

Metal Beast

EX Renegades are capable of giving inanimate objects life. By doing so, they have exposed those new lives to the risk of Gjaum transformation. The Metal Beasts are the ones that have fallen.

Once mindless tanks, planes, and robots, the Metal Beasts are now tortured by the Renegade, their digital mind driven completely mad. The combination of metal bodies, heavy artillery, and Renegade abilities has made these monsters far more dangerous than flesh-and-blood Overeds.

The Metal Beasts will turn on humanity, and their numbers increase each day as more are born on the battlefields.

Metal Beast

■ Stats

[Body] 8 <Ride: Armed Vehicle> 4
[Sense] 8 <Ranged> 4
[Mind] 15 <RC> 4
[Social] 5 <Procure> 4
[HP] 81 [Initiative] 27
[Armor] 6
Encroachment Rate: 150% (Dice +4)
Item: Armed Vehicle: Atk. Power 10
[Armor] 10

■ Genocide Machine Type

A giant rampaging machine.

"Obstacle targeted. Eliminate."

Syndrome: Black Dog/Orcus

◆ Powers

-Black Dog

«Steel Horse» 3, «Lightning Attack» 3,
«Electromagnetic-Response Armor» 2,
«Magnetic Induction» 2, «Ionocraft» 2

-Orcus

«Keystone Formation» 3, «Knight
Rider» 3, «Domain's Shield» 3, «Power
Formation» 3

-Common

«Concentrate: Black Dog» 3

-Enemy Powers

«Life Increase» 1, «Coercion» 1

◆ Combos

(Encroach. bonus has been applied.)

>Monster Machine

«Magnetic Induction» + «Ionocraft»

Timing: Minor

Description: Target's Reactions receive a-2 dice penalty.

You gain Flight and Move (Move distance) + four meters.

>Genocide Lord

«Steel Horse» + «Lightning Attack» +
«Concentrate: Black Dog» + «Knight
Rider» + «Keystone Formation»

Timing: Major

Skill: <Ride: Armored Vehicle>

Dice: 18

Target: 3 Range: Close

Atk Power: +16

Description: Run over your targets.

■ Destroyer Type

*A killer machine that indiscriminately
destroys anything in sight.*

"Destroy! Destroy! DESTROY!"

Syndrome: Black Dog/Bram Stoker

◆ Powers

-Black Dog

«Hard-Wired» 1, «Stun Bolt» 1,
«Weapon Link» 2, «Magnet Force» 1,
«Lightning Attack» 3

-Bram Stoker

«Blood Bullet» 3, «Bloody Banquet»
3, «Blood Bonds» 3, «The Thirsting
Lord» 3, «Blood Burn» 2, «Red Servant»
5, «Eternal Life» 3, «Cross Attack» 2,
«Life Blood» 3

-Common

«Concentrate: Black Dog» 3

-Enemy Powers

«Life Increase» 1

◆ Combos

(Encroach. bonus has been applied.)

>«Hard-Wired»

Timing: Constant

Description: Acquire and equip Linear
Cannon.

Acc.: -2, Atk. Power: 8.

>«Red Servant»

Timing: Major

Description: Create one Servant that has
30 HP and Base Stats of 3.

At the beginning of the battle, Destroyer
will start with one Servant already on the
field.

>Cross Cannon

«Stun Bolt» + «Weapon Link» + «Con-
centrate: Black Dog» + «Blood Bullet» +
«Bloody Banquet» + «Cross Attack»

Timing: Major

Skill: <Ranged> Dice: 12

Critical: 7 DFCLTY: Opposed

Target: Area(Select) Range: 50M

Atk Power: +14

Description: Sprout multiple guns from
your body and fire at will. Target's Dodge
check receives a -4 dice penalty. Anyone
who received damage will also receive
the Bad Status Dazed.

After using this combo, pay 3 HP.

>Energy Drain

«The Thirsting Lord» + «Blood
Burn» + «Concentrate: Black Dog»
+ «Weapon Link» + «Lightning At-
tack»

Timing: Major

Skill: <Melee> Dice: 15

Critical: 7 DFCLTY: Op-
posed

Target: Single Range: Close

Atk Power: +9

Description: Send out your power lines
and drain energy from another source.
Ignores [Armor]. If this attack hits its
target, recover 12HP. After using this
combo, pay 5HP.

■ Battle Plan

◆ Placement

>Genocide Machine

Place all Player characters in a single En-
gagement. Place this boss and one Agent:
Sniper unit (Core pg. 381) in another
Engagement that is twenty meters away
from the Player Characters.

>Destroyer

Place all Player characters in a single
Engagement. Place this boss and one Ser-
vant in another Engagement that is five
meters away from the Player Characters.

◆ Strategy

>Genocide Machine

For your Minor Action, use Monster
Machine. For your Major Action, attack
using Genocide Lord.

If a character gets into your Engagement,
use «Coercion» to blockade the character.

For the Agent: Sniper's attacks, prioritize
characters that were not targets of the
Genocide Lord combo.

If an attack will reduce your HP to zero,
use «Electromagnetic-Response Armor»
to reduce the damage.

>Destroyer

For your Major Action, attack using
Cross Cannon. Due to this attack, the
Servant enters the Post-Action state.

Have the Servant use «Magnet Force»
to take any attacks intended for the
Destroyer. When the Servant dies, begin
attacking with Energy Drain.



The Steel Reapers represent the potential of the Renegade. With bodies of steel, and armed with weapons that cannot be used by a normal man, these warriors are superhuman fusions of flesh and machine. As long as the Renegade is used in war, these people will always be on the battlefield.

When these Steel Reapers became Gjaums, they turned into messengers of death and destruction. They will carry out any operation without any regard for the cost of human life, and that disposition had made them valuable to certain organizations.

Ultimately, they are perpetrators of an endless cycle of war.

Steel Reaper

■ Stats

Stats **Skills**
 [Body] 6 <Melee> 4, <Ride: Plane> 4
 [Sense] 8 <Ranged> 4
 [Mind] 5
 [Social] 5 <Procure> 5
 [HP] 97 [Initiative] 21
 [Armor] 0
 Encroachment Rate: 150% (Dice +4)

■ Sky King Type

A mercenary that fires anti-ground rounds from a helicopter.

"The sky is wonderful..."

Syndrome: Morpheus/Angel Halo

◆ Powers

-Morpheus

«Vehicle Morph» 1, «Soul Alchemy» 3,
 «Hundred Guns» 3, «Giganto Lance» 1,
 «Gigantic Mode» 1
 -Angel Halo
 «Miniscule Dust» 2, «The Lord's Blessing» 3, «Pinpoint Laser» 3
 -Common
 «Concentrate: Morpheus» 3

-Enemy Powers

«Life Increase» 2, «Anti-Ground Attack» 3

◆ Combos

(Encroach. bonus has been applied.)

>Strap-In

«Vehicle Morph» + «Hundred Guns»

Timing: Minor

Description: Create a Morph Helicopter and a gun.

Morph Helicopter is Atk. Power +7, Move 100M, and has Flight. The created gun has Atk. Power +7 and RNG of 30M.

>Carpet Bombing

«Gigantic Mode» + «Anti-Ground Attack» + «Pinpoint Laser» + «Miniscule Dust» + «Concentrate: Morpheus» + «The Lord's Blessing»

Timing: Major

Skill: <Ranged> Dice: 15
 Critical: 7 DFCLTY: Opposed
 Target: Area(Select) Range: 30M
 Atk Power: +14

Description: A bombardment. Attack ignores [Armor]. After using this combo, the equipped gun is destroyed.

>«Soul Alchemy»

Timing: Auto

Description: Recover from Incapacitation with 30HP. Use only once per Scenario.

■ Flash Bullet Type

A mercenary that fires bullets at lightning-fast speeds.

"Think you can follow this bullet?"

Syndrome: Black Dog/Neumann

Item: PDW (Core page 234)

Shotgun (Core page 234)

◆ Powers

-Black Dog

«Weapon Mount» 2, «Stun Bolt» 1,
 «Weapon Link» 2, «Lightning Attack» 3,
 «Electromagnetic-Response Armor» 2,
 «Max Voltage» 1

-Neumann

«Combat System: <Ranged>» 2

-Common

«Concentrate: Neumann» 3

-Enemy Powers

«Life Increase» 2, «Accelerated Time» 1

◆ Combos

(Encroach. bonus has been applied.)

>Thunder Shot

«Weapon Link» + «Concentrate: Neumann» + «Combat System» + «Stun Bolt» + «Lightning Attack»

Timing: Major

Skill: <Ranged> Dice: 16
 Critical: 7 DFCLTY: Opposed
 Target: Single Range: 10M
 Atk Power: +11

Description: Fire lightning-fast rounds. Targets hit with this attack receive the Bad Status Dazed.

>«Electromagnetic-Response Armor»

Timing: Auto

Description: Reduce HP damage by 20 points. Use only twice per Scenario.

■ Battle Plan

◆ Placement

>Sky King

Place all Player characters in a single Engagement. Place this boss in another Engagement that is twenty meters away from the Player Characters. Place two Gjaum: Crusher units (Core pg. 380) in a third Engagement that is five meters away from the Player Characters.

>Flash Bullet

Place this boss in an Engagement that is ten meters away from the Player Characters. Place two Kamishiro Group Agent units (Core pg. 381) in a third Engagement that is five meters away from the Player Characters.

◆ Strategy

>Sky King

For your Minor Action, use the Strap-In combo to create the helicopter and gun.

For your Major Action, attack using Carpet Bombing. On Round 2, mix «Giganto Lance» into the Carpet Bombing combo. This will make the attack target the entire Scene.

Use «Soul Alchemy» when HP is reduced to zero.

Have the Gjaum: Crushers go into the Engagement that has the most characters and attack randomly.

>Flash Bullet

During the first Initiative Process, use «Accelerated Time», then attack with the Thunder Shot combo. Include «Max Voltage» in the combo for this first attack. This will make the combo attack power +21. Also, use the PDW's ability to make the attack Area (Select).

After the above attack, use an Auto Action to switch your equipped weapon to the Shotgun. Continue to attack using the Thunder Shot combo.

Use «Electromagnetic-Response Armor» against any attacks you cannot Dodge.

Have the Kamishiro Group Agents Engage the Player Characters and attack a random target.

Sword Demon

My blade thirsts for
blood this fine night.
...Have at thee!

The Sword Demons seek only to use their blades on the living. Once modern-day swordmasters, they have long since given in to the demon within. Renegade powers have made their refined swordsmanship even more dangerous. It is unlikely that you will cross blades with an opponent who is greater than the Sword Demons.

Whether they hunger for the taste of blood, or seek a battle to the death, the Sword Demons seek only to take life with their blades. They are perhaps the epitome of a cursed weapon.

Sword Demon

■ Stats

Stats **Skills**
 [Body] 10 <Melee> 8, <Dodge> 4
 [Sense] 10
 [Mind] 5
 [Social] 5
 [HP] 105 [Initiative] 25
 [Armor] 0
 Encroachment Rate: 150% (Dice +4)

■ Ancient Swordmaster Type

A master of ancient sword styles.

*“To live and die by the sword.
 That is my fate!”*

Syndrome: Neumann/Hanuman

◆ Powers

-Neumann

«Double-Duel» 3, «Combat System» 3,
 «Multi-Weapon» 1

-Hanuman

«Fury» 3, «Energy Wave» 5, «After
 Image» 1, «Flash» 3, «Rapid Beat» 1,
 «Light Speed» 1

-Common

«Vitality-Up» 1, «Concentrate: Mor-
 pheus» 3

-Enemy Powers

«Life Increase» 2, «Accelerated Time» 1

◆ Combos

(Encroach. bonus has been applied.)

>Niten Ichi-ryu

«Double Duel» + «Combat System» +
 «Multi-Weapon» + «Fury» + «Energy
 Wave» + «Concentrate: Neumann»

Timing: Major

Skill: <Melee> Dice: 17

Critical: 7 DFCLTY: Opposed

Target: Area(Select) Range: Close

Atk Power: +20

Description: Attack several targets at once using two swords. Critical Value of your Targets' Dodge checks receive a +1 penalty. 10 is the maximum that the Critical Value can be raised to.

If you need to Move before attacking, include «Flash» in this combo.

>«After-Image»

Timing: Auto

Description: Reduce incoming damage to zero.

■ Crimson Demi-Fiend Type

*A swordmaster who wields a sword that
 “sucks” an opponent’s blood.*

*“My friend here wants a taste of
 your blood!”*

Syndrome: Bram Stoker/Balor

◆ Powers

-Bram Stoker

«Crimson Sword» 3, «Crimson Armor» 3,
 «Immortal’s Grace» 2, «Eternal Life» 3,
 «Blood of Destruction» 2, «Blood
 Burn» 3, «Bloody Attack» 3, «Bloody
 Banquet» 3

-Balor

«Gravity Guard» 2, «Quick Blade» 2

-Common

«Concentrate: Bram Stoker» 3

-Enemy Powers

«Life Increase» 2, «Quick Dash» 3

◆ Combos

(Encroach. bonus has been applied.)

>Wicked Blade’s Advent

«Crimson Sword» + «Crimson Armor» +
 «Blood of Destruction»

Timing: Minor

Description: Pay 12HP to create a sword and armor. Stats for these created Items will be Atk. Power: +12, Guard: 3, and Armor: 9. These stats have already been applied to the following combos..

>Blood-Red Strike

«Blood Burn» + «Bloody Attack» +
 «Bloody Banquet» + «Quick Blade»
 + «Concentrate: Bram Stoker»

Timing: Major

Skill: <Melee> Dice: 21

Critical: 7 DFCLTY: Op-
 posed

Target: Area(Select) Range: Close

Atk Power: +24

Description: Attack with your wicked blade of blood. After using this combo, pay 7HP.

Bloody Banquet» can only be used in this combo three times per Scenario.

>«Gravity Guard»

Timing: Reaction

Description: Increase [Guard] stat by +2D points.

>«Immortal’s Grace»

Timing: Cleanup

Description: Recover + [2D + 10] HP.

■ Battle Plan

◆ Placement

Place all Player characters in a single Engagement. Place this boss in another Engagement that is five meters away from the Player Characters.

◆ Strategy

>Ancient Swordmaster

During your first Setup Process, use «Vitality-Up» to raise your HP to 155. Use the Niten Ichi-ryu combo to attack as many player characters as possible.

When HP reaches 50, use «Accelerated Time» and «Light Speed» to attack twice. Combine «Rapid Beat» into your combo, making it an attack that attacks the entire Scene.

Use «After Image» against attacks that would otherwise bring your HP down to zero.

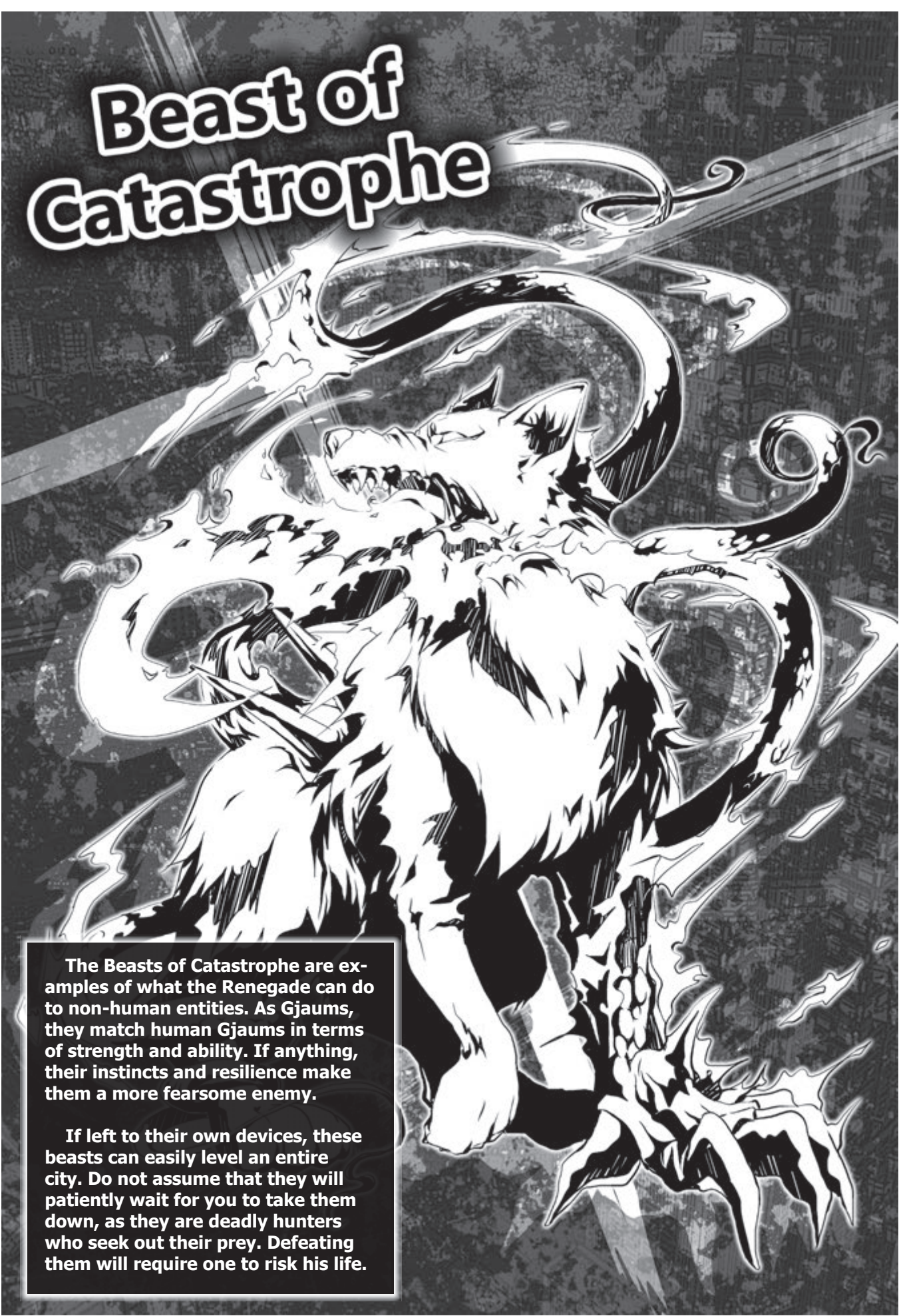
>Crimson Demi-Fiend

During the Setup Process, use «Quick Dash» to enter the Engagement that has the most Player Characters. Use Wicked Blade’s Advent for your Minor Action, and use your Major Action to attack with the Blood-Red Strike combo. After this first attack, continue to attack using Blood-Red Strike.

During your Reaction checks, Guard using «Gravity Guard».

During the Cleanup Process, heal yourself using «Immortal’s Grace».

Beast of Catastrophe



The Beasts of Catastrophe are examples of what the Renegade can do to non-human entities. As Gjaums, they match human Gjaums in terms of strength and ability. If anything, their instincts and resilience make them a more fearsome enemy.

If left to their own devices, these beasts can easily level an entire city. Do not assume that they will patiently wait for you to take them down, as they are deadly hunters who seek out their prey. Defeating them will require one to risk his life.

Beast of Catastrophe

■ Stats

Stats **Skills**
 [Body] 10 <Melee> 6, <Dodge> 4
 [Sense] 4
 [Mind] 7 <RC> 4
 [Social] 1
 [HP] 107 [Initiative] 15
 [Armor] 0
 Encroachment Rate: 150% (Dice +4)

■ Beast Lord Type

A king who rules over all animals. His blood-curdling roar is his royal command.

Syndrome: Chimaera/Solaris

◆ Powers

-Chimaera

«Complete Therianthropy» 2, «Reaming Claw» 2, «Hunting Style» 3, «Beast's Strength» 3

-Solaris

«Valkyrie's Guidance» 3, «Corrosive Fingertips» 1, «Frenzy» 2, «Poison Fog» 3

-Common

«Concentrate: Chimaera» 3

-Enemy Powers

«Life Increase» 2

◆ Combos

(Encroach. bonus has been applied.)

>Hunting Mode

«Complete Therianthropy» + «Reaming Claw» + «Hunting Style»

Timing: Minor

Description: Fists are changed to Atk. Power of 10 and Guard Stat of 1.

All [Body] checks receive a +4 dice bonus. This bonus has already been applied to the below combos.

>The Soul's Roar

«Frenzy» + «Poison Fog» + «Valkyrie's Guidance»

Timing: Major

Skill: <RC> Dice: -
 Critical: - DFCLTY: Auto
 Target: Area Range: Close

Description: Target(s)' next Major Action will receive a bonus of +3 dice and +11 Attack Power. Target(s) will also receive the Bad Status Berserk.

>Divine Beast Attack

«Beast's Strength» + «Corrosive Fingertips» + «Concentrate: Chimaera»

Timing: Major

Skill: <Melee> Dice: 14
 Critical: 7 DFCLTY: Opposed
 Target: Single Range: Close
 Atk Power: +6

Description: Targets that receive damage will also receive a -5 [Armor] penalty.

■ Killer Plant Type

A plant that has been turned into a rabid Gjaum by the Renegade. Its cry is as fearsome as the most ferocious of animals.

Syndrome: Exile/Orcus

◆ Powers

-Exile

«All-Range» 3, «Petra Tamer» 3, «Dancing Hair» 3, «Giant Growth» 3

-Orcus

«Green Whip» 3, «Power Formation» 3

-Common

«Concentrate: Exile» 3

-Enemy Powers

«Life Increase» 2

◆ Combos

(Encroach. bonus has been applied.)

>«Green Whip»

Timing: Minor

Description: Creates a tendril. This weapon has Atk. Power: 5, Guard: 1, and Range: 20m.

>Constricting Poison Vines

«All-Range» + «Giant Growth» + «Dancing Hair» + «Concentrate: Exile»

Timing: Major

Skill: <Melee> Dice: 17
 Critical: 7 DFCLTY: Opposed
 Target: 3 Range: 20M
 Atk Power: +5

Description: Tie up opponents with vines. Targets that were damaged will receive the Bad Status Rigor. «Giant Growth» and «Dancing Hair» can only be used in this combo three times per Scenario.

>«Petra Tamer»

Timing: Auto

Description: Use this Power after the Constricting Poison Vines combo. Targets that were damaged receive the Bad Status Taint at Rank 3. This Power may only be used twice per Scenario.

■ Battle Plan

◆ Placement

>Beast Lord

Place all Player characters in a single Engagement, then place the Beast Lord five meters away in its own Engagement. Then place 1 Crimson Beast (Core pg. 382) in another Engagement that is also five meters away from the player characters.

>Killer Plant

Place all Player characters in a single Engagement. The Killer Plant and two Agent: Blockers (Core pg. 381) go in another Engagement that is twenty meters away.

◆ Strategy

>Beast Lord

Use The Soul's Roar as your first Major Action. This boosts both the Beast Lord and the Crimson Beast.

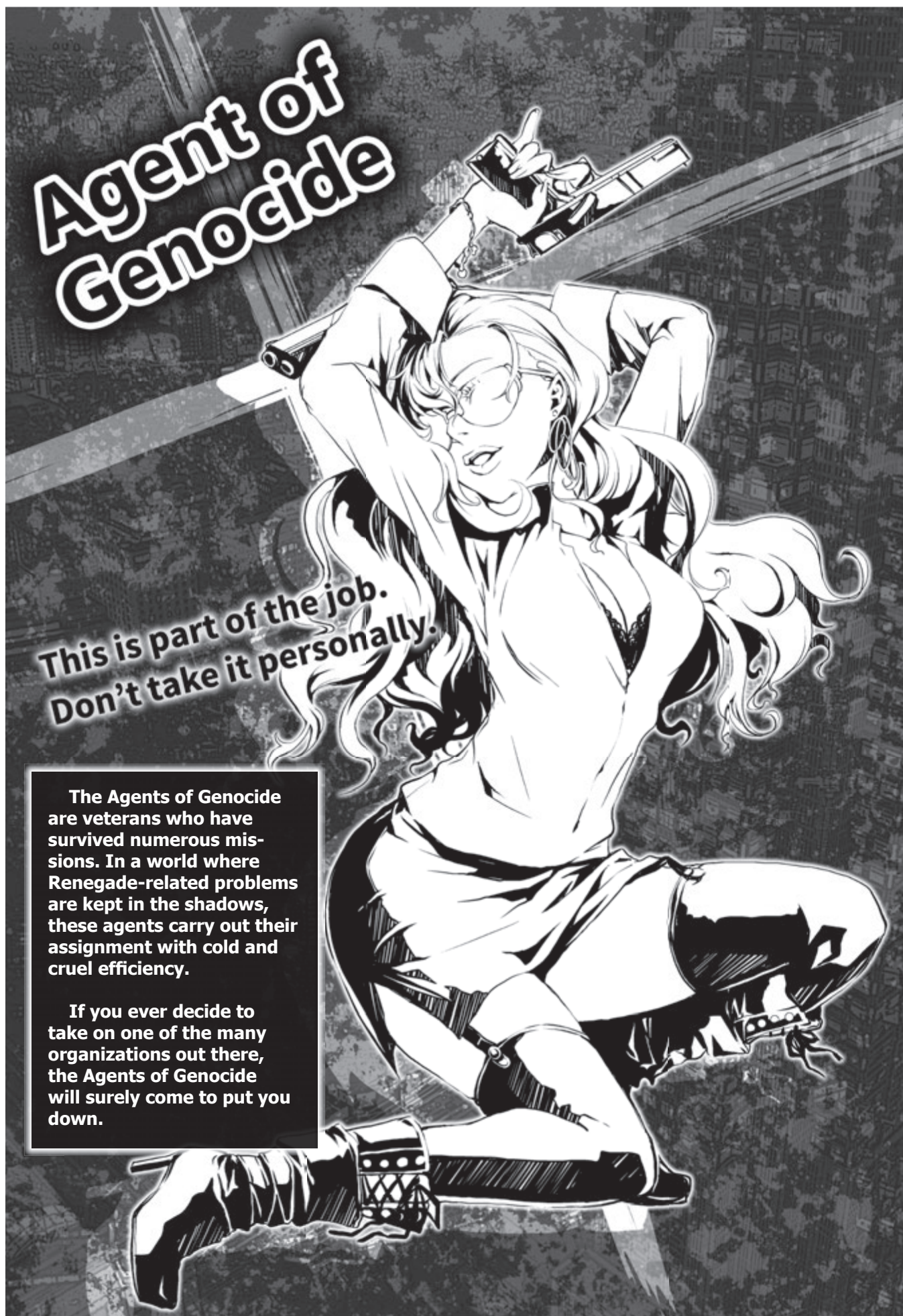
From Round 2 and onwards, use Hunting Mode as your Minor and Divine Beast's Attack as your Major. Go into the Engagement that has the most player characters.

Have the Crimson Beast attack the characters that the Beast Lord is not attacking.

>Killer Plant

As your Major Action, randomly attack three player characters using Constricting Poison Vines. Use «Petra Tamer» after your attack.

The Agent: Blockers do not attack. They are to Cover the Killer Plant when it is attacked.



Agent of Genocide

■ Stats

Stats **Skills**
 [Body] 5 <Melee> 6
 [Sense] 6 <Ranged> 6
 [Mind] 8 <RC> 4
 [Social] 5 <Procure> 4
 [HP] 96 [Initiative] 20
 [Armor] 10
 Encroachment Rate: 150% (Dice +4)
 Item: Assault Rifle (Core page 234)

■ Commander Type

An officer that has complete command over his(her) soldiers.

“Just follow the plan and everything will be alright.”

Syndrome: Neumann/Solaris

◆ Powers

-Neumann

«Tactics» 2, «Fan-Out» 1, «Combat System» (Ranged) 2

-Solaris

«Poison Fog» 3, «Tablet» 3, «Berserker» 3, «Valkyrie's Guidance» 2, «Frenzy» 2

-Common

«Concentrate: Neumann» 3

-Enemy Powers

«Life Increase» 2

◆ Combos

(Encroach. bonus has been applied.)

>Form Up

«Fan-Out» + «Tactics»

Timing: Setup

Target: Area(Select) Range: Close

Description: Have the Targets Move to different parts of the battlefield. They will also receive a +2 dice bonus towards the Major Actions that they will take during the current Round.

>Goddess of War

«Berserker» + «Poison Fog» + «Valkyrie's Guidance» + «Frenzy» + «Tablet»

Timing: Major

Skill: <RC> Dice: -

Critical: - DFCLTY: Auto

Target: Area(Select) Range: View

Description: Target(s)' next Major Action receives a bonus of +5 dice, -1 Critical Value, and damage +11. They will also receive the Bad Status Berserk.

>Jump Shot

«Combat System» + «Concentrate: Neumann»

Timing: Major

Skill: <Ranged> Dice: 14

Critical: 7 DFCLTY: Opposed

Target: Single Range: 100M

Atk Power: +9

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

■ Two-Man Cell Type

Two agents who have formed a two-man team. When using this Power set, spawn two copies of this enemy.

“The two of us make one whole!”

Item: Magnetic Field Shield (Core pg. 232).

Syndrome: Morpheus/Exile

◆ Powers

-Morpheus

«Hundred Guns» 5, «Reinforce» 3, «Customize» 3, «Giganto Lance» 1, «Gigantic Mode» 1

-Exile

«Absorb» 3, «Unyielding Flock» 1

-Common

«Concentrate: Morpheus» 3

-Enemy Powers

«Life Increase» 2

◆ Combos

(Encroach. bonus has been applied.)

>«Hundred Guns»

Timing: Minor

Description: Create a gun. Stats are: Attack Power: 9 Range: 30m

>Gunfire

«Reinforce» + «Gigantic Mode» + «Concentrate: Morpheus» + «Customize» + «Absorb»

Timing: Major

Skill: <Ranged> Dice: 13

Critical: 7 DFCLTY: Opposed

Target: Area(Select) Range: 30M

Atk Power: +15

Description: Attack using the weapon that was created from «Hundred Guns». Targets that receive damage will receive a -3 dice penalty towards all checks they

perform during the current Round. The weapon is destroyed after completing this attack.

■ Battle Plan

◆ Placement

>Commander

Place all Player characters into a single Engagement. The Commander, two Agent: Attackers, and two Agent: Blockers (Core pg. 381) are to be placed in a single Engagement that is five meters away from the player characters.

>Two-Man Cell

For this boss battle, spawn two enemies that use Two-Man Cell Power set.

Place the player characters in a single Engagement. The boss characters go into another Engagement, which is five meters away from the player characters.

◆ Strategy

>Commander

During your first Setup Process, use Form-Up to move your Agent: Attackers move into the player characters' Engagement. Afterward, use the Goddess of War combo to buff the Agent: Attackers.

The Agent: Attacker's attack will be Dice:17, Critical Value of 9, and do +20 more damage. The Agent: Blockers Cover the boss when he is attacked.

When all the Agents are eliminated, have the Commander attack using Jump Shot.

>Two-Man Cell

Have the one of the bosses use «Hundred Guns» as its Minor Action and the Gun Attack combo as its Major Action.

Have the second boss first use the Magnetic Field Shield's special ability, then have it use the Gun Attack combo.

Once preparations are complete, have both bosses repeatedly use «Hundred Guns» and the Gun Attack combo.

If the first boss is attacked, have the second boss Cover using «Unyielding Flock».

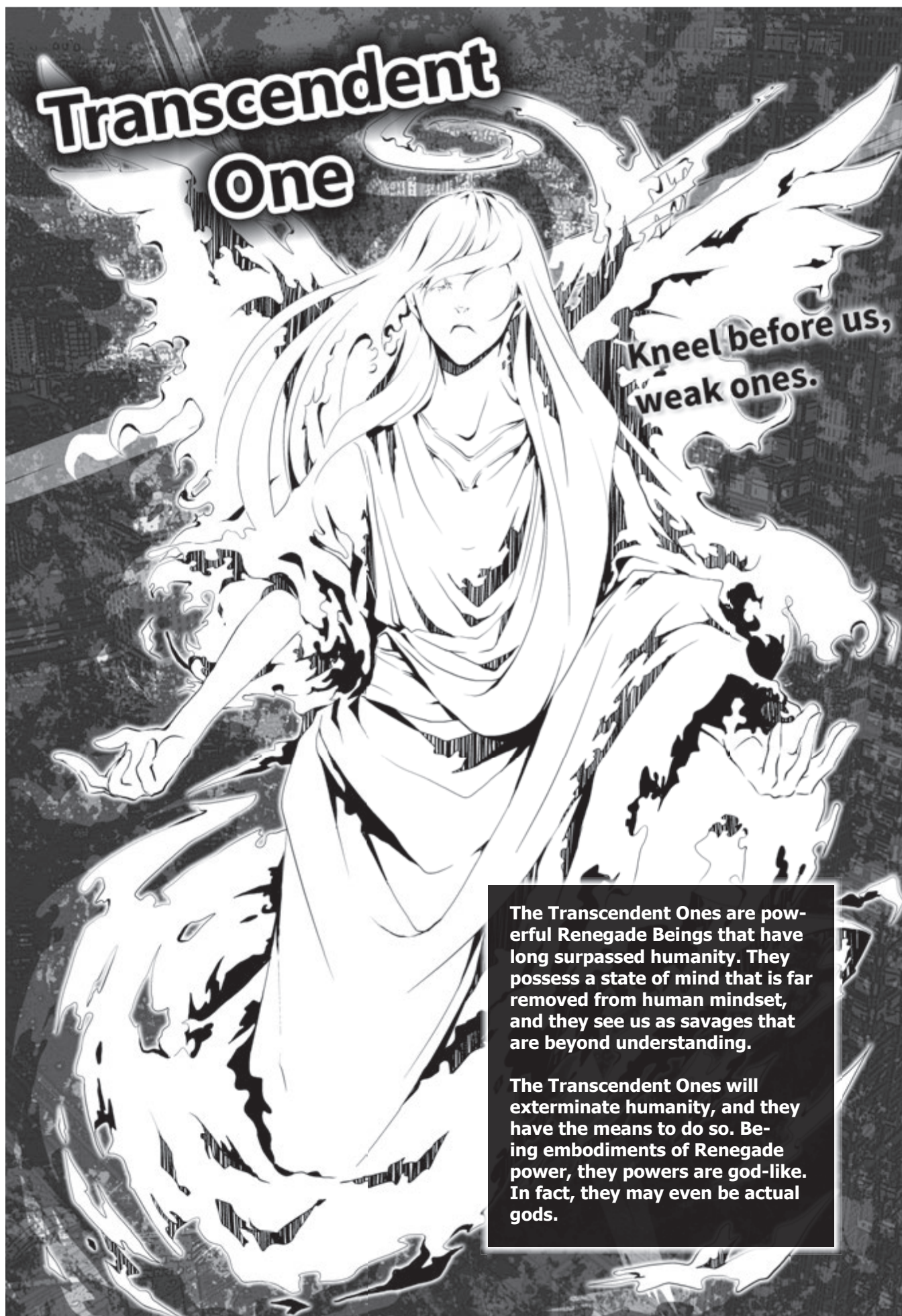
When one boss falls, have the remaining boss mix «Giganto Lance» into his combo, thus allowing him to attack every character in the entire Scene.



Renegade Being

The Renegade Beings are sentient strains of the Renegade virus itself. The close ties they have with the virus grants them greater control over their powers, but they are also more likely to go insane.

When that new-born intelligence and will is taken over by Impulses, the Renegade Beings will become fearsome enemies who will use their skills and powers to unleash death and destruction.



Transcendent One

■ Stats

Stats **Skills**
 [Body] 10 <Melee> 8
 [Sense] 5
 [Mind] 10 <RC> 8
 [Social] 5 <Negotiation> 6
 [HP] 140 [Initiative] 20
 [Armor] 0
 Encroachment Rate: 150% (Dice +4)

■ Heaven's Messenger Type

A messenger of God who can cause natural disasters to occur.

"The foolish shall be punished!"

Syndrome: Salamandra/Angel Halo

◆ Powers

-Salamandra

«Fire's Blessing» 3, «Flame Blade» 3,
 «Ice Citadel» 3, «Cross Burst» 3,
 «Burning Soul» 3

-Angel Halo

«Sword of Light» 2

-Common

«Concentrate: Salamandra» 3

-Renegade Being Powers

«Origin: Legend» 2

-Enemy Powers

«Life Increase» 3

◆ Combos

(Encroach. bonus has been applied.)

>Sword of Fiery Light

«Sword of Light» + «Fire's Blessing» +
 «Origin: Legend»

Timing: Minor

Description: Create and equip the
 Sword of Light weapon. Atk. Power: +6,
 Guard:3, Range: Close.

Combos with Salamandra Powers receive
 a +4 dice bonus. This bonus has already
 been applied to the following combos.

Checks that roll [Mind] receive a +4 dice
 bonus. This bonus has already been ap-
 plied to the following combos.

>Ice Age

«Ice Citadel» + «Cross Burst» + «Con-
 centrate: Salamandra»

Timing: Major

Skill: <RC> Dice: 20
 Critical: 7 DFCLTY: Opposed
 Target: Area(Select) Range: View
Description: Freezes everything in sight.
 This attack cannot target characters who
 are in the attacker's Engagement.

>Heaven's Sword

«Flame Blade» + «Concentrate: Sala-
 mandra»

Timing: Major

Skill: <Melee> Dice: 16
 Critical: 7 DFCLTY: Opposed
 Target: Single Range: Close
 Atk Power: +20

Description: Attack with a sword of
 light.

>>«Buning Soul»

Timing: Auto

Description: Recover from Incapacitation
 with 30HP. Use only once per Scenario.

■ Mythological Hero Type

*A mythological hero who has reappeared
 in the modern world.*

*"Show me humanity's supposed
 wisdom!"*

Syndrome: Balor/Hanuman

◆ Powers

-Balor

«Giant's Axe» 3, «Fist of Darkness» 10,
 «Tyrant's Law» 3, «Dark Matter» 3

-Hanuman

«Flash» 1, «Fury» 3, «Limit Removal» 1,
 «Rapid Beat» 1

-Common

«Concentrate: Balor» 3

-Renegade Being Powers

«Origin: Human» 5

-Enemy Powers

«Coercion» 1, «Life Increase» 3,
 «Accelerated Time» 1

◆ Combos

(Encroach. bonus has been applied.)

>>«Origin: Human»

Timing: Minor

Description: Any checks that use a
 Power receive a +2 bonus to its score.

>Legendary Fists

«Giant's Axe» + «Fists of Darkness»
 + «Tyrant's Law» + «Dark Matter» +
 «Concentrate: Balor» + «Fury»

Timing: Major

Skill: <Melee> Dice: 15
 Critical: 7 DFCLTY: Op-
 posed
 Target: Area(Select) Range: Close
 Atk Power: +20

Description: Attack with fists that have
 the weight of legends behind it. This
 attack ignores the [Armor] stat. «Fury»
 may only be used three times per Sce-
 nario.

■ Battle Plan

◆ Placement

Place all Player characters in a single
 Engagement. Place this boss in a separate
 Engagement that is five meters away.

◆ Strategy

>Heaven's Messenger

Use Sword of Fiery Light as your Minor
 Action. Attack using Ice Age. If a player
 character gets into your Engagement, at-
 tack him using Heaven's Sword.

>Mythological Hero

Use «Origin: Human» as your Minor
 Action.

Mix «Flash» into the Legendary Fists
 combo and move into the Engagement
 that has the most number of player char-
 acters. Continue to attack with Legendary
 Fists.

Once «Fury» has been used up, remove
 the Power from the combo, which will
 make Legendary Fists a Single-target
 attack.

When your HP hits 50 or below, use «Ac-
 celerated Time». With the Main Process
 you now gained, use «Rapid Beat» and
 «Limit Removal», then attack using
 Legendary Fists.



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 City N.

• Story

The False Hearts agent Saori "Silent Sheep" Yagumo only wanted a world where both human and Overed can live together in peace. But as the battle raged on, she started to believe the war between the UGN and False Hearts is what is creating the wall between human and Overed. These thoughts eventually developed into a desire to destroy both the UGN and False Hearts.

Through one of False Hearts' experiments, Silent Sheep came in contact with a special Renegade Crystal known as Tyrfin. Sensing her desires, Tyrfin became active, and in an attempt to grant Silent Sheep's wish, began to absorb her. The fusion ultimately failed, resulting in the Crystal shattering and creating two separate entities: Saori and Blood Rain.

Out of the two girls that were born from Tyrfin, Blood Rain is the most powerful. Unfortunately, Blood Rain also

acquired Silent Sheep's destructive impulses, and has started a war against both the UGN and False Hearts.

The goal of this Scenario is to acquire Saori's assistance, and defeat Blood Rain.

Trailer

There was once a special sword called Tyrfin.
From this sword, two girls were born.

One wished for peace.
One wished for destruction.
But for whom will the sword swing for?

Double Cross – The Girl and the Bloody Sword

Welcome to Double Cross. This is the world of traitors.

■ Character Creation

For this Scenario, players will be split between UGN and False Hearts characters. As such, there are a few issues to watch out for.

As a rule of thumb, make sure that the conflict between the characters does not get transferred over to the players themselves. If the players start getting too hot-headed, take a break and let them cool down.

● Quick Start

The following five sample characters are recommended for this Scenario:

PC1: Wild Card (Core Rulebook Pg. 33)

PC2: Bloody Trump (Public Enemy Pg. 4)

PC3: The Idealist (Core Rulebook Pg. 37)

PC4: Lord of Stratagem (Public Enemy Pg. 8)

PC5: Reaper's Hand (Core Rulebook Pg. 46)

● Construction

PC4 will belong to a cell that mainly operates in City N. PC2 will be Mio Kasuga's (Advanced Rulebook page 80) subordinate, and his temporary partnership with PC4 will be his motivation for entering the Scenario.

Leave the details about PC2's cell to the controlling player. If the player has no particular preference, have the cell be a small one, where PC2 is the only Overed member.

● Construction

If you choose to create your character Construction, please use your Handout's recommended Work. If the handout does not specify a Work, please consult with the GM and pick a Work of your liking.

■ Loises between PCs

Form Loises between PCs in the following order:

PC1 → PC2 → PC3 → PC4 → PC5 → PC1

ROC the Emotions for these Loises. Consult with your GM on what emotions to use if needed.

Scenario Handouts

Each Player Character will have the following aspects as part of his background. The GM should discuss this with the players as they are creating their characters.

PC1: Is an UGN Illegal.

PC2: Is a False Hearts Agent under Mio Kasuga.

PC3: Is the City N Branch Chief.

PC4: Is a False Hearts Cell Leader.

PC5: Is an UGN Illegal.

PC1 Handout

Lois: Saori **Emotions** P: Protection N: Anxiety

Quick Start: Wild Card **Cover/Work:** Any/Any

You are a freelance Overed. One night, on your way back home from buying food at the convenience store, you run into a mysterious girl who calls herself Saori. After stealing and eating your late-night snack, the girl asks for your help. Apparently, something big is about to happen...

PC2 Handout

Lois: Silent Sheep **Emotions** P: Respect N: Anxiety

Quick Start: Bloody Trump **Cover/Work:** Any/FH Agent

You were friends with Saori "Silent Sheep" Yagumo. She was different from the other members of False Hearts, as she dreamed of a world where human and Overeds coexisted peacefully. One day, Silent Sheep disappeared, along with the Renegade Crystal Tyrning. Mio Kasuga has ordered you to go to City N and hunt down Silent Sheep.

PC3 Handout

Lois: Blood Rain **Emotions** P: Fascination N: Threat

Quick Start: Idealist **Cover/Work:** Any/UGN Branch Chief

You are the chief of City N's UGN branch. Recently, there has been an increase of Gjaums in the city. In addition, several of your agents have been attacked. The culprit is Blood Rain, an Overed who has declared war against both the UGN and False Hearts. You personally head out to the battlefield, hoping to contain the situation before it gets worse.

PC4 Handout

Lois: Tyrning **Emotions** P: Curiosity N: Distrust

Quick Start: Lord of Stratagem **Cover/Work:** Any/Cell Ldr.

You are leader of a cell that operates in City N. One day, you were given a mission by Professor Caudwell, the leader of False Hearts Japan. You have been ordered to find Tyrning, a Renegade Crystal that was stolen from one of the organization's laboratories, and either recover or destroy it.

PC5 Handout

Lois: Blood Rain **Emotions** P: Admiration N: Animosity

Quick Start: Reaper's Hand **Cover/Work:** Any/Any

You are an UGN Illegal, one whose abilities has drawn the attention of UGN Japan Director Yugo Kiritani. Today, that very man has appeared before you, with a job in hand. He wants you to rendezvous with the City N Branch and help them defeat Blood Rain.

Opening Phase

■ Scene 1: The Fusion (Master)

• Description

No player characters may enter this Scene. During this Master Scene, Silent Sheep will fuse with Tyrfing, a special Renegade Crystal that is in the shape of a sword. The Scene is set in an abandoned factory in City N.

False Hearts has discovered a unique Renegade Crystal called Tyrfing, and handed it to a research cell for testing. For their tests, the cell has set up a temporary lab in an abandoned factory. This cell is irrelevant to this Scenario, a fact that the GM may tell his players if they wish to know more about the cell.

Silent Sheep will sneak into the factory and steal Tyrfing. The sword, sensing Silent Sheep's inner desires, begins to fuse with Silent Sheep. Unfortunately, the fusion fails, causing Silent Sheep to split into two entities: Saori and Blood Rain.

Game-wise, Saori has Silent Sheep's Renegade Crystal T-Lois and her dreams of peace, while Blood Rain got the Secret Weapon T-Lois and the Destruction Impulse.

• Setting

In a False Hearts laboratory hidden in City N, a sword is being kept for observation. It is the legendary Tyrfing, its red light illuminating the glass case it is enclosed in.

A woman silently sneaks into the room. She is known as Saori "Silent Sheep" Yagumo, and she has come to steal Tyrfing. She breaks the case's lock and removes the sword.

• Dialogue: Silent Sheep

(Looking at the sword) "So this is Tyrfing. A Renegade Crystal in the form of a sword..."

"With this, I can surpass both the UGN and False Hearts in power. Then I can fulfill my wish..."

• Conclusion

As if responding to Silent Sheep's mutterings, Tyrfing begins to shine brightly. Silent Sheep and the laboratory are consumed in a flash of light.

When the light subsides, the laboratory has been demolished and the only person left in the area is an unconscious girl. The girl eventually wakes up and groggily makes her way out of the ruins. End the Scene.

■ Scene 2: The Dreamer (PC2)

• Description 1

This is a flashback Scene involving Silent Sheep and PC2. In this Scene, Silent Sheep will tell PC2 about her dreams.

• Setting 1

Silent Sheep is a fellow False Hearts agent and your friend. Unlike the others, she abhors the extreme violence the organization causes. She conflicted by her desire for peace, and her need for power that can realize those desires.

• Dialogue: Silent Sheep

"Hey, PC2. Why did you join False Hearts?"

"Me? I wanted to make a peaceful world. One that both Overeds and normal people can share."

"But for that to happen, the fighting between us and the UGN needs to stop, and I'm going to make that happen."

"I know you think I'm crazy, but I know I can make it a reality if I just had the power. And as long as I'm in False Hearts, the chance to get that power is going to come."

• Description 2

The Scene now fast forwards to the present. PC2 will hear from Mio Kasuga that Silent Sheep has raided and destroyed a FH laboratory. Mio Kasuga will then order PC2 to hunt down Silent Sheep.

• Setting 2

You turn your attention back to the monitor in front of you. Mio Kasuga is on the video phone, giving you your new mission. Your mind just wandered when your boss started talking about a friend you haven't seen in a while.

• Dialogue: Mio Kasuga

"PC2, are you paying attention?"

"Silent Sheep stole a Renegade Crystal from one of our laboratories. For all her talk about peace and pacifism, she turned out to be just another power-hungry fool."

"Go to City N, find her, and execute her. We have to make anyone who double-crosses us pay."

(If PC4 is part of the game) "Go meet up with the cell leader in City N."

• Conclusion

End the Scene once you are done with Mio's lines and PC2 takes the mission.

Saori "Silent Sheep" Yagumo



Breed: Crossbreed
Syndrome: Morpheus/
Neumann

A 25 year old False Hearts agent who dreams for a world that both human and Overed can live in. Once an UGN agent, she switched to False Hearts after being moved by Professor Caudwell's speech.

But even then, she was unable to accomplish her goals, and she began to wish for the destruction of both the UGN and FH.

■ Scene 3: The Attacks (PC3)

• Description 1

PC3 will be watching a video of Blood Rain. The girl can be seen using a sword that's shining crimson (this is Tyrving) to cut down both UGN and FH agents. Once done, Blood Rain will look directly at the camera and openly declare war. Once the video is done, move on to Description 2.

• Setting 1

You are inside your office, watching surveillance footage of your agents being attacked in a back-alley. The video shows a girl thrusting a glimmering-red sword into your men. You can see the corpses of other UGN and False Hearts agents scattered across the ground.

• Dialogue: Little Girl (Blood Rain)

(Looking at the camera) "Are you watching this, UGN chief or whoever?"

"I'm Blood Rain, and I'm going to burn both the UGN and False Hearts to the ground."

"I'm starting with this city. Enjoy the show." (The video turns into static)

• Description 2

Once the video finishes playing, shift the Scene to the branch office. Yugo Kiritani will order PC3 to find Blood Rain.

• Setting 2

You sit there, staring at the static on the monitor. Suddenly, your cell phone rings. Director Yugo Kiritani is trying to contact you.

• Dialogue: Yugo Kiritani

"PC3, I want you to find this girl in the video."

"Reports say that Blood Rain was seen walking out of a False Hearts laboratory that was destroyed the other day."

"We know what she wants to do, but we don't know how. She can't possibly be thinking of using just one sword to fight us and False Hearts."

"Depending on the situation, we may need to request assistance" from False Hearts. I will let you decide what needs to be done."

(If PC5 is in the game) "I'll send PC5 as back-up. He's a talented Overed."

• Conclusion

End the Scene once PC3 has his orders.

■ Scene 4: The Retrieval Mission (PC4)

• Description

In this Scene, Professor Caudwell will order PC4 to either retrieve or destroy Tyrving. The Professor will talk about Blood Rain at this time, and you may mention that Blood Rain resembles Silent Sheep.

• Setting

A man walks into your office. You recognize him as Professor Alfred J. Caudwell, the current leader of False Hearts Japan. He comes up to you and says, "I have a job for you."

• Dialogue: Professor Caudwell

"The agent Silent Sheep disappeared with Tyrving, a Renegade Crystal that was placed under observation. I believe she stole it."

"However, an Overed who called herself Blood Rain attacked not only our agents, but UGN agents as well. She even declared war on us."

"The sword this girl was carrying resembled Tyrving. The UGN does not know this, but the Tyrving crystal is in the shape of a sword."

"I want you to recover Tyrving. Depending on the situation, you can make use of the UGN."

• Conclusion

End the Scene once PC4 has his orders.

■ Scene 5: Kiritani's Job (PC5)

• Description

In this Scene, Yugo Kiritani will ask PC5 to assist PC3 in defending City N from Blood Rain.

• Setting

Yugo Kiritani, director of UGN Japan, appears before you. It seems like he has a job for you.

• Dialogue: Yugo Kiritani

"PC5, I have some work for you."

"The UGN in City N has been attacked by an Overed called Blood Rain, and they lost a lot of agents."

"I would like you to go to City N, and help Chief PC3 in any way possible."

(PC5 accepts) "Thank you. Please, protect City N."

• Conclusion

PC5 will go to City N after accepting Kiritani's job. End the Scene.

■ Scene 6: The Visitor (PC1)

• Description 1

This will be the first meeting between PC1 and Saori. While heading home after buying food at the local convenience store, PC1 will find Saori, who is lying on the ground. Saori will raise a Warding field and steal PC1's food.

This Saori is the girl that appeared at the end of Scene 1. She was created by Tyrving when it shattered at the end of that Scene. She has the appearance of a little girl because Tyrving used Silent Sheep's childhood memories as a base for her appearance.

• About Saori's Character

Since Saori is a creation of Tyrping, she will not be acting normal. She starts out speaking in the third-person, which should tip off players that she is not a normal girl. As the Scenario progresses, she will slowly learn to speak in the first-person.

Also, Saori has some of Silent Sheep's memories, but lacks the experiences needed to properly utilize the knowledge. She is essentially a bubble girl.

Finally, being a created existence, Saori needs an unusual amount of calories. She also is not used to controlling her urges. This is why she practically steals PC1's food in this Scene.

• Setting 1

You just bought a late-night meal from the convenience store. On your way back home, you sense a Warding field. You look around, and you see a little girl lying on the ground before you. The girl sees you and props herself up.

"...Huh. You must be an Overed if Saori's Warding field didn't work. Anyways, Saori needs energy. Do you have anything that can be converted into calories? Oh, that'll do."

Without waiting for a response, the girl snatches the bag from your hand and begins eating your meal. Whatever semblance of normality you had has just been stolen along with your meal.

• Dialogue: Saori

"Oh, this is good! You got good taste, Overed."

(When asked her name) "...Saori. If you must refer to this piece by a name, Saori will do."

(PC1 introduces himself) "So you're called PC1? Right. Got to remember that."

(When asked about her situation) "That's right! Something terrible has happened and...and...and this body needs to sleep now." (Falls to the ground)

• Description 2

The next part of the Scene will be in PC1's home. What happens next depends on what PC1 did with Saori. If PC1 took in the sleeping Saori, she will wake up in his home. If PC1 abandoned her, Saori will come knocking on PC1's door.

Either way, Saori will deem PC1 to be a trustworthy Overed and ask him to take her to the UGN. If PC1 refuses, have Saori explain that the UGN is in danger.

• Setting 2

It's a beautiful morning. You get up and get ready for the day. The girl before you is still sleeping. As you're watching her, Saori wakes up and pops right out of bed.

• Dialogue: Saori

"You're up early. Trying to get the worm? Wait, you people don't say that anymore? ...Huh."

"If Saori says anything weird, please tell me. Still getting used to having an actual consciousness."

"We can talk more about this later. Could you get me in contact with the UGN?"

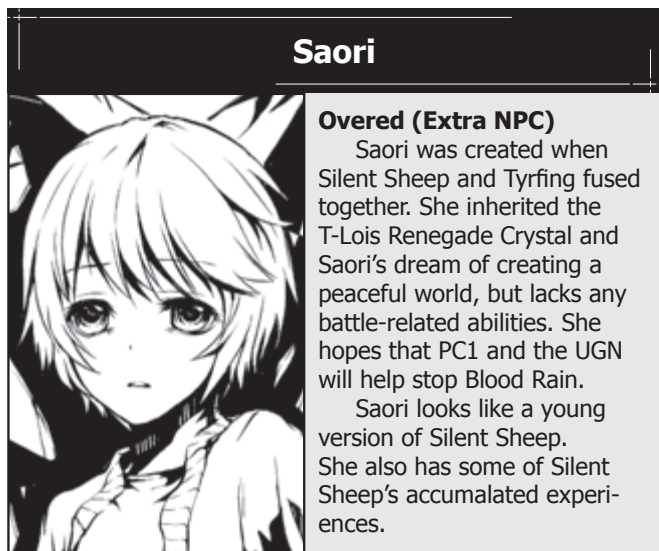
(If PC1 has the Renegade Crystal) "I want you to help Saori because you have a Renegade Crystal."

(PC1 accepts) "Thank you! You're not bad at all!"

• Conclusion

End the Scene once PC1 and Saori head to the UGN.

You turn your attention back to the monitor in front of you. Mio Kasuga is on the video phone, giving you your new mission. Your mind just wandered when your boss started talking about a friend you haven't seen in a while.



Middle Phase

About the Actions of NPCs

When performing the following Scenes, there are some points to keep in mind regarding Saori and Blood Rain.

• Blood Rain's Plans

Blood Rain has Silent Sheep's Destruction Impulse, so her ultimate goal is the destruction of the UGN and False Hearts. However, she is clever enough to not charge in unprepared. She needs more power, and she can get it by absorbing the shattered pieces of Tyrfing that are scattered across the city. Her primary goal is to gather these pieces before Saori does.

• Saori's Plans

Saori's goal is to stop Blood Rain, but she only received Silent Sheep's desire for peace. Lacking any actual power, she will be asking the UGN for assistance. She will be with PC1 at all times. If PC1 does not enter a Scene, neither does Saori.

● Predetermined Events

Perform these events in numerical order.

Scenes that have PC1, PC3 or PC5 as the lead are written from the UGN's perspective. Scenes that have PC2 or PC4 as the lead are written from False Heart's perspective.

■ Scene 7: Business and Trouble (PC4)

• Description

This is the rendezvous Scene for the False Hearts characters. The Scene assumes that PC4 will order PC2 to track down Silent Sheep at this time.

PC2 must enter this Scene, and the UGN characters cannot enter. The following setting is written under the assumption that the two characters are meeting at PC4's hideout.

After basic information is exchanged, Mio Kasuga will contact the characters and inform them that Blood Rain is attacking False Hearts cells. She will also inform players that Blood Rain is in possession of Tyrfing.

• Setting

PC2 was sent to back up your cell. Almost immediately, Mio Kasuga, PC2's boss, calls you.

• Dialogue: Mio Kasuga

"PC4, PC2 should have arrived at your cell already. Have him help you solve our current dilemma."

"An Overed calling herself Blood Rain is attacking our bases in City N. She had Tyrfing, so she might be a friend of Silent Sheep."

"Find out why Blood Rain has Tyrfing. If you have to, make use of the UGN. I'll leave the rest to you."

• Conclusion

End the Scene once PC2 and PC4 have exchanged information and formed their temporary partnership.

■ Scene 8: Unfamiliar Ground (PC3)

• Description

This next Scene is where the UGN characters rendezvous with each other. False Hearts characters may not enter this Scene. The GM may set the Scene in the UGN Branch office, or wherever the players want to meet.

Once together, Saori will explain her situation and give the following information:

-Saori is a life form that was born from Tyrfing, a Renegade Crystal.

-Tyrfing's natural instinct is to fuse with a host body. It attempted to fuse with Silent Sheep so that it can carry out Silent Sheep's wishes, but ended up being shattered into several shards. The two major pieces became Saori and Blood Rain.

-The other shards, referred to as Tyrfing Orta, are also active and moving around the city. Like Saori and Blood Rain, they look like young versions of Silent Sheep. However, they lack the strength and sentience of the two major shards. Their only instinct is to absorb the other Tyrfing Orta pieces.

-Saori and Blood Rain can gain more power by absorbing the Tyrfing Ortas. The person with the most power will become the alpha personality and gain complete control over Tyrfing.

If asked why Silent Sheep stole Tyrfing, Saori will lie and say that Silent Sheep only wished to create a peaceful world. However, certain Powers (i.e. Inspiration or the like) can be used to make her tell the truth. If this happens, Saori will reluctantly admit to lying. This will cause Scene 12 to trigger.

• Setting

Unfortunately, you were unable to get backup agents from UGN Japan's main hub. While wrestling with the problem at hand, PC1 walks in.

• Dialogue: Saori

"Salutations! Chief PC3, I presume? Nice to meet you. Saori's name is...Saori. ...What?"

(When asked about Blood Rain) "She's one of Saori's sister pieces. You've probably seen this face here and there in the city."

"Saori was born from the fusion of a Renegade Crystal and Silent Sheep. The crystal – Tyrfing is its name – heard Silent Sheep's wish to create a peaceful world for both human and Overed. So, out came Sao-me."

"But at the same time, Blood Rain was born. She believes that Silent Sheep wants to destroy both the UGN and False Hearts."

"There shards of Tyrfing out there are using Silent Sheep's memories as a base for their appearance. That's why they all have this face. Sao-we call them Tyrfing Orta."

"Blood Rain is technically a Tyrfing Orta piece, but she's different. Like Saori, she has the ability to reform Tyrfing."

"Both the UGN and False Hearts are in trouble if all the Tyrfing Orta pieces are absorbed by Blood Rain."

"Saori...I want to stop Blood Rain. Silent Sheep can't possibly want anyone to die. Will you help, UGN?"

(PC3 agrees to help) "Thank you. Sao-I'm grateful."

• Conclusion

End the Scene once the UGN players have established a cooperative relationship.

■ Scene 9: Bloody Rain (PC2)

• Description

In this Scene, Blood Rain will appear before PC2. No other player characters may enter this Scene.

Blood Rain will explain that Silent Sheep's actually does want to destroy the UGN and False Hearts. She will tell PC2 to not interfere, and warn him to not trust Saori.

What Blood Rain says during this Scene is the truth. Unlike Saori, she will not lie for Silent Sheep's sake.

If PC2 tries to attack Blood Rain, she will immediately leave the Scene.

• Setting

As you're walking down the streets of a residential area, a little girl with a red sword appears before you. She looks just like Silent Sheep, only younger.

• Dialogue: Little Girl (Blood Rain)

"Hey, PC2. How've you been? Do you recognize me?"

"I'm Blood Rain, but I have Silent Sheep's memories. Things happened, so now I look like this."

"Look, get out of City N. Leave False Hearts. I don't want to hurt you. Well technically, it's not me, but Silent Sheep that doesn't want you hurt."

"Silent Sheep and Tyrfing wants to destroy the UGN and False Hearts, and I'm going to make it happen."

"Staying with False Hearts means choosing to fight me. Don't expect to survive."

"Oh, and one more thing. Do you know Saori? Has the same face as me? Don't trust her. She may look like me, but she will never give Silent Sheep what she wants."

"Overeds will not be happy as long as the UGN and False Hearts continue to exist."

• Conclusion

Blood Rain will exit once the conversation is over. End the Scene.

■ Investigations

There are seven different subjects that players may investigate. Only UGN characters (or characters cooperating with the UGN) may roll <Info: UGN> checks. Likewise, only False Hearts characters may roll <Info: FH> checks.

Of the seven subjects, there are two that let players investigate the players of the opposing side. It is not necessary to investigate these two subjects.

If at any time during Investigation UGN characters and FH characters enter the same Scene, perform Scene 10.

• Tyrfing

<Knowledge: Renegade>8 or <Info: FH> 8

Tyrfing is a special Renegade Crystal that False Hearts found in some ruins. It is not a single crystal formation, but a fusion of several different Renegade Crystals that has taken the form of a sword.

To describe Tyrfing in game-play terms, it is a NPC that has the T-Loises Renegade Crystal and Secret Weapon. These two T-Loises were split between Saori and Blood Rain.

• Tyrfing Orta

<Info: UGN> 9

Tyrfing Ortas are pieces of Tyrfing's power that separated from the sword. Unlike Saori and Blood Rain, these pieces lack true sentience. Each piece resembles Silent Sheep during her childhood years.

Several little girls that may be Tyrfing Orta pieces have been spotted in the back-alleys of City N.

Scene 11 is triggered if player characters go investigate the back-alleys.


• Silent Sheep

<Info: FH> 8

Silent Sheep is a former UGN agent. She heeded Professor Caudwell's beckoning and joined False Hearts. Her real name is Saori Yagumo.

Silent Sheep fought to create a world where both human and Overed were treated as equals, but met with the harsh truth of reality. Her current goal is to destroy both the UGN and False Hearts, after which she will create a new world order. To acquire the power to carry out her plans, she stole Tyrfing from a False Hearts laboratory.

Blood Rain



Breed: Crossbreed
Syndrome: Neumann/Orcus

One of the girls born from the fusion of Silent Sheep and Tyrfing. During the split, she got Tyrfing and Silent Sheep's greatest desire, which is the destruction of the UGN and False Hearts. Blood Rain continues to absorb Tyrfing Orta pieces while staging attacks on the UGN and False Hearts.

• Blood Rain

<Info: FH> 8

Blood Rain is one of the life forms born from Tyrving. She is a spitting image of Saori. In order to gain the power necessary to destroy the UGN and False Hearts, Blood Rain is attempting to acquire full control over Tyrving's powers. She is the current holder of the Tyrving sword.

Blood Rain is searching City N for Tyrving Orta pieces and fighting them. Since she is constantly moving, she is difficult to find. However, you may be able to find Blood Rain if you go to a place where lots of Tyrving Orta pieces are lurking.

• Saori

<Info: UGN or FH> 9

Saori was born from the fusion of Tyrving and Silent Sheep. She inherited the Renegade Crystal part of Tyrving, but she cannot fight, as nearly all of her powers were stolen by Blood Rain during the split.

If Blood Rain's Encroachment Rate is at 200% or over when Saori recombines with Blood Rain, her personality will be overridden by Blood Rain's personality.

• UGN Activity

<Info: FH> 6

UGN's City N Branch was attacked by Blood Rain. The chief, PC3, is working to defeat Blood Rain.

One of the UGN's Illegals, PC1, has been seen with a girl that looks like Blood Rain.

(If PC5 is in the game)

In addition, an UGN Illegal named PC5 is helping the City N Branch.

• False Hearts Activity

<Info: UGN> 6

PC2 came to City N to fight Silent Sheep and the stolen Tyrving. During his search, he came face to face with Blood Rain.

(If PC4 is in the game)

PC2 is being assisted by PC4, a cell leader that operates in City N.

■ Trigger Events

These events occur when certain conditions are met.

■ Scene 10: No Going Back (PC2)

Condition: UGN and False Hearts player characters entered the same Scene and met.

• Description

This Scene is triggered when a player character somehow meets a player character from the enemy organization. Saori will tell everyone that the enemy is Blood Rain, and ask everyone to agree to a temporary truce.

Since both sides want to stop Blood Rain, it is in everyone's interest to work together. If Kiritani or Mio Kasuga is contacted by players for orders, have the two recommend cooperating with the enemy. These two recognize that Blood Rain and Tyrving are threats to both the UGN and False Hearts.

• Setting

It seems that both False Hearts and the UGN are after Blood Rain. It would be great if information can be exchanged, but this is the UGN and False Hearts we're talking about. It probably won't go smoothly, but it might be worth it to at least try meeting them.

• Dialogue: Saori

"Tyrving is in Blood Rain's possession right now. There's no need for us to fight each other."

"She plans to reawaken Tyrving's full power. If that happens, no one will be able to stop Blood Rain."

"Blood Rain has been killing both UGN and False Hearts Overeds. She's been taken over by Tyrving and is on a complete rampage."

"Let's forget about the battle between your organizations, so can work together to stop Blood Rain."

(To PC2) "...I recognize you from Silent Sheep's memories. It's a pleasure to meet you."

(If PC2 says he met Blood Rain) "What!? What did she say?"

"Blood Rain is trying to get False Hearts and the UGN to destroy each other. Don't be fooled by her."

"When Silent Sheep fused with Tyrving, she was trying to realize her dream. Blood Rain and her destructive impulse are twisting that dream, and we cannot let that happen."

(To PC4) "If Saori wins, I plan to cut the link with Tyrving. Once that's done, you may have the sword back. Consider it compensation for your cooperation."

• Conclusion

End the Scene once all players have established a cooperative relationship.

■ Scene 11: The Doppelganger Girls

Condition: Triggers when a player heads to the back-alleys.

• Description 1

This Scene is set in the back-alleys. The lead character will be the player that decided to head to the alleys to investigate. All other player characters may enter this Scene if they wish.

In the alleys, a Warding field has been erected and several Tyrving Orta pieces are fighting each other. They will concentrate their attacks on the player characters when they enter the Scene.

For this battle, use the Gjaum: Tribe enemy (Advanced Rulebook page 114). There will be four in total, all in a single Engagement that is five meters away from the players. If there are only three players, reduce the number of enemies to three.

This battle will only last one Round. The Encroachment Rate of the final boss will change depending on how many enemies were defeated during that one Round. Refer to the Climax Phase for more details.

During battle, Saori will retreat to a safe distance. She cannot be targeted during battle. From the sidelines, Saori will ask the players to defeat as may Tyrving Orta as possible, so that Blood Rain will not absorb more than she already has.

After the battle, Blood Rain will enter the Scene. Move on to Description 2.

• Setting 1

Following the lead you got, you head to the back-alleys of the city. As you enter the narrow path, a Warding field is erected. You see several girls with the same face fighting each other. As you get close, the girls turn to you and attack.

• Dialogue: Tyrving Ortas

"Overed. Overed. Eliminate Overed..." (Start battle)

• Dialogue: Saori

"These pieces don't have sentience like Blood Rain or I do, but it looks like Blood Rain is causing them to be beligerent. Watch out. They're acting purely on destructive impulses."

(Before the battle) "Blood Rain's coming. Knock out as many Tyrving Orta pieces as you can before she comes. I will absorb the ones you defeat."

• Description 2

Blood Rain will enter the Scene and absorb any Tyrving Orta pieces the players could not defeat. Once done, she will ask Saori to rejoin with her. Once Saori refuses the offer, Blood Rain will use «Instant Retreat» to exit the Scene.

• Setting 2

Saori is absorbing the Tyrving Orta that you defeated. While she is doing this, Blood Rain charges in and shoots right past you.

• Dialogue: Blood Rain

(If any Tyrving Orta survived) "Mine now! Thank you very much!"

(If all Tyrving Orta were defeated) "...Not bad, Overed."

(If PC2 is in the Scene) "So you stayed? Guess I have to kill you now."

"You all actually believe Saori's lies, and fought for her? Wow, what a bunch of patsies."

"You want the truth? Ask Saori."

• Dialogue: Saori and Blood Rain's Conversation

"Stop it, Blood Rain! That destructive Impulse is blinding you! This is not what Silent Sheep wants!"

"Are you serious? Destroying the UGN and False Hearts is exactly what she wanted. Stop lying to yourself and help me finish what Silent Sheep started."

"T-That's not true! She never dreamed of something so violent!"

"Maybe, but in the end, she chose to walk this bloody path. (Looks at the player characters) Let's save this for next time. There's too many gawkers" (Uses «Instant Retreat»)

• Conclusion

End the Scene once Blood Rain uses «Instant Retreat» and exits the Scene.

■ Scene 12: The Truth (PC1)

Condition: Immediately follows Scene 11, or whenever the players find out that Saori was lying.

• Description

This Scene features a conversation between the players and Saori. Set the Scene in the City N Branch office, or wherever the players want.

During this Scene, Saori will confess to lying, and tell everyone that everything Blood Rain said during Scene 10 is true. How the players react here will change how the story progresses.

If players forgive Saori (or decide that Blood Rain is mistaken) and decide to continue to help her, Saori stays with the player characters.

If players do not forgive Saori in any sort of way, Saori will leave at the end of the Scene and recombine with Blood Rain. If this happens, for the final battle Blood Rain will receive a +30% Encroachment Rate increase and the "Renegade Crystal T-Lois."

• Setting

Blood Rain has left, but Saori still have an apprehensive look on her face.

• Dialogue: Saori

"...I'm sorry. Blood Rain is telling the truth."

"I knew from the beginning that Silent Sheep wanted to destroy the UGN and False Hearts. But I wanted so bad to believe in the dream."

"Somewhere deep down in my heart, I felt that Silent Sheep truly wanted a peaceful world. That's why I lied."

"I lied to you all, but only because I thought the situation would get worse if I didn't."

"Tell me...What did Silent Sheep really want?"

(If PC2 is in the Scene) "PC2, you knew Silent Sheep. Do you think she would have chosen this path over her dreams?"

(The players try to cheer up Saori) "Thank you. Even if Silent Sheep did want destruction, we can't let it happen."

"When we fight Blood Rain, I'll try to cut off her powers."

• Conclusion

End the Scene once Saori's resolve has been renewed, or when she leaves for good.



■ Scene 13: Killing Spree (PC1)

Condition: After Scene 11 has occurred.

• Description

During this Scene, players will be looking for Blood Rain. In an attempt to cut her connection with Saori, Blood Rain hit the streets of City N and began indiscriminately killing people.

• Setting

The police are frantically running through the streets of the city. They are after the killer that is randomly slaughtering people on the streets. The streets have become a living hell. Gruesome corpses have been left abandoned on the streets.

• Dialogue: Saori (If she's still with PC1)

"Blood Rain must be the culprit. She's losing control over her impulse now that she's recovered her power."

"If we don't do something soon, even I won't be able stop her! Let's go!"

• Conclusion

Enter the Climax Phase once players beat the check and head to the downtown area.

Climax Phase

■ Scene 14: The Sword Maiden (PC1)

• Description

This is the final confrontation with Blood Rain. If Saori is still with the player characters, she will also make an appearance. However, she will not join the battle as she will be trying to gain control over Tyrfing.

Blood Rain is the only enemy unit. Begin the battle once the Impulse check is done and any final words are exchanged. Player characters will be in a single Engagement that is five meters away from Blood Rain.

If players are defeated or run away, Saori will be absorbed by Blood Rain. If PC1 has the Renegade Crystal T-Lois and was killed in battle, Blood Rain will absorb PC1's crystal and spread her destruction across the globe.

Blood Rain's base Encroachment Rate is 150%, but depending on what happened during the Scenario, her rate will be increased. To recap, the following events increase Blood Rain's Encroachment Rate:

-Players defeated X number of Tyrfing Orta during Scene 10:

Defeated 4: No increase.

Defeated 3: +10%

Defeated 2: +30%

Defeated 1: +40%

Defeated Zero: +50%

If Scene 10 was not triggered: +50%

-During Scene 13's check, increase Blood Rain by 10% for each failure that occurred.

-At the end of Scene 11, if Saori left the players, she will be absorbed by Blood Rain. If this occurs, increase Blood Rain's rate by 30% and give her the Renegade Crystal T-Lois.

• Setting

As you enter the downtown shopping mall, your senses are assaulted by the smell of blood. The walls and floor are covered in bright-red blood, yet soothing music continues to play in the background, as if it was ignoring the insanity before you. In the middle of the empty hall, you see Blood Rain standing by herself.

• Dialogue: Blood Rain

"So you're finally here. Tyrfing here already absorbed plenty of blood. Saori may be trying to cut our connection, but this sword is now as powerful as an Overed."

"What I don't get is why you're all working together. You're UGN, and you're False Hearts. Shouldn't you be killing each other?"

(The players explain why) "Are you serious? Seeing you two working together makes me sick. Just what have I been doing all this time?"

"Wait, this is just coincidence. Overeds are fighting because they're split between two organizations!"

"That's why I'll destroy the UGN and False Hearts! This is what Silent Sheep has been dreaming of!" (Begin Battle)

(To PC1) "Your crystal is mine!"

(When defeated) "No!!! I can't lose! I...I..."

• Dialogue: Blood Rain

(To Blood Rain) "This is the end for you!"

"I'm holding back Tyrfing's powers! Beat Blood Rain before I lose control!"

• Conclusion

When Blood Rain is defeated, Tyrfing will fall from her hand and tumble onto the ground. Begin the Ending Phase.

Enemy Data

Blood Rain

◆ Data

Breed: Crossbreed

Syndrome: Neumann/Orcus

Stats Skills
[Body] 7 <Melee> 5, <Dodge> 4
[Sense] 3
[Mind] 5 <Will> 3
[Social] 1
[HP] 122 [Initiative] 11
[Armor] 10 (12)

Encroachment Rate: Changes depending on events in the Scenario.

- 150% (Dice +4)
- 160 - 199% (Dice +5)
- 200 - 239% (Dice +6)

◆ Powers

(Levels based on 150% rate)

-Neumann

«Ogreish Fighting» 5, «Critical Shot» 5, «Combat System» 2, «Last Action» 1

-Orcus

«Keystone Formation» 3, «Absolute Space» 3, «Jamming» 3, «Formless Sword» 3, «Domain of Vengeance» 2

-Common

«Life Increase» 3, «Instant Retreat» 1, «Restoration» 2, «Revival» 2, «Concentrate: Neumann» 2, «Quick Dash» 2, «Vitality-Up» 1, «Humanity's Neighbor» 2, «Origin: Mineral» 5

***If Encroachment Rate is over 160%, add +1 level to each Power.**

T-Lois

[Secret Weapon] (Fallen Blade)

E-Lois

«Arrogant Ideals» x2,
«Impossible Existence» («Kamaitachi»)

◆ Combos

>Blade World (150%)

«Kamaitachi» + «Ogreish Fighting» + «Absolute Space» + «Critical Shot» + «Combat System» + «Formless Sword» + «Concentrate: Neumann» (+«Keystone Formation»)

Timing: Minor + Major
Skill: <Melee> Dice: 18
Critical: 7 DFCLTY: Opposed
Target: Single Range: View
Atk Power: +21

Description: An attack that summons several copies of Tyrfin. Target's Dodge check receives a -3 dice penalty. Up to three times per Scenario, add «Keystone Formation» into the combo, allowing the attack to target three characters.

>Blade World (160 ~ 199%)

«Kamaitachi» + «Ogreish Fighting» + «Absolute Space» + «Critical Shot» + «Combat System» + «Formless Sword» + «Concentrate: Neumann» (+«Keystone Formation»)

Timing: Minor + Major
Skill: <Melee> Dice: 21
Critical: 7 DFCLTY: Opposed
Target: Single Range: View
Atk Power: +23

Description: An attack that summons several copies of Tyrfin. Target's Dodge check receives a -4 dice penalty. Up to four times per Scenario, add «Keystone Formation» into the combo, allowing the attack to target three characters.

>Blade World (200 ~ 239%)

«Kamaitachi» + «Ogreish Fighting» + «Absolute Space» + «Critical Shot» + «Combat System» + «Formless Sword» + «Concentrate: Neumann» (+«Keystone Formation»)

Timing: Minor + Major
Skill: <Melee> Dice: 22
Critical: 7 DFCLTY: Opposed
Target: Single Range: View
Atk Power: +23

Description: An attack that summons several copies of Tyrfin. Target's Dodge check receives a -4 dice penalty. Up to four times per Scenario, add «Keystone Formation» into the combo, allowing the attack to target three characters.

>«Vitality-Up»

Timing: Setup
Description: Recover + [Current Encroachment Rate - 100] HP. Max HP may be exceeded. Use only once per Scenario.

>«Jamming»

Timing: Auto
Skill: - Dice: -
Critical: - DFCLTY: Auto
Target: Single Range: View

Description: Declare right before the Target performs a check. That check receives a -3 dice penalty (if Rate is 150%) or a -4 dice penalty (if Rate is over 160%). Use this Power only once per Round.

>«Domain of Vengeance»

Timing: Auto
Description: Declare right after receiving HP damage. The attacker is dealt the same amount of HP damage.

>«Last Action»

Timing: Auto

Description: Declare right after being Incapacitated. Immediately perform a Main Process. Use only once per Scenario.



Blood Rain

Battle Plan

During the first Setup Process, use «Vitality-Up» to boost Blood Rain's HP.

During the Main Process, attack using Blade World. Attack the three characters that have the highest HP totals. For the first Main Process, combine «Origin: Mineral» with Blade World, which increases Blood Rain's Armor stat to 12.

When attacking, use «Jamming» on the character that can use the most dice for Dodge checks.

For characters that attack from outside Blood Rain's Engagement, deal damage using «Domain of Vengeance».

If Incapacitated, use «Revival».

When Incapacitated again, use «Last Action». With this final Main Process, combine Blade World with Blood Rain's two copies of «Arrogant Ideals» and Fallen Blade's special ability. This will be a Scene attack that targets all player characters and has a Critical Value of 6. Fallen Blade will be destroyed once its special ability is used.

■ Battle Placement

Player characters will be in a single Engagement that is five meters away from Blood Rain.

■ When there are a Small Number of Players

If there are only four players, reduce the Blood Rain's HP by -30. If there are only three players, take away Blood Rain's «Revival».

Ending Phase

● About the Endings

The Ending changes depending on what Blood Rain's final Encroachment Rate was.

Please note that these endings are only examples. Change these Scenes as needed to match the actual events of the game and the backgrounds of the player characters.

■ Scene 15: Tyrfing's Final Moments (PC2)

● Description

This Scene takes place right after the Climax Phase. All players must enter this Scene. The dialogue is written under the assumption that Saori was not absorbed at the end of Scene 11.

If Blood Rain's final Encroachment Rate is 200% or over, Saori will be taken over by Silent Sheep's Destruction Impulse and her existence will be erased. All that will remain is the Tyrfing sword. Use Setting 1 for this ending branch.

If Blood Rain's final Encroachment Rate is under 200%, Saori will successfully separate from Silent Sheep's will and Tyrfing. Saori will become a Renegade Being that is independent from Tyrfing. Use Setting 2 for this branch.

What happens to Tyrfing itself is up to the players. Due to Fallen Blade's effect, Tyrfing has suffered irreparable damage. It can no longer function as a Renegade Crystal, and thus is a threat to no one. However, the sword still has value as a test subject for experiments. Have the players figure out which side takes the sword, but make sure it does not become an argument. If necessary, the GM may destroy the sword outright.

● Setting 1

Saori disappears as she rejoins with Tyrfing. The sword is once again complete.

● Dialogue: Saori

"...My Renegade's over-stimulated. I can't stabilize myself. It seems I will disappear with Tyrfing."

"Goodbye, PC1. And thanks for the meal..." (Disappears)

● Setting 2

At the end of the battle, a bright red light comes out of Saori and dissipates. It seems Saori lost her powers, as she is sitting still on the ground.

● Dialogue: Saori

"...Thanks to you, I've separated from Silent Sheep and Tyrfing."

"Once Silent Sheep starting fighting the UGN and False Hearts, she began to find her goals meaningless."

"Everything Silent Sheep felt during this ordeal, I'll keep with me for the rest of my life."

"I'll have to figure out what to do now, but I'll never forget the friendship you showed me."

(To the UGN players) "I'm sorry for everything Blood Rain has done. And thank you for helping."

(To the FH players) "You may have Tyrfing, or at least its shattered remains."

"Farewell, but we will meet again."

● Conclusion

Begin the next Scene once players figure out what to do with Tyrfing.

■ Scene 16: Reporting to the Master (PC4)

● Description

This is the general ending for the False Hearts characters. They will be reporting back to Professor Caudwell.

Caudwell will be satisfied with the destruction of Tyrfing, and will not criticize the players for not recovering the sword.

● Setting

You are telling Professor Caudwell what happened during your mission. The Professor silently listens to your report, and offers his appreciation.

● Dialogue: Professor Caudwell

"The destruction of Tyrfing was expected. You have done well during this mission."

(To PC4) "Making use of the UGN was excellent judgment on your part. I hope you continue to work hard for False Hearts."

(To PC2) "Even if False Hearts was destroyed, another organization would rise to take its place. Destruction is a means, not an end. Silent Sheep either failed to understand that difference, or simply chose to ignore it."

(If Tyrfing's remains were recovered) "Send it to a R&D cell. They should be able to make use of it."

"Well done. You may return to your usual operations."

● Conclusion

End the Scene once the conversation with PC4 is over.

■ Scene 17: The Party's End (PC3)

• Description

This is the general ending for the UGN characters. Yugo Kiritani will be congratulating the characters on a job well done.

Yugo Kiritani's dialogue was written under the assumption that the UGN and False Hearts characters did not fight one another. If this is not the case, please change the dialogue.

• Setting

You have returned from battle. Yugo Kiritani welcomes you back via video phone.

"Well done. Thanks to you, both City N and the UGN are safe once again."

• Dialogue: Yugo Kiritani

"Luckily, we did not have to fight False Hearts and Blood Rain at the same time."

(To PC5) "We won because you were here for us. Thank you."

(To PC3) "The fight with Blood Rain is not over until the paperwork is done. I look forward to your formal report."

(To PC1) "Circumstances may have dragged you into the fight, but your efforts are appreciated nonetheless."

• Conclusion

End the Scene once Kiritani is finished talking.

■ Scene 18: Back to Normal? (PC1)

• Description

This is PC1's ending. Saori appears before PC1 once again. Now a Renegade Being, Saori plans to keep watch over the player characters.

If Saori did not survive, change this Scene to a flashback of Saori.

• Setting

Saori has left, and you can now go back to living your normal life. You head to the convenience store, looking for a late-night meal.

On the way, you see someone under a street lamp. You can clearly see that the person under the light is...

• Dialogue: Saori

"Hey, PC1. I need calories again."

"Did you know that thinking about what to do with your life really takes up a lot of energy? Amazing what you learn nowadays."

(Steals PC1's food) "Oh, you really do have good taste."

• Conclusion

How Saori and PC1's relationship develops from here on out is up to the player. End the Scene.

■ After-Game

Enter the After-Game once the endings are complete. Start passing out experience points. For completing this Scenario's goals, give the players five points. If Blood Rain's final Encroachment Rate was under 200%, give three more points.

Blood Rain had a total of three T-Loises and E-Loises combined, so three bonus points may be given. If Blood Rain absorbed Saori, she will have also gained the Renegade Crystal T-Lois, so that is worth another point.

The Girl and the Bloody Sword Test-Play Report

◆ About this Scenario

This Scenario was written under the assumption that the UGN players and FH players will work together.

The test players were excited by the idea of player characters from different sides, and one even joked that there might be a battle between them. The GM suggested that that might actually happen, creating a different kind of tension in the air. Over the course of many test plays, battle between player characters did actually occur.

◆ About Saori

Saori is a NPC that was created in an unusual way. She is not human, but rather an existence that was the result of Silent Sheep fusing with Tyrfin. Players sensed that Saori was not normal after witnessing the first Master Scene.

◆ About Saori's Roleplay

For every test play done, Saori's

role-play always left an impression on the players. Her first Scene, when she stole PC1's food, was considered most interesting.

◆ About The UGN and False Hearts Working Together

Scene 11 was prepared to help facilitate the creation of a working relationship between the UGN and False Hearts. It's assumed that the characters will exchange information and call a truce during this Scene.

During test play, PC2 often approached PC3, as PC2 formed a Lois with PC3 before the beginning of the session. According to the players, even if the surface emotion is negative, the existence of a positive emotion helped make it easy for one character to call out another character.

◆ The Battle with Blood Rain

Blood Rain is an enemy that gets an increase in Encroachment Rate

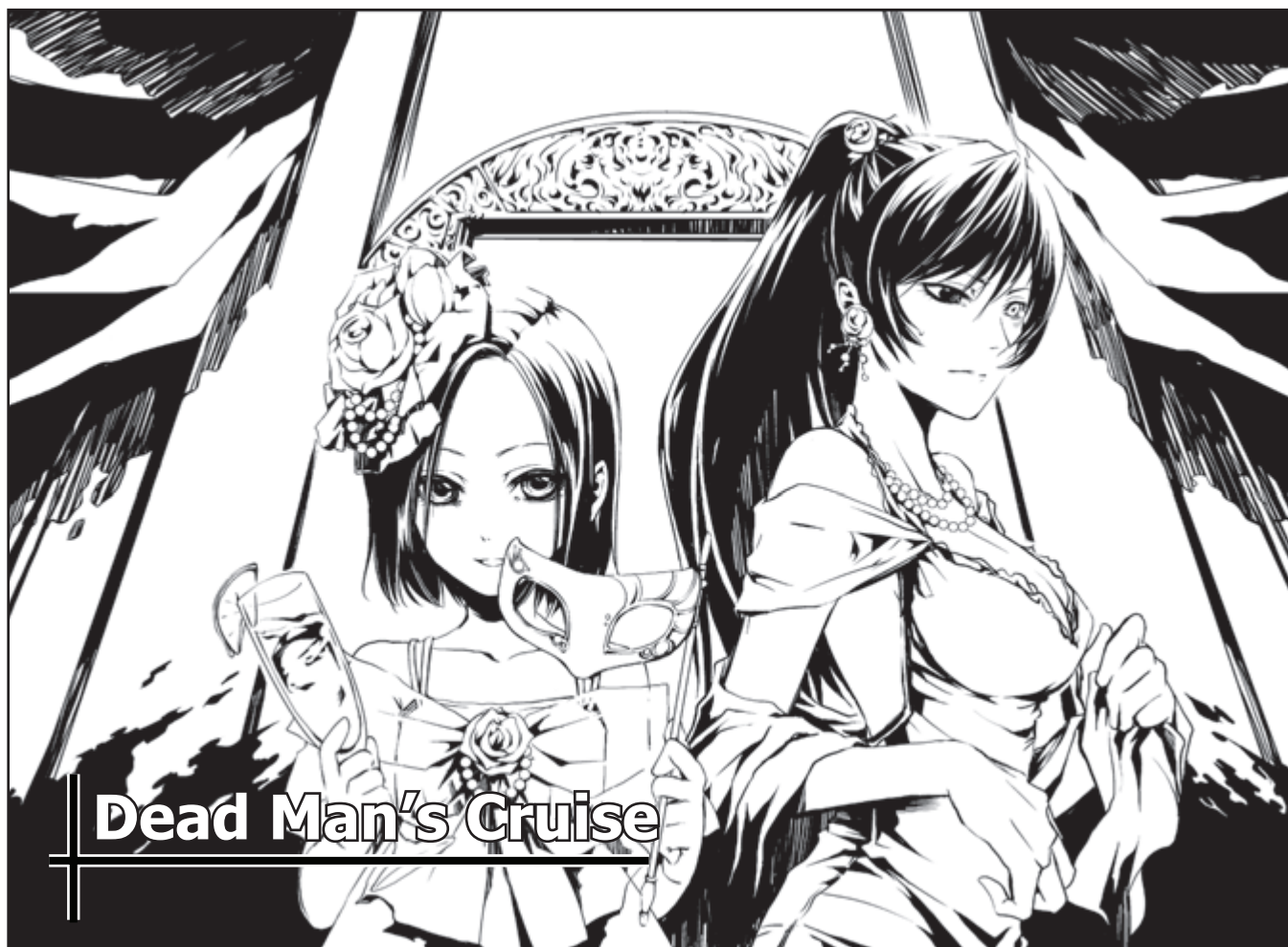
depending on what happens during the Middle Phase.

Based on test play results, it was easier for players to develop strategies and be proactive if Blood Rain's gimmick was explained beforehand. This is why the Scenario asks the GM to explain the consequences of certain events.

◆ About the Ending

What happens to Saori depends completely on Blood Rain's final Encroachment Rate. Even during cases where Blood Rain's Rate was over 200%, players accepted that they could not save Saori and went on to act out a bitter ending.

In regards to Tyrfin's fate, the players often negotiated instead of fighting for the sword. They would sometimes role-play grudges, showing that the two sides aren't completely friendly with each other.



Pre-Game

Scenario Data

Recommended number of players: 3 to 5.

Recommended PC growth: 0 pts. spent.

Play time: 3 to 4 hours.

• Stage

This Scenario takes place on the *Eternal Queen*, a cruise ship that is docked at Tokyo Bay.

This is a self-contained area that is separate from the usual City N Stage. As such, players will be unable to go to locations outside of the ship. Other than this restriction, this Stage has no special rules.

• Story

The Dead Man's Coronet has been found. It is a jeweled crown that was infected by an EX Renegade, and is known for turning 18th century pirate Captain Jean-Jacques into a Renegade Being.

Long thought to be lost, it was discovered that the Dead Man's Coronet is being stored on the *Eternal Queen*, a modern cruise ship owned by the Guild. Professor Caudwell has ordered the players to board the ship and take the Coronet. However, Captain Jean-Jacques retrieved the crown first, taking back his power and immortality.

The players must now venture through the battlefield that the *Eternal Queen* has become, looking for any clues that will help them break the Captain's immortality.

The goal of this Scenario is to negate Captain Jean-Jacques' immortality and permanently defeat him.

Trailer

The Deadman's Coronet is said to grant immortality to whoever wears it.

For the False Hearts agents that seek this item, all that awaits them is a bloody hell.

The *Eternal Queen* has become a ship of never-ending war, its passengers controlled by unquenchable battle lust.

And amongst it all is an undead pirate, laughing at his new-found joy.

For a voyage that creates and is driven by death, what could the end destination possibly be?

Double Cross – Dead Man's Cruise

Welcome to Double Cross. This is the world of traitors.

■ Character Creation

• Quick Start

The following five sample characters are recommended for this Scenario:

PC1: Bloody Trump (Pg. 4)

PC2: Purple Moonlight (Pg. 6)

PC3: Lord of Stratagem (Pg. 8)

PC4: Fanged Swordsman (Pg. 12)

PC5: Frozen Bullet (Pg. 10)

■ About Affiliations

For this Scenario, PC1 and 2 are members of PC3's cell. PC4 is a Mercenary that was hired by PC3.

For this story, PC3's cell will be part of the Caudwell Faction. However, players may fill in the rest of the back story with any detail they see fit.

PC5 is a member of the Apostles, Professor Caudwell's personal army.

■ Loises between PCs

Form Loises between PCs in the following order:

PC1 → PC2 → PC3 → PC4 → PC5 → PC1

ROC the Emotions for these Loises. Consult with your GM on what emotions to use if needed.

■ T-Loises

Because all Player Characters in this Scenario are False Hearts members, FH-only T-Loises will be used. Refer to pages 2 and 3 for more information.

PC1's Super Soldier T-Lois should not be changed, as it is important to the story.

• Notes about Construction

It is strongly recommended that PC1 acquires the Super Soldier T-Lois, as it will be important to the story. Other players may acquire any T-Lois of their choosing, as long as the GM allows the choice.

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: A False Hearts agent from PC3's cell.

PC2: A False Hearts Child from PC3's cell.

PC3: Leader of a cell that belongs to the Caudwell Faction.

PC4: A FH Merc and rival to Nagi Sakatsuki.

PC5: An Apostle soldier.

PC1 Handout

Lois: Kyoka Tsuzuki **Emotions P:** Idolization **N:** Reservation
Quick Start: Bloody Trump **Cover/Work:** Any/FH Agent

Your mission this time is to recover the Deadman's Coronet. But your concerns are with Kyoka Tsuzuki, the person who recognized your "gift of death" and inducted you into False Hearts. She already left the organization, but it seems she will be waiting for you by the Coronet. What kind of plan does she have now?

PC2 Handout

Lois: Jean-Jacques **Emotions P:** Obsession **N:** Hatred
Quick Start: Purple Moonlight **Cover/Work:** Any/FH Child

Your mission this time is to recover the Deadman's Coronet. Xenos member Captain Jean-Jacques, the Wandering Deadman, is also going after the Coronet. No matter how many times he is killed, Jean-Jacques always returns to life, as if nothing happened. Now is the perfect time to prove your superiority, and permanently send Jean-Jacques to hell.

PC3 Handout

Lois: Deadman's Coronet **Emotions P:** Potential **N:** Threat
Quick Start: Lord of Stratagem
Cover/Work: Any/FH Cell Ldr.

Your new mission is to recover the Deadman's Coronet. The Coronet is an EX Renegade item that grants its wearer immortality. It is now being stored on the Eternal Queen, a ship owned by the Guild. But according to your intel, Xenos is also after the Coronet. This won't be an easy job.

PC4 Handout

Lois: Nagi Sakatsuki **Emotions P:** Approval **N:** Enmity
Quick Start: Fanged Swordsman **Cover/Work:** Any/FH Merc

Your job is to recover the Deadman's Coronet. Nagi Sakatsuki is expected to attack. Having fought several times, both you and Nagi see each other as equals. But when Nagi appears before you, she instead warns you that you will be facing someone even she couldn't defeat.

PC5 Handout

Lois: Alfred J. Caudwell **Emotions P:** Earnestness **N:** Fear
Quick Start: Frozen Bullet **Cover/Work:** Any/FH Agent

Your new mission is to recover the Deadman's Coronet. As an Apostle, you have also received separate orders directly from Professor Caudwell. You are to keep an eye on PC1, who has had previous dealing with Xenos' leader. If PC1 shows any sign of betrayal...

Opening Phase

■ Scene 1: The Retrieval Mission (PC3)

• Description

This is PC3's Opening Scene. Professor Caudwell will be ordering him to infiltrate the Eternal Queen, a cruise ship owned by the Guild, and take the Dead Man's Coronet. This item will supposedly lead the Professor to what he is searching Japan for.

• Setting

While sitting inside your base, you receive a call from Professor Alfred J. Caudwell. It seems he has a mission for you.

• Dialogue: Alfred J. Caudwell

"It's me. I have a job for you."

"Have you heard of the Dead Man's Coronet? It's a crown infected by an EX Renegade. Supposedly it grants its wearer immortality."

"That crown is now being held on the Eternal Queen, a cruise ship that is owned by the Guild. I want your cell to steal that crown."

"A party will be held on that ship soon. Use it as an opportunity to sneak in. We already prepared false identities and invitations."

"Xenos is also going after the Dead Man's Coronet. Our intelligence tells us that Minerva and the Wandering Deadman will be making a move."

(If there is a PC4 and PC5) "I'm also sending in PC4 and PC5. They will be under your command. Use them well."

• Conclusion

PC3 begins to prepare for the mission. End the Scene.

■ Scene 2: Surveillance (PC5)

• Description

This is PC5's Opening Scene. He will be ordered to monitor PC1 for suspicious activity.

PC5 will be called in by Professor Caudwell and ordered to retrieve the Deadman's Coronet. In addition, he will be ordered to keep an eye on PC1 and eliminate him should he do anything suspicious.

• Setting

You are in a rundown church. You are waiting here as per instructions from your commanding officer, Professor Caudwell. It seems he has a new mission for you...

• Dialogue: Alfred J. Caudwell

(Appears from the shadows) "Excellent, you're here. I have a mission for you."

"I want you to join PC3's mission to retrieve the Dead Man's Coronet. Get the mission briefing from him."

"Now, on to the reason I called you here. An agent named PC1 will be part of this mission. Have you heard of this person?"

"This agent had previous dealings with Kyoka Tsuzuki, the leader of Xenos. It's very likely that Xenos might try something during this mission."

"The Planner is probably meeting with PC1 at this very moment."

"Keep watch over PC1. If he tries to betray False Hearts..."

"I'll leave this issue to your discretion. Good luck."

• Conclusion

After giving PC5 his orders, Professor Caudwell will disappear into the shadows once more. End the Scene.

■ Scene 3: The Rival (PC4)

• Description

This is PC4's Opening Scene. He will be having a conversation with Nagi Sakatsuki.

Before being hired for the retrieval of the Deadman's Coronet, Nagi will appear before PC4 and talk to him about Captain Jean-Jacques.

• Setting

You are alone at a cafe, letting the time pass as you enjoy the peace that surrounds you.

"Is this seat free?"

Looking in the direction of that young woman's voice, you see Nagi "Minerva" Sakatsuki. Without waiting for your answer, she sits in the chair opposite of you. Something seems to be bothering her.

• Dialogue: Nagi Sakatsuki

"Planner told me that False Hearts will be contacting you for a job."

"You will have to deal with Captain Jean-Jacques, a member of our organization."

"I don't like him. I couldn't defeat him. And just so you know, I didn't lose. I just can't kill him."

"If you're going to take this job, don't lose. I plan to be the one that finally kills you." (Leaves)

• Conclusion

After Nagi leaves, PC4's cellphone rings. False Hearts is hiring him to retrieve the Dead Man's Coronet. Once PC4 accepts the job, end the Scene.

■ Scene 4: The Immortal Undead(PC2)

• Description

This is PC2's Opening Scene. It is a flashback of PC2 killing Captain Jean-Jacques. The Jean-Jacques in this Scene is an Extra-type NPC, so his defeat only requires a declaration from the player.

This Scene demonstrates Jean-Jacques' immortality. Before this encounter, Jean-Jacques has been killed several times, but revived afterwards without fail. Modify the Scene to incorporate the PCs' back story if needed.

• Setting

It was one of the many times you fought Captain Jean-Jacques. This bizarre man, who dresses like a pirate captain, fixes his gaze on you and begins to speak in a merry manner.

• Dialogue: Captain Jean-Jacques

"Hey, PC2! How have you been? I just got back from hell for the...umpteenth time?"

"I had a little bit of business here, but it turned to be a dead end. Today would have been a total waste, but now you showed up! Ready for another death match?"

"Now if you don't mind me asking, have you heard of the Deadman's Coronet? I'm looking for it."

"...Ah, whatever. I just want to fight!" (Attacks)

(When defeated) "Oh, you are strong! So strong! I'm so happy, I could die! But that wouldn't be much fun, would it?"

"...Oh, if I just had the Coronet. These fights would be so much more fun. Anyways, see you next time." (Body turns to dust and is blown away by the wind.)

• Conclusion

The Scene returns to the present. PC2 is ordered to retrieve the Deadman's Coronet and defeat Captain Jean-Jacques. Once PC2 accepts the mission, end the Scene.

■ Scene 5: The Planner (PC1)

• Description 1

This is PC1's Opening Scene. It is a flashback to when Kyoka Tsuzuki inducted PC1 into False Hearts. At this point in time, Kyoka has yet to leave False Hearts and create Xenos. She also still has the body of an adult woman.

In Kyoka's dialogue, the "gift of death" refers to PC1's Super Soldier T-Lois.

• Setting 1

You think back to when you first awakened as an Overed. While you were trying to figure out how to use your new powers, you were paid a visit by a beautiful woman.

• Dialogue: Woman (Kyoka Tsuzuki)

"PC1, I presume? I have a proposition for you."

"Am I correct in assuming that you have a dream or desire? I can see that you have a power, a gift that can make those desires come true. But what good is power without direction?"

"Come with me. The plans I can give you will realize your full potential, and make use of your gift of death."

• Description 2

We return to the present. Kyoka Tsuzuki appears before PC1 and hands him an invitation to the party that is being held on the Eternal Queen. Kyoka tells PC1 that she will be waiting, and leaves the Scene.

• Setting 2

Since that fateful meeting, Kyoka has left False Hearts. Holding what Kyoka's lessons close to your heart, you continue your job as a False Hearts agent, regularly soaking your hands in the blood of others.

One day, while walking down the street, you here someone call out to you. You turn around to see a little girl, who you instantly recognize. Something serious must have happened if her appearance was so drastically changed, but it's definitely Kyoka Tsuzuki.

• Dialogue: Kyoka Tsuzuki

"It has been far too long since we last met, PC1."

"I'm here to give you this. It's an invitation to a party on the cruise ship Eternal Queen."

"I'll be waiting for you. Until then." (Leaves)

• Conclusion

Almost immediately, PC1's cellphone rings. He's being ordered to retrieve the Dead Man's Coronet. It is stored on the Eternal Queen, the same ship PC1 just got an invitation for. Once PC1 accepts the mission, end the Scene.

■ Scene 6: The Coronet is in the Dead Man's Hands (Master)

• Description

No players may enter this Scene. During this Scene, Jean-Jacques infiltrates the ship before the players do and takes back the Deadman's Coronet.

• Setting

In the cargo hold of the Eternal Queen, the sound of metal cutting flesh echoes through the room. The noise is then followed by the sound of dead weight hitting the floor.

On the floor of the hold are two men in black suits, who are now sinking into a sea of their own blood. Standing above them Captain Jean-Jacques, who is wielding a bloody cutlass.

• Dialogue: Captain Jean-Jacques

"Weak. I want to fight someone who's strong...like PC2!"

"OK, first the Coronet, then the fun."

"Coronet, give me back your powers! Alright, time to ready the swords and guns! The party is about to begin, and it will be a proper bloodbath! Heads will fly tonight!"

• Conclusion

Jean-Jacques busts open a box and pulls out the Dead Man's Coronet. The center jewel on the Coronet glows red. The flesh from Jean-Jacques' hand begins to peel away, revealing the bone underneath. The sound of bone rattling like a laugh can be heard.

Middle Phase

During the Middle Phase, there is a restriction on Item purchases. Due to the characters being trapped on the ship from Scene 8 onwards, they will be unable to perform Procure checks. If players want to procure items, they must do so before Scene 8 begins.

● Predetermined Events

Perform these events in numerical order.

■ Scene 7: Missing One Invitation (PC3)

● Description

All PCs enter this Scene. The location is PC3's base. Characters will be gathering and exchanging information in preparation for the mission.

The false IDs and invitations that Professor Caudwell prepared have been delivered. However, a forged invitation for PC1 cannot be found.

Professor Caudwell is well aware of PC1's meeting with Kyoka and the invitation that he received. As a sort of unspoken warning to PC1, the Professor deliberately did not prepare a fake invitation for him.

● Setting

Everyone has gathered at the cell hideout. The fake IDs, invitations, and evening wear that Professor Caudwell procured has arrived.

Upon closer inspection of the goods, PC1's invitation is missing. Is this some sort of mistake?

● Dialogue: Alfred J. Caudwell

(He calls) "Did you get the package?"

(When asked about PC1's invitation) "He doesn't need one. He already has his own. Right, PC1?"

"If there's anything else you need, get it now. Good luck." (Ends the call)

● Conclusion

End the Scene once everyone is ready.

■ Scene 8: Clothes Make the Woman (PC4)

● Description

This Scene takes place aboard the Eternal Queen. PC4 will bump into Nagi Sakatsuki, who is also undercover at the party. The two will have a short conversation, after which Nagi will give an ominous warning and leave.

Nagi Sakatsuki was initially ordered by Kyoka Tsuzuki to be Jean-Jacques' backup. After Jean-Jacques acquires the Coronet, she will act as Kyoka's bodyguard.

● Setting

Welcome to the Eternal Queen. You have successfully infiltrated the party. Now you have to slip away from this glamorous event and search the whole of the ship.

As you wait for your chance to carry out the rest of your plan, a beautiful woman in a fine dress calls out to you.

● Dialogue: Woman (Nagi Sakatsuki)

"So you did take the job, PC4."

(When asked for a name) "What are you talking about? It's me, Nagi. ...Don't look at me like that. This is awkward enough as it is." (Blushes slightly)

"I'm here because of work. Jean-Jacques is going solo."

"How about you? The mission OK so far?"

"Sounds like you haven't met Jean-Jacques yet."

"Watch out. Jean-Jacques is giving off a strange vibe."

"...Well, you probably don't need my warnings."

"Just don't let your guard down and get killed by someone like Jean-Jacques. I plan to be the one who kills you."

● Conclusion

End the Scene once PC4 and Nagi's conversation ends.

■ Scene 9: The Violent Party (PC1)

● Description 1

This Scene is a continuation of Scene 8. During the party, Kyoka Tsuzuki will appear before PC1 and tell him that his test is about to begin.

● Setting 1

The party continues on without a hitch. As you think about slipping away, a pretty girl in a dress appears before you. It's Kyoka Tsuzuki.

● Dialogue: Little Girl (Kyoka Tsuzuki)

"How are you this evening, PC1?"

"Enjoy yourself while you can. It will begin soon."

(When asked what "it" is) "Why, my plan of course."

"I expect much from you tonight. Your powers were meant for the situation you're in now."

● Description 2

During PC1's conversation with Kyoka, a Warding field will be erected around the ship by Jean-Jacques. He will then use the «Encroaching Impulse» E-Lois. Everyone on the ship, with the exception of the players, Kyoka, and Nagi will be taken over by the Battle Lust Impulse and become Gjaums. As a result, every passenger at this party will begin to violently lash out.

• Setting 2

Without warning, a Warding field covers the entire ship, and the people around you begin to howl and attack one another. With smiles on their faces, they attack and kill one another with the utmost of joy.

Now you notice that Kyoka has disappeared.

• Dialogue: Passengers

"So...much...power! Must use it! Must. Use. It!"

• Conclusion

End the Scene once Setting 2 and the Dialogue has been read aloud.

■ Scene 10: King of the Dead (PC2)

• Description 1

All Player Characters will enter this Scene. Jean-Jacques will appear before the players, wearing the Dead Man's Coronet on his head.

• Setting 1

The ship has become a dance hall for battle-crazed fighters, and you are standing in the middle of the chaos. Despite the pained screams that are now filling your ears, you clearly hear a voice that is as rough as a desert storm.

"Are you enjoying the party? I planned it all myself."

Turning to the source of the voice, you see a skeleton dressed in pirate clothes, somehow walking around without any sort of external support. On the skeleton's skull, you see the Deadman's Coronet, which you recognize from the mission files. It seems this skeleton beat you to your target.

• Dialogue: Skeleton (Captain Jean-Jacques)

"Hey! Good seeing you again and all that."

(When asked for a name) "Oh, now that hurts. It's me, the great Captain Jean-Jacques. This is the real me, the Renegade Being me.

"Anyways, having fun?"

(Players answer yes) "Good. Now will you honor me with a dance?"

(Players answer no) "Really? You sure? I thought you and me were the same. Guys who enjoy some good bloodshed."

• Description 2

During the conversation, a Gjaum attacks Jean-Jacques. He dies, but he will immediately resurrect thanks to the effects of the E-Lois «Undying Delusions». Jean-Jacques will then kill the Gjaum that attacked him.

The purpose of this Scene is to show players that Jean-Jacques cannot be defeated at the moment. If players attack Jean-Jacques at any time, he will take the attack, but resurrect using «Undying Delusions». Unlike what happened with the Gjaum, Jean-Jacques will not retaliate.

• Setting 2

Suddenly, a gunshot rings through the room and Jean-Jacques skull explodes. From a distance, you see a man with a handgun. He is most likely the culprit.

The man's face is filled with joy over the kill. Another gunshot is heard and the man collapses to the floor, that look of joy now accompanied with a bullet hole in the forehead.

Looking back to Jean-Jacques, you see the skeleton standing with a smoking antique flintlock pistol in his hand.

• Dialogue: Captain Jean-Jacques

"Good, but not good enough. It'll take more than that to kill me." (Jean-Jacques' skull regenerates as he speaks this line)

"Don't even think about stealing the Coronet. It's linked to me. Even I can't take it off. Not that I want to."

"Alright, enough talking. Time for me to join the party."

"You should join in too. I'm planning to serve the Planner as dinner."

"All I wanted was to take back the Coronet, and now that I have it, I don't need to help Xenos anymore."

"Oh, you can run if you want. It's not like you get off the ship. Ever. Hah!"

• Conclusion

For this Scene on, players can run away from Jean-Jacques at any time by declaring so. Jean-Jacques will not pursue, as he finds no joy in fighting the cowardly. End the Scene when all players leave the Scene.

■ Investigations

Initially, players can only pursue four different investigations. The fifth investigation, Captain Jean-Jacques' Second Death, will be unlocked once certain conditions are met.

If players want to learn about Captain Jean-Jacques' goals, the GM may allow them to investigate the following topic:

Captain Jean-Jacques' Goals

<Info: FH> 5

Captain Jean-Jacques is a Gjaum who is affected by the Battle Lust Impulse. His only desire is to fight.

This topic is completely optional and will not affect the outcome of the Scenario.

◆ The Eternal Queen

<Knowledge:Renegade>, <Info:Underworld> 6

The Eternal Queen is a cruise ship that is owned by the Guild. Currently, all its passengers have been turned into Gjaums and are now under the control of Captain Jean-Jacques.

The ship itself has been separated from the outside world by Jean-Jacques' «Space Time Rip». To negate «Space Time Rip», Jean-Jacques must die.

Jean-Jacques can be found by the party hall.

If the players head to the party hall, initiate the Climax Phase

WARNING: If players head to the party hall before they find a way to negate Jean-Jacques' «Undying Delusions» E-Lois, they will be unable to defeat him. Warn players of this beforehand.

◆ Captain Jean-Jacques

<Info: FH> 7

Captain Jean-Jacques is one of Xenos' Renegade Beings. He was a pirate that lived during the 18th century. He was a mad dog of a man, attacking merchant schooners, naval ships, and even other pirates. His human self died during the mist of battle, but the power of the Dead Man's Coronet resurrected him as a Renegade Being.

Although Jean-Jacques believes he got the Dead Man's Coronet by coincidence, in reality Kyoka arranged for Jean-Jacques to acquire the Coronet and become a Renegade Being.

At some point between him first receiving the Dead Man's Coronet and now, Jean-Jacques was killed, and subsequently had the Coronet stolen from him.

Successfully completing this topic unlocks the "Captain Jean-Jacques' Second Death" topic

◆ Captain Jean-Jacques' Second Death

Condition: Captain Jean-Jacques topic must be successfully completed.

<Info:Underworld> 6

Although thought to be immortal, Jean-Jacques actually experienced a second death fifteen years ago. He was killed by a nameless college professor, who was an Overed unaware of his powers. The professor was in turn murdered by the Guild for the Coronet. His journal, which was to accompany the Coronet for an auction tonight, is hidden in the ship's cargo hold.

Heading to the cargo hold triggers Scene 11

◆ The Dead Man's Coronet

<Info: Underworld, FH> 8

The Dead Man's Coronet is a crown that was infected by an EX Renegade. It is the source of Captain Jean-Jacques' power.

Anyone who makes a pact with the Coronet receives the E-Lois «Undying Delusions» and great power. However, that power is lost if the Coronet is separated from the owner when he or she dies.

◆ Kyoka's Location/Nagi's Location

<Perception> 6

Both Kyoka and Nagi are inside the captain's cabin. The room is surrounded by Gjaums, who were once Guild members before being twisted by Jean-Jacques' «Encroaching Impulse».

Going to the captain's cabin triggers Scene 12

■ Trigger Events

These events occur when certain conditions are met.

■ Scene 10: The Cargo Hold

Condition: Someone goes to the cargo hold.

● Description

During this Scene, players will find the journal of the professor that killed Jean-Jacques fifteen years ago. The lead character will be the one that heads to the hold.

To find the journal, one of the characters in the Scene must complete a <Perception> check of difficulty 10. When completed, move on to this Scene's dialogue. If everyone fails, redo this Scene and the check. The Encroachment rate must be raised again when redoing this Scene.

● Setting

You have come to the cargo hold in search of the professor's journal, which is somewhere in the disorganized cargo before you.

● Dialogue: Journal

"I finally found a way to kill the "immortal" Captain Jean-Jacques."

"To cut off the power from the Coronet, I have to destroy the jewel that's on the front-center setting of the crown.

"...I caught Jean-Jacques off guard, succeeded in destroying the jewel, and killed him. The jewel is gone, but I'll keep the Coronet as a souvenir."

"...It has been a few days since the encounter. The jewel has returned to the Coronet's setting. This must mean that Jean-Jacques is not dead."

"I destroyed the jewel over and over again, but it always comes back afterward, its shimmer completely untarnished. What else do I need to do in order to permanently destroy this jewel?" (The journal ends here)

● Conclusion

To summarize, Jean-Jacques' «Undying Delusions» can be negated by destroying the jewel on the Deadman's Coronet. However, to succeed where the professor failed, certain requirements must be met before the jewel is destroyed. Players will be able to learn what those requirements are by meeting with Kyoka Tsuzuki.

Once players understand what needs to be done to kill Jean-Jacques, end the Scene.

■ Scene 11: To the Captain's Cabin

Condition: Triggers when someone heads to the captain's cabin.

• Description

To reach the captain's cabin, players will have to fight through the swarm of Gjaums that block their path. Players will fight 1x Gjaum: Poison (Advanced page 117) and 3x Gjaum: Tribe (Advanced page 114).

For this battle, the player characters will be a single Engagement. Place the three Gjaum: Tribe units in front of the player characters, in an Engagement that is five meters away. Behind the Gjaum: Tribe's Engagement, the Gjaum: Poison will be five meters away (ten meters away from the player characters) in its own Engagement.

• Setting

You head to the captain's cabin, but a group of Gjaums block your way.

• Dialogue: Gjaums

"Fight me. Fight me!"

(When defeated) "I...still want...to fight..."

• Conclusion

Once the battle is over and the players continue on to the captain's cabin, end the Scene.

■ Scene 13: How to Kill the Undead (PC1)

Condition: After Scene 12.

• Description

During this Scene, Kyoka Tsuzuki will give players a hint to what needs to be done in order to kill Jean-Jacques. Kyoka explains that only PC1 can truly kill Jean-Jacques, as he is the one with the gift of death (the Super Soldier T-Lois).

Both Kyoka and Nagi only play a support role during this Scenario. Kyoka will not reveal any information beyond what is given in this Scene's dialogue. Nagi will also not help the players during battle.

If players attempt to attack Kyoka or Nagi, or try to force them out of the cabin, Kyoka will use «Instant Retreat» and «Instant Retreat II» to leave, taking Nagi with her. They will not appear again until the Ending.

• Setting

Entering the cabin, you see both Kyoka and Nagi. Kyoka's dress is not disheveled in the slightest bit, but Nagi is completely covered in the blood of enemy Gjaums. Seeing you, Kyoka smiles and beckons you to enter.

• Dialogue: Kyoka Tsuzuki

"You're here, as expected. I've been waiting. Let us begin with me answering your questions."

"The Renegade in Jean-Jacques and the Dead Man's Coronet have harmonized with one another. You humans would call this harmonization a pact."

"Because of this 'pact,' Jean-Jacques cannot die, even if he is separated from the Coronet."

"To break the pact between the Coronet and Jean-Jacques, you need someone who has an intimate connection with death. That would be you, PC1."

"With PC1's gift, you will be able to 'kill' the pact. Once that is accomplished, you can kill Jean-Jacques, and he will never resurrect ever again."

"The exact steps needed to break the pact are written in the journal of the professor that once killed Jean-Jacques. It should be somewhere in the cargo hold."

(To PC5) "Don't worry. I have no intention of luring PC1 to Xenos. For now, anyways."

• Dialogue: Nagi Sakatsuki

"...While I would love to cross blades with you, now is not an appropriate time."

"PC4, we will have our duel to the death."

• Conclusion

End the Scene once the players have their information.

If players have gathered the necessary information from Scenes 10 and 13, they are ready for the final boss battle.



Climax Phase

■ Scene 14: Dead Man's Cruise(PC1)

• Description

This is the final battle with Jean-Jacques. He will be accompanied by 1x RB: Animal (Advanced page 117) and 3x Gjaum: Disaster (Advanced page 115). Refer to the boss battle data for the exact positioning of these enemies. The battle is won when all enemies are defeated.

Jean-Jacques has «Undying Delusions», which means he cannot be permanently killed. If players gathered the necessary information, they will know that they need to destroy the jewel on the Dead Man's Coronet before killing Jean-Jacques. The method of destroying the jewel is as follows:

Destroying the Jewel

The jewel must be destroyed by a character that has the Super Soldier T-Lois. The jewel is to be treated as a character with 25HP and 0 [Armor]. It is always in the same Engagement as Jean-Jacques. Targeting and acc. checks against the jewel are carried out in the same manner as normal attacks. The Jewel will not Dodge or perform Reaction checks.

When the jewel's HP is zero, it will break and Jean-Jacques will lose «Undying Delusions». However, if the final blow was not dealt by someone who has Super Soldier, then the jewel will regenerate during the Ending Phase, giving Jean-Jacques «Undying Delusions» and resurrecting him.

• Setting

Stepping into the party hall, you first notice the stench of

death that permeates the air. The festive atmosphere from before is long gone, now replaced by the corpses that are scattered across the floor.

At the center of it all is Captain Jean-Jacques. With Gjaums waiting at his side, he is now like the king of death. Noticing your entrance, he calls out to you with the utmost of joy.

• Dialogue: Captain Jean-Jacques

"Hey, you're here! I've been waiting."

(To PC1) "The Planner told me all about you. Said you could give me true death. If that's true, it would explain that stench of death coming from you."

(To PC2) "And I see we have party crashers. Not that it matters. The more the merrier!"

"You and I really are the same. Madmen who walk a blood-soaked path. But that is why this fight will be so great, so fierce that my skull will just fly right off. Let the fun begin!"

(When the jewel is destroyed) "Hah! Good! Very good! Invincibility's boring anyways! Now the real fun begins!"

(When defeated) "...So this is it. ...See you all in hell."

• Conclusion

The skeleton collapses and hits the ground with a hollow echo. All that's left is the Dead Man's Coronet, its setting now missing a jewel. End the Scene once the Coronet is taken.

Enemy Data

Captain Jean-Jacques

◆ Data

Breed: Tri-Breed

Syndrome: Morpheus/Orcus/Balor

Stats Skills

[Body] 7 <Melee> 5, <Ride: Boat> 5

[Sense] 7 <Ranged> 5

[Mind] 4 <Will> 1

[Social] 3 <Negotiation> 2

[HP] 126 [Initiative] 14

[Armor] 5

Encroachment Rate: 150% (Dice +4)

◆ Powers

-Morpheus

«Infinite Weapons» 3, «Customize» 3,

«Gigantic Mode» 2, «Hundred Guns» 4,

«Penetrate» 2, «Soul Alchemy» 3,

«Giganto Lance» 2

-Orcus

«Formless Sword» 2, «Domain of Ven-

geance» 2, «Earth's Protection» 2

-Balor

«Quick Blade» 2, «Space-Time Rip» 2

-Chimaera

«Beast's Strength» 3

-Common

«Concentrate: Morpheus» 3, «Origin:

Human» 5, «Accelerated Time» 2, «Life

Increase» 3, «Ailment Resistance: Rig-

or» 2, «Ailment Resistance: Pressure» 2

◆ T-Lois

Reincarnation (Learn «Beast's Strength»)

◆ E-Lois

«Encroaching Impulse»

«Undying Delusions»

«World of Battle»

◆ Combos

>Pirate Style

«Infinite Weapons» + «Hundred Guns»

Timing: Minor

Skill: -

Dice: -

Critical: -

DFCLTY: Auto

Target: Self

Range: Close

Atk Power: -

Description: Creates a cutlass and a flintlock pistol. During Jean-Jacques' first Main Process, include «Origin: Human» into the combo. This gives a +5 score to all checks performed that use Powers. This bonus lasts for the entirety of the current Scene.

Data for the weapons is as follows:

-Cutlass (Infinite Weapons)

Type: Melee Skill: <Melee>

Acc: 0

Atk. Power: + 10

Guard: 3

Range: Close

-Flintlock Pistol (Hundred Guns)

Type: Ranged Skill: <Ranged>

Acc: 0

Atk. Power: + 7

Guard: -

Range: 30M

>Jean-Jacques' Jaws

«Penetrate» + «Customize» + «Gigantic Mode» + «Concentrate: Morpheus» + «Formless Sword» + «Earth's Protection» + «Quick Blade» + «Beast's Strength» (+«Giganto Lance»)

Timing: Major

Skill: <Melee>

Dice: 16

Critical: 7

DFCLTY: Opposed

Target: Area (Select) Range: Close

Atk Power: +22

Description: An attack using the cutlass. Dodge checks against this attack receive a - 2 dice penalty. This attack ignores the [Armor] stat. Once the attack is complete, the cutlass and flintlock pistol are destroyed. Once per Scenario, use «Giganto Lance» instead of «Gigantic Mode» in the combo. This makes the attack [Target: Scene (Select)] and [Range: View].

>Jean-Jacques' Jolt

«Penetrate» + «Customize» + «Gigantic Mode» + «Concentrate: Morpheus» + «Formless Sword» + «Earth's Protection» + «Quick Blade»

Timing: Major

Skill: <Ranged>

Dice: 16

Critical: 7

DFCLTY: Opposed

Target: Area (Select) Range: 30M

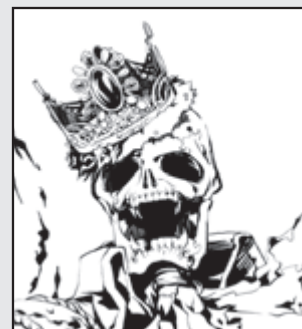
Atk Power: +13

Description: A ranged attack with the flintlock. Dodge checks against this attack receive a - 2 dice penalty. This attack ignores the [Armor] stat. Once the attack is complete, the cutlass and flintlock pistol are destroyed.

Battle Plan

■ Jean-Jacques

Use «Accelerated Time» during the first Initiative Process. Use Pirate Style and «Origin: Human» together, then for the Major Action attack using Jean-Jacques' Jolt.



Captain Jean-Jacques

For every turn after the above attack, re-use Pirate Style as the Minor Action. For the Major Action, rotate between Jean-Jacques' Jaws and Jean-Jacques' Jolt.

Use «Domain of Vengeance» whenever Jean-Jacques takes thirty or more points of damage. The opponent will also receive the same amount of damage themselves.

Use «Soul Alchemy» HP reaches zero. Jean-Jacques revives with thirty HP. When HP reaches zero for the second time, use the «World of Battle» E-Lois. All Bad Statuses and penalties are removed, and Jean-Jacques revives with one HP.

«Accelerated Time»'s second use is to be spent during the first Initiative Process that comes after «Soul Alchemy» is used. At this time, attack using Jean-Jacques' Jaws, but substitute «Giganto Lance» into the combo.

■ RB: Animal, Gjaum: Disaster

Randomly attack any player character that is within range.

Battle Placement

Player characters will be placed in a single Engagement. Five meters away from them will be Jean-Jacques and 1x RB: Animal, who will be in their own Engagement. The three Gjaum: Disasters will be five meters behind Jean-Jacques (10 meters away from the player characters) in their own Engagement.

When there are a Small Number of Players

If there are only four players, reduce the Jean-Jacques' HP by -30. If there are only three players, remove the RB: Animal enemy and reduce the Gjaum: Disasters to two units.

Ending Phase

● About the Endings

The following Scenes are written under the assumption that Jean-Jacques was permanently killed. If the jewel was not properly destroyed, Jean-Jacques will appear before the players, warning them that he will take back the Coronet.

■ Scene 15: Debriefing (PC3)

● Description

This will be PC3's Ending. He will be making a final report to Professor Caudwell. Regardless of whether or not the Coronet was recovered, Caudwell will congratulate PC3.

● Setting

You have returned to your cell's hideout. Professor Caudwell is here in person, awaiting your report.

● Dialogue: Professor Caudwell

(After hearing PC3's report) "Allow me to first extend my congratulations. You did well coming back from that chaos."

(If the Coronet was retrieved) "And thank you for retrieving the Coronet. I'm now one step closer to my goals"

"I may need your help in the future. I'll be counting on you when the time comes."

● Conclusion

Conclude the Scene once PC3 finishes responding to Professor Caudwell.

■ Scene 16: Double Cross (PC5)

● Description

This will be PC5's Ending. He will be talking to Professor Caudwell about PC1.

● Setting

It is midnight, and you have returned to the abandoned church. You see Professor Caudwell standing in front of the church's broken cross, his back turned to you. The entire alter area he stands in is lit by the moon's light.

As you walk closer to the Professor, he begins talking to you, his back still faced to you.

● Dialogue: Professor Caudwell

"PC5? What do you have to report?"

"...I see. Then let it be so. I have faith in your judgment."

"Tell me. Why do you think people turn traitor?"

● Conclusion

After hearing PC5's answer, Professor will nod in understanding and continue to gaze upon the broken cross. End the Scene.

■ Scene 17: Duel to the Death (PC5)

● Description

This is PC4's Ending. While on a new mission, he will be confronted by Nagi Sakatsuki.

● Setting

Some time has passed since you were hired to retrieve the Dead Man's Coronet. You have moved on to a new battlefield. Before you stands Nagi, who you haven't seen since your last meeting on the Eternal Queen. She stands ready for battle, her unsheathed katana giving off the eagerness she's feeling. Battle is the only option now.

● Dialogue: Nagi Sakatsuki

"Seeing you here has made my day. I hope you don't plan to run away."

"I've been waiting for this chance, ever since that day on that ship."

"Now, let us fight. Let me see your true self!"

● Conclusion

End the Scene once the duel begins.

■ Scene 18: The Deadman's End (PC2)

● Description

This is PC2's Ending. Some time has passed since the events on the Eternal Queen. One day, a fellow Child points out to PC2 that his recent performance has been poor. This remark causes PC2 to think about Jean-Jacques.

● Setting

Jean-Jacques has not appeared before you, not since what happened during that mission. You expect him to come attacking, but he does not show. Perhaps he really did die this time.

Noticing your recent change in behavior, one of your fellow Children calls out to you.

● Dialogue: FH Child

"PC2, what's going on with you?"

"In this world, if you can't fight, all that's left is to die. If you want any chance to get what you want, you have to keep on fighting."

"...But if you really want to die, then go right on ahead."

● Conclusion

Hearing his fellow Child's words, PC2 thinks back to Jean-Jacques' final moments, when he said that he will be waiting in hell. While remembering that moment, PC2 sees himself in Jean-Jacques. End the Scene once PC2 responds to PC2's words.

■ Scene 19: The Purpose of Talent (PC1)

• Description

This is PC1's ending. Kyoka will appear before PC1 and invite him to come with her to Xenos. No matter what path PC1 chooses, Kyoka will respect his decision.

If Jean-Jacques was not permanently killed, Kyoka will tell PC1 she will extend her invitation into Xenos once he handles his unfinished business.

• Setting

A few days have passed since the mission. You have returned to standby status and your false normal life.

As the unchanging days pass, a young girl appears before you. It's Kyoka Tsuzuki, who disappeared from the Eternal Queen after the battle with Jean-Jacques.

• Dialogue: Kyoka Tsuzuki

"I apologize for disappearing for so long. Do you mind if we talk right now?"

"After that battle on the Eternal Queen, you should now be aware of your abilities."

"Will you join Xenos? You have grown, and I have the plans that can properly use your powers."

(If refused) "I see. This outcome was predicted in my plan. You may walk the path you desire, even if it is one that is covered in blood."

(If PC1 accepts) "I see. Thank you. With you at my side, my plans can be taken to the next stage."

"I have one last question. How do you plan to use the gift of death?"

• Conclusion

End the Scene once PC1 gives his answer.

■ After-Game

Enter the After-Game once the endings are complete. Start passing out experience points. For completing this Scenario's goals, give the players five points. If PC1 was able to destroy the Dead Man's Coronet's jewel and permanently kill Jean-Jacques, give players an extra three points.

Jean-Jacques had a total of four T-Loises and E-Loises combined, so give players an extra four bonus points.

Dead Man's Cruise Test-Play Report

◆ About this Scenario

This Scenario is meant to be played with only False Hearts characters. Naturally, this means the players' actions and the reactions of the NPCs will be different from the usual UGN Scenarios.

During testing, players were uneasy at first, but they became comfortable with the change as the Scenario progressed.

◆ PC1's T-Lois

Due to this Scenario's design, it is ideal that PC1 acquires the Super Solider T-Lois.

Also, it should be explained to PC1's player that in this Scenario, those with this particular T-Lois are considered to have the "gift of death." This is to avoid any confusion that may occur when the player is talking to NPCs.

◆ PC1 and Kyoka

The Scenario dictates that Kyoka Tsuzuki is the one who taught PC1 about life as an Overed. However,

the specifics of the relationship have been purposefully left blank.

During one test game, PC1 was adopted and raised by Kyoka. The character was rebellious, but did what Kyoka told him to do. At the end, this PC1 decided to join Kyoka at Xenos.

During a different test game, PC1 was a member of the Kasuga Clan. Unlike the character that was described in the above paragraph, this version of PC1 worshiped Kyoka. But, this character was suspicious of the current version of Kyoka, a trait that was reflected in his role-play. During this character's Ending, he chose to part ways with Kyoka.

In both instances, Scenario progression was unaffected, and players enjoyed themselves.

◆ PC2 and Jean-Jacques

In regards to the relationship between PC2 and Jean-Jacques, few problems occurred during testing. Most players viewed Jean-Jacques as

an enemy that needed to be defeated, and thus went along with the animosity that was written into Jean-Jacques' lines.

◆ The Climax Battle

For the Climax Phase's battle, there is a gimmick that requires PC1 to destroy the jewel on the Dead Man's Coronet. Although PC1 must deal twenty-five or more points of damage in a single attack, there were few instances of failure during testing.

On average, PC1's attack produced thirty to forty points of damage. Very rarely did an attack only do less than thirty points.

Due to this gimmick, the GM usually recommended that PC1 be created as a damage dealer.

False Hearts Scenario Guide

■ Understanding False Hearts Characters

When players are using False Hearts Characters, a slightly different approach must be taken when creating a Scenario.

In the usual UGN Scenarios, the player characters value their normal lives and fight to protect the world. That may not be the case for FH characters. There are exceptions, such as the agent the agent that is able to separate his civilian and False Hearts life, but they tend to be the cases that prove the rule.

When you are creating False Hearts Scenarios, keep in mind that not all characters will be motivated to protect their loved ones or the world from the threat of the Renegade.

● The Hallmark of a FH Character

With the above notion established, we must find a different way to motivate a False Hearts character into getting involved in your Scenario.

One possible solution is to create a more personal motivation, something that entices the desires of a False Hearts character. For example, create a rival for a character that desires battle or victory. If a character has a strong sense of self-preservation, use safety or (the possibility of safety being lost) as a lure. Every False Hearts character has a desire, and it is like their start button.

Another way of getting a character involved is by forcing him to care. Job requests or orders work, but you can also force the character into a fight, or make him the target. If all else fails, introduce other cells and agents, but create a situation where relying on the False Hearts may not be the best option.

■ Creating Enemies

If a Scenario uses False Hearts characters, what kind of boss character will make the best antagonist?

● For UGN+FH Scenarios

If a Scenario uses a mix of UGN and False Hearts characters, the ultimate enemy must be someone (or something) that threatens both sides

and forces them to work together.

For these kinds of bosses, there are three general types:

◆ Bombs

Bombs are enemies that, if they accomplish their goals, will end up annihilating both UGN and False Hearts. These bosses force characters to put aside their differences in the face of eradication of both sides.

Feel free to escalate the danger level to the extinction of the entire world if you want, but be careful. If the level of danger suggests something akin to instant death, this may instead encourage characters to run instead of working together.

◆ Xenos Members

Xenos is a third-party that competes with both the UGN and False Hearts. Bosses from this organization are Renegade Beings, and can make bosses that are easy to understand. Having a Xenos member attempt to wipe out both human and Overed is a simple way to get all characters to cooperate with one another.

● The Enemy of My Enemy...

If the boss is someone that both organizations want defeated, then all characters can agree to work together to defeat that one person.

● ...Is Still My Enemy

For mixed Scenarios, you can set up a fight between player characters that takes place after the final boss battle. If you intend to use this gimmick, be sure to tell your table during the Pre-Game and allow them the chance to create their characters for player-killing (PK) purposes.

Secondly, remember that this is a game where the chance of character loss increases with each battle. Because characters that did not pull their weight during the boss battle will have an advantage during a PK battle, use E-Loises or Impulse checks to balance out everyone's Rates.

■ Qualities of FH Scenarios

If all players will be using False Hearts characters, then the Scenario should not differ much from the

usual UGN Scenario. However, issues like infighting can occur. Standoffs are more likely if a player is role-playing an agent that is from a different cell or places his own goals ahead of others. This is one of the issues that make FH Scenarios more difficult to control.

● Potential Issues

During a FH Scenario, the role-play of players will likely be more "baddy-like" compared to what they would normally do. As a result, players are more likely to let loose. They may become characters that do not work well with others, or always trying to gain an edge over others.

When creating a Scenario, take into consideration any possible twists that can occur from bad guy role-play. FH agents perceive non-Overeds as obstacles rather than people that must be protected, so the usual motivators may not work.

■ Maintaining Motivation

Earlier, we discussed motivating False Hearts characters by playing to their personal goals. Here, we will talk about the issue with this method of motivation: maintaining that motivation over a long period of time.

Simple story arcs are likely to be resolved within a single Scenario, especially if nonessential plot points are skipped to make way for character arcs and such. When this occurs, it becomes difficult to motivate players to take a story to its climax.

Be aware of how quickly your arcs are being burned through by your players. Be prepared to offer a new plot point in the event that a story arc reaches its end prematurely.

■ In Conclusion

During FH Scenarios, a GM is tested by how well he can motivate his players. The kinds of situations and enemies he creates will determine a session's quality. Hopefully this guide will help you create an exciting session that is different from your usual sessions.

A black and white illustration of a character with short dark hair, wearing a trench coat and a mask that leaves only their eyes visible. They are holding a glowing, futuristic handgun. The character is positioned in the center-right of the frame. In the background, there are chains hanging from above and a cityscape with a prominent tower at the bottom. The overall style is dark and atmospheric.

Appendix

Double Cross

DOUBLE CROSS

CHARACTER
SHEET

False Hearts Characters

Name/ Codename

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

Max HP

Stock Points

Origin

Body x 2

Mind

+

+20=

Social x 2

Procure x 2

+

=

Experience

Savings

Initiative

Desire

Sense x 2

Mind

Item

+

-

=

Awakening

Encroach

Move

Dash

Impulse

Encroach

Base Rate

Initiative

+5=

m

Move

x2=

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

MEMOS

Character Name

Player Name

GM

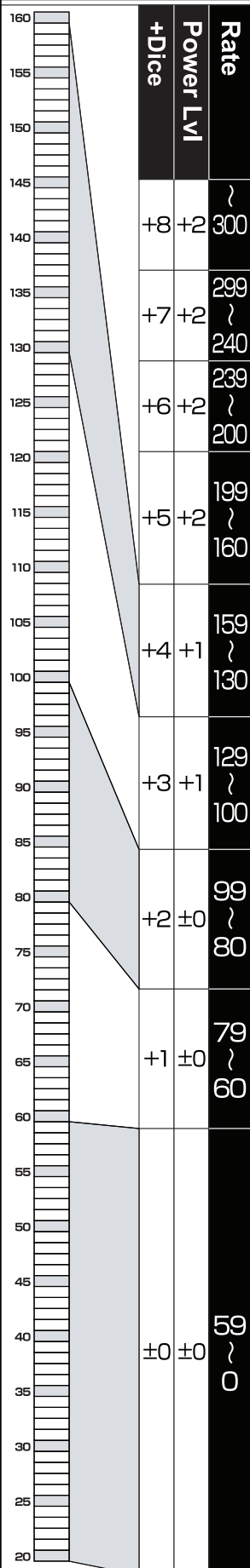
Game Date

Scenario

HP

Encroachment Rate

Encroachment Bonus



Loises

Relationship	Name	Emotion (Positive)	Emotion (Negative)	S-Lois	Titus	Discard
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Titus Discard Bonuses

Discard a Titus for one of the following in-battle bonuses

+10 Dice Bonus for one Check**Timing:** Declare before rolling.**Effect:** +10 dice bonus for any check.**+1D Bonus to one Check's Score****Timing:** Declare after rolling.**Effect:** +1D score bonus for any check. During Opposed checks, a Titus may be used even after the opposing side has rolled.**-1 Critical Value for a Check****Timing:** Declare before rolling.**Effect:** -1 Critical Value bonus for any check.

Min. value 2.

Recover from Incapacitation**Timing:** Right after becoming Incapacitated**Effect:** Recover from Incapacitation with ([Body]+10)

HP.

Remove Disadvantageous Effects**Timing:** Anytime.**Effect:** Remove all disadvantageous effects (i.e. Bad Statuses and dice penalties). The GM decides how many effects may be removed. Incapacitation and Death cannot be removed.

Experience Points

Played to The End	1 Pt	<input type="checkbox"/>
Achieved Session's Goals	___ Pt	<input type="checkbox"/>
Final Encroachment Rate	0 - 30%	2 Pt <input type="checkbox"/>
	31 - 50%	3 Pt <input type="checkbox"/>
	51 - 70%	4 Pt <input type="checkbox"/>
	71 - 99%	5 Pt <input type="checkbox"/>
	100% ~	3 Pt <input type="checkbox"/>
Backtracked with 2x (Loises) dice	3 Pt	<input type="checkbox"/>
Rolled a second time during Backtrack	0 Pt	<input type="checkbox"/>
Kept S-Lois	5 Pt	<input type="checkbox"/>
Good Role-play	1 Pt	<input type="checkbox"/>
Helped other players	1 Pt	<input type="checkbox"/>
Helped advance the game	1 Pt	<input type="checkbox"/>
Helped set up a place and time	1 Pt	<input type="checkbox"/>
Total	___ Pt	
GM's Signature		

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

SESSION SHEET

For Random
Scenarios

GM

Session Date

Story Template

Scenario Title

1	Character	Player	Work/Cover	EXP. Earned
2	Character	Player	Work/Cover	EXP. Earned
3	Character	Player	Work/Cover	EXP. Earned
4	Character	Player	Work/Cover	EXP. Earned
5	Character	Player	Work/Cover	EXP. Earned
Presage				
Heroine		Work/Cover		Appearance
Personality		Dream	Emotion Toward PCs	Backstory
Rival		Work/Cover		Appearance
Personality		Dream	Emotion Toward PCs	Backstory
Ally		Work/Cover		Appearance
Personality		Dream	Emotion Toward PCs	Backstory
Current Prize Points		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Scenes Left Till Advent		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Player's Total Exp. Points		Helped schedule and set up venue <input type="checkbox"/>		GM's Total Exp. Points
$\div 3 =$ (Rounded Down)				

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