DOUBLE CROSS

Roleplaying Game

Core Rulebook

By Shunsaku Yano/F.E.A.R

DOUBLE CROSS

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Core Rolebook
Double Cross

Table of Contents

Introduction

Welcome to the Other Side..... 2
Opening Comic..... 3
For New Players..... 10
Terminology Tables..... 14

Character Section

Character Creation..... 17
Quick Start..... 27
Sample Characters..... 28
Personal Data..... 56
Construction..... 72
Full Scratch..... 83
Renegade Being Creation..... 85
Character Rebuild Rules..... 90
Power Data..... 92
Item Data..... 227

Rule

Check Rules..... 253
Game Progression..... 262
Character Growth.....269
Encroachment Rate and Loises..... 273
Battle Rules..... 282
Using Powers..... 298
Situational Battle Rules..... 305
Miscellaneous Rules..... 311

World Section

The World of Double Cross..... 314
The UGN and False Hearts..... 316
The Renegade and the Overed..... 321
The Renegade and the World..... 325
The Renegade's Avatar..... 329
Other Renegade Viruses..... 335
Characters..... 337

Player Section

Player Guide..... 347
Character Creation Guide..... 352

GM Section

Game Master Guide..... 358
Scenarios..... 364
Experience Point Distribution..... 367
Troubleshooting..... 368
Troubles and Judgment Calls..... 371
Enemies..... 376
Enemy Power Data..... 385

Stage Section

What is a Stage?..... 407
City N Stage..... 409

Scenario Section

Scenario Format..... 414
Scenario Crumbling Days..... 416
Scenario Armageddon's Youths..... 440
Scenario Truth or Fiction..... 471
Scenario Starters..... 502

Appendix

Appendix..... 504
Character Sheet..... 513
Record Sheet..... 515
Scenario Sheet..... 516

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Introduction

Welcome to the Other Side

Today is a repeat of yesterday.

Tomorrow will be a repeat of today.

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

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

A virus called Renegade has been released onto mankind, mutating human beings from the inside. The Renegade breaks the laws of nature and grants people unfathomable power. However, this power comes with a price.

In exchange for the Renegade's supernatural powers, one will lose mind and soul. Many that have succumbed to the virus and have gone on a rampage. Some have brought harm to others, while others have brought about their own demise.

However, there is a group of people that stands between the normal and abnormal, fighting to protect the world. Both man and monster refer to them by the same title- Double Crossers.

Welcome to Double Cross. This world is very similar to ours. The average person works hard, spends times with loved ones, and generally spends his days not worrying about the world. However, there is a secret that is being kept hidden.

That secret is the existence of the Renegade and its ability to turn people into Overeds. The Overed is a super being that can break iron with his bare hands, create fire, manipulate light, or even make illusions.

As with any power, there is a price to be paid. The cost for these powers must be paid with one's humanity. When an Overed uses his powers, he runs the risk of losing control and will eventually cease being human.

No one knows that the world is filled with these dangerous Overeds. No one realizes that the world as they know it is already on thin ice.

As an Overed that knows the truth, you will leave your normal paradigm of life and sacrifice your own sanity as you fight to protect the world. Certain things are worth fighting for, even if it means losing one's humanity.

Today is a repeat of yesterday.

Tomorrow will be a repeat of today.

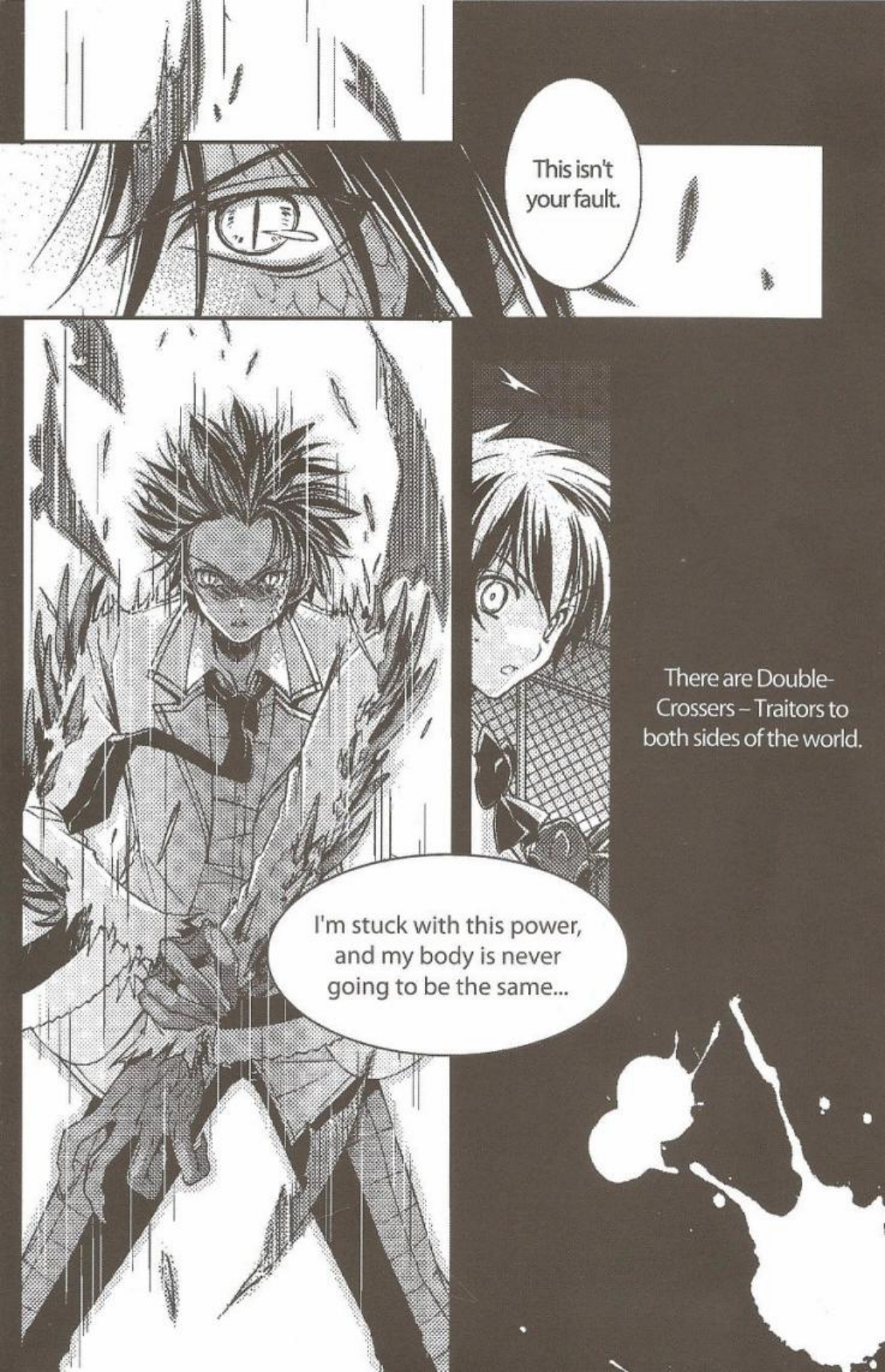
This mundane cycle known as life has made the world seem stagnant.

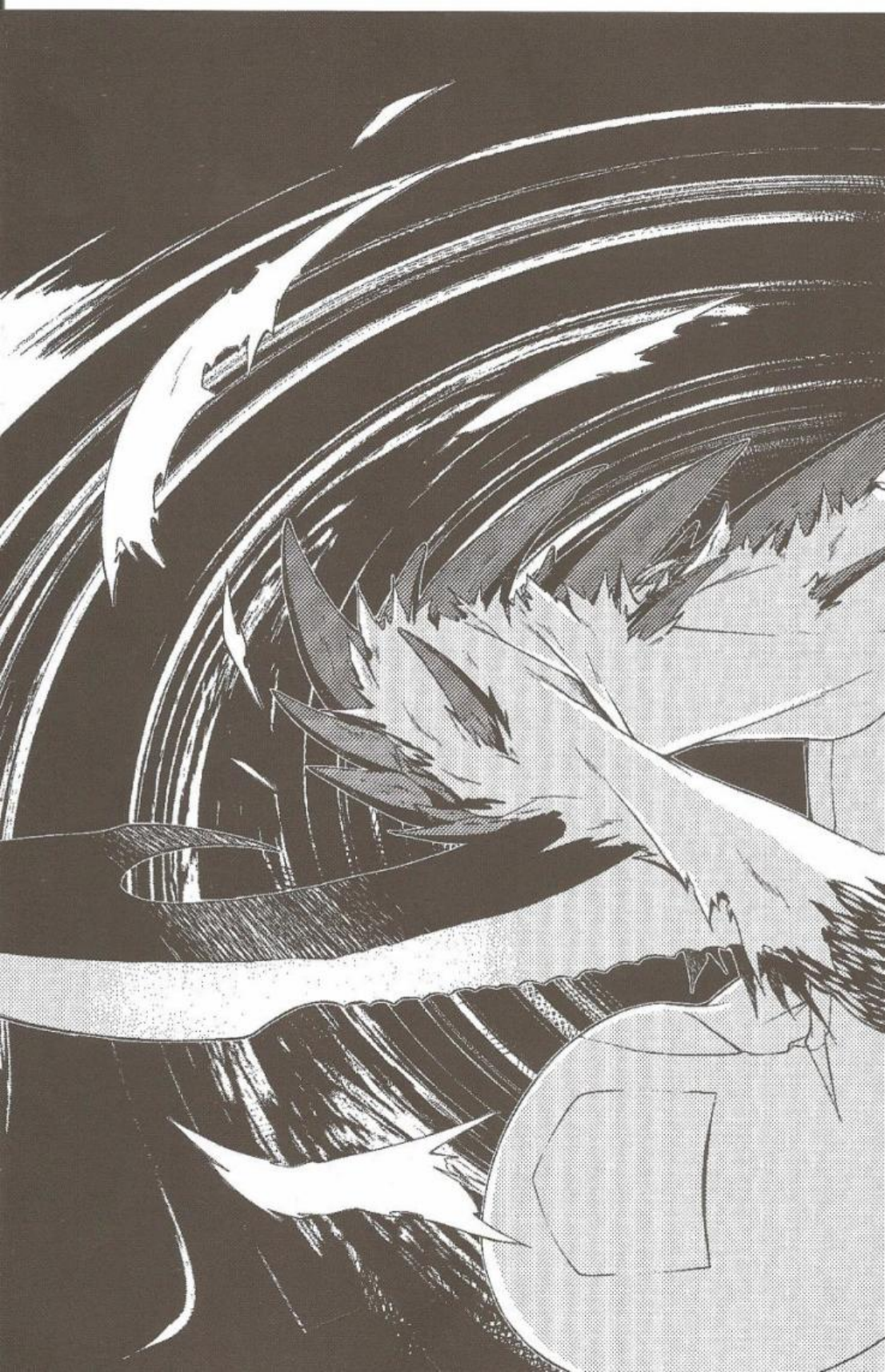
Who could have suspected that the world has been horribly warped?

A virus known as Renegade evolves humans into super beings.
What is this!
You are now... an Overed.
But...

Power that a man cannot handle will only make him an uncontrollable monster.

There are people who struggle between human and superbeing.
I'm sorry I dragged you into this.


This isn't your fault.
There are Double-Crossers – Traitors to both sides of the world.
I'm stuck with this power, and my body is never going to be the same...



But I still have something I want to protect!

For New Players

About this Book

This is the core rulebook for the role-playing game *Double Cross (abbreviated DX)*. The base rules for character creation, combat, and session progression will be explained in this book.

For those unfamiliar with this genre, role-playing games involves several people gathering together to act out certain roles and accomplish challenges. It is through this interaction that players will create a dramatic story and drive it to its conclusion.

-How to Play Table-Top Role-playing Games-

To play this game, participants will take on different tasks. One must become the Game Master (or GM for short). The GM is the director of a game. He creates a scenario and stage for players to work with, as well as ensure that the game runs smoothly.

The other participants will be the players. Players will act the role of a character within the game and overcome challenges that the GM puts forth. It is through these actions that players bring the story to a closure. Depending on the actions of the players, the GM will change the script to coincide with the in-game situation.

Required Items

-Players-
Double Cross needs at least one GM. The ideal number of players for a game is three to five.

-Ten-sided Dice-
Double Cross uses ten-sided dice. Prepare five to ten dice. The GM may need to use more than ten.

-Writing Utensils-
Pencils or anything that can be erased are recommended. The GM should also ready a black and red pen for record purposes.

-Rulebooks-

For the sake of convenience, it is best that each player has their own copy.

-Record Sheets-

Each player should have a Character sheet and a Record sheet. Each new session should have its own Session sheet.

The World of Double Cross

This section will provide a brief explanation of the various aspects of *Double Cross*. Every aspect will be explained in full later on. Consider this part as a sneak-peek into a new world.

The Warped World

Double Cross takes place in a modern world that is much like ours. It is not a perfect world. If anything, it is depressing. The world is plagued with war, disease, crime, and recession. Nonetheless, the common man continues with his mundane life, holding on to the happiness that he worked so hard to achieve. Everyone unconsciously expects that today will continue on to tomorrow.

You know this is not the case. You are aware that a virus called Renegade has already warped the world.

Syndromes - The Supernatural Powers

Twenty years ago, a mystery virus called "Renegade" was spread across the globe, infecting a large portion of the world population. When the virus becomes active in a host, it changes the DNA of the person and grants him supernatural powers.

The Renegade offers various powers, such as pyrokinesis, sonic speed, lightning attacks, or superhuman regeneration. Some may be transformed into creatures of fantasy. The different powers of the Renegade are currently categorized into twelve different Syndromes.

Overeds and Gjaums

Any person that achieves superpowers through the Renegade is called an Overed. However, the virus is a double-edged sword. The more an Overed uses his powers, the more the virus encroaches on his host's mind. Eventually, the virus will take over his entire being and the Overed becomes an uncontrollable beast called a Gjaum.

In *Double Cross,* players will play the role of Overeds who will protect the now fragile world from the Renegade virus while carrying on with their own lives.

The shadow of the Renegade may appear anywhere. To fight off the Renegade, one must rely on the very same virus. To protect the world as they know it, characters must use the powers of the Overed.

The Golden Rule

Double Cross is a game where all participants cooperate together to bring a story to life. To facilitate the progression of a session, the Golden Rules have been created. These rules overrule all other rules and data that exists in this rulebook and any future supplements.

-GM Powers-

The GM of a *Double Cross* session has the following powers. When exercising these powers, the GM should do his best to follow the correct rules. Exercise these powers justly and fairly towards all.

Ruling Verdicts

The atmosphere of a session is formed from the imagination of the participants and the rules of this game. The rules are written to help simulate an in-game world, but there will be times when the rules are misinterpreted.

In the event that there is confusion over certain rules, the GM has final say as to how a rule should be applied. In addition, the GM may also create, change, or ignore rules as needed.

Overriding Results

If a player makes a move or roll without the GM's knowledge, the GM may force the player to redo his actions.

The GM may ignore rolls and automatically decide the outcome of any action he performs. This situation usually applies to NPCs that the GM is controlling.

Mistakes in Rule Application

If the player or GM incorrectly applies a rule, the mistake must be corrected immediately. However, if the result has already been played out, the session should not be reset just to fix a mistake.

Resets should be avoided at all costs. When resets are freely done, the rules and GM judgment becomes undermined, making the game frustrating. The only victims of a frustrating game are the players.

-The Goal of a Session-

The goal of a session is to ensure that all participants have a fun time. This book was written with this goal in mind. While there are many forms of leisure, the players deliberately chose to play this game. We ask all participants to help ensure that everyone enjoys themselves.

A Word about Victory

We believe that victory in Double Cross is not achieved when one participant beats another participant. While the concept of games dictates that there will be a winner and loser, winning should not be the first thing on a player's mind.

If victory were to be defined, it would be when all participants gain a lot of experience points. This game is designed in such a way where going for experience makes a session enjoyable for everyone. This coincides with what we consider the goal of a session, which is to have fun, but not at the expense of another person.

Basic Knowledge

Odd Numbers

When doing calculations, round down when needed.

Reading Dice

-xD10

Roll X number of dice and add together the results.

-1D100

Roll two dice. One die will represent a ten digit and the other will represent the one digit. Possible results range from 01 – 100.

Roll or Choice (ROC)

Roll or Choice, or ROC, is the act of making a selection from a chart either through personal choice or rolling D66. The player may change his mind and pick a result after rolling. If a chart has a number that cannot be achieved through a roll (i.e. zero) that means the entry can only be used by deliberately selecting it.

Highlights

This game will highlight certain words in the following fashion.

Stats are surrounded with []

Example: [Body]

Skills are surrounded with <>

Example:<RC>

Powers are surrounded with «»

Example: «Warding»

Calculations are surrounded with ()

Example: (Lvl+1)

Rule Terminology

Game Master(GM)

This is the person that handles all data and narrates the scenario.

Players

The participants of the game. A player usually controls one character.

Non-Playable Characters (NPC)

Non-Playable Characters are characters controlled by the GM.

Player Characters (PC)

Player Characters are the characters that are controlled by the players.

Powers

Powers are the supernatural abilities Overeds and Gjaums receive from the Renegade virus. Consider Powers to be like the magic or skills of the game.

Syndromes

The twelve categories that Powers are separated into. An Overed usually has one to three Syndromes.

Primary Stats

The primary stats of a character are [Body], [Sense], [Mind], and [Social].

Lois

A representation of a relationship with a character. They may be family, teachers, or lovers. A Lois is the basis for a character's motivation.

Titus

When a relationship is broken due to dramatic events, a Lois will become a Titus. By discarding a Titus, players can achieve a temporary boost.

Encroachment Rate

The Encroachment Rate represents how active the Renegade virus is in its host.

Round

The measure of time used during battle. A round is done when all characters have acted.

Minor Action

An in-battle action that does not require a check. Characters only have one Minor per turn.

Major Action

An in-battle action that requires a check. Characters only have one Major per turn.

World Information

The Renegade
A world-changing virus that was spread across the world due to a certain incident. Eighty percent of the world population is a carrier.

When a person carrying a dormant virus experiences an extreme physical or mental shock, the Renegade may become active and make the carrier an Overed.

Overed
Overeds are people that have gained superpowers after the Renegade virus became active in them. In general, any person that has superpowers but did not become a Gjaum is referred to as an Overed.

In exchange for various powers, Overeds must deal with the Impulses of the active Renegade virus.

Gjaum
A Gjaum is an Overed that has lost his sanity to the Renegade and its invasive behavior.

Gjaums typically are non-human in form and cannot speak. However, there are cases where a Gjaum maintains human form and can present a facade of sanity.

Impulses
An Impulse is a destructive desire that an Overed experiences when the Renegade becomes extremely active. Overeds become Gjaums when they let an Impulse control them.

Impulses occur whenever an Overed experiences a sudden physical or mental shock.

Breed
An Overed's Breed refers to how many Syndromes he has.

Pure-Breeds have one Syndrome.

Crossbreeds have two Syndromes.

Tri-Breeds have three Syndromes.

Universal Guardian Network(UGN)
A world-wide organization whose goal is to support the coexistence of Overeds and humans. Using its many branches, the UGN deals with Renegade-related incidents and keeps the existence of the virus secret until the time is right.

False Hearts(FH)
A terrorist organization consisting of Overeds and the ultimate enemy of the UGN.

False Hearts' goal is to reveal the existence of the Renegade and create a society ruled by Overeds.

False Hearts has agents across the world. However, these agents are not united as a single organization. Each member works for his own goals.

Character Section

Double Cross

Character Creation

-What is a Character?-

Characters are the avatars that both players and the GMs use to interact with the world of *Double Cross* and with each other. It is through these avatars that the story will be driven to its conclusion. This section will explain the different types of characters and how players can create their own character for play.

Character Types

Characters in Double Cross are separated into two general categories: PCs and NPCs.

-Player Characters (PCs)

These are characters that players will control. In Double Cross, these characters are usually superhuman beings called Overeds.

-Non-Playable Characters (NPCs)

These are characters and enemies that the GM controls. Refer to page 359 for more information.

-Parts of a Player Character-

The data of a Player Character consists of Syndromes, Work, Cover, Stats, Skills and Powers. In addition to these stats, PCs will have Personal Data and Lasting Loises.

Syndromes and Powers

Syndromes are categories that the powers of the Renegade virus are separated into. There are a total of twelve known Syndromes in the Double Cross universe.

Every Overed has one to three different Syndromes. The Powers and stats an Overed depends on what Syndromes he has. Refer to page 21 for a quick explanation of each individual Syndrome.

In addition to the Powers acquired through Syndromes, every Overed automatically learns «Resurrect» and «Warding». Refer to page 219 for more information on these Powers.

Work and Cover

Work and Cover represents a character's basic identity and the social status he is recognized by. A Character's Work will determine his starting Stats and Skills, while Cover determines how a character is perceived by society.

Work

Work represents what a character does for a living. A character's Work will decide what Skills he starts out with. When selecting a Work during character creation, look up the charts on pages 76 and 77 and select any entry.

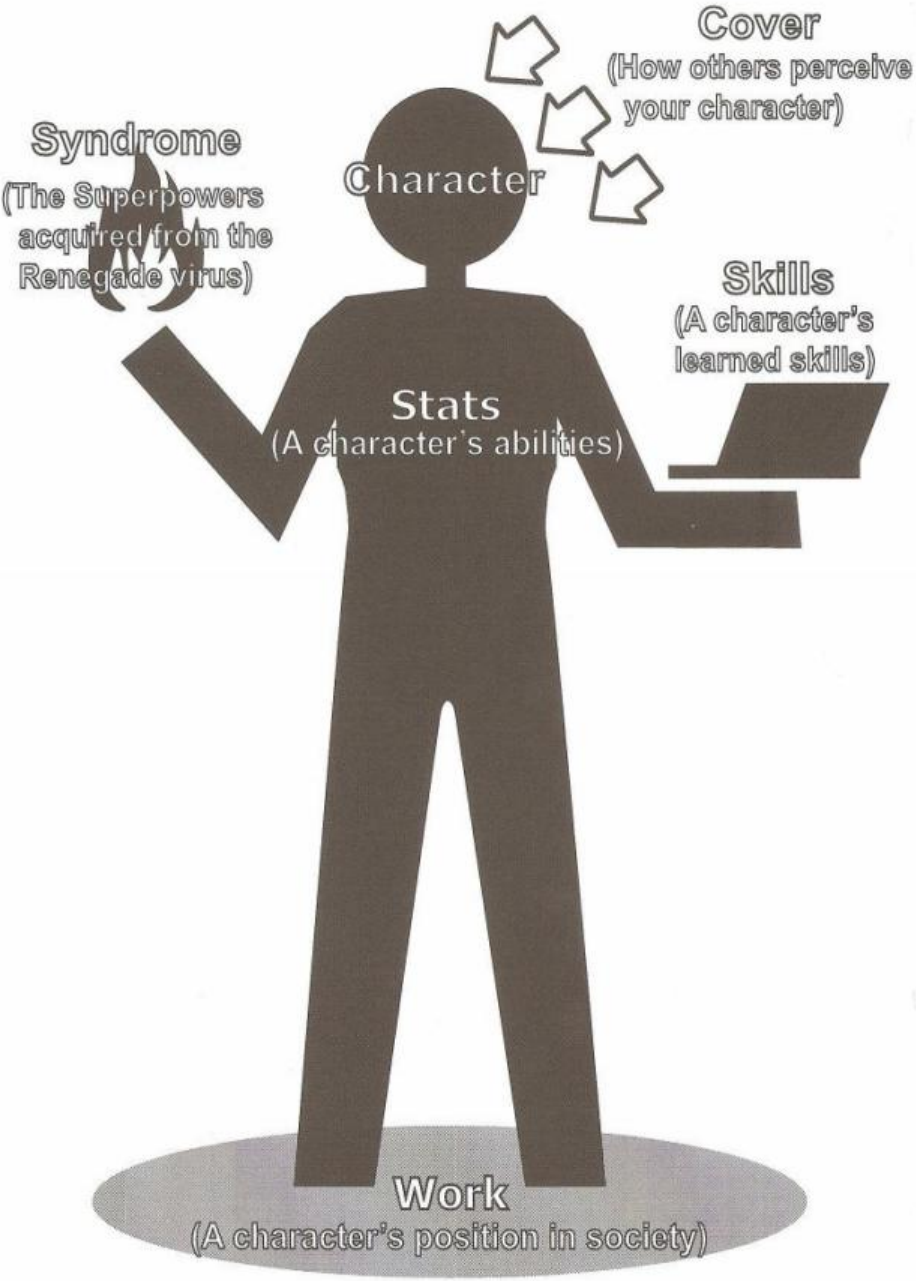
Cover

Cover represents the social identity of a character; it is essentially the face the character puts on for the public. A player may select his Cover from the Work charts, or he may create his own unique Cover. Note that the selection of Covers may be limited by the Scenario.

Stats and Skills

The starting Stats and Skills of a character change depending on what Syndromes and Work were chosen. Refer to the Syndrome Stat chart on page 74 and the Work charts. These selections will determine a character's specialties.

Character Conceptualization



Syndromes

Angel Halo: Manipulation of light. Capable of laser attacks and illusions.

Balor: Controls gravity through the use of an "Evil Eye." Creates gravity wells to manipulate time and space.

Black Dog: Controls internally-produced electricity. On top of lightning attacks, cybernetic implants are also possible.

Bram Stoker: Uses one's blood as a weapon. Accelerated healing is also possible by manipulating blood flow.

Chimera: Acquire the body of a beast. Gain superhuman strength and speed by restructuring the body.

Exile: Controls the elasticity of the body. Use nails as sharp weapons or relocate vital organs.

Hanuman: Enhances the nervous system and increases speed. Capable of creating sound waves.

Morpheus: Creates and mutates items. Can manipulate the residual dust from creation.

Neumann: Enhances mental capabilities. Faster thinking and better memory are this Syndrome's weapons.

Orcus: Creates a special "Domain" where the user can manipulate any event that happens in the created space.

Salamandra: Allows one to manipulate heat. Fire or extreme cold can be used for attacks or enhancing physical capabilities.

Solaris: Grants the ability to create chemicals. Can control people through poison and drugs.

Stats and Skills

[Body]
The stat that represents physical health and strength. Roll this stat when preforming physical tasks.

-<Melee>
This skill represents proficiency in close-range combat.

-<Dodge>
This skill is rolled when dodging attacks.

-<Ride:__>
This skill represents the ability to operate a certain vehicle.

This Skill is separated into "Two-Wheels," "Four-Wheels," "Boat," or any vehicle of the player's choice.

[Mind]
Mind represents a character's mental strength. This stat encompasses unrelenting willpower, concentration, and knowledge.

-<RC>
Renegade Control, or RC for short, is a skill that represents the ability to control the Renegade and Impulses.

-<Will>
This skill represents a character's mental fortitude and ability to concentrate. This skill is usually rolled when fighting against Impulses.

-<Knowledge:__>
This skill represents how much a character knows about a certain discipline. This Skill can be separated into "Renegade," "Medicine," "Networking," or any discipline of the player's choice.

[Sense]
The stat represents the five senses of a character.

-<Ranged>
This skill represents the ability to use ranged weaponry.

-<Perception>
This skill represents a character's ability to find hidden objects or sense the presence of others. This skill is also used when a character goes into hiding.

-<Art:__>
This skill represents how verse a character is in a certain art form. The art may be paintings, song, or one of the player's choosing.

The Skill is written as <Art:__>. As long as there are no special instructions from the GM, fill in the blank with any art form.

[Social]
The stat represents how well a character can interact with others when negotiating, purchasing items, or making social connections.

-<Negotiation>
This skill represents how well a character can negotiate.

-<Procure>
This skill is used when acquiring items.

-<Info:__>
This skill represents the ability to acquire information from certain fields.

Possible information sources include, but are not limited to, such sources like Rumors, the UGN, Underworld, Police, Military, or Academics.

-Methods of Character Creation-

This section will guide players through character creation and discuss the rules behind the process. Please prepare character sheets (which can be found at the back of the book), writing utensils, and dice.

The Three Methods of Character Creation

In order to accommodate both new and veteran players, we created three different methods of character creation: Quick Start, Construction and Full Scratch. Each player should pick one method and follow it as he creates his character.

Quick Start

For Quick Start character creation, players will pick and copy the stat data of one of this book's sample characters and then create unique Personal Data. This method is recommended for new players or players that wish to immediately start a session.

Construction

Construction is a simplified method of character creation where players are guided through the process so that they do not make unbalanced characters. This method does require a player to be somewhat familiar with the rules, data and world of *Double Cross*.

Full Scratch

Full Scratch gives players a set number of experience points and allows them to freely level any Power or Stat. First-time players should not attempt this method of character creation.

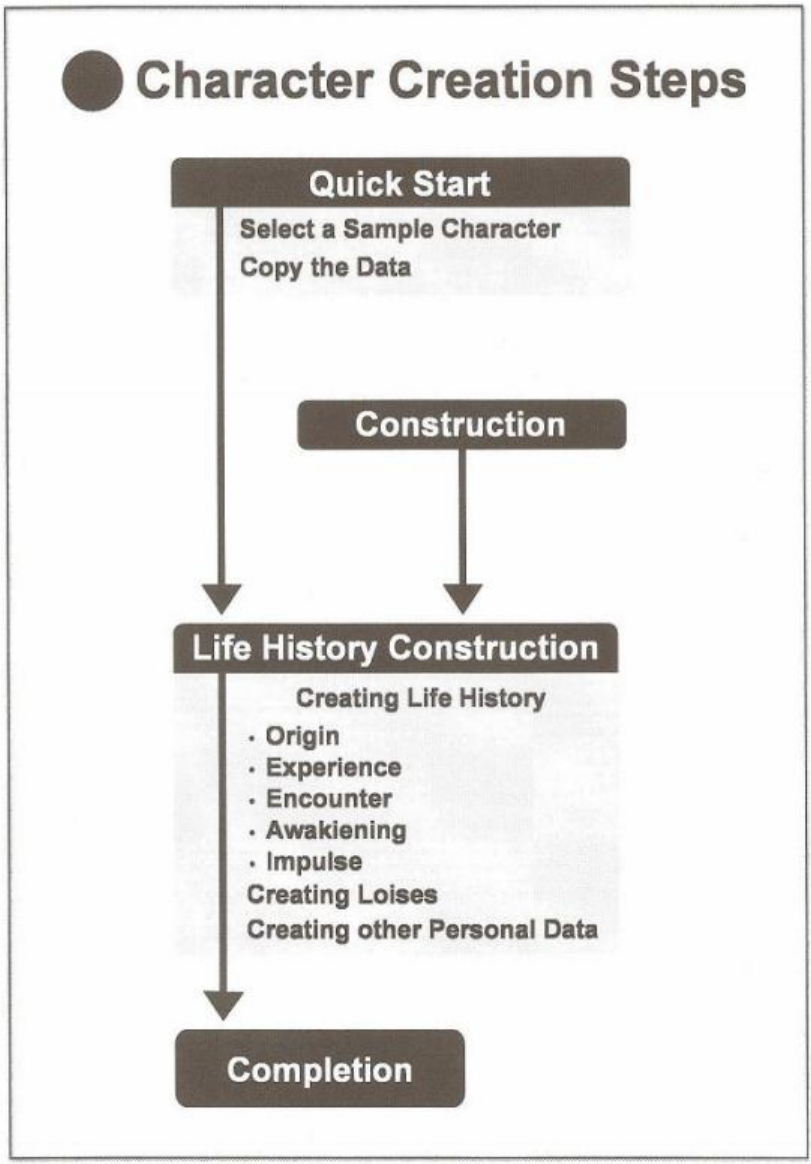
About Creating Renegade Beings

In addition to human Overeds, players also have the choice to use a special creature called a Renegade Being as a character. Players that want to create a Renegade Being should first review Construction character creation and then jump to page 85.

Personal Data

Personal Data is information that relates to a character's background history and appearance. In this section, there is a part called the Life History, where players can create their character's background history using charts and/or dice.

With the Life History, players will learn about a character's origin, past and his history with the Renegade virus. Personal Data is vital to giving a character a personal touch and must be done for all new characters, regardless of how their stats were generated.



DOUBLE CROSS THE 3RD EDITION CHARACTER SHEET

Character Name ①

Player Name ③

Spent XP

Age	Gender	Zodiac
Height	weight	Blood Type

Work	Cover

Breed ② **Syndromes** **Sub-Syndromes**

Stats ④

Body		Sense		Mind		Social	
Melee	Lv	Ranged	Lv	RC	Lv	Negotiation	Lv
Dodge	Lv	Perception	Lv	Will	Lv	Procure	Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info:	Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info:	Lv
	Lv		Lv		Lv		Lv

Life History ⑥

Origin		
Experience		
Encounter		
Awakening		Encroachment Rate
Impulse		Encroachment Rate
		Encroachment Rate

Max HP: Body x 2 + Mind +20=

Stock Points: Social x 2 + Procure x 2 =

Savings ⑤

Initiative: Social x 2 + Mind − Item =

Move: Initiative +5= m

Dash: Move x2= m

Lois ⑦

Relationship	Name	Emotion (Positive)	Emotion (Negative)	Titus
		☐	☐	☐
		☐	☐	☐
		☐	☐	☐

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Powers ⑧

No	Power	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Note
-	Resurrect	1	Auto	-	-	Self	Close	Refer	-	
-	Warding	1	Auto	-	Auto	Scene	View	0	-	
1	Concentrate:	2	Major	Syndrome	-	-		2	-	
2										
3										
4										
5										
6										
7										
8										
9										
10										

Weapon

Item	Type	Skill	Acc.	Act. Power	Guard	RNG	Stock	Notes
Total								

Armor ⑨

Item	Type	Dodge	Initiative	Armor	Stock	Notes
Total						

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Total				

Combos ⑩

Name	Condition	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
	Under 100%							
		Dice	Crit. Value	Atk. Power	Notes			
		+Encroach Bonus						
	Above 100%	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
		Dice	Crit. Value	Atk. Power	Notes			
		+Encroach Bonus						

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Character Sheet

1) Name, Codename, etc.: The character's personal information.

2) Syndrome and Breed: The Syndrome and Breed of the character. A character has one to three different Syndromes.

3) Work and Cover: The character's selected Work and Cover. The Cover can be filled with anything a player wishes his character to be.

4) Stats and Skills: Body, Sense, Mind and Social represents the stats of a character. The four entries under each stat are the character's Skills. A character's starting Stats and Skills change depending on the selected Syndromes and Stats.

5) Secondary Stats: Secondary Stats includes a character's HP, Savings, and other stats. Calculate each stat using the proper formula.

6) Life History: Role-play information that is created during the Personal Data section.

7) Loises: Lasting Loises are created during the Personal Data section.

8) Powers: The list of Powers a character has learned.

9) Items: The list of weapons, armor and items a character possesses.

10) Combos: A List of Power combinations the player has come up with. The lower entry is the attack data for when a character has an Encroachment Rate of 100% or over. Refer to page 300 for more on Combos.

Quick Start

-Sample Characters-

Quick Start character creation is for people that want to just start playing *Double Cross* or are completely new to the game. Players will use the stats of one sample character as their character.

-Quick Start Steps-

The steps for Quick Start character creation are as follows. Players should be fine as long as they follow the GM's guidance.

Sample Character Recommendations and Selections

During Quick Start, the GM will recommend certain sample characters to be used for a Scenario. The players should review the Trailer and Scenario Handout and consult with their fellow players before selecting a sample character. Refer to the beginning of the Scenario Chapter for more on Trailers and Handouts.

Copying Data

Once a sample character has been selected, copy the data to the appropriate section of the character sheet.

Creating Personal Data

Once character stats have been copied, go to page 56 and create the character's Personal Data. Personal Data represents a character's history and relationships and will be the basis for a character's background and personality. This will make your character unique from the sample characters.

WILD CARD
"Don't make me do this!"
You were a normal high school boy up until a while ago. Your world consisted of your friends at school and your family at home.
But now, you have changed. As an Overed, you now know about the truth of the world. As you look at your now twisted arm and slitted, glimmering eyes, you can't help but feel afraid. The strong desire to wreak havoc that you now feel in your heart only adds to your despair.
Still, you realize that you are the only one that can protect this broken world. Your days of questioning and thought will continue for a while...

Name	Breed	Syndrome	Sub-Syndrome	Cover	High School Student
Wild Card	Pure	Chimaera		Work	High School Student

Stats

Body	8	Sense	1	Mind	1	Social	2

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

Max HP	37	Stock Pt.	4	Saving	3	Initiative	3	Move	8	Dash	16

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Chimaera	2	Major	Syndrome				2		(PG 219)
2	Complete Therianthropy	2	Minor		Auto	Self	Close	6		(PG 140)
3	Beast Strength	2	Major	<Melee>	Opposed	Single		2		(PG 141)
4	Reaming Claw	1	Minor		Auto	Self	Close	3		(PG 144)
5	Hunting Style	1	Minor		Auto	Self	Close	1		(PG 140)

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Fists	Melee	<Melee>	0	LV+8	1	Close		Stats after «Reaming Claw» is used.
		Total		LV+8	1			

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Notes
	Total					

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Rumor-mongering Friend	Connection	<Info: Rumors>	1	Dice +2
		Total	1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Beast Claw Attack	Under 100%	1+3	Major	<Melee>	Opposed	Single	Close	4
		Dice	Critical	Atk	Notes			
		12	8	13	Use after «Complete Therianthropy» and «Reaming Claw» are used.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1+3	Major	<Melee>	Opposed	Single	Close	4
		Dice	Critical	Atk	Notes			
		13	7	16	Use after «Complete Therianthropy» and «Reaming Claw» are used.			

You are an UGN Child. You awoke as an Overed at a young age and since then you have been raised by the UGN.

All of your memories consist of training that taught you how to use your powers. It was only after that you left on your first mission that you realized that you were not normal.

You don't deny that you long for a normal life and dream of a peaceful existence. But for now, you will use your powers to protect the people. You believe that your actions have meaning. Granted, this belief was just taught to your during training...

Name	Breed	Syndrome		Sub-Syndrome	Cover	High School Student
Speeding Bullets	Tri	Angel Halo	Morpheus	Neumann	Work	UGN Child B

Stats

Body	1	Sense	9	Mind	1	Social	2

Melee	Lv	Ranged	4 Lv	RC	1 Lv	Negotiation	Lv
Dodge	1 Lv	Perception	Lv	Will	Lv	Procure	3 Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info: UGN	1 Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info:	Lv

Max HP	23	Stock Pt.	8	Saving	0	Initiative	19	Move	24	Dash	48

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Angel Halo	2	Major	Syndrome				2		(PG 219)
2	Miniscule Dust	3	Minor	<Ranged>	Opposed			2		(PG 99)
3	Hundred Guns	1	Major		Auto	Self	Close	3		(PG 172)
4	Penetrate	1	Major	<Melee> <Ranged>	Opposed		Weapon	3		(PG 171)
5	Multi-Weapons	1	Major	<Melee> <Ranged>				1		(PG 182)

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Handgun	Ranged	<Ranged>	-1	3		20M	6	
Hundred Guns	Ranged	<Ranged>	0	LV +4		30M		
		Total	-1	LV +7			6	

Armor

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

Miscellaneous Items

Item	Type	Skill	Stock	Notes
UGN Leadership	Connection	<Info: UGN>	1	Dice +2
		Total	1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Blinding Bullets	Under 100%	1+2+4+5	Major	<Ranged>	Opposed	Single	20M	10
		Dice	Critical	Atk	Notes			
		8	8	14	Ignores [Armor] stat. Use after «Hundred Guns» is used.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1+2+4+5	Major	<Ranged>	Opposed	Single	20M	10
		Dice	Critical	Atk	Notes			
		8	7	17	Ignores [Armor] stat. Use after «Hundred Guns» is used.			

Since you were young, you were always taught to protect the weak. Your parents and seniors would always repeat this lesson to you. That is why, when you became an Overed, you could not help but feel that you were given a duty.

You joined the UGN and despite your age, you were given the position of branch chief. All of this is for the sake of protecting the weak and helping this fragile world to stay together.

At the cost of your life force, you will continue to use your powers.

Name	Breed	Syndrome	Sub-Syndrome	Cover	High School Student
Noble Blood	Cross	Bram Stoker	Exile	Work	UGN Branch Chief A

Stats

Body	7	Sense	3	Mind	1	Social	1

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

Max HP	35	Stock Pt.	4	Saving	2	Initiative	7	Move	12	Dash	24

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Bram Stoker	2	Major	Syndrome				2		(PG 219)
2	Crimson Sword	2	Minor		Auto	Self	Close	3		(PG 131)
3	Bloody Attack	2	Major	<Melee>	Opposed		Weapon	2		(PG 129)
4	Bloody Banquet	1	Major	Syndrome	Opposed		Area (Select)	3		(PG 129)
5	Elastic Arm	1	Major	<Melee>	Opposed		View	2		(PG 150)

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Crimson Sword	Melee	<Melee>	0	Spent HP + 2	0	Close		Only up to [LV x 2] HP can be spent.
		Total	0	Spent HP + 2	0			

Armor

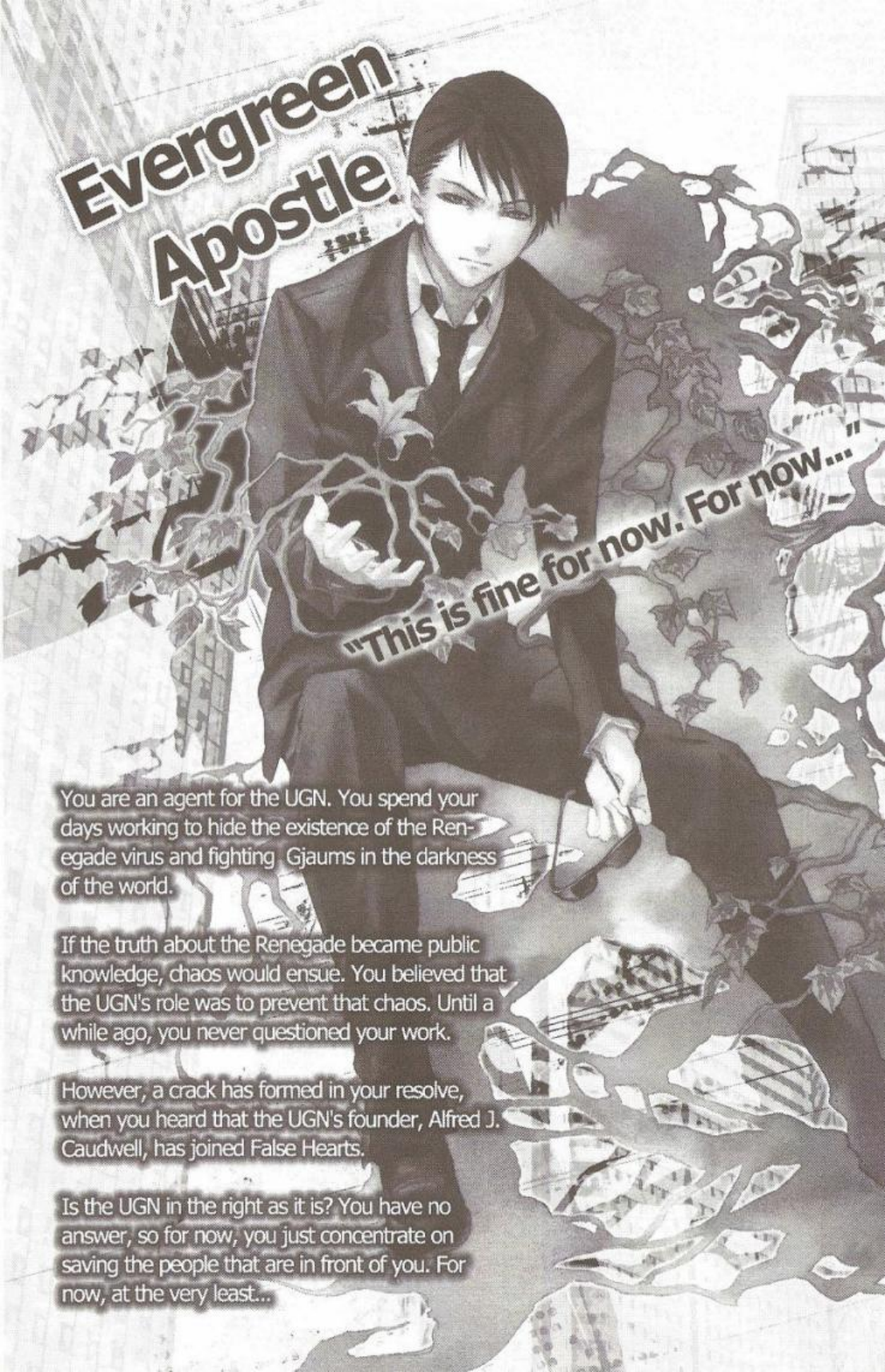
Item	Type	Dodge	Initiative	Armor	Stock	Notes
Reinforced Clothing	Armor			1	1	
	Total			1	1	

Miscellaneous Items

Item	Type	Skill	Stock	Notes
UGN Leadership	Connection	<Info: UGN>	1	Dice +2
		Total	1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Scarlet Strike	Under 100%	1+3+5	Major	<Melee>	Opposed	Single	View	6
		Dice	Critical	Atk	Notes			
		8	8	Spent HP +2	Pay 2HP. Use after «Crimson Blade» is used.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1+3+5	Major	<Melee>	Opposed	Single	View	6
		Dice	Critical	Atk	Notes			
		10	7	Spent HP +2	Pay 2HP. Use after «Crimson Blade» is used.			


Evergreen Apostle
"This is fine for now. For now..."
You are an agent for the UGN. You spend your days working to hide the existence of the Renegade virus and fighting Gjaums in the darkness of the world.
If the truth about the Renegade became public knowledge, chaos would ensue. You believed that the UGN's role was to prevent that chaos. Until a while ago, you never questioned your work.
However, a crack has formed in your resolve, when you heard that the UGN's founder, Alfred J. Caudwell, has joined False Hearts.
Is the UGN in the right as it is? You have no answer, so for now, you just concentrate on saving the people that are in front of you. For now, at the very least...

Name	Breed	Syndrome	Sub-Syndrome	Cover	UGN Agent
Evergreen Apostle	Cross	Orcus	Solaris	Work	UGN Agent C

Stats

Body	1	Sense	1	Mind	5	Social	5

Melee	Lv	Ranged	Lv	RC	2 Lv	Negotiation	1 Lv
Dodge	Lv	Perception	1 Lv	Will	2 Lv	Procure	1 Lv
Ride:	Lv	Art:	Lv	Knowledge:Renegade	1 Lv	Info: UGN	2 Lv
Ride:	Lv	Art:	Lv	Knowledge:Medical	1 Lv	Info: Police	1 Lv

Max HP	27	Stock Pt.	12	Saving	4	Initiative	7	Move	12	Dash	24

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Orcus	2	Major	Syndrome				2		(PG 219)
2	Keystone Formation	1	Major	Syndrome		3		3		(PG 191)
3	Guiding Flower	2	Major	<RC> <Negotiation>	Auto	Single	View	2		(PG 191)
4	Healing Water	1	Major	<RC>	Auto		View	2		(PG 213)
5	Berserker	2	Major	<RC>	Auto	Single	View	5	80%	(PG 215)

Weapon

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

Armor

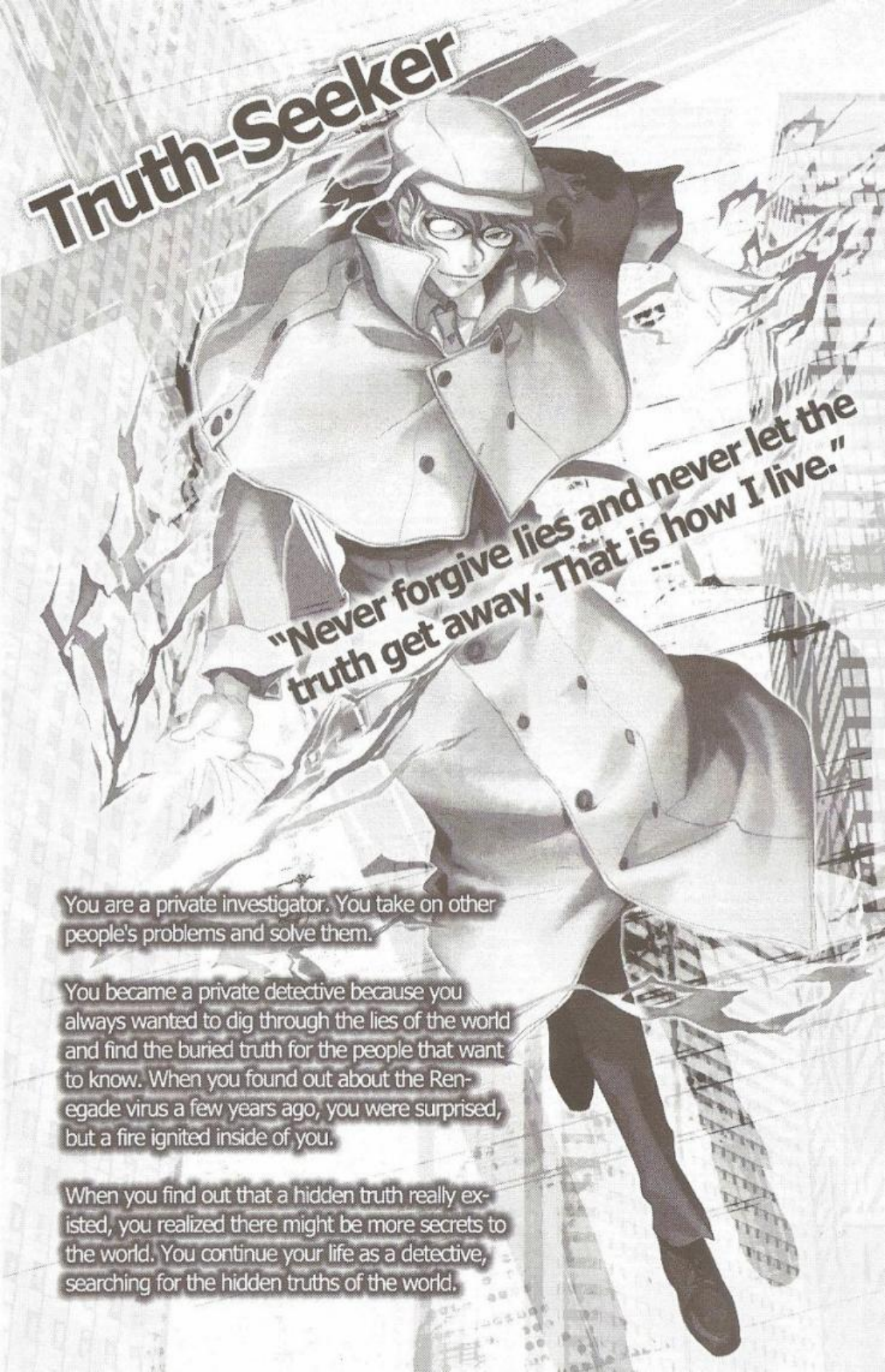
Item	Type	Dodge	Initiative	Armor	Stock	Notes
Bulletproof Stab Vest	Armor			3	6	
	Total			3	6	

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Connection: UGN Leadership	Connection	<Info: UGN>	1	Dice +2
Connection: Police Officer	Connection	<Info: Police>	1	Dice +2
		Total	2	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Frantic Flower	Under 100%	3+5	Major	<RC>	Auto	Single	View	7
		Dice	Critical	Atk	Notes			
		None			Min. 80% rate. Target's Crit. Value -1, Dice +4, Score +4			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		3+5	Major	<RC>	Auto	Single	View	7
		Dice	Critical	Atk	Notes			
		None			Target's Crit. Value -1, Dice +6, Score +6			



You are a private investigator. You take on other people's problems and solve them.

You became a private detective because you always wanted to dig through the lies of the world and find the buried truth for the people that want to know. When you found out about the Renegade virus a few years ago, you were surprised, but a fire ignited inside of you.

When you find out that a hidden truth really existed, you realized there might be more secrets to the world. You continue your life as a detective, searching for the hidden truths of the world.

Name	Breed	Syndrome	Sub-Syndrome	Cover	Private Detective
Truth-Seeker	Cross	Black Dog	Hanuman	Work	Private Detective

Stats

Body	3	Sense	2	Mind	6	Social	1

Melee	Lv	Ranged	Lv	RC	4 Lv	Negotiation	Lv
Dodge	Lv	Perception	1 Lv	Will	1 Lv	Procure	1 Lv
Ride: 2-Wheel	2 Lv	Art:	Lv	Knowledge:	Lv	Info: UGN	1 Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info: Police	2 Lv

Max HP	32	Stock Pt.	4	Saving	1	Initiative	10	Move	15	Dash	30

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Hanuman	2	Major	Syndrome				2		(PG 219)
2	Ionocraft	1	Minor		Auto	Self	Close	1		(PG 118)
3	Thor's Hammer	3	Major	<RC>	Opposed	Area (Select)	View	3		(PG 120)
4	Oscillating Sphere	1	Major	<RC>	Opposed		View	3		(PG 163)
5	Battle Beat	1	Minor		Auto	Self	Close	2		(PG 160)

Weapon

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

Armor

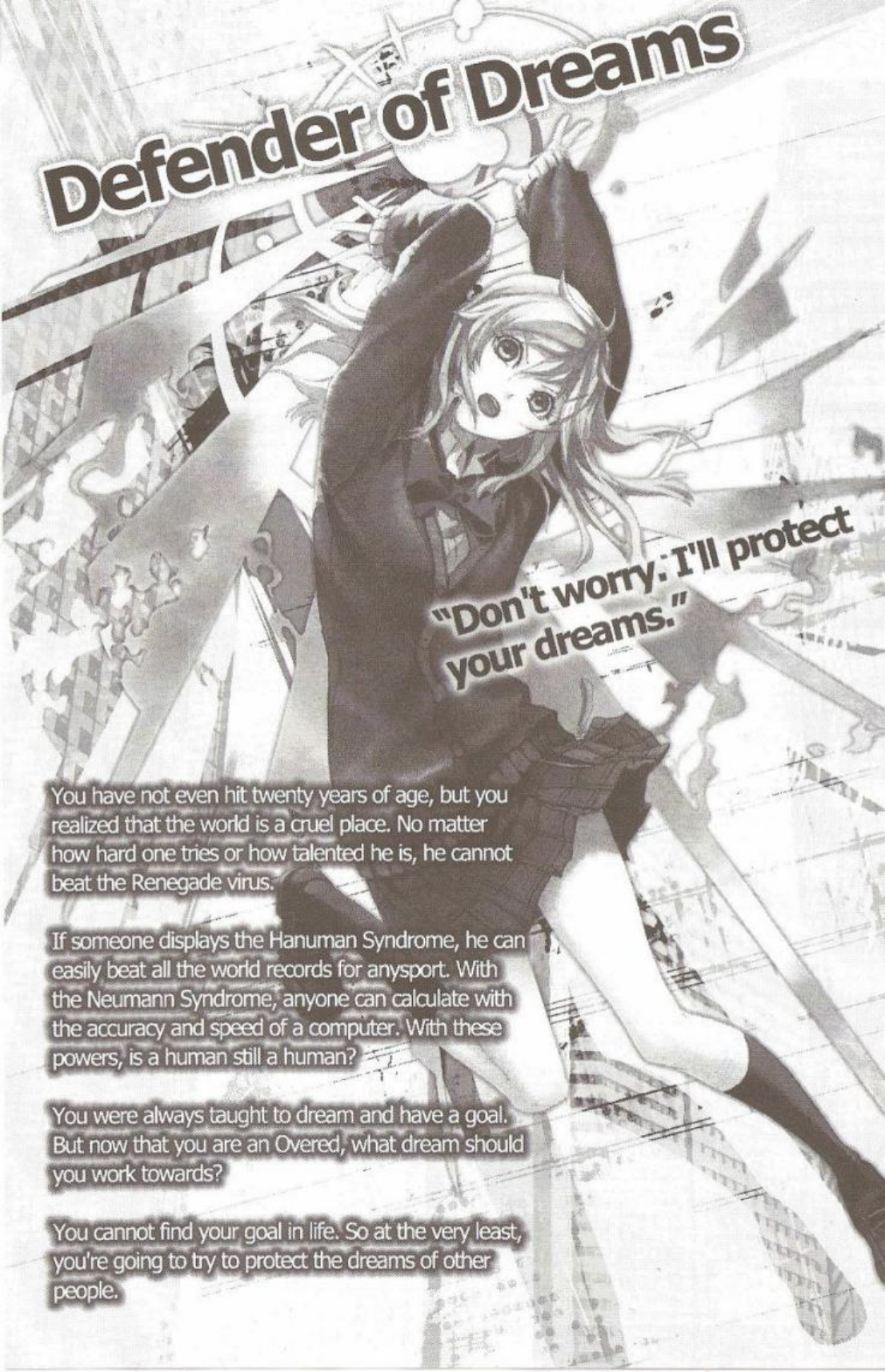
Item	Type	Dodge	Initiative	Armor	Stock	Notes
Reinforced Clothing	Armor			1	1	
	Total			1	1	

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Informant	Connection	<Info: Underworld>	1	Dice +2
Hacker	Connection	<Info: Web>	1	Dice +2
		Total	2	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Indra's Arrow	Under 100%	After 5, 1+3+4	Minor + Major	<RC>	Opposed	Area (Select)	View	10
		Dice	Critical	Atk	Notes			
		7	8	7	Ignores [Armor]. Cannot target [Close]. 3x per Scenario.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		After 5, 1+3+4	Minor + Major	<RC>	Opposed	Area (Select)	View	10
		Dice	Critical	Atk	Notes			
		7	8	8	Ignores [Armor]. Cannot target [Close]. 4x per Scenario.			



You have not even hit twenty years of age, but you realized that the world is a cruel place. No matter how hard one tries or how talented he is, he cannot beat the Renegade virus.

If someone displays the Hanuman Syndrome, he can easily beat all the world records for anysport. With the Neumann Syndrome, anyone can calculate with the accuracy and speed of a computer. With these powers, is a human still a human?

You were always taught to dream and have a goal. But now that you are an Overed, what dream should you work towards?

You cannot find your goal in life. So at the very least, you're going to try to protect the dreams of other people.

Name	Breed	Syndrome	Sub-Syndrome	Cover	High School Student
Defender of Dreams	Cross	Angel Halo	Salamandra	Work	Artist

Stats

Body	2	Sense	3	Mind	6	Social	1

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

Max HP	30	Stock Pt.	2	Saving	0	Initiative	12	Move	17	Dash	34

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Angel Halo	2	Major	Syndrome				2		(PG 219)
2	Blinding Dash	1	Minor		Auto	Self	Close	1		(PG 98)
3	Light Bow	1	Major	<RC>	Opposed		View	1		(PG 100)
4	Pinpoint Laser	1	Major	Syndrome	Opposed			2		(PG 100)
5	Plasma Cannon	3	Major	<RC>	Opposed	Single	Close	4	100%	(PG 205)

Weapon

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

Armor

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

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Rumor-mongering Friend	Connection	<Info: Rumors>	1	Dice +2
		Total	1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Shining Blaze	Under 100%	1+3+4	Major	<RC>	Opposed	Single	View	5
		Dice	Critical	Atk	Notes			
		6	8	-1	Ignores [Armor]. Cannot target [Close].			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1+3+4+5	Major	<RC>	Opposed	Single	View	9
		Dice	Critical	Atk	Notes			
		6	7	21	Ignores [Armor]. Cannot target [Close].			

You are a UGN Child, a child of the Renegade that was raised by the UGN. All the other Children around you fall one by one, but you continue to survive. Having seen the UGN from the inside, you know that the UGN is not quite a humanitarian organization. Still, you don't feel like switching to False Hearts.

The feeling of separation from the regular world has not weakened at all, but you are not motivated to find the truth behind the world. In the end, you're just satisfied with your current situation.

Name	Breed	Syndrome		Sub-Syndrome	Cover	High School Student
Vermilion Blade	Cross	Morpheus	Salamandra		Work	UGN Child A

Stats

Body	7	Sense	2	Mind	1	Social	2

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

Max HP	35	Stock Pt.	8	Saving	1	Initiative	5	Move	10	Dash	20

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Salamandra	2	Major	Syndrome				2		(PG 219)
2	Infinite Weapons	1	Minor		Auto	Self	Close	3		(PG 172)
3	Penetrate	1	Major	<Melee> <Ranged>	Opposed		Weapon	3		(PG 171)
4	Ice Cloister	1	Minor		Auto	Self	Close	2		(PG 200)
5	Flame Blade	3	Major	<Melee> <Ranged>	Opposed		Weapon	2		(PG 200)

Weapon

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

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Notes
Bulletproof Stab Vest	Armor			3	6	
	Total			3	6	

Miscellaneous Items

Item	Type	Skill	Stock	Notes
UGN Leadership	Connection	<Info: UGN>	1	Dice +2
		Total	1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Flaming Blade	Under 100%	1+3+5	Major	<Melee>	Opposed	Single	Close	7
		Dice	Critical	Atk	Notes			
		6	8	14	Ignores [Armor] stat. Use after «Infinite Weapons» is used.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1+3+5	Major	<Melee>	Opposed	Single	Close	7
		Dice	Critical	Atk	Notes			
		6	7	17	Ignores [Armor] stat. Use after «Infinite Weapons» is used.			

Professor Caudwell is right. The UGN has forgotten its founding ideals. This organization once worked for the coexistence between Overeds and humans, but has fallen and is now nothing more than a secret society that makes use of Overeds. It has become easy for us to act like a FH Agent and look down on "normal" humans.

Life would be easy if you could start looking down on others. At the very least, you would never have to feel what you are feeling now. However, you are a branch chief and you have to lead the younger agents. Your duty is to lead by example. You have to believe in the ideal of coexistence and stand firm.

Name	Breed	Syndrome	Sub-Syndrome	Cover	UGN Branch Chief
The Idealist	Pure	Orcus		Work	UGN Branch Chief C

Stats

Body	1	Sense	2	Mind	5	Social	4

Melee	Lv	Ranged	Lv	RC	4 Lv	Negotiation	Lv
Dodge	Lv	Perception	Lv	Will	1 Lv	Procure	3 Lv
Ride:	Lv	Art:	Lv	Knowledge:Renegade	2 Lv	Info: UGN	1 Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info:	Lv

Max HP	27	Stock Pt.	14	Saving	5	Initiative	9	Move	14	Dash	28

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Orcus	2	Major	Syndrome				2		(PG 219)
2	Animal Tamer	1	Major/ Reaction	Syndrome				3		(PG 190)
3	Keystone Formation	2	Major	Syndrome		3		3		(PG 191)
4	Earth's Protection	2	Major	Syndrome	Opposed			2		(PG 191)
5	Earth Fang	1	Major	<RC>	Opposed		View	1		(PG 190)

Weapon

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

Armor

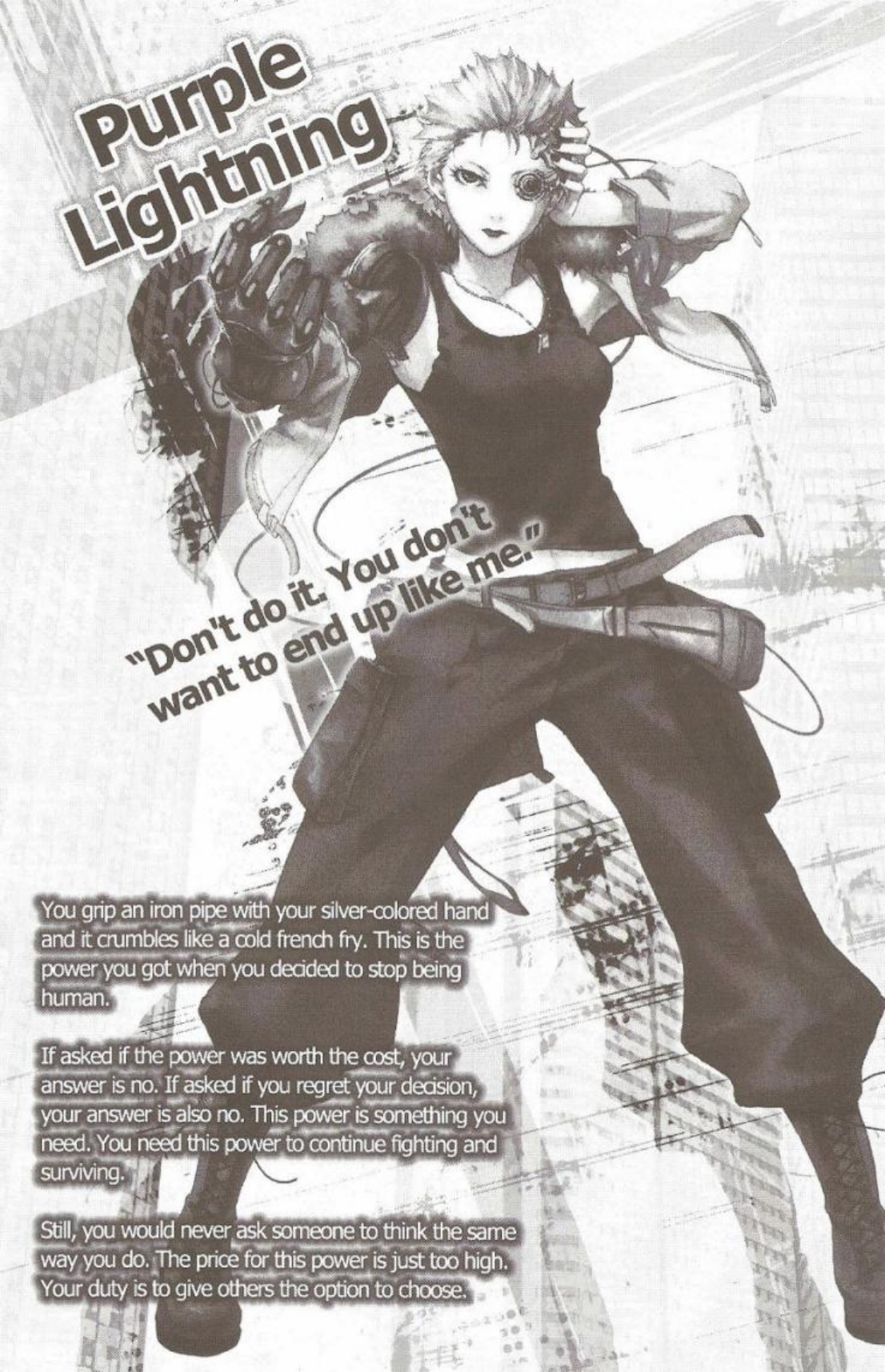
Item	Type	Dodge	Initiative	Armor	Stock	Notes
Bulletproof Stab Vest	Armor			3	6	
	Total			3	6	

Miscellaneous Items

Item	Type	Skill	Stock	Notes
UGN Leadership	Connection	<Info: UGN>	1	Dice +2
Data Collection Team	Connection	<Info: >	2	+2 Score to <Info:> checks. 3X each Scenario.
		Total	3	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Obsidian Hawk	Under 100%	1+2+4+5	Major	<RC>	Opposed	Single	View	8
		Dice	Critical	Atk	Notes			
		7	8	7	Dodge checks receive -1 dice. Cannot target [Close]			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1+2+4+5	Major	<RC>	Opposed	Single	View	8
		Dice	Critical	Atk	Notes			
		8	7	10	Dodge checks receive -1 dice. Cannot target [Close]			



You grip an iron pipe with your silver-colored hand and it crumbles like a cold french fry. This is the power you got when you decided to stop being human.

If asked if the power was worth the cost, your answer is no. If asked if you regret your decision, your answer is also no. This power is something you need. You need this power to continue fighting and surviving.

Still, you would never ask someone to think the same way you do. The price for this power is just too high. Your duty is to give others the option to choose.

Name	Breed	Syndrome		Sub-Syndrome	Cover	UGN Agent
Purple Lightning	Tri	Black Dog	Hanuman	Neumann	Work	UGN Agent A

Stats

Body	7	Sense	2	Mind	2	Social	1

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

Max HP	36	Stock Pt.	4	Saving	2	Initiative	6	Move	11	Dash	22

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Hanuman	2	Major	Syndrome				2		(PG 219)
2	Magnet Force	1	Auto		Auto	Self	Close	2		(PG 121)
3	Cyber Arm	2	Constant		Auto	Self	Close			(PG 122)
4	Roaring Claw	1	Major	<Melee> <Ranged>	Opposed		Weapon	2		(PG 162)
5	Combat System	2	Major/ Reaction	Refer	Opposed			3		(PG 182)

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Fists	Melee	<Melee>	0	5	5	Close		After «Cyber Arm» is applied.
		Total	0	5	5			

Armor

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

Miscellaneous Items

Item	Type	Skill	Stock	Notes
UGN Leadership	Connection	<Info: UGN>	1	Dice +2
		Total	1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Steel Strike	Under 100%	1+4+5	Major	<Melee>	Auto	Single	Close	7
		Dice	Critical	Atk	Notes			
		10	8	1	Ignores [Armor] stat.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1+4+5	Major	<Melee>	Auto	Single	Close	7
		Dice	Critical	Atk	Notes			
		11	7	2	Ignores [Armor] stat.			

Society calls you a delinquent, and they are right. After all, you solve all your problems with your fists. You realize that you are not a good person, but you don't feel like reforming.

Overeds don't belong in the light of day. That's why you understand what others are feeling when they go on a self-destructive rampage. That being said, you can't forgive people who go after the innocent.

Even delinquents have rules. To do what is "right," you will use your fists again today.

Name	Breed	Syndrome	Sub-Syndrome	Cover	Delinquent
Reaper's Hand	Cross	Chimaera	Exile	Work	Delinquent

Stats

Body	8	Sense	1	Mind	1	Social	2

Melee	4 Lv	Ranged	Lv	RC	Lv	Negotiation	Lv
Dodge	Lv	Perception	1 Lv	Will	3 Lv	Procure	Lv
Ride: 2-Wheel	2 Lv	Art:	Lv	Knowledge:	Lv	Info:Underworld	1 Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info:	Lv

Max HP	37	Stock Pt.	4	Saving	2	Initiative	3	Move	8	Dash	16

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Exile	2	Major	Syndrome				2		(PG 219)
2	Mars' Defense	1	Auto		Auto	Self	Close	2		(PG 144)
3	Elastic Arm	1	Major	<Melee>	Opposed		View	2		(PG 150)
4	Bone Sword	1	Minor		Auto	Self	Close	3		(PG 154)
5	Nail Sword	3	Major	<Melee>	Opposed	Single	Weapon	3		(PG 151)

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Fists	Melee	<Melee>	-1	LV+5	6	Close		After «Bone Sword» is used.
		Total	-1	LV+5	6			

Armor

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

Miscellaneous Items

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

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
La Danse Macabre	Under 100%	1+3+5	Major	<Melee>	Opposed	Single	View	7
		Dice	Critical	Atk	Notes			
		6	8	12	Dodge checks receive -1 dice. Use after «Bone Sword» is used.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1+3+5	Major	<Melee>	Opposed	Single	View	7
		Dice	Critical	Atk	Notes			
		7	7	15	Dodge checks receive -1 dice. Use after «Bone Sword» is used.			

Shining Void
"Don't you want to see the most beautiful thing in the world?"
You are following up on a mystery. That mystery is the Renegade virus, which was excavated from a ruin twenty years ago and has been the subject of research ever since.
Those infected by the Renegade virus are mutated. As a result, these people are forced into a gamble, where they could get superhuman powers, or die.
Even if they win that gamble, they still have to deal with the fear of becoming a Gjaum, a trial that could last until the day they die. Don't you think this is quite the raw deal?
Looking at the agents on the front-line, you wonder if its possible to overcome this fear. Those agents just might give you a clue for your research.

Name	Breed	Syndrome	Sub-Syndrome	Cover	Researcher
Shining Void	Pure	Solaris		Work	Researcher

Stats

Body	1	Sense	1	Mind	4	Social	6

Melee	Lv	Ranged	Lv	RC	1 Lv	Negotiation	Lv
Dodge	Lv	Perception	1 Lv	Will	4 Lv	Procure	1 Lv
Ride:	Lv	Art:	Lv	Knowledge:Renegade	4 Lv	Info: Academics	1 Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info:	Lv

Max HP	26	Stock Pt.	14	Saving	6	Initiative	6	Move	11	Dash	22

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Solaris	2	Major	Syndrome				2		(PG 219)
2	Healing Water	1	Major	<RC>	Auto		View	2		(PG 213)
3	Poison Fog	1	Major	Syndrome		Area (Select)	Close	2		(PG 211)
4	Berserker	3	Major	<RC>	Auto	Single	View	5	80%	(PG 215)
5	Miracle Drop	1	Auto		Auto	Single	View	6	100%	(PG 215)

Weapon

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

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Notes
Bulletproof Stab Vest	Armor			3	6	
	Total			3	6	

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Researcher	Connection	<Info: Academics>	1	Dice +2
Official's Favor	Connection	<Info:>	1	Dice +3. 1X each Scenario.
		Total	2	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Butterfly's Dream	Under 100%	3+4	Major	<RC>	Auto	Area (Select)	Close	7
		Dice	Critical	Atk	Notes			
		None			Min. 80% rate. Target's Crit. Value -1, Dice +6. 1x each Scenario			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		3+4	Major	<RC>	Auto	Area (Select)	Close	7
		Dice	Critical	Atk	Notes			
		None			Min. 80% rate. Target's Crit. Value -1, Dice +8. 2x each Scenario			

Bloody Bullet
"Shut up! I don't care what you want to do!"
You keep on asking yourself how things ended up the way they are now. You were living a proper life as a police officer. You were living an unassuming life. So how did things end up this way?
You somehow got these crazy Renegade powers, and now you're pointing guns at kids. Even if you fire at them without warning and kill them, there's no punishment. Is this crazy world really our world?
Now that you know the truth, you find your old self being utterly stupid for actually thinking that he could leave a normal life in this world.

Name	Breed	Syndrome		Sub-Syndrome	Cover	Detective
Bloody Bullet	Cross	Bram Stoker	Morpheus		Work	Detective

Stats

Body	2	Sense	8	Mind	1	Social	1

Melee	Lv	Ranged	4 Lv	RC	Lv	Negotiation	Lv
Dodge	Lv	Perception	1 Lv	Will	1 Lv	Procure	1 Lv
Ride: 4-Wheel	2 Lv	Art:	Lv	Knowledge:	Lv	Info: Underworld	2 Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info: Police	1 Lv

Max HP	25	Stock Pt.	4	Saving	1	Initiative	17	Move	22	Dash	44

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Bram Stoker	2	Major	Syndrome				2		(PG 219)
2	Bloody Banquet	1	Major	Syndrome	Opposed	Area (Select)		3		(PG 129)
3	Destructive Arrow	3	Major	<Ranged>	Opposed		Weapon	2		(PG 129)
4	Hundred Guns	1	Minor		Auto	Self	Close	3		(PG 172)
5	Penetrate	1	Major	<Melee> <Ranged>	Opposed		Weapon	3		(PG 171)

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Hundred Guns	Ranged	<Ranged>	0	LV+4		30M		
		Total	0	LV+4				

Armor

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

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Police	Connection	<Info: Police>	1	Dice +2
Informant	Connection	<Info: Criminal>	1	Dice +2
		Total	2	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Bloody Bullet	Under 100%	1+3+5	Major	<Ranged>	Opposed	Single	30M	7
		Dice	Critical	Atk	Notes			
		11	8	5	Ignores [Armor] stat. Use after «Hundred Guns» is used. Pay 2HP.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1+3+5	Major	<Ranged>	Opposed	Single	30M	7
		Dice	Critical	Atk	Notes			
		12	7	6	Ignores [Armor] stat. Use after «Hundred Guns» is used. Pay 2HP.			

You are an Overed. You hide the truth and hide yourself in human society. You are like a inhuman reserve corp.

You are a journalist, an adventurer that finds the truth and brings it to the eyes of the public.

Your two jobs don't conflict with one another, at least in your eyes. Today, you are writing another article that you cannot make public. Your article is filled with words like Overed, Gjaum, UGN, FH, and other words that could have come from a cheap pulp fiction novel. You upload this article onto your secret blog.

These articles will make you rich one day. When the truth finally comes out, you will be the greatest journalist in the world. That day may not be that far away.

Name	Breed	Syndrome	Sub-Syndrome	Cover	Journalist
World Hunter	Cross	Balor	Black Dog	Work	Journalist

Stats

Body	2	Sense	5	Mind	4	Social	1

Melee	Lv	Ranged	4 Lv	RC	Lv	Negotiation	1 Lv
Dodge	Lv	Perception	1 Lv	Will	Lv	Procure	Lv
Ride: 4-Wheel	2 Lv	Art:	Lv	Knowledge:Mechanics	2 Lv	Info: Web	1 Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info: Underworld	2 Lv

Max HP	28	Stock Pt.	2	Saving	1	Initiative	14	Move	19	Dash	38

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Balor	2	Major	Syndrome				2		(PG 219)
2	Giant's Axe	3	Major	<Melee> <Ranged>	Opposed		Weapon	3		(PG 109)
3	Quick Blade	1	Major	<Melee> <Ranged>	Opposed		Weapon	3		(PG 109)
4	Repulsion Arrow	1	Minor		Auto	Self	Close	2		(PG 113)
5	Weapon Link	1	Major	<Melee> <Ranged>	Opposed		Weapon	2		(PG 118)

Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Notes
Repulsion Arrow	Ranged	<Ranged>	-1	LVx2		View		
		Total	-1	LVx2				

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Notes
	Total					

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Hacker	Connection	<Info: Web>	1	Dice +2
		Total	1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Dark Destroyer	Under 100%	1+2+3+5	Major	<Ranged>	Opposed	Single	View	10
		Dice	Critical	Atk	Notes			
		6	8	11	Use after «Repulsion Arrow» is used.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1+2+3+5	Major	<Ranged>	Opposed	Single	View	10
		Dice	Critical	Atk	Notes			
		8	7	16	Use after «Repulsion Arrow» is used.			

Ruby Eyes
"Hm, that suggestion of yours sounds...interesting."
You are a Renegade Being, one of the possible forms of evolution for the Renegade virus. The Renegade always seek revolution and evolution, and will strive for the next change or stage of evolution. That is why you exist. Since the Renegade seeks to communicate with its human hosts, you were created as a sort of input/output device.
Through you, the Renegade will learn about humanity and humanity will learn about the Renegade. You have no idea what humanity will do to the Renegade virus. You will just obey the emotions and will that exists inside of you.

Name	Breed	Syndrome		Sub-Syndrome	Cover	Elementary School Student
Ruby Eyes	Tri	Balor	Bram Stoker	Angel Halo	Work	Renegade Being C

Stats

Body	1	Sense	3	Mind	7	Social	1

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

Max HP	29	Stock Pt.	4	Saving	2	Initiative	13	Move	18	Dash	36

Power

No	Name	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Notes
1	Concentrate: Balor	2	Major	Syndrome				2		(PG 219)
2	Anticipation of Battle	1	Setup		Auto	Self	Close	2		(PG 98)
3	Black Hammer	2	Major	<RC>	Opposed		View	1		(PG 108)
4	Repulsion Jump	2	Minor		Auto	Self	Close	1		(PG 108)
5	Bloody Net	1	Major	<RC>	Opposed	Area (Select)	View	2		(PG 129)
6	Humanity's Neighbor	1	Constant		Auto	Self	Close		RB	(PG 224)
7	Origin: Legend	1	Minor		Auto	Self	Close	2	RB	(PG 225)

Weapon

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

Armor

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

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Official's Favor	Connection	<Info:>	1	Dice +3. 1X each Scenario.
		Total	1	

Combo

Name	Condition	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
Fearsome Ruby	Under 100%	1+3+5	Major	<RC>	Opposed	Area (Select)	View	5
		Dice	Critical	Atk	Notes			
		7	8	8	Deals Bad Status Rigor. Cannot target [Close]. 1x each Scene.			
	Over 100%	Combination	Timing	Skill	DFCLTY	Target	RNG	Encroach
		1+3+5	Major	<RC>	Opposed	Area (Select)	View	5
		Dice	Critical	Atk	Notes			
		7	7	10	Deals Bad Status Rigor. Cannot target Close]. 2x each Scene.			

Personal Data

-What is Personal Data?-

Personal Data is the background information for a character. This data gives details on a character's profile, background and social network. This data is usually created right after a character's stats have been created. While Personal Data has little impact on battles, it is still an important part of a character.

About Roll or Choice (ROC)

Roll or Choice, or ROC for short, is a system where players may choose entries from a set of charts in a random manner with dice rolls or through choice. ROC is the general method that will be used for Personal Data creation.

When a player wishes to randomly choose an entry from a chart, he rolls two ten-sided dice. One die will represent the tens digit, while the other die will represent the number in the singles digit. The possible results are between 01(roll of 0 and 1) to 100(roll of 0 and 0).

If a player does not like the result of a roll, he may choose to re-roll or select an entry of his liking. ROC is only a guide for players to use when creating their characters' backgrounds.

Life History

Life History details the past of a character. It will tell a person what kind of life a character has led and who he has met along the way. Players will make selections from charts and fill in the appropriate box on their character sheets. The entries to fill in and their corresponding charts are as follows:

Origin (Page 62)

Origin details the environment the character was born in.

Experience (Pages 63 to 66)

The Experience entry represents the kind of life a character has lived. Several Experience charts have been prepared to better represent the various ways of life that exist. There is one chart each for Students, Adults, Criminals, and UGN characters.

Players should ROC the chart that fits the story of their character. Also remember that certain Works restrict what charts a player can use. For example, if a player picked "UGN Child" for his character's Work, he must roll using the UGN chart.

Encounter (Page 67)

The Encounter entry lists a NPC that the character has crossed paths with. Unlike the Origin and Experience entries, the Encounter entry specifically lists a NPC and specifies the relationship the character has with that NPC.

Recommended Lois Relationship

Each chart will have a column titled "Recommended Lois." This recommendation is a suggestion that can be used when creating a character's Lasting Loises later on. Note that for the Encounter entry, the specified relationship with the NPC itself is the recommendation.

Awakening and Impulse

Awakening and Impulse represent the trials that the Renegade virus has brought upon a character. These two entries show how a character became an Overed and what urge the virus makes him experience. In addition to its role-play aspect, Awakening and Impulse will determine a character's Base Encroachment Rate.

First, a player should make a selection from the Awakening chart on page 68 and record it on his character sheet. This selection will decide what caused the character to become an Overed. Be sure to also write down the selection's Encroachment Rate number, which is in the box next to the Awakening entry.

Next, make a selection for Impulse from the chart on page 69. The Impulse is a volatile emotion that occasionally comes over a character when the Renegade virus becomes active. It is because of these Impulses that characters are always in danger of becoming Gjaums. Once again, write down the Encroachment Rate number onto the Character sheet.

Base Encroachment Rate

The Base Encroachment Rate is the Encroachment Rate that a character starts at for every session. Add together the numbers that were acquired from selecting Awakening and Impulse. This will be the character's Base Encroachment Rate.

Creating Loises

Every player character will have special bonds with certain people. These special bonds are called "Loises" and are the relationships that will ultimately give a character the willpower needed to fight back the Renegade virus and its invasive nature.

When creating Life History, a player will have received recommendations for three different Loises, one of which will be for a NPC. These three recommendations will form a character's Lasting Loises.

This section will explain how a Lois is created. This process is used both during character creation and in-game. For more on Loises and their in-game use, refer to pages 275 to 278.

Creating a Relation

When creating a Lois, start by deciding the relationship between the two characters. Is the person the character shares a bond with a friend, a family member, or an enemy?

For Lasting Loises, it may be best to use the Recommended Lois Relationships that were acquired when ROC-ing Life History. However players may choose to create relationships that better suit their characters if they so wish.

Creating a Name

Next, name that person that a Lois is being created for. If a name does not come to mind, leave the box empty for the moment and move on. For the Lois that was received from Encounter, write down the name of the NPC.

Selecting Emotions

Each Lois created will need one positive and one negative emotion attached to it. These emotions represent what a player character thinks of the Lois. Refer to the Emotion charts on pages 70 and 71 and ROC each chart.

Next, decide which emotion will be conscious and which one will be subconscious. Relationships can be complicated and Loises will reflect this complexity of feelings. Once decided, check the box next to the emotion.

Having an emotion hidden away is not necessarily wrong. A person will act one way to a certain person, but may have certain issues hidden away. For example, a man could feel friendship towards his fellow man, but could secretly feel inferiority when dealing in certain fields of knowledge.

About Liberal Creation of Loises

If a player has a certain story to tell, he may ignore the Recommended Relationship column and create his Lasting Loises that suits his liking. A player that wishes to play a family-loving character may decide to create Lasting Loises for brothers or sisters. Note that even if the player decides to be liberal with his Lois creation, he must still make three and only three Loises during character creation.

This method of Lois creation is not recommended for players that are not familiar with the *Double Cross* system or gatherings that are limited on time. If a table consists of mostly players that need to make new characters, it is strongly recommended that Loises be created through random roll.

Miscellaneous Character Information

This section deals with miscellaneous character information that the player freely create. The player may have his character be any age, physical build, and gender. Players using sample characters may the change whatever background information that they gathered from the sample illustrations instead of just copying it.

For players that are not comfortable with role-play, it is recommended that they first role-play a character of the same age and gender.

Excerpt from The After-School Beast

Character Creation

The following excerpt is a mock conversation between a GM and two players. This imaginary game session is an example for new players and will have excerpts in later sections.

Game Master (GM): Are you characters done?

Kaede Himuro(Kaede): I'm ready.

Keigo Narumiya(Keigo): Me too!

GM: Alright. Please give us a quick introduction.

Kaede: I'll go first. ...I'm a Neumann and Angel Halo Crossbreed Overed that works as an UGN Child. I'm well versed in the use of dual guns and I think quick. Also, I will always correct others. It doesn't matter if they are older then me, my superior, or even my ally.

GM: That's a rather...tough character.

Kaede: Well, in the past my superior officer died because I couldn't act fast enough. Since then, I always made it a point to be as straight-forward as possible. I wear that officer's coat as a reminder of what I must be.

GM: What about you?

Keigo: I'm the regular high schooler that every modern-day superhero story needs. I do OK in school and sports, but I am a bit bored with that life. I made myself to be a Chimaera and Hanuman Crossbreed. I'm power and speed.

Kaede: Contrite, but that's what makes the character good.

Keigo: Should I take that as a compliment?

Kaede: Yeah. So what's your Life History?

Keigo: Life what?

Kaede: You didn't do it yet? ...You didn't do it yet.

GM: Lets work on that next.

Excerpt from The After-School Beast

Life History

Kaede: ROC is a way to create your character;s history. It's typically done through ROC, which I recommend for your first game. Start by rolling Origin.

Keigo: I got "Sister" for Origin.

Kaede: This means you have a sister. Go to the Lois list on the Character sheet and write "Sister" in the "Relationship" column of the first row.

Keigo: What's a Lois?

Kaede: You can check the Lois section for more information, but lets leave Loises alone for now. Next, lets pick your Experience. Pick one of the Character Experience charts to ROC.

Keigo: Which one do I pick?

Kaede: Whatever is suitable for your Work. Since you are a high-school student, you should roll the Student chart.

Keigo: I got Amnesia.

Kaede: OK, now go to the second row on the Lois list and write "A Certain Someone" under the Relationship column. Lets roll Encounter next.You rolled 16. You meet Therese Blum, who is somehow your benefactor.

Keigo: Who's Therese Blum?

Kaede: Check the character page. For now, go to the third row of the Lois list. Write "Benefactor" under the Relationship column, then write "Therese Blum" under the Name column. Lets move on to Awakening and Impulse.

Keigo: I rolled "Oblivion" for Awakening and "Self-Destructive" for Impulse.

Keigo: Oblivion means that you do not remember what happened when you became an Overed. That could work with the Amnesia history you rolled earlier. "Self-Destructive" means you will become compelled to hurt yourself.

Keigo: For the Impulse, can I be self-sacrificing in the face of danger?

Kaede: The actual role-play and interpretation is up to the player.

Origin Chart

1D100	Result	Explanation	Recommended Lois
01 - 05	Alone	You do not have a family.	Confidant
06 - 10	Absent Parent	You do not have a father or mother.	Father(Mother)
11 - 15	Foster Parents	You were raised by foster parents.	Foster Parent
16 - 20	Secret Society	Your parent is part of a secret society.	Society Member
21 - 25	Political Power	Your parent holds political power.	Father(Mother)
26 - 30	Powerful Bloodline	You were born into influential positions.	Personal Tutor
31 - 35	Investor	You parent is a rich investor.	Father(Mother)
36 - 40	Celebrity	Your family is well-known in society.	Father(Mother)
41 - 45	Brother	You have an older or younger brother.	Brother
46 - 50	Sister	You have an older or younger sister.	Sister
51 - 55	Noble Family	Your family has a noble background.	Father(Mother)
56 - 60	Understanding Parents	Your family is aware of the Renegade.	Father(Mother)
61 - 65	Poor	Your were born into a poor household.	Friend
66 - 70	Hated Child	Your birth was unwanted.	Relative
71 - 75	Anticipated Child	Your birth was desired.	Family
76 - 80	Stable Household	Your family has always been stable.	Father(Mother)
81 - 85	Estranged Relatives	You have relatives that hate you.	Relative
86 - 90	Siblings	You have several siblings.	Brothers and Sisters
91 - 95	Twin	You have a twin brother or sister.	Twin
96 - 100	Criminal Parent	Your family has a criminal in it.	Father(Mother)

Experience Chart – Student

1D100	Result	Explanation	Recommended Lois
01 - 05	Common	You lived an unsuspecting life.	Classmate
06 - 10	Eternal Farewell	Someone important is gone forever.	Your First Friend
11 - 15	Long Hospitalization	You were hospitalized for a long time.	Doctor
16 - 20	Accident	You were in a well-known accident.	Savior
21 - 25	Life and Death	You recovered from a life-altering event.	Doctor
26 - 30	Loss	You lost something important.	Old Friend
31 - 35	Bloodshed	Someone died because of you.	The Deceased
36 - 40	News	You were on the news once.	Journalist
41 - 45	Overseas Life	You lived overseas.	Foreign Friend
46 - 50	Major Success	You experienced major success.	Rival
51 - 55	Trauma	Unwanted memories haunt you.	Mother
56 - 60	Escape	You are running from the enemy or life.	Gjaum
61 - 65	First Love	Memories of your first love are strong.	That Special Someone
66 - 70	Transfer Student	You have changed schools before.	Classmate
71 - 75	Drastic Change	Something in life has changed.	Childhood Friend
76 - 80	Small Honor	You have earned a honorable mention.	A Rival
81 - 85	Major Failure	You still regret a major failure.	Teammate
86 - 90	Friendship	You have an amazing friend.	Best Friend
91 - 95	Promise	You swore to forever protect a promise.	Person you Swore to
96 - 100	Amnesia	Parts of your memory are missing.	A Certain Someone

Experience Chart – Adult

1D100	Result	Explanation	Recommended Lois
01 - 05	Common	You lived an unsuspecting life.	Coworker
06 - 10	Eternal Farewell	Someone important is gone forever.	Father
11 - 15	Long Hospitalization	You were hospitalized for a certain time.	Friend
16 - 20	Marriage	You are married.	Spouse
21 - 25	Life and Death	You recovered from a life-altering event.	Doctor
26 - 30	Loss	You lost something important.	Old Friend
31 - 35	Victim	You were involved in a crime.	Culprit
36 - 40	News	You were on the news once.	Coworker
41 - 45	Overseas Life	You lived in a foreign country.	Foreign Friend
46 - 50	Major Success	You experienced a major success.	Partner
51 - 55	Parenthood	You have a child.	Child
56 - 60	Career Success	You now have a position of influence.	Boss
61 - 65	First Love	Your heart has been broken.	That Special Someone
66 - 70	Busy Life	You spend most of your time at work.	Business Contact
71 - 75	Blank Time	You were a social leech in the past.	Mother
76 - 80	Major Fallout	You suffered the worst aspects of life.	Friend
81 - 85	Insulted	Someone treats you with disdain.	Rival
86 - 90	Ally	A friend who always has your back.	Best Friend
91 - 95	Forbidden Love	You are involved with the wrong person.	Lover
96 - 100	Amnesia	Parts of your memory are missing.	A Certain Someone

Experience Chart – Criminal

1D100	Result	Explanation	Recommended Lois
01 - 05	Useless	You have done nothing with your life.	Neighbor
06 - 10	Eternal Farewell	Someone important is gone forever.	Best Friend
11 - 15	Long Hospitalization	You were hospitalized for a certain time.	Nurse
16 - 20	Major Accident	You were the cause of an accident.	Victim
21 - 25	Life and Death	You recovered from a life-altering event.	Doctor
26 - 30	Loss	You lost something important.	Ally
31 - 35	Crime	You committed a crime.	Culprit
36 - 40	Headline News	Your actions got unwanted attention.	Journalist
41 - 45	Betrayal	Someone hates you for your betrayal.	Peer
46 - 50	Dumb Luck	You stumbled upon success.	Subordinate
51 - 55	Legend	You are an underground legend.	Witness to the Legend
56 - 60	Spiraling Life	You are addicted to something.	Dealer
61 - 65	Love	You fell in love but you screwed up.	That Special Someone
66 - 70	Dangerous Work	You are doing some illegal work.	Business Contact
71 - 75	Endless Fighting	You have always been fighting people.	Enemy
76 - 80	Everlasting Pain	You caused bodily or mental harm.	The Person Suffering
81 - 85	Defeat	Someone beat you at your own game.	Rival
86 - 90	Breakdown	You parted ways with someone.	The Forgotten Party
91 - 95	Lone Wolf	You live a solitary life.	Adversary
96 - 100	Amnesia	Parts of your memory are missing.	A Certain Someone

Experience Chart – UGN

1D100	Result	Explanation	Recommended Lois
01 - 05	Loyalty	You swear allegiance to the UGN.	Superior Officer
06 - 10	Rampage	You lost control of your powers.	UGN Agent
11 - 15	Lab Rat	You have been experimented on.	Researcher
16 - 20	Emotional Barriers	Circumstances causes you to feel alone.	Instructor
21 - 25	Ally's Death	The loss of allies still bothers you.	Ally
26 - 30	Personal Secrets	You have secrets even you don't know.	Superior Officer
31 - 35	Back-stabbing	You have betrayed someone before.	The Betrayed Person
36 - 40	Betrayal	Someone else betrayed you.	Enemy
41 - 45	Desire for Normality	You long for a more normal life.	Peer
46 - 50	Rejecting the Norm	You have disdain for normal humans.	Friend
51 - 55	Amnesia	Parts of your memory are missing.	A Certain Someone
56 - 60	Desertion	You made a failed attempt to leave UGN.	Rival
61 - 65	Veteran	You look after the younger members.	Trainees
66 - 70	Support	You were part of UGN's support staff.	Peer
71 - 75	Enemy Organization	You were once a member of FH.	FH Agent
76 - 80	Test Tube Child	You were born and raised in an UGN lab.	Surrogate Parent
81 - 85	Major Victory	You achieved success on the battlefield.	Newbie
86 - 90	Wet Works	You did work that you regret.	Partner
91 - 95	Major Mistake	Your mistake jeopardized a mission.	Gjaum
96 - 100	Fear	You fear the UGN.	UGN Leadership

Encounter Chart

1D100	Result	Explanation	Person	Reference
01 - 05	Self	You see yourself in this person	Ayame Shikishima	Pg. 341
06 - 10	Teacher	This person has taught you much.	Tsubaki Tamano	Pg. 340
11 - 15	Protector	This person offers emotional support.	Yugo Kiritani	Pg. 338
16 - 20	Benefactor	You feel indebted to this person.	Therese Blum	Pg. 340
21 - 25	Master	You work for this person.	Yugo Kiritani	Pg. 338
26 - 30	Unsettled Score	You have some unfinished business.	Johan C. Caudwell	Pg. 338
31 - 35	Nice Guy	You feel this person is trustworthy.	Shusei Tani	Pg. 342
36 - 40	Family	This person is like family or is family.	Satsuki Kamishiro	Pg. 342
41 - 45	Friend	You get along well with this person.	Ayame Shikishima	Pg. 341
46 - 50	Comrade	You share a vision with this person.	Therese Blum	Pg. 340
51 - 55	Business	You two are business partners.	Satsuki Kamishiro	Pg. 342
56 - 60	Peer	You two often work together.	Tsubaki Tamano	Pg. 340
61 - 65	Memory Gap	You met this person before, but where?	Alfred J. Caudwell	Pg. 338
66 - 70	Admiration	You secretly admire this person.	Yurika Himemiya	Pg.339
71 - 75	Debt	This person owes you something.	Mia Nekokawa	Pg. 341
76 - 80	Endearment	You feel the need to protect this person.	Therese Blum	Pg. 340
81 - 85	Unbreakable Ties	You two keep on crossing paths.	Kyoji Kasuga	Pg. 339
86 - 90	Secrets	You two share a secret.	Rosa Baskervilles	Pg. 339
91 - 95	Rival	You want to challenge this person.	Takemichi Kurosaki	Pg. 342
96 - 100	Murderous Intent	Looking at this person fills you with hate.	Soichi Iba	Pg. 341
101	Free	Create a relationship of your own choice	Any	N/A

Awakening Chart

1D10	Result	Explanation	Base Encroachment
0	Death	Your accidental or intentionally-caused death awoke the "power" that resides in you.	18
1	Anger	Something filled you with an anger that burned so strong it brought forth your powers.	17
2	Experimentation	You were chosen from many candidates to receive power. You are the one success among many failures.	16
3	Infection	Someone else brought forth your powers, but for an unknown reason or motive.	14
4	Yearning	The virus responded to your unsatisfied desire and gave you power. What is it that you desire?	17
5	Unknown	You always had powers. Its origins are a mystery, but you feel a certain sense of destiny.	15
6	Sacrifice	Someone you care for was being abused in front of you. As you stood helpless, you prayed for power.	16
7	Orders	You were ordered to "evolve." You may or may not have accepted this order, but you did change.	15
8	Forgotten	Something brought forth your powers. You just cannot remember what. All you remember is a face...	17
9	Self-Improvement	You were looking to challenge yourself. As a result, you somehow awoke the virus within you.	14
10	Repentance	You did something stupid. Something that hurt someone else. Your guilt awoke the virus.	18
11	Birth	You were born with power. You thought nothing of it, until the people around you started to fear you.	17

Impulse Chart

1D10	Result	Explanation	Base Encroachment
0	Release	You have discarded your human shell and advanced to a higher existence free of petty human emotions.	18
1	Bloodsucking	You feel an extreme thirst that can only be quenched with the blood of someone.	17
2	Hunger	There's a hole in your heart that cannot no matter what you eat. You will stop at nothing to fill this hole.	14
3	Slaughter	You want to kill people not out of hate, but from a desire to see them struggle to hold onto dear life.	18
4	Destruction	Your heart is filled with a desire to destroy everything in sight. You feel good as your hands go to work.	16
5	Torture	Hurting the weak and watching them beg for mercy brings you great joy. The more they cry, the better.	15
6	Distaste	Something chokes you up whenever you see "it" and every part of your being wants you to get away.	15
7	Battle Lust	You want to fight. Not fighting is an insult to nature. Your opponent's or your own death is merely a result.	16
8	Delusions	Does people honestly want to talk to you? They have an ulterior motive. Everybody does!	14
9	Self-Mutilation	You feel you shouldn't exist. You would rather end your life before letting others get hurt because of you.	16
10	Fear	Your heart races. Your instincts...no, something else is raising an alarm. Stay away!	17
11	Hatred	Everything before you is despicable. Your blood boils with rage and hatred flows from your body.	18

Emotion Chart- Positive

1D100	Emotion	Explanation
0	Admiration	You admire the other person's beliefs and ideals.
01 - 05	Curiosity	You are interested in this person.
06 - 10	Aspiration	You adore an aspect of the other person.
11 - 15	Respect	You feel respect towards the other person.
16 - 20	Fellowship	You feel a sense of comradery towards the other person.
21 - 25	Kindness	You wish to help the other person.
26 - 30	Approval	You feel the other person's actions are worthy of praise.
31 - 35	Love	You feel a sense of love. This may be romantic, brotherly, or other.
36 - 40	Friendship	You think of the other person as a friend.
41 - 45	Idolization	You wish to get closer to the other person.
46 - 50	Sympathy	You sympathize with the other person.
51 - 55	Dying Wishes	The other person reminds you the people that have passed away.
56 - 60	Protection	You feel the need to protect the other person.
61 - 65	Euphoria	You feel a sense of happiness when you are with the other person.
66 - 70	Trust	You trust the other person.
71 - 75	Infatuation	You cannot stop thinking of the other person.
76 - 80	Affinity	You tend to get along well with the other person.
81 - 85	Sincerity	You feel that the other person is trustworthy.
86 - 90	Good Will	You like an aspect of the other person.
91 - 95	Potential	You feel that the other person has potential.
96 - 100	Earnestness	This person makes you want to work hard.
101	Nostalgia	The other person reminds you of the past.
102	Free	Create your own emotion.

Emotion Chart- Negative

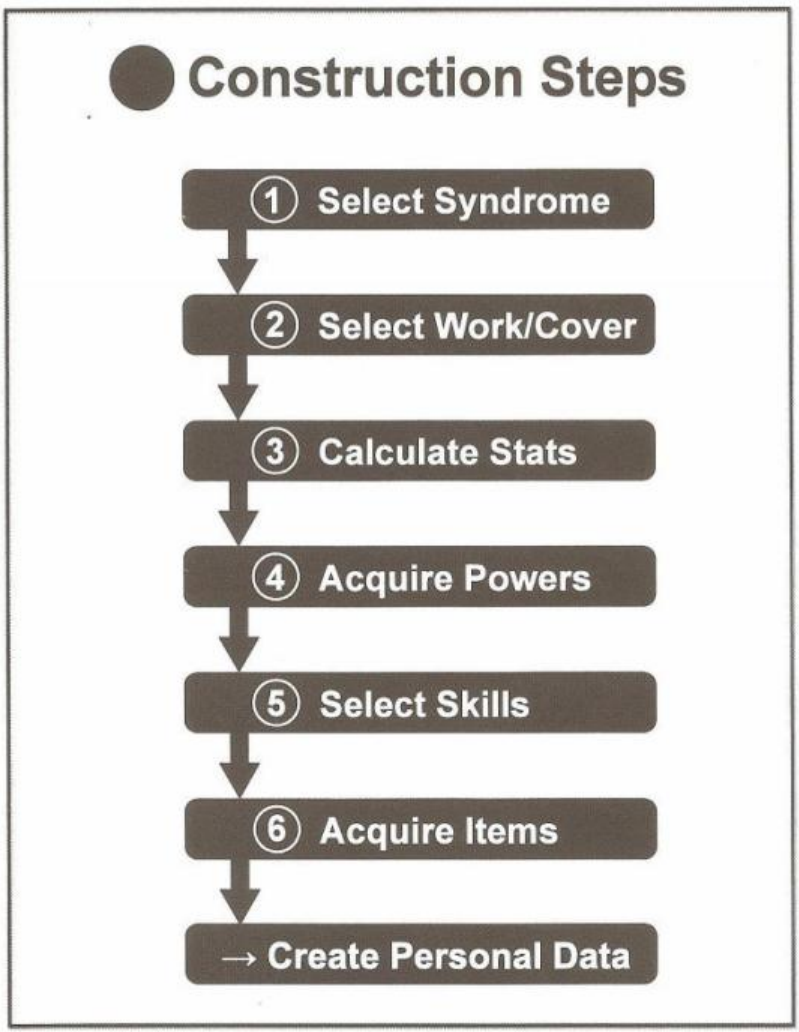
1D100	Emotion	Explanation
0	Contempt	You have no respect for the other person's actions.
01 - 05	Annoyance	The actions of the other person annoys you.
06 - 10	Threat	You feel threatened by the other person.
11 - 15	Jealousy	You are jealous of the other person.
16 - 20	Remorse	The other person reminds you of a regretful past.
21 - 25	Fear	The other person scares you.
26 - 30	Anxiety	Something about the other person worries you.
31 - 35	Inferiority	An aspect of the other person makes you feel inferior.
36 - 40	Alienation	Something about the other person makes you feel alone.
41 - 45	Shame	Something about the other person reminds you of past failures.
46 - 50	Pity	You feel sorry for the other person.
51 - 55	Favoritism	You are very partial towards the other person.
56 - 60	Hatred	You hate the other person.
61 - 65	Reservation	You feel that you will never understand the other person.
66 - 70	Repugnance	Something about the other person disgusts you.
71 - 75	Suspicion	You fee the other person may not be who he seems to be.
76 - 80	Loathing	You are tired of the other person's actions or thoughts.
81 - 85	Distrust	You do not trust the other person.
86 - 90	Discomfort	Something about the other person makes you uneasy.
91 - 95	Anger	The person's ideals or actions infuriates you.
96 - 100	Enmity	You simply do not like the other person.
101	Apathy	You feel the need to not get involved with the other person.
102	Free	Create your own emotion.

Construction

-What is Construction?-

Unlike Quick Start, Construction is a simplified method of character creation method that gives players more freedom over a character's data. The steps for the Construction method are shown on the next page in a chart format.

If the GM feels there is not enough time or a player is not experienced enough, he may deny someone from using the Construction method.



-Step 1: Select a Syndrome-

Syndromes are the twelve different categories that that Renegade Powers are separated into. A character may have a max of three different Syndromes. This selection will determine the kind of Powers a character can acquire. Refer to page 21 for a summary of each individual Syndrome.

Select a Breed

First, select the character's Breed. Breed determines how many Syndromes a character has, which ultimately determines how many ability sets a character has. Players may select one of the following three Breeds:

Pure-Breed: An Overed with only one Syndrome. A specialized character type that will receive bonuses towards his single Syndrome.

Crossbreed: An Overed with two different Syndromes. A balanced character type that receives no particular bonuses or penalties.

Tri-Breed: A new type of Overed that has only recently started appearing. Tri-Breeds have three Syndromes, but will be unable to acquire certain types of abilities.

Bonuses and restrictions will be explained in Step 4. For now, fill in the character with the selected Breed and move on.

Select Syndromes

Select Syndromes. Syndromes are the character classes of Double Cross and determine a character's starting Stats and Skills.

The number of Syndromes a character may acquire depends on his Breed. Pure-Breeds can only choose one Syndrome, Crossbreeds can choose two, and Tri-breeds can select three. The same Syndrome cannot be selected more then once.

Fill in the character sheet with the selected Syndromes.

About the Sub-Syndrome

Of the three Syndromes a Tri-Breed character will select, one will be designated as a "Sub-Syndrome." This Sub-Syndrome is the Syndrome the Overed displayed after his initial awakening and will be subject to the Tri-Breed's restrictions.

-Step 2: Select a Work and Cover-

Select the character's Work. Work is the data that represents what a character does for a living and will affect his starting Stats and Skills. Select a Work entry from the Work charts on pages 76 and 77 and write the selection onto the character sheet.

Next, select a Cover. Unlike Work, Cover has no data whatsoever. Players may select their Cover from the Work charts or create an original Cover that is representative of the character's background. However, the Scenario may require that a character have a certain Cover, so check with the GM. Once done, fill in the character sheet.

Syndrome Stat Chart

Syndrome	Body	Sense	Mind	Social
Angel Halo	0	3	1	0
Balor	0	1	2	1
Black Dog	2	1	1	0
Bram Stoker	1	2	1	0
Chimaera	3	0	0	1
Exile	2	1	0	1
Hanuman	1	1	1	1
Morpheus	1	2	0	1
Neumann	0	0	3	1
Orcus	0	1	1	2
Salamandra	2	0	1	1
Solaris	0	0	1	3

Interpreting Work and Cover

How a player interprets his character's Work and Cover combination will change the character's image. Certain combinations can be used to better define a Work or give a character a sort of double-life. Here are a few examples:

1)Work: High School Student Cover: High School Student
Interpretation: This character is a normal teen with no secret life.

2)Work: Fighter Cover: High School Student
Interpretation: A high school student who boxes in his spare time.

3)Work: Thief Cover: Office Worker
Interpretation: A man who is an office worker by day, and a cat burglar by night.

About Special Works and Restrictions

On the Work Charts, there are three different entries for "UGN Child." Characters that acquire this Work must be under the age of twenty. This will also place restrictions on a character's Life History. Refer to the Personal Data section on page 56 for more on Life History restrictions.

-Step 3: Calculate Stats-

Stats represent a character's vitality, sharpness of sense, strength of mind and social ability in a numerical form. In general, these Stats will determine how many dice a character can roll for a Skill check. Refer back to page 22 for more on Stats. A character's Stats are determined by his Syndromes and Work and will be calculated in the following manner:

1) Calculate Stats from Syndromes

Refer to the Syndrome Stat chart on the previous page and look up the Stats of the character's selected Syndromes. These numbers will be calculated to produce part of the character's Stats. How they are calculated depends on the character's Breed.

Pure-Breed: The stats of the chosen Syndrome are doubled. A Pure-Breed that selected Angel Halo would double [0-3-1-0] and get [0-6-2-0].

Crossbreed: The stats of the two chosen Syndromes are added together. A Balor/Chimaera Crossbreed would add [0-1-2-1] and [3-0-0-1] together to get [3-1-2-2].

Tri-Breed: The stats of the two Main Syndromes are added together. Do not add the stats of the Sub-Syndrome. An Exile/Hanuman/Neumann Tri-Breed would add [2-1-0-1] and [1-1-1-1] together to get [3-2-1-2]

2)Add the Stat from the Chosen Work

Refer to the Work Charts and look up the character's Work. Under the Stat column, a Stat should be listed for the Work. Put one point towards the corresponding Stat that is listed. For example, if a character had the "Mafia" Work, he would get one point added to [Sense].

3)Distribute Free Points.

Players now receive three points that they may distribute to any Stat that they wish. However, no Stat may equal zero at the end of this step. Each step must have at least one point.

Work Chart 1

Occupation	Stat	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Grade School Student	[Sense]	<Perception>2	<Will>	<RC>	<Info:Rumor>	-
Junior High Student	[Sense]	<Perception>	<Will>	<RC>2	<Info:Rumor>	-
High School Student	[Body]	<Dodge>	<Perception>	<RC>2	<Info:Rumor>	-
Delinquent	[Body]	<Melee>	<Ride:__>2	<Perception>	<Will>	<Info:Underworld>
College Student	[Mind]	<Dodge>	<Ride:__>2	<Will>	<Knowledge:__>2	<Info:Academics>
Part-Timer	[Body]	<Melee>	<Ride:__>2	<Will>	<Knowledge:__>2	<Info:Internet>
Teacher	[Mind]	<Ride:__>2	<Knowledge:__>2	<Negotiation>	<Procure>	<Info:Academics>
House Husband/Wife	[Social]	<Art:__>2	<Will>	<Negotiation>2	<Info:Rumor>	-
UGN Child A	[Body]	<Melee>2	<Dodge>	<RC>	<Info:UGN>	-
UGN Child B	[Sense]	<Dodge>	<Ride:__>2	<RC>	<Info:UGN>	-
UGN Child C	[Mind]	<Dodge>	<Will>	<RC>2	<Info:UGN>	-
UGN Agent A	[Body]	<Melee>	<Dodge>	<RC>	<Procure>	<Info:UGN>
UGN Agent B	[Sense]	<Range>	<Perception>	<RC>	<Procure>	<Info:UGN>
UGN Agent C	[Mind]	<Will>	<RC>	<Knowledge:__>2	<Procure>	<Info:UGN>
UGN Agent D	[Social]	<Perception>	<Negotiation>	<RC>	<Procure>	<Info:UGN>
UGN Branch Chief A	[Body]	<Melee>	<Dodge>	<Ride:__>2	<Procure>	<Info:UGN>
UGN Branch Chief B	[Sense]	<Dodge>	<Range>	<Perception>	<Procure>	<Info:UGN>
UGN Branch Chief C	[Mind]	<RC>	<Will>	<Knowledge:__>2	<Procure>	<Info:UGN>
UGN Branch Chief D	[Social]	<Will>	<Negotiation>	<Procure>2	<Info:UGN>	-
Detective	[Sense]	<Ride:__>2	<Range>	<Perception>	<Procure>	<Info:Underworld>
Forensics Officer	[Mind]	<Ride:__>2	<Perception>	<Procure>	<Knowledge:__>2	<Info:Underworld>
Defense Attorney	[Social]	<Ride:__>2	<Will>	<Knowledge:__>2	<Negotiation>	<Info:Underworld>
National Guardsman	[Sense]	<Melee>	<Dodge>	<Ride:__>2	<Range>	<Info:Military>
Mercenary	[Body]	<Melee>	<Ride:__>2	<Range>	<Perception>	<Info:Military>
Researcher	[Mind]	<Perception>	<Knowledge:__>4	<Procure>	<Info:Academics>	-
Professor	[Social]	<Ride:__>2	<Will>	<Knowledge:__>2	<Negotiation>	<Info:Academics>
Nurse	[Body]	<Perception>	<Will>	<Knowledge:__>2	<Negotiation>	<Info:Academics>
Doctor	[Social]	<RC>	<Will>	<Knowledge:__>4	<Info:Academics>	-

Work Chart 2

Occupation	Stat	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Politician	[Social]	<Will>	<Negotiation>2	<Procure>	<Info:Underworld>	-
Businessman	[Mind]	<Ride:__>2	<Will>	<Negotiation>	<Procure>	<Info:Internet>
Executive	[Social]	<Ride:__>2	<Will>	<Procure>2	<Info:Internet>	-
Night Entertainment	[Mind]	<Will>2	<Perception>	<Negotiation>	<Info:Rumor>	-
Shop Owner	[Social]	<Ride:__>2	<Will>2	<Procure>	<Info:Rumor>	-
Religious Person	[Social]	<Will>	<Perception>	<Negotiation>2	<Info:Rumor>	-
Private Investigator	[Mind]	<Ride:__>2	<Perception>	<Will>	<Info:__>3	-
Bodyguard	[Body]	<Melee>	<Dodge>	<Ride:__>2	<Perception>	<Info:Underworld>
Driver	[Body]	<Ride:__>4	<Will>	<Negotiation>	<Info:Rumor>	-
Yakuza	[Body]	<Melee>	<Ride:__>2	<Will>	<Procure>	<Info:Underworld>
Mafia	[Sense]	<Ride:__>2	<Range>	<Procure>	<Negotiation>	<Info:Underworld>
Thief	[Sense]	<Dodge>	<Ride:__>2	<Perception>	<Knowledge:__>2	<Info:Underworld>
Negotiator	[Social]	<Will>	<Negotiation>	<Procure>	<Info:__>3	-
Assassin	[Sense]	<Melee>	<Ride:__>2	<Range>	<Knowledge:__>2	<Info:Underworld>
Fortune Teller	[Mind]	<Perception>	<Art:__>2	<Will>	<Negotiation>	<Info:Rumor>
Artist	[Mind]	<Perception>	<Art:__>2	<Will>2	<Info:Internet>	-
Singer	[Sense]	<Art:__>2	<Will>	<Knowledge:__>2	<Negotiation>	<Info:Internet>
Actor	[Social]	<Art:__>2	<Will>	<Knowledge:__>2	<Negotiation>	<Info:Internet>
Stage Magician	[Sense]	<Dodge>	<Perception>	<Art:__>2	<Knowledge:__>2	<Info:Rumor>
Athlete	[Body]	<Dodge>2	<Perception>	<Will>	<Info:Rumor>	-
Martial Artist	[Body]	<Melee>2	<Dodge>	<Perception>	<Info:Rumor>	-
Journalist	[Mind]	<Ride:__>2	<Perception>	<Knowledge:__>2	<Negotiation>	<Info:Internet>
Announcer	[Social]	<Art:__>2	<Will>	<Negotiation>2	<Info:Internet>	-
Programer	[Social]	<Ride:__>2	<Will>2	<Knowledge:__>2	<Info:Internet>	-
Hacker	[Mind]	<Knowledge:__>2	<Negotiation>	<Procure>	<Info:Internet>2	<Info:Underworld>
Jack of all Trades	[Body]	<Melee>	<Dodge>	Perception	<Procure>	<Info:Rumor>
Informant	[Social]	<Dodge>	<Perception>	<Knowledge:__>5	-	-
Spy	[Sense]	<Dodge>	<Perception>	<Negotiation>	<Procure>	<Info:Military>

Secondary Stat Calculation

Secondary Stats consists mainly of stats used during battle(page 282).

Max Hit Points (HP)

Max HP represents the physical and mental stamina of a character. A character passes out when this stat reaches zero. When healing a character, the resulting HP amount cannot go over a character's Max HP.

The formula for Max HP is: Max HP= ([Body] x 2) + [Mind] +20

Initiative

Initiative represents how light and agile a character is. In battle, Initiative determines the order in which players take turns.

The formula for Initiative is Initiative=([Sense] x 2) + [Mind].

-Step 4: Select Powers-

Powers are the special abilities given by the Renegade Virus and are the basis of the Overed's superpowers. When creating a character, players will select Powers from their chosen Syndromes and the Common Powers list.

Selection Restrictions due to Breed

Depending on the character's Breed, there will be restrictions to what Powers can be acquired.

Pure-Breed

Pure-Breeds are allowed to level up their Syndrome's Powers two levels past the set Max Level. For example, if a Power's Max Level is three, a Pure-Breed can level that Power up to five. In addition, Pure-Breed may acquire Powers that are only for Pure-Breeds.

Crossbreed

When leveling up their Syndrome's Powers, Crossbreeds can only go up to the set Max Level. However, they may not acquire Powers that are restricted to Pure-Breeds.

Tri-Breed

Tri-Breeds can only level their Syndrome's Powers up to the Max Level minus one. This means a Power with a Max Level of three can only be leveled up to two. Powers that have a Max Level of 1 are not subject to this penalty.

Powers that require an Encroachment Rate of 100% to use and Powers restricted to Pure-Breeds may not be acquired by Tri-Breeds. Finally, any Power under the Sub-Syndrome that requires an Encroachment Rate of 80% may not be acquired by Tri-Breeds.

Acquire Mandatory Powers

All characters created through Construction will acquire one level in both «Warding» and «Resurrect», as well as two levels in «Concentrate». When acquiring «Concentrate», a Syndrome must be selected and associated with this Power. Refer to the Power's explanation on page 219 when selecting a Syndrome.

Selecting Powers

After acquiring mandatory Powers, players may acquire more abilities in the following manner:

1) Select four different Powers from your chosen Syndromes and the Common Powers list. Each Power selected will start at level one.

2) Players now get two free points, which can be used to add levels to the selected Powers. Each point is worth one level. The player may spend the points on one Power or two different ones. New Powers may not be acquired. Any unused free points will be discarded.

Tips for Acquiring Powers during Construction Character Creation

1)Do not acquire Simple Powers: Since Simple Powers cannot be used during battle, selecting one during character creation will ruin a character's balance.

2)Do not acquire more then one Power that has a 80%, 100%, or 120% Restriction: Since a character must first build up his Encroachment Rate first before he can use these Powers, having more then one will limit a character's options during the early game.

-Step 5: Select Skills-

Skills represent the expertise and knowledge a character has. Skills are managed with a level system and naturally higher levels will represent a higher degree of competence. When preforming tasks that require these Skills, a higher level will help achieve better results. Essentially, each level in a Skill will add one point to the score of a corresponding check.

Skills are acquired in the following manner. Refer to page 22 for a detailed explanation of each Skill and its effects.

1) Acquire the Skills of the character's Work

Refer to the Work Chart and look up the character's Work.
The Work entry should have three to five Skills associated with it. Characters acquire all listed Skills. For example, a character with the "Politician" Work will acquire <Will> at level one, <Negotiation> at level two, <Procure> at level one, and <Info: Underworld> at level one.

Certain Skills listed on the Work chart will have a number next to it. That number is the level at which a character acquires that particular Skill. If <RC> is listed with a two next to it, the player acquires <RC> at level two instead of level one.

If the <Ride: >, <Art: >, <Knowledge: >, or <Info: > Skills do not have a predetermined subject matter listed, the player may fill in the blank with any subject of his choice. Skills like <Info:UGN> are considered Skills with predetermined subjects, while Skills like <Ride: > do not have predetermined subject matter.

If a blank Skill entry has two levels to it, the player may choose to split those levels into two Skills. For example, <Art: >2 may be split into <Art: Song>1 and <Art: Music>1.

2) Use Free Points to Acquire Skills

Players have five Free Points that they may use to acquire or level Skills. Each point is equal to one Skill level. The max level a Skill can be leveled to during Character Creation is four.

When leveling the <Ride: >, <Art: >, <Knowledge: >, and <Information: > Skills, each free point is worth two levels. The player may spend these points to acquire new Skills, or split a point between two Skills. Spending one free point for to level <Ride: Two-Wheel> once and to learn <Info: Underworld> at level one is acceptable.

-Step 6: Stock Items-

During this step, players will select what Items their characters have at their disposal. These items can be anything from clothing and cellphones to houses and cars.

About Possessions and Equipment

In Double Cross, all items including weapons and armor are considered Possessions. Only weapons and armor that a character has equipped will be called Equipment. Any other weapons and armor will be listed on the Possession list.

Calculating Stock Points

Stock points are used in place of an actual currency when acquiring Items. These points are a representation of a character's resources. Stock Points are a set number of points that a character has at his disposal for each game and cannot be stockpiled for future sessions.

The formula for Stock points is: **Stock Points=([Social] x 2) + (<Procure> x2)**

Items in this game each cost a different amount of Stock Points. Refer to the Item section on page 227 and 310 for more on procuring Items.

At the beginning of a session and after character growth has been done, any unused Stock Points will be turned into Savings Points. Refer to page 310 for more on the use of Savings. At this time during character creation, record any unused Stock Points in the Savings point box of the character sheet.

At the end of each session, Stock points will regenerate for a character. At the end of a session, Stock points are calculated based on the above formula and given to the player to use for character growth.

Equipping Items

Any weapons or armor a player acquires should be recorded in the appropriate Equipment lists. Characters can only equip up to two weapons, one piece of armor, and one piece of armor that has an asterisk next to its name (i.e. Armor*) at any given time.

Note that each character starts out with the weapon "Fists."

Calculate Movable Distance

Once Items have been acquired and any possible [Initiative] modifiers have been taken into account, players may now calculate how far their characters can move in battle. There are two types of movement: Move and Dash.

Move

The Move stat is the distance measured in meters that a character by performing a Move. A Move requires the use of a Minor Action(page 286). One meter is equal to about one yard.

The formula for Move is: Move=([Initiative]+5) meters

Dash

The Dash is the distance a character can cover with a Dash, which requires a Major Action (page 287). The Dash stat is always double the Move stat. If there is ever a change to the Move stat, recalculate the Dash stat as well.

-End of Construction-

This is the end of the Construction character creation method. A character will be complete once Personal Data (page 56) is created.

FULL SCRATCH

Players that wish to have full control over their character's creation may choose to build a character from scratch. Full Scratch allows for more freedom over a character's image, but is much more complicated compared to Construction. The differences between Full Scratch and Construction will be pointed out as the steps are laid out.

Full Scratch gives players a set amount of experience points that may be used to freely select any number of Powers or created specialized characters. Players that are not familiar with the systems of Double Cross should not attempt this method of stat generation.

The steps for Full Scratch are as follows:

Step 1: Select Breed and Syndromes

Select the Breed and Syndromes for the character. The rules for this step are the same as what was explained in the Construction section. Calculate the Stats that are gained from Syndromes and remember it for later.

Step 2: Select Work

Select a Work from the desired chart. Acquire the Stat and Skills from the chart just as one would during Construction. Unlike in Construction, players do not get any free points to use. Please keep this in mind.

Step 3: Acquire Mandatory Powers

Acquire one level each in the Powers «Resurrect» and «Warding». Unlike in Construction, players are not mandated to acquire «Concentrate» for their characters.

Step 4: Use Experience Points

Instead of free points, players are instead given 130 experience points that may be used to level up their characters. Players may use these points to level any aspect of their character, whether it be Powers, Stats, or Skill levels. Refer to the Character Growth chart that is on the next page to see how many points it takes to level up a particular stat.

There are restrictions to what a player can do with his experience points. During character creation, the max level a Skill can be raised to is 4. Also, all Base Stats must have at least one point at the end of stat generation.

Any experience points that are not used will be discarded at the end.

Step 5:Create Life History, Loises and Personal Data

Once the stat build is done for a character, go to the Personal Data Section and create the character's role-play information.

Character Growth Costs

This chart lists the costs of upgrading the different stats of a character.

-Increasing Base Stats

The experience points needed to increase Body, Sense, Mind, or Social are:

Stat is currently 1 to 10	10 EXP for every point
Stat is currently 11 to 20	20 EXP for every point
Stat is currently 21 or above	30 EXP for every point

-Leveling Skills

Each Skill requires a different amount of experience points to level up.

Any Skill other than <Ride>, <Art>, <Knowledge>, and <Info>

Current Level is 01 to 10	2 EXP for every level
Current Level is 11 to 20	3 EXP for every level
Current Level is 21 to 30	5 EXP for every level
Current Level is 31 or above	10 EXP for every level

<Ride>, <Art>, <Knowledge>, and <Info> Skills

Current Level is 01 to 10	1 EXP for every level
Current Level is 11 to 20	3 EXP for every level
Current Level is 21 to 30	5 EXP for every level
Current Level is 31 or above	10 EXP for every level

-Acquiring Powers

The experience points needed to acquire new Powers or level up existing ones are as follows:

Acquire a new Power	15 EXP
Level up a Power	5 EXP per level
Acquire a Simple Power	2 EXP per level
Level up a Simple Power	2 EXP per level

RENEGADE BEING CREATION

Renegade Beings are creatures or objects that achieved higher sentience after being infested with the Renegade virus. In some cases, strains of the virus may have come together to form a new sentient life form.

For those that are not familiar with Renegade Beings, these beings would appear to be highly-advanced programs or AI, gods, or devils. In fact, it is possible that some mythical beings and so-called aliens may actually have been Renegade Beings.

For a more detailed explanation on Renegade Beings, please refer to Page 329 of the World section.

-Creating Renegade Beings-

In Double Cross, a character is defined as a Renegade Being when he has the proper Work. As such, players must select a Work from the special Renegade Being Work chart. In addition, Renegade Being characters automatically acquire certain Powers and must use special Life History charts. Other than these restrictions, creating a Renegade Being is no different from creating a normal character.

About Renegade Being-only Powers

Renegade Being characters must acquire two special Powers that are for Renegade Beings only. The first Power is <Humanity's Neighbor>. This Power represents a Renegade Being's ability to disguise itself as a human and enter human society. This Power only allows a Renegade Being to mimic human form and cannot be used to copy a specific person or instantly change appearance.

The second required Power is <Origin:__>. This Power will represent what a Renegade Being originated from. If a Renegade Being originated from an ancient wolf that was infected with the Renegade Virus, that character should acquire <Origin: Animal>. A character that acquired consciousness when several samples of the Renegade Virus congregated onto one special location should take <Origin: Legend>.

By using <Origin:__>, a Renegade Being will transform from human form to a form that closely resembles its origin. Note that use of this Power does not defer any unusual penalties to the character. For example, a character can still communicate with other PCs even if it uses <Origin: Animal> and a character that uses <Origin: Mineral> is still capable of walking.

Mandatory Powers

Renegade Beings will automatically acquire both <Humanity's Neighbor> and <Origin:> during character creation. Each Power will start at level one.

Both these Powers disregard Breed restrictions and may be raised to the set max level. However, the Pure-breed bonus also does not apply, meaning that these Power may only be raised to the set max level. The cost of raising these Powers is the same as regular Powers.

Renegade Being-only Life History

Renegade Being characters must use a special set of charts when creating their Life History. Only the Origin, Experience, and Encounter charts have special versions for Renegade Beings. Renegade Beings may use the normal Awakening and Impulse charts. These special charts are on the following pages.

Work Chart:Renegade Being

Occupation	Stat	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Renegade Being A	[Body]	<Melee>	<Dodge>	<Range>	<Will>	<Info:UGN>
Renegade Being B	[Sense]	<Melee>	<Range>	<Perception>	<Will>	<Info:UGN>
Renegade Being C	[Mind]	<Perception>	<RC>	<Will>	<Negotiation>	<Info:UGN>
Renegade Being D	[Social]	<Dodge>	<RC>	<Will>	<Negotiation>	<Info:UGN>

Origin Chart – Renegade Beings

1D100	Result	Explanation	Recommended Lois
01 - 05	False Home	You hide yourself within a human household.	Father(Mother)
06 - 10	Interest in Humanity	You want to know more about humans.	Friend
11 - 15	Renegade Family	You are part of a family of Renegade Beings.	Siblings
16 - 20	Half a Being	You have a twin or another being resembles you.	The Other Me
21 - 25	Sudden Awakening	One day, you realized you're a Renegade Being.	Ally
26 - 30	Artificial Life	You are a man-made life form.	Researcher
31 - 35	Ancient Memories	You have memories of a distant past.	Ally
36 - 40	Test Subject	An experiment made you a Renegade Being.	Researcher
41 - 45	Missing Emotions	You were born without some of your emotions.	Friend
46 - 50	Watcher	You were born to watch someone.	Ally
51 - 55	Reincarnation	You have memories that do not belong to you.	The Other Me
56 - 60	Lone Soul	You are a lone unit with no family or race.	Confidant
61 - 65	Duty	You were born with a duty to fulfill.	Comrade
66 - 70	Last Hope	Your birth was awaited for some reason.	Ally
71 - 75	Forced Release	Another Being forcefully changed you.	Ally
76 - 80	Hibernation	You were found in a deactivated state.	Researcher
81 - 85	Mother Earth	You were born far away from civilization.	Animals
86 - 90	Space Life	You may be a real or self-proclaimed "alien."	Friend
91 - 95	Watched from Above	You feel someone has been watching over you.	Protector
96 - 100	Mysterious Birth	Your birth is a complete mystery.	Confidant

Experience Chart – Renegade Beings

1D100	Result	Explanation	Recommended Lois
01 - 05	A Happy Moment	You spent some time happily with family.	Father(Mother)
06 - 10	Journey	You once traveled around several areas.	Friend
11 - 15	Revealing	Someone nearly learned that you are a Being.	Friend
16 - 20	Harsh Environment	You lived in environments not suited for life.	Ally
21 - 25	Research Institution	You cooperated with an institution's tests.	Researcher
26 - 30	Loss	You lost something precious.	Ally
31 - 35	Studying Humanity	You once observed humanity.	Humanity
36 - 40	Meeting Fellow Beings	You meet with fellow Renegade Beings.	Ally
41 - 45	Death and Revival	You physically died, but came back somehow.	Doctor
46 - 50	Separation	You parted with a dear friend.	Ally
51 - 55	Invitation	You were asked to become an ally or subordinate.	Scout
56 - 60	Target	You were targeted and nearly captured for research.	Researcher
61 - 65	Limelight	You caused an attention-grabbing incident.	Gawkers
66 - 70	Best Friend	You have an irreplaceable friend.	Best Friend
71 - 75	Mental Agony	You have agonized over your existence.	Friend
76 - 80	Secret	You have a secret that you aren't even aware of.	Ally
81 - 85	Suspension of Life	Your life was once randomly or forcefully stopped.	Caretaker
86 - 90	Organization Member	You once belonged to the UGN or another group.	Your Old Comrades
91 - 95	Days of Slaughter	A long time ago, you were constantly killing.	Avenger
96 - 100	Amnesia	Parts of your memory are missing.	That Someone You Remember

Encounter Chart – Renegade Beings

1D100	Result	Explanation	Person	Reference
01 - 05	Self	You see yourself in this person	Nagi Sakatsuki	Pg. 343
06 - 10	Teacher	This person has taught you much.	"Cesario"	Pg. 344
11 - 15	Protector	This person offers emotional support.	Yurika Himemiya	Pg. 339
16 - 20	Benefactor	You feel indebted to this person.	Wakana Yaegashi	Pg. 344
21 - 25	Master	You work for this person.	Yugo Kiritani	Pg. 338
26 - 30	Unsettled Score	You have some unfinished business.	Jyunji Shigano	Pg. 345
31 - 35	Nice Guy	You feel this person is trustworthy.	Takashi Minesaki	Pg. 345
36 - 40	Family	This person is like family or is family.	Satsuki Kamishiro	Pg. 342
41 - 45	Friend	You get along well with this person.	Takeshi Aiba	Pg. 344
46 - 50	Comrade	You share a vision with this person.	Jyunji Shigano	Pg. 345
51 - 55	Business	You two are business partners.	Takashi Minesaki	Pg. 345
56 - 60	Peer	You two often work together.	"Cesario"	Pg. 344
61 - 65	Memory Gap	You met this person before, but where?	Kyoka Tsuzuki	Pg. 342
66 - 70	Admiration	You secretly admire this person.	Wakana Yaegashi	Pg. 344
71 - 75	Debt	This person owes you something.	Shusei Tani	Pg. 342
76 - 80	Endearment	You feel the need to protect this person.	Therese Blum	Pg. 340
81 - 85	Unbreakable Ties	You two keep on crossing paths.	"Tiger Eye"	Pg. 343
86 - 90	Secrets	You two share a secret.	Rosa Baskervilles	Pg. 339
91 - 95	Rival	You want to challenge this person.	Nagi Sakatsuki	Pg. 343
96 - 100	Murderous Intent	Looking at this person fills you with hate.	Kyoka Tsuzuki	Pg. 343
101	Free	Create a relationship of your own choice	Any	N/A

Character Rebuild Rules

When new data or additional rules are added to a session, the GM may allow players to rebuild their characters. The purpose of a Rebuild is to adjust a character's stats to better fit his story. As such, only stats may be redone. A character's name, age, gender, and other background information must not be changed. If the very basis of a character's identity is to be redone, then the player might as well create a new character. To reiterate, a character going through a Rebuild should keep the same background information and only have his stats adjusted.

These Rebuild rules were not meant to make characters adapted for each different session and should not be applied on a whim. The GM should warn players when they start becoming obsessed with stats. Apply the Golden Rules if needed.

There are three different types of Rebuilds. The GM may allow one type or all three. Any Rebuild must be done before the start of the session. No Rebuilds are allowed during a session.

Power Rebuild

Only a character's acquired Powers are changed. Convert all Powers back into experience points and redistribute them. Every restriction involving Power acquirement (pages 82 and 83) still applies. Any unused points will be discarded at the end of the Rebuild.

Work Rebuild

This Rebuild is for when there is a dramatic change in a character's background and his Work needs to be altered. The GM should only allow this when a dramatic change has occurred. An elementary school student going to middle school or an UGN Child abandoning the UGN are examples of when a Work should be changed.

When changing a character's Work, take one of the following courses of action:

1) Only change the Work's title

In practice, this is the same as changing a character's Cover. Only the Work's naming will be changed, while the actual data will remain the same.

2)Change Work data

First, set a character's Stats and Skills back to zero. If experience points were used to raise those Stats and Skills, temporarily return those points back to the player. Next, take the character's Syndromes and newly selected Work and recalculate his Stats and Skills. Finally, the player may use his returned experience points to raise his character's Stats and Skills again. Any unused points will be discarded at the end.

When recalculating Stats, a Stat may come up as zero. In this event, the player should spend experience points to raise the Stat to at least one. If it is impossible to have at least one point in all Stats at the end of the Rebuild, the player should either change only the Work title or give up on rebuilding his character's Work.

Any change that would result from switching Works must be applied. However, a character's Life History is exempt from changes. A character's past cannot be changed. Thus, even if an UGN Child character changes Works, his Life History stays the same.

Full Rebuild

Rebuild the character from the ground-up using either the Construction or Full Scratch character creation methods. During this Rebuild, a character's Breed, Syndromes, Life History, and Loises cannot be changed.

All experience points used on the character will be returned to the player. The player may redistribute these points in any way he pleases. Any unused points will be discarded at the end of the Rebuild.

About Unchangeable Data

It is strongly recommended that a character's Breed, Syndromes, Life History, and Loises not be changed during a Rebuild. This data is the basis of a character; if a player changes this data, he might as well make a new character. However, changes to this data may be made if the GM allows it. Consult with the GM before making any changes.

Syndromes

-Syndromes and Powers-

As explained on page 73, Syndromes are categorizations of the different abilities the Renegade virus offers. These abilities, called "Powers," are grouped into Syndromes based on the probability of an Overed displaying certain Powers at the same time. For example, Overeds that display super strength are also very likely to be able their arms into beastly claws.

Overeds will have one to three Syndromes and will be able to use the Powers that belong to their particular Syndromes. The following section will list all the Powers that belong to each Syndrome. Each Syndrome will consist of the following parts:

A Comic: A comic panel that portrays the Syndrome's general traits.

The Syndrome Description: An explanation of a Syndrome's Powers and how they are used in the world of Double Cross.

Power Lists: The list of Powers that fall under a particular Syndrome. Refer to the legend on the following pages when reading the data and jump to page 299 for a more detailed explanation on using Powers.

-Simple Powers-

The applications of an Overed's abilities are not limited only to battle. By using only a small portion of their powers, Overeds can accomplish the less then spectacular feats. These tricks are the Simple Powers of an Overed.

Simple Powers are abilities that a character use without having to raise his Encroachment Rate. In most cases, a check is not even required. However GM may request a check or Opposed check if he feels it is necessary.

Simple Powers do not have any battle application, but they do have the potential to break a Scenario. As such, the GM may forbid the use of certain Simple Powers at any time.

Acquiring Simple Powers

A player may acquire a Simple Power from his chosen Syndromes by spending two experience points. It costs two experience points to raise a Simple Power by one level. A character's Breed does not restrict what kind of Simple Powers he can acquire.

About Combination Restrictions

Simple Powers may not be combined with any other Powers. This includes other Simple Powers.

-Power Data Legend-

1)Name
The Power's name. When written in other parts of this book, Power names are surrounded with «» marks.

2)Max LV
A Power's maximum level.

3)Timing
When a Power can be used. Refer to page 300 for information about combining Powers.

Action
These Powers must be used as part of a character's Reaction, Minor, or Major Action.

Auto
These Powers take effect by just declaring them. Refer to each Power's description for specific effects.

Process
Power that list Setup or Initiative Process must be used during that part of a battle.

Constant
These Powers have an effect that continues throughout the session.

4)Skill
The Skill or Stat that must be rolled when using a Power. If more than one Skill or Stat is listed, select only one to roll.

Stat
Roll the listed Stat. When a Base Stat is listed (i.e. [Body], [Sense], [Mind], or [Social]), the player can roll using any Skill that corresponds to that Stat.

-
When a dash is listed, no check is required. These types of Powers may only be combined with Powers that also list a dash for Skill.

Refer
Refer to the Power's description.

Syndrome
The Power must be combined with a Power from the same Syndrome. These kinds of Powers may not be used by itself. Refer to page 304 for more information.

5)DFCLTY
DFCLTY lists the difficulty a check must beat in order for the Power to succeed. When a number is listed, that will be the check's difficulty. Powers cannot be used if the check fails.

Auto
These Powers do not require a check and will automatically succeed when declared.

-
When a dash is listed, difficulty depends on the DFCLTY of the other combined Powers. If all Powers in a combination list a hyphen, the GM determines the difficulty.

Opposed
Perform an Opposed check with the Target. The Power takes effect when the User wins the check.

6)Target
The Target is the character that will be affected by a Power.

Self
The user himself is the target.

Single
Only one character may be targeted. The User may be selected as a target.

(N)
Attack N targets, where N equals the number the Power lists. The user may be selected as a target.

Area
All characters (including allies) in a single Engagement (page 289) become targets.

Area(Select)
The user may target any number of characters from a single Engagement. The user may be selected as a target.

Scene
All characters (including allies) that are currently in the Scene become targets.

Scene(Select)
The user may target any number of characters that are currently in the Scene. The user may be selected as a target.

-
If a dash is listed and no target information is given in the description, the Power targets one character.

Powers with "Perform _ attack" in the description only target a single character.

7)RNG
RNG, or Range, will list how far a Power can reach. When a number is listed, that is the Power's Range in meters

Close
Will reach any character that is in the same Engagement as the User.

Weapon
RNG will be the same as the User's equipped weapon.

View
The target must be within the user's sight.

8)Encroach
The amount that a character's Encroachment Rate rises when a Power is used. If a dice roll is listed, increase a character's Rate by the sum of the dice roll.

9)Restrict
Restrictions involved with acquiring or using a Power.

Pure
A character must be a Pure-breed in order to acquire the Power.

(N)%
In order to use these Powers, a character's Encroachment Rate must be at or above the listed percentage.

10)Effect
The description of a Power's effects. Below are terms that will be used in the description.

User
"User" is the character that is using or has learned the Power.

Target
The character that is affected by the Power.

Min. (N)
The lowest value that the Critical Value can be reduced to.

Number of Uses
Some Powers will have a limited number of uses. The number of allowed uses will be reduced when these types of Powers are used, regardless of whether or not the check succeeded.

You can't escape from the light.
ANGEL HALO

An angel? Me? You got to be kidding. My Light is just a weapon. It pierces people, tricks them, and then kills them. There is nothing warm about it.

So please, don't look at me like that.

- "Black Angel," after a mission.

With the Light as your friend, destroy your enemies.

This Syndrome gives the ability to manipulate the degree of light and its refractive rate, as well as produce light in a fashion similar to firefly squids or jellyfish. With this light source, blinding flashes can be used and laser attacks are possible when wavelengths are combined. When using these abilities, Overeds have been known to shine, which earned this Syndrome the name "Angel Halo."

On a side note, enhancement of all five senses has been categorized under this Syndrome. Although sight enhancement is the only ability that "fits" with Angel Halo, all Angel Halo Overeds possess the potential to enhance all senses.

With the accurate aim that comes from enhanced perception and high-powered lasers, Angel Halo is one of the top two Syndromes for attack power. However, a GM may request a check or Opposed check if he feels it is necessary. Depending on how these Powers are used, the Angel Halo can excel in any role.

Power Data: Angel Halo

The Angel Syndrome gives an Overed control over light and the ability to enhance his senses. An Overed can use his Powers to launch powerful laser attacks, or he can choose a more silent fighting style and refract light away, giving his weapons or himself Stealth.

Blinding Dash

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

Blind the enemy with a weak light, allowing for a chance to escape.

Perform a Move. For this Move, the User may Break Away, does not have to stop when entering another Engagement, and can ignore Blockades. This Power may be used (LV) times per Scene.

Blur

Max LV: 1 **Timing:** Reaction
Skill: Syndrome **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Make your image blurry as you move and doge attacks.

If the User wins a Dodge check that uses this Power, the User may perform a Move. User may Break Away using this Move. This Power may only be used once per Round.

Anticipation of Battle

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

Take the initiative when you sense a battle is about to begin.

This Power can only be used during the first Round of a battle or Round-based task. For the duration of the Round, the User receives a +[LV x 10] [Initiative] bonus. This Power may only be used once per Scenario.

Crystal Eyes

Max LV: 3 **Timing:** Major/Reaction
Skill: <Perception> **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Make faraway landscapes seem close by projecting a magnified view in front of your eyes.

Checks that use this Power receive a + (LV) dice bonus.

Eyes From Heaven

Max LV: 3 **Timing:** Major/Reaction
Skill: <Ranged> **DFCLTY:** Opposed
Target: - **RNG:** Close
Encroach: 2 **Restrict:** -

Increase one's range of view by manipulating the light refraction rate.

Checks that use this Power receive a + (LV) dice bonus.

The Lord's Blessing

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

Create light and store it for your next attack.

For the duration of the current Main Process, any of the User's checks that uses an Angel Halo Power receive a + (LV) dice bonus.

Shining Blade

Max LV: 10 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Increase a weapon's destructive power by bathing it in light.

When this Power is used, select a weapon that the User possesses or has equipped. For the duration of the Scene, the selected weapon receives a + (LV) Atk. Power bonus.

The Lord's Right Arm

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Find an opponent's weak point and fire an accurate shot at it.

Attacks that use this Power receive a + [LV x 2] Atk. Power bonus.

Miniscule Dust

Max LV: 5 **Timing:** Major
Skill: <Ranged> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Become capable of more precise aim by enhancing your perception.

Attacks that use this Power receive a + [LV x 2] Atk. Power bonus.

Optical Lens

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

By changing the light's refraction rate, light can be gathered at one point for a more powerful attack.

For the duration of the current Main Process, any of the User's attacks that use an Angel Halo Power receive a + 5 Atk. Power bonus. This bonus can only be applied to attacks that only target a single character. This Power may be used (LV) times per Scene.

Light of Oblivion

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 3 **Restrict:** -

Relinquish control over a mass of light and have it burn an entire area.

Attacks that use this Power receive a + [LV x 3] Atk. Power bonus. This effect cannot be applied to attacks that only target one character.

Light Bow

Max LV: 10 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 1 **Restrict:** -

Create a heatwave by concentrating light onto one point and then firing it.

Perform an [Atk. Power: LV +2] ranged attack. This attack cannot target a character that is in the User's Engagement.

Light of Destruction

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** View
Encroach: 2 **Restrict:** -

Attack an entire area with a repetition of heatwaves.

Perform an [Atk. Power: +2] ranged attack. This attack cannot target a character that is in the User's Engagement. This Power may be used (LV) times per Scene.

Stardust Rain

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Scene(Select) **RNG:** View
Encroach: 6 **Restrict:** -

Fire a barrage of lasers.

Any ranged attack that uses this Power are modified to [**Target:** Scene(Select)] and [**RNG**: View]. However, the attack will receive a – {20 – [LV x 5]} Atk. Power penalty(Max. Penalty is zero). This Power may only be used once per Scenario.

Pinpoint Laser

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Find an armor's weak point and fire at it.

Attacks that use this Power ignore the Target's [Armor] stat during damage calculation. This attack receives a – [5 – LV] Atk. Power penalty(Max. penalty of zero).

Light Speed Sword

Max LV: 3 **Timing:** Major
Skill: :<Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 1 **Restrict:** -

Get past defenses by mixing strong light with your attacks.

The Target cannot Guard against attacks that use this Power. Also, characters that Cover against this attack cannot calculate damage as if they Guarded. This Power may be used (LV) times per Scenario.

Reflecting Laser

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Have bullets or light bounce off of objects before they pierce the enemy.

Reaction checks against an attack that uses this Power receive a – (LV) dice penalty.

Absolute Solitude

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -

Inhibit actions by blocking off light, thus creating complete darkness.

Perform a ranged attack. If the attack hits its target, for the duration of the Round the Target receives a – [LV + 1] dice penalty towards all checks.

Misdirection

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 5 **Restrict:** -

Create a photonic decoy that will help protect you from area attacks.

Declare right before the target performs a check for a [**Target:** Area] or [**Target:** Area (Select)] attack. Change the attack's Target to Single and have the attacker reselect who he attacks. This Power may be used (LV) times per Scenario.

Hypnotic Light

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Lowers the enemy's response time with a hypnotic night.

Perform a ranged attack. If the attack hits its target, the Target receives the Bad Status Dazed.

Sword of Light

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

Turn gathered light into a melee weapon. The user determines the weapon's appearance.

The User creates and equips a weapon that lasts for the duration of the Scene. Its data is as follows:
Type: Melee **Skill:** <Melee>
Acc: 0 **Atk Power:** + [LV+4]
Guard: 3 **Range:** Close

Gun of Light

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

Turn gathered light into a ranged weapon. The user determines the weapon's appearance.

The User creates and equips a weapon that lasts for the duration of the Scene. Its data is as follows:
Type: Ranged **Skill:** <Ranged>
Acc: 0 **Atk Power:** + [LV+2]
Guard: - **Range:** View

Heat Haze Robe

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

Hide yourself by bending light away from your body.

The User acquires Stealth and maintains it until the end of the current Main Process. This Power may be used (LV) times per Scene. User can acquire Stealth with this effect even if an enemy is in his Engagement.

Glass Sword

Max LV: 5 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Hide the direction an attack is coming from by making weapons or bullet trails invisible.

This Power can only be used while the User has Stealth. Reaction checks against attacks that use this Power receive - [LV + 1] dice penalty.

Invisible Reaper

Max LV: 3 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Make yourself invisible by bending light away and then attack an opponent from their blind spot.

This Power can only be used while the User has Stealth. Checks that use this Power receive a +1 dice bonus and a + [LV x 2] Atk. Power bonus.

Eyes of Light and Darkness

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

Enhance vision and see anything that is hidden.

The User's Major Actions may target characters with Stealth. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 4 when this Power is acquired.

God's Eye

Max LV: 1 **Timing:** Reaction
Skill: <Perception> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Use all your sense to dodge an attack.

During checks that include this Power, the User may perform a Dodge.

Avatar's Voice

Max LV: 3 **Timing:** Reaction
Skill: :<Dodge> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Sense normally undetectable attacks and dodge them.

Dodge checks that use this Power receive a + (LV) dice bonus.

Mirror Coat

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

Confuse an opponent by floating several mirrors.

For the duration of the current Scene, the User's Dodge checks receive a +(LV) dice bonus.

Hand of Light

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Utilize heightened senses when controlling light.

Checks that use this Power can be rolled using the [Sense] stat.

Robe of Light

Max LV: 3 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4 **Restrict:** 80%

Make one's self or bullets invisible by manipulating the light's refraction index.

For the duration of the current Main Process, all Reaction checks against the User's Major Action receive a +1 Critical Value penalty. This Power may be used (LV) times per Scenario.

Flash Gaze

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 3 **Restrict:** 80%

Inhibit the target's actions by flashing a strong light.

Declare right before the Target performs a check. That check receives a – [LV x 2] dice penalty. This Power may only be used once per Round.

Multi-Image

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 4 **Restrict:** 100%

Create multiple after-images and launch an all-out attack.

Attacks that use this Power receive a + [LV x 5] Atk. Power bonus. This Power may be used three times per Scenario.

Mirror Shield

Max LV: 5 **Timing:** Auto
Skill: :- **DFCLTY:** Auto
Target: Refer **RNG:** Refer
Encroach: 8 **Restrict:** 100%

Counterattack with light.

Declare right after HP damage has been applied to the User. Target the character that dealt the HP damage and deal the same amount of HP damage to him. The maximum amount of damage that can be dealt in this fashion is equal to [LV x 20]. This Power may only be sued once per Scenario.

Light's Protection

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4D10 **Restrict:** 120%

Before an attack comes, create a visual illusion of yourself and use it as a decoy.

Declare before HP damage is applied to the User. Reduce that HP damage amount to zero. This Power may only be used once per Scenario.

Final Flash

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 20 **Restrict:** 120%

Brighten the area with bright light and move under the provided cover.

Reactions checks against an attack that uses this Power receive a +1 Critical Value penalty. In addition, attacks with this Power receive a + [LV x 5] Atk. Power bonus. This Power may only be used once per Scene.

Judgment by Light

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed-
Target: Single **RNG:** -
Encroach: 5 **Restrict:** Pure

Light up the entire area in order to fire a single unavoidable attack.

Any ranged attack that uses this Power receives a + [LV x 2] dice bonus and cannot be Dodged. This Power may only be used once per Scenario. The attack can only target one character.

Black Light

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 3 **Restrict:** Pure

Inhibit an opponent's actions by continuously stealing his light.

Declare right after the Target performs a check. That check's score is reduced by 5. This Power may be used (LV) times per Scenario.

Simple Powers: Angel Halo

These are the Simple Powers for the Angel Halo Syndrome. With these Simple Powers, Angel Halo Overds can use light to create illusions or scout an area from a distance.

Rabbit Ears

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

Heighten the directionality of one's hearing. The User will be able to hear a whisper from faraway, even if he is in the middle of a crowded street. The User will also be able to distinguish between sounds, and can even hear a needle drop from ten kilometers away. If the GM feels it is necessary, he may require a <Perception> check for this Power.

Spotlight

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

Refract light to create a light source anywhere in the area. The User may make the light any color and have it shine at any angle. The light may also be adjusted in any other way for presentation purposes. Note that his Power does not provide background music.

Angel's Palette

Max LV: 1 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** Close
Encroach: 3 **Restrict:** -

Refract light to display any kind of projection onto the sky. By displaying several images in repetition, one can also present a video. The User may hide the fact that the viewers are seeing an illusion. Any characters that attempt to see past this illusion must perform an Opposed check. The character rolls <Perception> and this Power's User rolls <RC>.

Angel's Mantle

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

Use light to project a different appearance over one's body. The User will gain the appearance of his choice. However, his voice will not change. If someone attempts to see past the disguise, that character and the User must perform a <Perception> Opposed check.

Noon Star

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

Amplify eyesight to gain telescopic vision. This new vision will outdo the best of electric telescopes, allowing one to view the stars even during the middle of the day. Since light adjustment is automatically done when this Power is used, the User will not be blinded by the sun.

Forsaken Land

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

Refract light away from an area and create a space that is devoid of light. Any area within a Scene will be covered in darkness. The size and shape of this area can be adjusted to the User's desired specifications. Also, the User may decide to allow some light into the area and make it only low-lit.

Hound's Nose

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

Connect the sense of smell and sight together, giving one the ability to "see" scents and particles with the precision of an electron microscope. The User will be able to differentiate between bacteria, viruses and dust. In addition, any previously "seen" scents and particles will be committed to memory.

So...
Do you want to be gutted...
Or be thrown into the darkness?
BALOR

Life begins and ends in the Darkness.
Even after stepping past countless bodies, secrets still exist in the depths of the Darkness.

...I will become Darkness. I will eat Life and drink Death. I will be the predator of all things.

- Soichi "Predator" Iba, within the Darkness

The Power of Darkness

Balor is a Syndrome that manipulates gravity. When the Powers of Balor are used, a sphere called the "Evil Eye" or "Jewel" appears and floats by the user. By exerting control over this sphere, Overeds are able to freely manipulate gravity.

It is not certain as to why this sphere or "Evil Eye" can control gravity. Some theories suggest that this sphere is amazingly dense and can create magnetic fields by being rotated. Ultimately, none of these theories are proven, but it's clear that Balor Overeds can create phenomena that can only be described as gravity control.

The size, quantity, and shape of the Evil Eye differ between Overed. It is said that the more Eyes an Overeds can produce, the more powerful he is. However, this speculation is only a rumor.

The name Balor was taken from the Celt god who had an Evil Eye that ruled over death.

Power Data: Balor

The Balor Syndrome bestows control over gravity. With these Powers, an Overed can warp time and space. Other then directly crushing opponent's, Balor also gives the option to give penalties to the enemy's actions, or transport and speed up allies. This ability to change tactics as needed is one of Balor's traits.

Space Compression

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

Eliminate distances between objects by using gravity to compress the space between them. By utilizing the Evil Eye's powers, one can rule over space-time and freely move humans and objects.

The Target may perform a Move. How and where he Moves is up to him. This Power can only be used on characters that agree to be targeted. This Power may be used (LV) times per Scenario.

Repulsion Jump

Max LV: 5 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 1 **Restrict:** -

User jumps instantaneously as a result of generated repulsive forces.

The User temporarily gains Flight and performs a Move. For this Move, the User may travel an extra [LV x 5] meters.

Redshift World

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

Accelerate time by using gravity to warp space-time. Not even time will have absolute value before you.

For the duration of the Round, the Target receives a + [LV x 2] [Initiative] bonus.

Black Hammer

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 1 **Restrict:** -

Crush the enemy and his remains with a localized increase in gravity.

Perform an {Atk. Power: ([LV x 2] + 2)} ranged attack. This attack cannot target characters that are in the User's Engagement.

Fist of Darkness

Max LV: 10 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: Single **RNG:** Weapon
Encroach: 3 **Restrict:** -

Use your own hands to force a ball of gravity onto the opponent, effectively negating any armor he has.

Perform a melee attack with Fists. Attacks that use this Power receive a + (LV) Atk. Power bonus and ignores the Target's [Armor] stat during damage calculation.

Quick Blade

Max LV: 3 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 3 **Restrict:** -

Use gravity to increase the speed of wielded weapons, making them pierce the enemy at speeds faster then sound.

Checks that use this Power receive a + [LV + 1] dice bonus.

Giant's Axe

Max LV: 3 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 3 **Restrict:** -

Increase a weapon's attack power by using gravity to make the weapon unusually heavy.

Attacks that use this Power receive a + [LV x 3] Atk. Power bonus. This attack's check will receive a – 2 dice penalty.

Tyrant's Law

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

This Power represents one's control over gravity and ability to warp space and physics.

Attacks that uses this Power receive a + [LV x 2] Atk. Power bonus.

Dark Matter

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

Concentrate on one's Evil Eye and gather power for the next attack.

For the duration of the current Main Process, any of the User's checks that use a Balor Power receive a + (LV) dice bonus.

Little Evil Eyes

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

Protect one's self by dividing up one's Evil Eye into smaller units which will act as shields and destroy any enemy that comes close.

For the duration of the Round, any of the User's attacks that use a Balor Power receive a + [LV x 2] damage bonus.

Marksman

Max LV: 3 **Timing:** Major
Skill: <Ranged> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 4 **Restrict:** -

Throw two weapons.

The User selects any two [Type: Melee] weapons other then Fists that he owns. Perform a ranged attack with the selected weapons. Add together the two weapons' Atk. Power and Accuracy for this attack. Both weapons will be destroyed at the end of the User's Main Process, regardless of whether or not the attack succeeded. This Power may be used (LV) times per Scenario.

Distorted Retribution

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** -
Target: Area(Select) **RNG:** -
Encroach: 3 **Restrict:** -

Make Powers affect a larger area by bending the law of physics.

Attacks that use this Power are modified to [**Target**:Area(Select), but will not be able to target character's in the User's Engagement. This Power may be used (LV) times per Scenario.

Void Pitfall

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

Use strong gravity to pull an enemy closer.

Perform a ranged attack. If the attack hits its target, the Target is moved to the User's Engagement. This Power may be used (LV) times per Scenario.

Repulsion Hammer

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

Hit enemies with a repulsion wave and send them flying.

If an attack that uses this Power deals at least one point of damage, the Target must Move [LV x 2] meters. A Break Away may be preformed with this Move. The User decides how and where the Target Moves.

Event Horizon

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Area **RNG:** Close
Encroach: 3 **Restrict:** -

Turn yourself into a black hole and greatly increase the surrounding area's gravity.

For the duration of the Round, the Reaction checks of all Targets other then the User receive a – [LV x 2] dice penalty.

Gravity Swamp

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

Suck in enemies with a gravity field that is as deadly as ant lion traps and quagmires.

For the duration of the Round, Reaction checks against the User's Major Actions will receive a +1 Critical Value penalty. Only characters that are in the User's Engagement are subject to this penalty. This Power may be used (LV) times per Scenario.

Still Garden

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Sigle **RNG:** View
Encroach: 2 **Restrict:** -

Slow down an enemy be increasing his weight. As long as you rule over gravity phenomenon, no one will be able to use their powers against you.

For the duration of the Round, the Target receives a – [LV x 3] [Initiative] penalty.

Evil Eye of Solitude

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** View
Encroach: 2 **Restrict:** -

Manipulate gravity and direct an attack come towards yourself.

Declare right before the check of an [**Target**:Area] or [**Target**:Area(Select)] attack is performed. The User must be one of the attack's targets. The attack will now only target the User. Note that for this attack, another character cannot Cover for the User. This Power may be used (LV) times per Scenario.

Underworld Cage

Max LV: 5 **Timing:** Auto
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 5 **Restrict:** -

Keep an enemy from moving by using strong gravity to hold him.

Declare when the Target performs a Move or Dash. Perform a ranged attack against the Target. If the attack hits, the Target's movement automatically fails. The User receives a + (LV) dice bonus for this attack. Other characters cannot Cover for the Target. This Power may only be used once per Scene.

Invisible Hand

Max LV: 10 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** View
Encroach: 3 **Restrict:** -

Manipulate gravity's direction and send an enemy into the air before slamming him into the ground.

Perform a [Atk. Power: + (LV)] ranged attack. If the attack deals at least one point of damage, the Target loses Flight. This attack will receive a – 3 dice penalty. This Power may only be used once per Round.

Reaper's Eyes

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

Increase the "power" that will be put onto the target.

Perform a ranged attack. If the attack hits its target, the next attack the Target receives will gain a + [LV + 1]D damage bonus. Attacks that use this Power cannot deal damage. This Power's effect lasts until the end of the Scene or until the bonus is applied.

Static Space

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

Freeze the flow of time.

If an attack that uses this Power hits its target, for the duration of the Scene the Target's [Initiative] is reduced to zero. The Target may remove this penalty by using a Minor Action. Attacks that use this Power cannot deal damage. This Power may be used (LV) times per Scenario.

Tyrant's Arm

Max LV: 1 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Have an enemy trip by having gravity pull in a horizontal direction, which makes him bow down on the very ground before you.

If an attack that uses this Power hits its target, the Target receives the Bad Status Rigor.

Rollback

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

Instantly recover from a setback.

Declare right after receiving a Bad Status. The User may remove up to (LV) number of any Bad Statuses other then Berserk. User chooses which Bad Statuses are removed. This Power may be used even when afflicted with Pressure and may only be used once per Round.

Repulsion Field

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

Surround the target with a protective repulsion field.

Declare right before HP damage is applied to the Target. The Target's (expected) HP damage is reduced by – [1D + [LV x 2]] points. This Power may only be used once per Round.

Rampart of the Void

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

Create a powerful gravity field shield around one's Evil Eye that will stop incoming attacks and doom them to the void.

For the duration of the Round, the User receives a + [LV x 3] [Guard] stat bonus.

Gravity Guard

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

Utilize a gravity field like a black hole to pull down incoming objects and stop attacks.

Declare when Guarding. For the duration of the Guard, the User receives a + (LV) D [Guard] stat bonus.

Fiend's Shield

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

Use repulsion waves and its power over all things to weaken the attacks of enemies.

Declare when Guarding. For the duration of the Guard, the User receives a + [LV x 10] [Guard] stat bonus. This Power may only be used once per Scene.

Dark Spiral

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

Use gravity to "twist" anything that touches you.

Declare when Guarding against melee attacks. The attacking character receives [LV x 5] HP damage. This Power may only be used once per Round.

Repulsion Arrow

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

Create a repulsion wave-emitting Evil Eye and use it to fire rocks, nails, and other small objects.

The User creates and equips a weapon that lasts for the duration of the Scene. Its data is as follows:

Type: Ranged **Skill:** <Ranged>
Acc: -1 **Atk Power:** +[LV x 2]
Guard: - **Range:** View

Demon's Shadow

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 5 **Restrict:** 80%

Create a gravity field that will stop enemies in their tracks.

Perform a ranged attack. If the attack hits its target, the Target will be unable to roll an Reaction check against the next attack he will take. Attacks that use this Power cannot deal HP damage.

Time Freeze

Max LV: 1 **Timing:** Initiative
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** 80%

Create an area where time is frozen.

The User may perform his Main Process during the Initiative Process. This Main Process does not make the User enter the Post-Action state and can be performed even if the User is already in Post-Action. However, the User loses 20 HP at the end of this Main Process.

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

Time Casket

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 10 **Restrict:** 100%

Interfere with an opponent's actions by temporarily stopping time, creating a chance that while is small could lead to victory.

Declare right before the Target performs a check. That check automatically fails. This Power cannot be used against checks that automatically succeed or actions that do not require check. This Power may only be used once per Scenario.

Pagan God's Heart

Max LV: 3 **Timing:** Major
Skill: : Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 4 **Restrict:** 100%

Squash a target to death by increasing the local gravity to several hundred times the strength of normal earth gravity.

If an attack that uses this Power hits its target, for the duration of the Round the Target receives a -[LV x 3] dice penalty towards all his checks. The Target may remove this penalty by using a Minor Action.

Black Hole Summoning

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4D10 **Restrict:** 120%

Create a black hole that will suck in any incoming attacks and will essentially act as a glorious void that protects you from injury.

Declare right before HP damage is applied to the User. Reduce that HP damage to zero. This Power may only be used once per Scenario.

Black Hole Destruction

Max LV: 5 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Area(Select) **RNG:** View
Encroach: 4D10 **Restrict:** 120%

Allow one's Evil Eye to run wild and develop into a black hole that sucks everything in. All things will disappear into the depths of the phenomenon.

Target receives [LV + 5] D worth of HP damage. This Power requires no check and thus cannot be Reacted against. This Power may be used (LV) times per Scenario and cannot be combined with other Powers.

Black Hole Gate

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** Pure

Change the distance between two points by warping space with a powerful gravity well.

With this Power, the User will be able to target characters that are in his Engagement with Powers that normally forbid such close-range targeting. In addition, attacks that use this Power receive a + [LV + 1] dice bonus.

Cosmic Inflation

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** -
Target: Area(Select) **RNG:** -
Encroach: 2 **Restrict:** Pure

Invert the energy that fills the air and use it to increase the area Powers can affect. All phenomenon will be under your control.

Attacks that use this Power are modified to [**Target:** Area (Select)]. This Power may be used (LV) times per Scenario.

Simple Powers: Balor

These are the Simple Powers for the Balor Syndrome. With control over gravity, a person can twist space to cross great distances in an instant or change gravity's vector, allowing him to walk on walls and air.

Stick

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

Change the direction of gravity so that nothing "falls" out of one's hand. Even when hanging upside down in the air, champagne will not spill from its glass. One can also force his hair and sleeves to "hang" in any direction. This Power cannot be used during battle.

The Emperor's Time

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

Slow down the flow of time in the surrounding area, so that one could read, play or research at a leisurely pace and without any distractions. This Power cannot be used during battle, rushed tasks or any kind of situation where the user would be stressed.

Dimension Gate

Max LV: 1 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** Close
Encroach: 3 **Restrict:** -

Warp space and create a gate that leads to a place that the user knows. This gate may take the form of the door that can be permanently set used by other characters. This Power cannot be used during battle, urgent situations or any kind of situation where the user would be stressed. The GM may forbid the use of this Power if he wishes.

Time Sorcerer

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

Change the flow of time around an object so that it ages at a different pace. This Power targets inanimate objects like buildings and vases. Live beings that are unwilling cannot be affected. With this Power, buildings may be ruined, art may be discolored, and drying or fermentation times may be shortened.

Deflection Sensory

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

By being aware of gravity's deflection, one can sense where people are in his surrounding area and what direction they are moving in. If the User wishes to find a hidden person with this Power, he must perform a <Perception> Opposed check.

Pocket Dimension

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

Warp space to create a dimension in an unusual area. With this Power, an entire floor can be created between the floorboards or two existing floors, or a gym-sized recreation room can be created within a drawer. If someone attempts to find a character that is hiding in this dimension, he must perform a <Perception> Opposed check with that character.

Tyrant's Throne

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

Manipulate gravity so that one floats while moving. Moving at a leisurely pace without being fettered by gravity is the mark of a true tyrant. Since sudden movements cannot be done while using this Power, the User cannot use this Power to gain Flight during battle.

You are looking at a hundred million volts and one gigajoule of pure energy.
This is lightning.
BLACK DOG

**Lightning is Heaven's hammer of judgment.
Unfortunately, these times have not seen a god or
righteous judgment.**

**As such, my mission is to act in god's steed and punish evil.
I will be the goddess of retribution Nemesis
and destroy all Double-Crossers.**

- "Doomsday," before his ninety-ninth judgment.

The King of Lightning and Apostle of Steel

This Syndrome is characterized by the ability to gather and shoot bio-electricity, the kind of electricity that exists in all organisms. While normally impossible with normal lifeforms, Overeds with this Syndrome grow special "power plant cells" that produces and controls large amounts of electricity.

By regulating this bio-electricity, an Overed can also control machinery. A machine can be operated hands-free as long as the nerves and machine are in contact. This ability has led to mechanical implants that can be controlled with the mind. Various pieces of equipment have been developed for this Syndrome, making Black Dog the most researched Syndrome.

The name of this Syndrome is a reference to a black dog of English legend that always appears with lightning.

Power Data: Black Dog

The Black Dog Syndrome can manipulate lightning. Powers in this section allows a person to strengthen weapons by surrounding it with lightning. In addition to offensive Powers, there are also support Powers as well. Black Dog defeats enemies by switching to and using the most efficient attack method.

Weapon Link

Max LV: 3 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Raise proficiency with a weapon my directly connecting one's nerves to it.

Checks that use this Power receive a + (LV) dice bonus.

Attack Program

Max LV: 5 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Install an attack-support program into a weapon.

The accuracy checks of attacks that include this Power receive a + [LV x 2] score bonus.

Ionocraft

Max LV: 5 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 1 **Restrict:** -

Achieve flight through the ionocraft effect.

Temporarily gain Flight and perform a Move. The User can travel an extra [LV x 2] meters with this Move.

Cyber Leg

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

Mechanize one's legs.

User's Move distance is increased by + [LV x 2] meters. Note that this bonus will also change Dash distance. The User will now be able to Break Away from Engagements with a Move. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 3 when this Power is acquired.

Lightning's Blessing

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

Increase one's internal stock of electrical power over time.

For the duration of the current Main Process, all of the the User's checks that use a Black Dog Power receive a + (LV) dice bonus.

Acceleration Mechanism

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

Instantly increase one's response time and take the initiative.

For the duration of the Round, the User receives a + [LV x 4] [Initiative] bonus.

Electromagnetic Induction

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

Make an attack more accurate with an electrical current pathway.

For the duration of the current Main Process, all Reactions against any of the User's attacks that use a Black Dog Power receive a - (LV) dice penalty.

Lightning Fang

Max LV: 5 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Make a weapon more difficult to dodge by running an electric current through it.

Dodge checks against an attack that use this Power receive a – (LV) dice penalty.

Electrical Convergence

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

Increase the force of Powers by merging multiple electrical attacks together.

For the duration of the current Main Process, any of the User's attacks that use a Black Dog Power receive a +5 Atk. Power bonus. This attack must target only a single character. This Power may be used (LV) times per Scene.

Lightning Attack

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Make a weapon more powerful by enveloping it with lightning.

Attacks that use this Power receive a + [LV x 2] Atk. Power bonus.

Liberating Lightning

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4 **Restrict:** -

Use electricity to energize the body and awaken latent potential.

The Target's next Major Action check will receive a -1 Critical Value bonus (Min. 6) and a + [LV x 2] Atk. Power bonus.

Thor's Hammer

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** View
Encroach: 3 **Restrict:** -

Attack with a large lightning bolt.

Perform an [Atk. Power: +6] ranged attack. This attack cannot target characters that are in the User's Engagement. This Power may be used (LV) times per Scenario.

Lightning Spear

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 2 **Restrict:** -

Fire stored-up electricity at a target.

Perform an (Atk. Power: {[LV x 2] + 4}) ranged attack. Checks that use this Power receive a -1 die penalty. This attack cannot target characters that are in the User's Engagement.

Stun Bolt

Max LV: 1 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 3 **Restrict:** -

Knock out a target with an electric attack.

If an attack that uses this Power deals at least one point of damage, the Target receives the Bad Status Dazed.

Residual Lightning

Max LV: 5 **Timing:** Major
Skill: <Ranged> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Deal continuous damage after performing a single strike.

Perform a ranged attack. If the attack hits its target, the Target receives the Bad Status Taint. Taint's rank is equal to this Power's current level.

Lightning Prison

Max LV: 3 **Timing:** Major
Skill: :<RC> **DFCLTY:** Opposed
Target: Area (Select) **RNG:** Close
Encroach: 2 **Restrict:** -

Restrain a target by electrifying the air.

Perform a ranged attack. If the attack hits its target, the Target receives the Bad Status Rigor. This Power may be used (LV) times per Scene.

Invisible Minion

Max LV: 1 **Timing:** Reaction
Skill: <RC> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Take control of nearby metal objects and use them to block or push away a target's attack.

During checks that use this Power, the User can Dodge.

Ball Lightning Shield

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

Protect a target by surrounding him with ball lightning.

Declare when Guarding. For the duration of the Guard, the User receives a +[LV x 2] [Guard] stat bonus.

Magnetic Barrier

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

Surround one's self with a magnetic forcefield and utilize its repulsive properties for defense.

Declare when Guarding. For the duration of the Guard, the User receives a + (LV) D [Guard] stat bonus.

Electromagnetic Wall

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

Stop attacks with a powerful electromagnetic forcefield.

Declare when Guarding. For the duration of the Guard, the User receives a +4D [Guard] stat bonus. This Power may only be used once per Scene.

Magnet Force

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

Protect someone by repulsing an attack away.

Declare before a Damage roll. User performs a Cover. This Cover does not make the User enter the Post-Action state and can be done even if he is already in the Post-Action state. This Power may only be used once per Main Process.

Metal Fusion

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

perform an emergency fix by fusing one's electricity-producing cells with nearby metal objects.

Recover {(LV)D + [Sense]} HP. This Power may only be used once per Scene.

Awakening Electricity

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 5 **Restrict:** -

Revive a target with an electric shock.

The Target recovers from Incapacitation with 1 HP, but will receive +5 to his Encroachment Rate. This Power may be used (LV) times per Scenario.

Cyber Arm

Max LV: 10 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

Mechanize one's arm.

Modify the user's Fists to the following data:
Type: Melee **Skill:** <Melee>
Acc: 0 **Atk Power:** + [LV+3]
Guard: 5 **RNG:** Close

This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 3 when this Power is acquired.

Lightweight Customization

Max LV: 1 **Timing:** Constant
Skill: - **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

Mechanize your body and customize it for physical tasks.

[Body] and [Sense] checks receive a +1 die bonus. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 2 when this Power is acquired.

Weapon Installation

Max LV: 3 **Timing:** Constant
Skill: - **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

A Power that allows for weaponry to be installed inside the body.

Select one weapon that costs [LV x 5] Stock points or less. The selected Item is acquired and Stocked by the User and can be equipped and unequipped during the Initiative Process. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 2 when this Power is acquired.

Hard-Wired

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

This Power represents one's mechanized body.

Select (LV) number of Black Dog only Items from Pg 248 and Stock them. If the GM permits it, the User may switch out Items during the Pre-Game. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 4 when this Power is acquired.

Pain Editor

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

Electronically control one's sense of pain and its receptors.

The User receives a + [LV x 5] Max HP bonus. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 3 when this Power is acquired.

Steel Horse

Max LV: 5 **Timing:** Major/Reaction
Skill: <Ride:> **DFCLTY:** Auto
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Operate and move a vehicle using electricity and magnetism.

Checks that use this Power receive a + (LV) dice bonus.

Third Watch

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

Use of surveillance equipment to scout an area.

Declare when entering a Scene. The User will not enter the Scene but will instead watch the situation unfold through the use of surveillance equipment. The User will increase his Encroachment Rate as normal. GM may forbid the use of this Power, in which case the User does not increase his Encroachment Rate for an attempted use.

Max Voltage

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 4 **Restrict:** 80%

Enhance an attack by amplifying internal electrical currents.

Attacks that use this Power receive a +10 Atk. Power bonus and a -1 die penalty. This Power may be used (LV) times per Scenario.

Barrier Cracker

Max LV: 3 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 4 **Restrict:** 80%

Negate defenses.

The Target cannot Guard against an attack that uses this Power. If a character Covers for the target, he cannot calculate damage as if he Guarded. In addition, ignore the target's [Armor] stat when calculating damage. This Power may be used (LV) times per Scenario.

Full Installation

Max LV: 3 **Timing:** Initiative
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** 100%

Maximize the speed of nerve relays by increasing the body's produced bio-electricity amount.

For the duration of the Round, all of the User's checks receive a + [LV + 3] dice bonus. This Power may only be used once per Scene and cannot be combined with other Powers.

Poltergeist

Max LV: 1 **Timing:** Minor
Skill: : - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4 **Restrict:** 100%

Remotely control weapons with electromagnetism.

The User selects one weapon he possesses. For the duration of the Scene, the user receives a + [Selected weapon's Atk. Power] Atk. Power bonus. The selected weapon is immediately destroyed.

Electromagnetic-Response Armor

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 10 **Restrict:** 120%

Instantly create an electromagnetic barrier that weakens an attack.

Declare before HP damage is applied to the User. Reduce the (expected) HP damage by -20 HP. The effect of this Power accumulates when used several times for one HP damage total. This Power may be used (LV) times per Scenario.

Self-Destruct Mechanism

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Area **RNG:** Close
Encroach: 4D10 **Restrict:** 120%

Activate an internal detonator.

Declare after HP reaches zero. Deal [LV + 2] D worth of HP damage to targets. This Power does not have a check and thus targets cannot React against it. This Power may only be used once per Scenario.

Avatar of Thunder

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

Go past your body's limit and force your electro-cells to produce a lightning attack.

Attacks that use this Power receive a + (Max HP – Current HP) Atk. Power bonus. The User's HP is reduced to zero at the end of his Main Process. This Power may be used (LV) times per Scenario.

Flashing Plasma

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

Release an electrical discharge into the surrounding area.

Ranged attacks that use this Power are modified to [**Target**: Scene(Select)] and [**RNG**: View]. The attack's check will receive a – [5 – LV] dice penalty (Min. penalty of zero). This Power may only be used once per Scenario.

Simple Powers: Black Dog

These are the Simple Powers for the Black Dog Syndrome. Black Dog can use its control over electricity to manipulate all kinds of electronics. With this ability, one can search for information or cover it up.

Tapping&On-Air

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

Receive wireless transmissions or broadcast images and sounds. One can also receive and transmit information through wired systems by touching a cable. If the GM feels it is necessary, he may require a <RC> check for this Power.

Short

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

Overload any electrically-powered machine to temporarily disable or outright destroy it. If the GM feels it is necessary, he may require a <RC> check for this Power.

Secret Pocket

Max LV: 10 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

Hide a small object somewhere on one's body. Hide up to (LV) number of [**Type:** Other] Items. If a person attempts to find the hidden items, that character and the User must perform a <Perception> Opposed check. Also, the GM may forbid an Item from being hidden if he feels it cannot be hidden properly.

Security Cut

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

Kill the security system of a building or release electronic locks. If the GM feels it is necessary, he may require a <RC> check for this Power.

Radio Wave Jamming

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

Block all communications and radars in the area by disrupting radio waves. Cellphones, transceivers, wireless LANs, shortwave communications, and whole areas of a radar will be rendered useless. If the GM feels it is necessary, he may require a <RC> check for this Power.

Electronics Master

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

Read and write any type of electronic storage medium, such as DVDs or hard drives, without the use of an electronic device. If the GM feels it is necessary, he may require a <RC> check for this Power.

Human Power Plant

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

Operate one's electricity-producing cells at full capacity to power any machine that one is touching. Unplugged machines can be operated in this situation. If the GM feels it is necessary, he may require a <RC> check for this Power.

I swear, on my blood and honor...
I *will* defeat you.
BRAM STOKER

"Come forth, my noble blood!"

A rapier instantly appeared in my hand. It is red with a golden shimmer. This blood is the representation of the duelist's code that I have put upon myself.

"I swear on my blood and pride, I will defeat you."

- Kirie "Sword Lord" Kasuga, making a resounding declaration at the duelist's ring.

My Blood is the Source of Life

This Syndrome grants the ability to control blood. Blood can be used as bullets, transformed into melee weaponry and armor, or be modified to speed up the body's healing process. Those that see these powers are reminded of the vampires of legend.

Overeds that display this Syndrome are able to manipulate blood that has left their body, but only if that blood is within a certain distance and was recently spilled. One of the more unique uses of this Syndrome involves the creation of "Servants," mindless beings that follow the bidding of the person whose blood they were born from. It is also possible for an Overed to modify the composition or DNA of blood and use it to heal others.

As you may have already realized, this Syndrome is named after the author of the nineteenth century work Dracula. This naming is quite appropriate for a Syndrome that uses blood to make servants.

Power Data: Bram Stoker

The Bram Stoker Syndrome bestows the ability to manipulate blood. Overeds can use this ability to directly attack enemies with blood, create weapons, or form special characters called "Servants." At the cost of their very life force, Bram Stoker Overeds become fearsome hunters.

The Thirsting Lord

Max LV: 5 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: Single **RNG:** Close
Encroach: 4 **Restrict:** -

The user steals fluid from the enemy to heal himself.

Melee attacks that use this Power ignore the Target's [Armor] stat when calculating damage. If the attack hits, the User recovers [LV x 4] HP. This attack must be done with Fists.

Scarlet Blade

Max LV: 10 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 1 **Restrict:** -

Turn one's spilled blood into a blade and fire it at a target.

Perform an {Atk. Power: + [LV + 1]} ranged attack.

Blood Bullet

Max LV: 5 **Timing:** Major
Skill: <Ranged> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

The user's blood is used to coat bullets and arrows, enhancing their attack power.

Ranged attacks that use this Power receive a + [LV x 2] Atk. Power bonus. At the of the Main Process, the User loses 2 HP.

Blood Relations

Max LV: 10 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 1 **Restrict:** -

This Power allows the user to exert a higher precision of control over blood.

Any attack that uses this Power receives a + (LV) Atk. Power bonus.

Blood Control

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

With this Power, the User is capable of greater actions through more precise control of blood flow.

During the current Main Process, any check that uses a Bram Stoker Power receives a + (LV) dice bonus.

Bloody Attack

Max LV: 5 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

The User can manipulate spilled blood in a surprise attack.

Melee attacks that use this Power receive a + [LV + 1] dice bonus. At the end of the Main Process, the User loses 2 HP.

Destructive Arrow

Max LV: 5 **Timing:** Major
Skill: <Ranged> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Better control bullets and arrows by first dipping them in blood.

Ranged attacks that use this Power receive a + [LV + 1] dice bo-nus. At the end of the Main Process, the User loses 2 HP.

Bloody Banquet

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: Area(Select) **RNG:** -
Encroach: 3 **Restrict:** -

Increase an attack's effective range by spreading more blood.

Attacks that use this Power are modified to [**Target:** Area(Select)]. This Power may be used (LV) times per Scenario.

Blood Wedge

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** Close
Encroach: 1 **Restrict:** -

Stop the enemy by shooting blood into his body.

Perform a ranged attack. If the attack hits its target, for the re-mainder of the Round the Target receives a Move penalty of – [LV x 2] meters. The lowest that Move can be reduced to is zero. Note that this penalty will also change Dash distance.

Scarlet Death

Max LV: 3 **Timing:** Major
Skill: <Ranged> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Use arrows and bullets that have been dipped in one's blood to weaken the target's armor.

If a ranged attack that uses this Power deals at least one point of damage, for the remainder of the Scene the Target will receive a – [LV x 3] [Armor] stat penalty. At the end of the Main Process, the User loses 3 HP.

Bloody Net

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** View
Encroach: 2 **Restrict:** -

Capture and restrain enemies with a net made from one's own blood.

Perform a ranged attack. If the attack hit its target, the Target receives the Bad Status Rigor. This Power may be used (LV) times per Scene.

Corrosive Red

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 1 **Restrict:** -

Shoot blood into an enemy and destroy him from the inside.

Perform a ranged attack. If the attack hits its target, the Target receives the Bad Status Taint. Taint's rank is equal to this Power's current level.

Immortal's Grace

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

The User heals himself by concentrating platelets and white blood cells around his wounds.

The User will recover {(LV) D + [Body]} HP. This Power may be used outside of battle, but only once per Scene.

Hell's Coffin

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

Reboot the body by deliberately stopping the heart and going into a state of suspended animation.

This Power can be used even if afflicted with Pressure. Declare right after the User receives a Bad Status. The User will recover from one Bad Status. However, Berserk cannot be removed in this way.

Embrace

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

Revive the dead by transfusing one's own blood.

This Power has no effect on Overds. The Target recovers from Death with 1 HP. However, this effect may cause the person to awaken as an Overed. Consult with the GM for more details.

Ruler of the Bloody River

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

Manipulate the flow of blood to stop blood loss.

Declare right after HP damage that the User will take has been calculated. Reduce (expected) HP damage by - {1D + [LV x 2]}.

Corpse

Max LV: 1 **Timing:** Reaction
Skill: <Will> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Negate an attack by temporarily stopping one's heart. No matter what the attack is, it will have no effect on a corpse.

During checks that use this Power, the User may Dodge.

Crimson Sword

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

This Power creates a melee weapon from blood. The User determines the appearance of the weapon.

The User pays up to [LV x 3] HP. Create and equip a weapon that lasts for the remainder of the Scene. Its data is as follows:

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk Power:** + [Spent HP] + 2
Guard: 0 **Range:** Close

Blood of Destruction

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

Enhance the effects of «Crimson Sword» by energizing the used blood.

Combine with «Crimson Sword». The weapon created from «Crimson Sword» receives a + [LV x 2] Atk. Power and a +3 [Guard] stat bonus. When this Power is used, the User loses 2 HP.

Crimson Armor

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

Create armor from blood. The item may take on any appearance.

The User pays up to [LV x 3] HP. Create and equip an armor that lasts for the remainder of the Scene. This will replace any currently equipped armor. Its data is as follows:

Type: Armor **Dodge:** 0
Initiative: 0 **Armor:** [Spent HP] + 3

Red Servant

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

Create a Servant.

Create a Servant, which will appear in the User's Engagement. The Servant's Base Stats are all 3 and has [[LV x 5] + 10] Max HP. Only one Servant can be created per Scene and only lasts for the duration of the Scene. While a Servant exists, the User receives a -3 dice penalty towards all checks. Refer to Pg 307 for detailed rules.

Blood Bonds

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

Maintain a Servant for an extended period of time.

Combine with «Red Servant». Servants created from «Red Servant» will continue to exist until the end of the Scenario. This Power may be used (LV) times per Scenario.

The Undead's Doll

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

Transform a Servant.

Combine with «Red Servant». Select a person. The created Servant will be a perfect copy of the selected person, having not only his appearance and voice, but also his behavioral traits. If someone attempts to see past the disguise, that character and the Servant must perform a <Perception> Opposed check.

The Voiceless

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

This Power allows one to create more Servants.

The number of creatable Servants per Scene is increased by + (LV) units. This Power cannot receive the Encroachment Rate level bonus. The User's Base Encroachment Rate increases by 7 when this Power is acquired.

Cross Attack

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Use a Servant in a diversion.

The User must have a created Servant in order to use this Power. The User selects one Servant that he created and is still in the Pre-Action state. The selected Servant enters the Post-Action state. Dodge checks against an attack that use this Power receive a – [LV x 2] dice penalty.

Blood Warhorse

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

Mount a Servant and make its powers one's own.

The User selects one of his created Servants and removes it from the game. For the remainder of the Scene, the User character himself may use any [**Restict:** Servant] Powers he has acquired.

The Wise

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

Give Servants the intelligence to use Items.

The User's Servants will be able to use and equip normal Items on top of Servant-only Items. This Power cannot receive the Encroachment Rate level bonus. The User's Base Encroachment Rate increases by 3 when this Power is acquired.

Red River Valet

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

Create stronger Servants.

The User's Servants will receive + (LV) points to all Base Stats. This Power cannot receive the Encroachment Rate level bonus. The User's Base Encroachment Rate increases by 7 when this Power is acquired.

Life Blood

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

This Power represents the strong life force of one's Servants.

Created Servants receive a + [LV x 5] Max HP bonus. This Power cannot receive the Encroachment Rate level bonus. The User's Base Encroachment Rate increases by 2 when this Power is acquired.

Loyalty to the Master

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

Have a special Servant enter a Scene.

Declare when entering a Scene. An Extra-type Servant NPC will enter the Scene in the User's place. The User will increase his Encroachment Rate as normal. The Servant's senses are linked to its master and can converse with him, but it cannot fight and will immediately exit the Scene if it takes damage. This Power cannot be combined with other Powers.

Blood Burn

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 4 **Restrict:** 80%

With this Power, the User turns his blood into energy for attacks.

Any attack that uses this Power receives a + (LV x 4) Atk. Power bonus. At the end of the Main Process where this Power was used, the User loses 5 HP.

Sealing Curse

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 2 **Restrict:** 80%

Halt the enemy by shooting blood into his body.

If an attack that uses this Power hits its target, the Target's next check receives +1 Critical Value penalty. This Power may be used (LV) times per Scenario.

Ancestral Bloodline

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Auto
Target: - **RNG:** -
Encroach: 4 **Restrict:** 100%

Transfer a larger amount of blood to attacks.

Checks that use this Power receive a + [LV x 2] dice bonus. At the end of the Main Process where this Power was used, the User loses 3 HP.

Army of Fools

Max LV: 3 **Timing:** Major
Skill: : - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** 100%

Instantly create multiple Servants.

This Power cannot be used if the user has not acquired «The Voiceless».

Combine with «Red Servant». Create + (LV) more Servants at once. User cannot exceed his limit on creatable Servants when using this Power.

Eternal Life

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

This Power grants immortality.

Declare when the User becomes Incapacitated. The User will recover from Incapacitation with [LV x 10] HP. This Power may only be used once per Scenario.

Night Devil's Domain

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 20 **Restrict:** 120%

Easily move at superhuman speeds by perfectly regulating the body's blood flow.

Declare after completing a Main Process. The User returns to the Pre-Action state. However, for the remainder of the Round his [Initiative] is reduced to zero. This Power may only be used once per Round and only (LV) times per Scenario.

Genes of Destruction

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 6 **Restrict:** Pure

An enemy's telomeres can be instantly aged with this Power.

Declare when the User receives one or more points of damage from the Target. The Target receives [LV x 10] HP damage. This Power may only be used once per Scenario.

Scarlet King

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

Use blood more efficiently.

Bram Stoker Powers with "User loses (x)HP" in its text will have that HP penalty reduced by – (LV) points (Min. penalty is zero). This Power cannot receive the Encroachment Rate level bonus. The User's Base Encroachment Rate increases by 3 when this Power is acquired.

Power Data: Data: Servants

The following Bram Stoker Powers for Servants. While it is the player character who acquires these Powers, only the characters that are created through «Red Servant» can actually use them.

Dance of the Mindless

Max LV: 5 **Timing:** Reaction
Skill: : <Dodge> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** Servant

Make a Servant dodge an attack. The lifeless and mindless Servants will be able to dodge by twisting in inhuman ways.

Dodge checks that use this Power receive a + (LV) dice bonus.

Monstrous Cannonball

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: Area(Select) **RNG:** -
Encroach: 3 **Restrict:** Servant

Make a Servant attack multiple targets. Even if surrounded by a thousand enemies, the Servant will be able to exterminate them all.

Attacks that use this Power are modified to [**Target:** Area(Select)]. This Power may be used (LV) times per Scene.

Mock Hunter

Max LV: 5 **Timing:** Major
Skill: : <Ranged> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** Servant

Make a Servant perform a ranged attack.

Ranged attacks that use this Power receive a + (LV) dice bonus.

Mock Swordsman

Max LV: 5 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** Servant

Make a Servant perform a melee attack.

Melee attacks that use this Power receive a + (LV) dice bonus.

Fool's Equipment

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

During the Pre-Game, select (LV) number of Servant-only Items(Pg 249). Servants will have the selected Items Stocked when they are created and may equip or use them. This Power cannot receive the Encroachment Rate level bonus. The User's Base Encroachment Rate increases by 4 when this Power is acquired.

Bat Wings

Max LV: 1 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** Servant

This Power represents a Servant's ability to fly.

Created Servants will naturally have Flight. If Flight is somehow negated, a Servant can return to the air by using a Minor Action. This Power cannot receive the Encroachment Rate level bonus. The User's Base Encroachment Rate increases by 3 when this Power is acquired.

Moonless Night's Curse

Max LV: 3 **Timing:** Major
Skill: : <RC> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** Close
Encroach: 2 **Restrict:** Servant

Make a Servant self-destruct.

Preform an {Atk. Power: +[LV x 5]} ranged attack. Servants that use this Power are removed from the game at the end of their Main Process.

Simple Powers: Bram Stoker

These are the Simple Powers for the Bram Stoker Syndrome. This Syndrome offers may Powers that allows a person to create and mobilize Servant Extras, as well as gather information from blood. In addition, a healthy body can be maintained by manipulating the internal blood supply.

Fragrant Fresh Blood

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

Track down a person or a group by following the unique scent of their blood. If the GM feels it is necessary, he may require a <Perception> check for this Power.

Devoted Gears

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

Calmly preform complex tasks by maintaining perfect control over one's heart beat and blood flow. With this Power, photo-realistic sketches and brain surgery will become easy tasks. If the GM feels it is necessary, he may require a check that uses the proper Skill.

Bloodletting

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

Maintain a youthful appearance and good health by regularly removing polluted, old blood from the body. The now fresh blood will ensure a person will have a brillliant and elegant appearance, even if he spends all of his time indoors.

Blood Sculpture

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

Create a sculpture using blood. The sculpture may be any appearance and color that the User wants. However, the sculpture will be lost at the end of a Scene. If the GM feels it is necessary, he may require an <Art: Sculpture> check for this Power.

Life Representative

Max LV: 1 **Timing:** Constant
Skill: : - **DFCLTY:** Auto
Target: Refer **RNG:** Refer
Encroach: - **Restrict:** -

Create a special Servant that will carry out all of one's daily tasks, such as school, work, housework, government applications, bills and so forth. This Servant will look just like the User, but it will be treated as an Extra. Thus, it cannot join a battle. This Servant does not count towards «Red Servant»'s limit.

The Emperor's New Clothes

Max LV: 10 **Timing:** Constant
Skill: : - **DFCLTY:** Auto
Target: Refer **RNG:** Refer
Encroach: - **Restrict:** -

Surround one's self with Servants that will act as admirers. This entourage is utterly loyal and will constantly praise and worship the User without question. This Power will create [LV x 10] Servants at once. These Servants are Extras and thus cannot join a battle. These Servants do not count toward «Red Servant»'s limit.

Blood Reading

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

Gather information from blood or other bodily fluids such as tears. One will be able to figure out information such as the person's gender, age and what emotions he was feeling at the time the fluid was shed. If the GM feels it is necessary, he may require a <Perception> check for this Power.

...Holy crap.
What is this!?
CHIMAERA

Check out this face.
People would run away in fear if they see this.

Check out this arm. This thing can easily rip you apart.

...I know how this looks, but I want you to believe me.
I'm me. I'm not a monster. I'm human!

- A certain Overed, before being hunted down.

The Awakened Beast

This Syndrome transforms an Overed's body parts into the body parts of bugs or animals. It is also possible for wings, tails, a third arm, and other non-human body parts to grow out of the body.

The Chimaera Syndrome also bestows superhuman strength on top of its transformations. In the past, an eight year old child that displayed this Syndrome was able to easily lift a van with one hand. When it comes to this kind of brute force, the Chimaera Syndrome is one of the best Syndromes.

This Syndrome's name is a reference to a beast from Greek mythology. This mythical beast had the head and front legs of a lion, the body and rear legs of a goat, a snake for a tail, and a goat head sticking out of its body. The name of a beast that is made up of several different animal parts is most appropriate for this Syndrome.

Power Data: Chimaera

The Chimaera Syndrome enhances a person's body. Powers listed in this section increases an Overed's battle options by allowing him to grow wings or blow away their enemies with brute force. These options will allow Chimaera Overeds to exercise their amazing destructive powers in any situation.

Hunting Style

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

The User takes the form of a hunting carnivore and closes in on his prey.

Perform a Move. User may also choose to Break Away. The User may choose not to stop when moving into another Engagement and can ignore any Blockades. This Power may be used (LV) times per Scene.

Centaur Legs

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

Increase agility and mobility by changing one's legs into a form that's more suited for movement.

For the duration of the Scene, the User receives a + [LV x 5] meter bonus to his Move. Note that this bonus will also change Dash distance. This effect may be removed at any time by using a Minor Action.

Beast Eyes

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

Use sharp animal senses to detect even the smallest of changes in the area.

For the duration of the current Main Process, the User's Major Actions can target characters with Stealth.

Complete Therianthropy

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

Completely transform your body into a battle form

For the duration of the current Scene, the User receives a + [LV + 2] dice bonus towards all [Body] checks. As long as this is in effect, no Items other then Fists can be used or equipped.

Intelligent Beast

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

Maintain the ability and intelligence needed to use human tools when in full battle form.

Use in conjunction with «Complete Therianthropy». Even if «Complete Therianthropy» is in effect, the User can use and equip Items as normal.

Hawk Wings

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

Grow feathers and acquire the ability to fly.

For the duration of the current Scene, the User acquires Flight and a + (LV) dice bonus towards Dodge checks. Flight may be removed with a Minor Action. To return to Flight, use a Minor Action once more.

Sky's Ruler

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Utilize the aerial mobility of a hummingbird and the super speed of a falcon in unique aerial combat.

This Power can only be used while in Flight. Attacks that use this Power receive a + [LV x 2] Atk. Power bonus. If the attack deals at least one point of damage, the Target loses Flight.

Eye of Argos

Max LV: 3 **Timing:** Major /Reaction
Skill: <Perception> **DFCLTY:** -
Target: - **RNG:** -
Encroach: 1 **Restrict:** -

Enhance perception by changing one's eyes to have animal-like qualities.

Checks that use this Power receive a + (LV) dice bonus.

Beast's Strength

Max LV: 5 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: Single **RNG:** Weapon
Encroach: 2 **Restrict:** -

This Power grants the user inhuman attack strength.

Any melee attack that uses this Power gains a + [LV x 2] Atk. Power bonus.

Nameless Blade

Max LV: 10 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 1 **Restrict:** -

Change one's hands into sharp blades.

Attacks that use this Power receive a + [LV + 1] Atk. Power bonus. However, the attack must be done with the User's Fists.

Lock On

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -

Lock onto a target and get ready to attack.

During the current Scene, any attack against the Target gains a + [LV x 3] Atk. Power bonus. This bonus does not apply for attacks that target multiple characters.

Ogre's Attack

Max LV: 5 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Use brute force to break past an enemy's defenses.

Melee attacks that use this Power deal + [LV x 5] more HP damage to Guarding characters.

Flying Debris

Max LV: 5 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: Single **RNG:** 20M
Encroach: 2 **Restrict:** -

Throw nearby objects at an enemy with superhuman strength.

Melee attacks that use this Power are modified to [RNG: 20M]. Atk. Power is locked at +4 and the Atk. Power of equipped weapons cannot be added. The User cannot target characters that are in his Engagement. This Power may be used (LV) times per Scene.

Blow Away

Max LV: 5 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: Single **RNG:** Weapon
Encroach: 3 **Restrict:** -

Blow enemies away with amazing physical strength.

If an attack that uses this Power deals at least one point of damage, the Target Moves [LV x 2] meters away from his Engagement. The Target may Break Away with this Move. User decides how and where the target will Move.

Wall of Malice

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 2 **Restrict:** -

Release the intimidating malice of the beast.

Declare when the User becomes the target of a melee attack. For the duration of the current Main Process, the Target receives a – [LV x 3] Atk. Power penalty. This Power may only be used once per Round.

Hell Beast's Roar

Max LV: 3 **Timing:** Auto
Skill: :- **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4 **Restrict:** -

Place pressure on the enemy by releasing a roar.

Declare right before the target performs a check. That check receives a - (LV) dice penalty. This Power may only be used once per Round.

Beast's Malice

Max LV: 3 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Slow down an opponent's movements by delivering a murderous attack.

Dodge checks against an attack that uses this Power receive a - (LV) dice bonus.

Grapple

Max LV: 5 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Grab a target and forcefully hold him down.

If a melee attack that uses this Power deals at least one point of damage, the Target will receive a –[LV x 5] [Guard] stat penalty for all Guards during the Round.

Boa Tail

Max LV: 1 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Grow a tail and attack with it.

Perform a melee attack. If the attack hits its target, the Target receives the Bad Status Rigor.

Giant's Life Force

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

This Power represents a person's extremely tough body.

The User receives a + [LV x 5] Max HP bonus. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 3 when this Power is acquired.

Steel Body

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

Use brute strength to forcefully close wounds.

The User recovers {(LV) D+ [Body]} HP and recovers from all Bad Statuses other then Berserk.

Beast's Pride

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

Use one's instincts and pride as a beast to overcome adverse effects.

Declare when Guarding. For the duration of the current Main Process, the User will not receive any new Bad Statuses and temporarily negates the effects of any current Bad Statuses. This Power may be used (LV) times per Scene.

Battle Instinct

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

Utilize one's strong battle instinct to beat back any opposing forces.

For the duration of this Main Process, temporarily negate all dice penalties for all of the User's checks. This Power may be used (LV) times per Scenario.

Mars' Defense

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

Sharpened senses allow the user to effectively protect his allies.

Declare right before a Damage roll. The User performs a Cover. This Cover does not make the User enter the Post-Action state and can be performed even if the User is already in the Post-Action state. This Power may only be used once per Main Process.

Aegis Shield

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

User can aggressively suppress enemy attacks.

Declare when Guarding. For the duration of the Guard, the User receives a + (LV)D [Guard] stat bonus.

Dragon Scales

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

Protect yourself by turning your skin into hard scales.

The User may use this Power as an Reaction towards an attack that is directed at him. In exchange for taking the attack, the user gains a + [LV x 10] [Armor] stat bonus. This bonus is cumulative with the [Armor] Stat of any equipped armor. This Power cannot be combined with any other Powers.

Blade of Vengeance

Max LV: 3 **Timing:** Auto
Skill: <Melee> **DFCLTY:** Opposed
Target: Single **RNG:** Close
Encroach: 6 **Restrict:** -

Make a desperate counterattack.

When the Target performs any kind of attack against the User, declare this Power right before rolling a Reaction check. User forfeits his Reaction check and instead preforms a melee attack. The attack check will receive a -(LV) Critical Value bonus (Min. 7). The Target cannot perform a Reaction check against this attack. This Power cannot be combined with other Powers.

Reaming Claw

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

The user's arm turns into sharp claws.

For the duration of the Scene, modify the User's Fists to the following data:

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk Power:** + [LV+8]
Guard: 1 **Range:** Close

Horned Ogre

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

Grow a horn-like protrusion and use it as a weapon.

For the duration of the Scene, modify the User's Fists to the following data:

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk Power:** + [LV+5]
Guard: 2 **Range:** 5M

Power Arm

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

Strengthen one's muscles so that a large weapon can be held with only one hand.

With this Power, the User can equip weapons that normally forbids other weapons being equipped, and still equip another weapon at the same time. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 3 when this Power is acquired.

Full Power Attack

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4 **Restrict:** 80%

Enter a stance that concentrates the entire body's strength for an attack that deals considerable damage.

For the duration of the Round, all of the User's melee attacks receive a +[LV x 5] Atk. Power bonus. However, during the Round the User's [Initiative] stat becomes zero. This penalty takes precedence over all other Powers.

Divine Beast Attack

Max LV: 3 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: Single **RNG:** Weapon
Encroach: 2 **Restrict:** 80%

Attack using the full power of the beast.

This Power can only be used while «Complete Therianthropy» is in effect. Attacks that use this Power receive a + [LV + 2] D Atk. Power bonus. At the end of the User's Main Process, the effects of «Complete Therianthropy» will end.

Soul of the Beast

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** 100%

The Renegade virus becomes more active and gives an explosive increase to the user's abilities.

Declare right before the user performs a [Body] check. That check receives a + 5 dice bonus. This Power may be used (LV) times per Scene.

King of Beasts

Max LV: 1 **Timing:** Major
Skill: : <Melee> **DFCLTY:** Opposed
Target: Single **RNG:** Weapon
Encroach: 4 **Restrict:** 100%

Stall an opponent's actions by intimidating them with one's superior power.

The Target cannot perform Reaction checks against an attack that uses this Power. In addition, characters that Cover for the Target cannot calculate damage as if they Guarded. This Power may only be used once per Scenario.

Ultimate Therianthropy

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

Transform one's body into something so strong that it could be called the ultimate form.

This Power can only be used while «Complete Therianthropy» is in effect. The User receives a + (LV)D damage bonus towards his attacks and a + 10 [Armor] stat bonus. This effect stays in place until the end of the Scene or when the effects of «Complete Therianthropy» are lost.

Proof of the Hell Beast

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4D10 **Restrict:** 120%

Use the unbridled vitality of the Chimaera Syndrome to stand up once more.

Declare right when the User becomes Incapacitated. The User recovers from Incapacitation and recovers [LV x 10] HP. This Power may only be used once per Scenario.

Mighty Therianthropy

Max LV: 3 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** View
Encroach: 6 **Restrict:** Pure

The body is covered in a thick protector-like shell which grants a boost in attack and defense.

For the current Scene, the User will receive a + [LV x 2] Atk. Power bonus towards any attacks with the "Fists" weapon and an + [LV x 3] [Armor] stat bonus. This [Armor] bonus is cumulative with the [Armor] stat of any equipped armor.

Extra Arms

Max LV: 3 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** Weapon
Encroach: 2 **Restrict:** Pure

Increase the number of possible attacks by growing extra arms.

Attacks that use this Power are modified to [**Target:** Area(Select)]. This Power may be used (LV) times per Scene.

Simple Powers: Chimaera

These are the Simple Powers for the Chimaera Syndrome. Using the Syndrome's therianthropic powers, one can adapt to any situation by utilizing beastly instincts or change part of one's body to an animal body part.

Ocean's Benediction

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

This Power represents one's ability to grow gills and freely move in the water. The User will find both land and the water to be like his own backyard. The User will not take any penalties for being in the water.

Beast's Intuition

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

Use sharp animal senses to detect minor changes in temperature, geomagnetism or ocean currents. This information can be used to predict the weather and future natural disasters. If the GM feels it is necessary, he may require a <Perception> check for this Power.

Beast's Scent

Max LV: 1 **Timing:** Major
Skill: : <Negotiation> **DFCLTY:** -
Target: - **RNG:** -
Encroach: - **Restrict:** -

When negotiating with animals, release a scent that will give one leverage. This Power targets one animal Extra. The User can give the animal one order that must be fulfilled to the best of the animal's ability. The GM decides what the animal specifically does and whether or not it can actually carry out its orders.

Supreme Fur

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

The animal form the User takes when using «Complete Therianthropy» or «Dormant Genes» will have a superb fur coat. It will be so beautiful and so soft to the touch that anyone that comes in contact with the fur will practically fall in love.

Physique Maintenance

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

Manipulate one's body so that it always stays in perfect shape. The User can keep his body in the shape he wants it to be, no matter how lazy he becomes or how destructive his eating and work habits are.

Cat Eyes

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

Change one's eyes so that it has the night vision of nocturnal animals. For the duration of the Scene, the User can see in the dark. If the GM feels it is necessary, he may require a <Perception> check for this Power.

Dormant Genes

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

Awaken the dormant animal genes in one's body, allowing one to stay in animal form throughout the day. The User only gets an animal's form and none of its instincts and behaviors. If someone attempts to the see past the User's animal form, that character and the user must perform a <Perception> Opposed check.

Stop right there.
EXILE
You're not getting past me.

**I change part of my finger into a thread,
which I then weave into my surroundings.
This thread represents my conviction.
No matter how thin it is, it will never break.**

**I open my eyes and notice a Gjuam on the other side.
I steel myself and declare out loud,
"You're not getting past me."**

- Tsubaki "Silk Spider" Tamano, at an underground road in City K.

The Body is Ever-Changing

This Syndrome is characterized by the ability to stretch, shrink, and radically transform the body. Unlike its fellow body-changing Syndrome Chimaera, Exile concentrates not on the "tougher" qualities of the body but rather on the "softer" qualities. The Powers of Exile are able to utilize these transformations to achieve a balance of offense, evasive maneuvers, and defense.

In addition, Overeds with this Syndrome will be able to freely move parts of their body that were originally immobile. Bones can be revealed and turn into weapons, while vital organs can be shifted around to avoid normally fatal attacks.

The name Exile originates from the Japanese god Hiruko. According to the ancient text Kojiki, Hiruko was banished away for his boneless appearance. This Syndrome references Hiruko's status as an exile.

Power Data: Exile

The Exile Syndrome allows a person to morph and move his body in normally impossible ways. In addition to damage-dealing Powers, this Syndrome also has Powers that can draw targets closer or give penalties. Using these Powers, Exile Overeds can cripple enemies, thus ensuring victory.

All Range

Max LV: 5 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

The user can more effectively manipulate his own limbs.

Checks that use this Power receive a + (LV) dice bonus.

Festival of the Twisted

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: [LV + 1] **RNG:** -
Encroach: 3 **Restrict:** -

Sprout several limbs and use them for an attack.

Attacks that use this Power are modified to {**Target:** [LV + 1]} and receive a -10 Atk. Power penalty.

Elastic Arm

Max LV: 3 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 2 **Restrict:** -

User's limbs can stretch out when attacking a target.

Melee attacks that use this Power are modified to [**RNG:**View]. Checks that use this Power receive a - [3 – LV] dice penalty(Max. Penalty of zero).

Ravenous Fists

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

Gain an advantage in melee combat by striking from angles that are normally physically impossible to achieve.

Melee attacks that use this Power receive a + [LV + 1] dice bonus.

Apparition's Beckoning

Max LV: 3 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: Single **RNG:** 20M
Encroach: 2 **Restrict:** -

Stretch out, grab an enemy and then drag him close.

If a melee attack that uses this Power deals at least one point of damage, the Target is moved to the User's Engagement. This Power may be used (LV) times per Scene.

Nail Sword

Max LV: 5 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: Single **RNG:** Weapon
Encroach: 3 **Restrict:** -

Attack using hardened nails.

Melee attacks that use this Power receive a + [LV x 2] Atk. Power bonus. Dodge checks against this attack receive a - 1 dice penalty.

Piercing Arm

Max LV: 3 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: Single **RNG:** Weapon
Encroach: 3 **Restrict:** -

Change an attack's trajectory so it gets past an opponent's defenses.

The Target cannot Guard against attacks that use this Power. In addition, characters that Cover for the Target cannot calculate damage as if they Guarded. This Power may be used (LV) times per Scenario.

Reaper's Needle

Max LV: 5 **Timing:** Major
Skill: <Ranged> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -

Make one's hair as sharp as needles and fire them in an attack.

Perform an {Atk. Power: +[LV x 2]} ranged attack. Dodge checks against this attack receive a - 2 dice penalty. This attack cannot target characters that are in the User's Engagement.

Ultra Bomber

Max LV: 5 **Timing:** Major
Skill: <Ranged> **DFCLTY:** Opposed
Target: Area **RNG:** Close
Encroach: 4 **Restrict:** -

Deal damage to nearby targets by self-destructing.

Perform an {Atk. Power: +[LV x 5]} ranged attack. Targets cannot perform Reaction checks against this attack. At the end of the User's Main Process, his HP is reduced to zero. This Power may only be used once per Scene.

Dancing Hair

Max LV: 1 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

The user can move his hair and use it as a restraint.

If an attack that uses this Power deals at least one point of damage, the Target receives the Bad Status Rigor.

Absorption

Max LV: 3 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

The user can incorporate a part of the target into his own body with this Power.

If an attack that uses this Power deals at least one point of damage, for the remainder of the Round the Target receives a - (LV) dice penalty towards all checks.

Entangle

Max LV: 3 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target:- **RNG:** Weapon
Encroach: 2 **Restrict:** -

Turn one's limbs into tentacles and wrap them around a target.

If a melee attack that uses this Power deals at least one point of damage, the Target receives the Bad Status Pressure. This Power may be used (LV) times per Scene.

Wriggling Bullet

Max LV: 5 **Timing:** Major
Skill: <Ranged> **DFCLTY:** Opposed
Target:- **RNG:** Weapon
Encroach: 2 **Restrict:** -

User mixes his cells into bullets or arrows and has his living tissue attack the enemy from the inside.

If a ranged attack that uses this Power deals at least one point of damage, the Target receives the Bad Status Pressure. This Power may be used (LV) times per Scene.

Preta Tamer

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

Bury part of one's body into a wound and have it continually deal damage.

Declare when the Target receives HP damage. The Target receives the Bad Status Taint. Taint's level will be 3. This Power may be used (LV) times per Scene.

Brain Hack

Max LV: 1 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: Single **RNG:** Close
Encroach: 10 **Restrict:** -

Have a body part invade a target's body so that it can stir up hatred in the person.

If an attack that uses this Power hits its target, the Target receives the Bad Status Hatred. The User selects one person that is currently in the Scene to be Hatred's target. This Power may only be used once per Scene.

Cannibalize

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 2 **Restrict:** -

Heal allies by implanting your own tissue.

The User cannot use this Power on himself. The target recovers {(LV) D+ [Body]} HP.

Mark of the Twisted

Max LV: 10 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: - **RNG:** -
Encroach: - **Restrict:** -

Modify one's body structure so that it is more suited for active duty.

The User receives a + [LV x 5] Max HP bonus. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 3 when this Power is acquired.

The Twisted's Protection

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

Escape from all bad conditions by changing one's body.

Declare after receiving one or more Bad Statuses. Remove one of the received Bad Statuses. Berserk cannot be removed with this effect. This Power may be used even when affected with Pressure.

Brand of the Cursed

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

Take direct control of one's body down to the cellular level so that one can concentrate on the task at hand.

Declare when performing a check of any kind. For that check, all dice penalties are negated. This Power may be used (LV) times per Scenario.

Serpent's Moves

Max LV: 3 **Timing:** Reaction
Skill: <Dodge> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Freely flex one's body in ways that will throw off an enemy's aim.

Dodge checks that include this Power receive a + (LV) dice bonus.

Wriggling Swamp

Max LV: 1 **Timing:** Reaction
Skill: <Dodge> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Liquify one's body to dodge attacks and move away at the same time.

If a Dodge check that uses this Power succeeds, the User may Move. A Break Away may be preformed with this Move. This Power may only be used once per Round.

Unyielding Flock

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

The user can detach their body parts to protect a target.

Declare right before a Damage roll. Perform a Cover. This action does not make the User enter the Post-Action state and can be done even while in the Post-Action state. This Power may only be used once per Main Process.

Life Curtain

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

Stretch out the split-off body parts created from «Unyielding Flock» and protect distant allies.

Declare before using «Unyielding Flock». «Unyielding Flock»'s Cover may now target characters that are 10M away from the User. This Power may be used (LV) times per Scenario.

Distorted Body

Max LV: 10 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 1 **Restrict:** -

Use one's soft body to reduce impact.

Declare when Guarding. For the duration of the Guard, the User receives a + [LV + 3] [Guard] stat bonus.

Springy Shield

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

Make a body part springy so that it can absorb an attack's impact.

Declare when Guarding. For the duration of the Guard, the User receives a +10 [Guard] stat bonus. This Power may be used (LV) times per Scene.

Automated Tentacles

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

Grow tentacles that automatically fights back attacking enemies.

Declare when Guarding. The character that attacked the User receives [LV x 3] HP damage. This Power may only be used once per Round.

Devil String

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

Interrupt actions.

Declare right after the Target uses an [**Timing:** Auto] Power. The effects of the Power are negated. This Power cannot negate Enemy Powers and Powers that are not [**Restrict:** -]. If the negated Power needs a to use a check score, use zero. This Power may be used (LV) times per Scenario.

Bone Sword

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

The user changes his bones into a melee weapon.

The User creates and equips a weapon that lasts for the duration of the Scene. Its data is as follows:

Type: Melee **Skill:** <Melee>
Acc: -1 **Atk Power:** + [LV + 5]
Guard: 6 **Range:** Close

Bone Gun

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

Internally create a gun that uses bone for bullets.

The User creates and equips a weapon that lasts for the duration of the Scene. Its data is as follows:

Type: Ranged **Skill:** <Ranged>
Acc: -1 **Atk Power:** + [LV + 5]
Guard: 0 **Range:** 20M

The Walls have Ears

Max LV: 5 **Timing:** Major
Skill: : <Info> **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

The user can detach their body parts for information gathering with this Power.

This Power may be used with any <Info> check. Any check that uses this Power receives a +(LV +1) dice bonus.

Spiral Attack

Max LV: 3 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** 80%

Launch a powerful attack by first gathering power with the spiral effect.

During the current Main Process, any Reaction checks against the User's Major Action receives a +1 Critical Value penalty. This Power may be used (LV) times per Scene.

Other-Worldly Genes

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** View
Encroach: 5 **Restrict:** 80%

This Power may be used at any time. The User selects one Power that was used during the current Scene and temporarily acquires it. The selected Power is acquired at level 1 and only stays with the user for the duration of the Scene. Enemy Powers and [**Restrict:** Pure] Powers cannot be acquired with this effect. This Power may only be used once per Scenario.

Giant Growth

Max LV: 1 **Timing:** Major
Skill: < Melee> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** Weapon
Encroach: 5 **Restrict:** 100%

Part of the user's body grows in mass and strength with this effect.

Any Melee attack that uses this Power is modified to [**Target:** Area(Select)] and Atk. Power receives a + 2D bonus. This Power may be used (LV) times per Scenario.

Sword of Life

Max LV: 1 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 3 **Restrict:** 100%

Attack by using a highly-compressed body part in conjunction with a weapon.

Melee attacks that use this Power receive a + [Body] Atk. Power bonus.

Transmission

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4D10 **Restrict:** 120%

Liquify your body to let attacks pass through and then take that energy for your own use.

Declare right after HP damage that the User will take is calculated. Reduce (expected) damage to zero. This Power may only be used once per Scenario.

Fusion

Max LV: 1 **Timing:** Setup
Skill: : - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 2 **Restrict:** 120%

Bestow power onto a person by fusing part of one's body to him.

For the duration of the Round, the Target acquires all of the User's Powers except for «Fusion». While this Power is in effect, the User cannot Move by himself and must follow the Target when he Moves. Refer to Pg 308 for the detailed rules regarding this Power.

Hollow Body

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

Negate damage by moving your vital organs around.

Declare right after HP damage that the User will take is calculated. Reduce damage by - (LV) D. This Power may only be used once per Round.

Multi-Attack

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 5 **Restrict:** Pure

Divide up one's body in order to dodge attacks or block the path of enemies.

Declare after performing an Attack roll or Dodge check. That check's score receives a +10 score bonus. This Power may be used (LV) times per Scenario.

Simple Powers: Exile

These are the Simple Powers for the Exile Syndrome. One can use Exile's morphing abilities to change his appearance or change his body's shape to adapt to any situation.

Mutant's Walk

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

Morph one's body so that it can walk on any surface. The User will be able to walk on perfectly vertical walls and ceilings. If the GM feels it is necessary, he may require a [Body] check for this Power.

Bizarre Fingertips

Max LV: 1 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 3 **Restrict:** -

Infiltrate a person's nervous system and read his memory. This Power cannot be used one targets that consciously resist. The User will be able to pull any desired information from the target's mind. If the GM feels it is necessary, he may require a <RC> check for this Power.

Key-Free Traveling

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

Slip through the cracks of a door by folding-up or liquifying one's body. The User can easily pass through cracks that normal humans could never get through.

Mimicry Mask

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

Change one's face and appearance to suite the current situation. If someone attempts to see past the disguise, that character and the user must perform a <Perception> Opposed check. The user may return to his original appearance by using an Auto Action, but he will have to use this Power again in order to revert back to his disguise.

Multi-Tool Fingers

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

Morph one's fingers into any kind of tool. Fingers may be transformed into master keys with this Power. No matter what the task is, the user can accomplish it with craftsman-level success. If the GM feels it is necessary, he may require a <Knowledge: Mechanical Engineering> check for this Power.

Organism Infiltration

Max LV: 1 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 4 **Restrict:** -

Infiltrate another person's body. In order to use this Power, the target must be Incapacitated, asleep or unconscious. While inside the target, the User has Stealth and will follow the host when he Moves. This Power's effect automatically ends when Stealth is negated.

Object Transformation

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

Change one's body to resemble an object, plant or other inanimate object. The User will appear to be a dresser or tree to those passing by. If someone attempts to see past the disguise, that character and the User must perform a <Perception> Opposed check.

Hey.
I'm over here.
HANUMAN

What I want is Speed.
I must reach the place that exists beyond sound.

Right now, I'm too slow, too far away, and too weak.
I still can't reach that special place.

But I will get there. I will catch up.

Will you wait for me there?

- "Speed King," on the road during daybreak.

The Fastest Syndrome

This Syndrome is characterized by super speed. The muscles and reflexes of an Overed are enhanced not for the purpose of power, but for speed. One theory suggests that this Syndrome shows signs of change in relative experience of time.

This Syndrome is also characterized by the ability to manipulate oscillating waves. Those that display this Syndrome are able to create oscillating waves by vibrating a part of their body and can create various phenomena by adjusting the frequency. The simplest application of this ability involves attacking an enemy a shockwave.

The name Hanuman was taken from the monkey-faced god that appeared in the Indian epic *Ramayana*.

Power Data: Hanuman

The Powers for the Hanuman Syndrome mainly handle two abilities: speed and oscillating waves. Depending on how an Overed uses these abilities, he can unleash quick attacks, knock people back with sound waves, or strengthen allies with the right oscillating wave frequency.

Angel Voice

Max LV: 3 **Timing:** Major
Skill: <Negotiation> **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4 **Restrict:** -

This effect gives the user a pleasant high frequency voice that moves all that hears it.

The Target's next Major Action receives a -1 Critical Value bonus (Min. 6). The check receives a + (LV) dice bonus.

Wind's Messenger

Max LV: 5 **Timing:** Major
Skill: <Negotiation> **DFCLTY:** -
Target: [LV + 1] **RNG:** -
Encroach: 3 **Restrict:** -

Sound itself is manipulated, so that the user's voice only reaches a specified target. By manipulating traveling sound waves, the user can make a sound be heard only in a specified area.

Any action that uses this Power may target + [LV + 1] characters. This Power may only be used once per Scene.

Hard Beat

Max LV: 5 **Timing:** Major
Skill: < Negotiation > **DFCLTY:** Auto
Target: - **RNG:** View
Encroach: 2 **Restrict:** -

Combine one's words with a special tone that energizes the target's body.

The Target's next attack receives a + [LV x 2] Atk. Power bonus.

Cheer

Max LV: 3 **Timing:** Major
Skill: <Negotiation> **DFCLTY:** -
Target: - **RNG:** View
Encroach: 2 **Restrict:** -

Using the voice as a medium, waves that boost mental capacity and athletic ability can be sent to a target.

The Target's next Major Action gains a + (LV) dice bonus.

Battle Beat

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

Gain a battle advantage by fighting to your own unique rhythm. By understanding one's beat and fighting to it, you will be able to throw the enemy off.

During the current Main Process, any of the User's checks that use a Hanuman Power receive a + (LV) dice bonus.

First Strike

Max LV: 5 **Timing:** Constant
Skill: - **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

Act with absolute speed. As the quickest Syndrome, Hanuman's true power lies in speed.

The User receives a + [LV x 3] [Initiative] bonus. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 4 when this Power is acquired.

Start Dash

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

Instantly increase one's speed and move.

The User may perform a Move. A Break Away may be preformed with this Move. This Power may be used (LV) times per Scene.

Shadow Run

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

Use superhuman speed to escape gravity and run on water or up walls.

The User may perform a Move. A Break Away may be performed with this Move. In addition, the User may continue Moving even if he runs into another Engagement and he is unaffected by Blockades. This Power may be used (LV) times per Scenario.

Shadow Image

Max LV: 3 **Timing:** Reaction
Skill: <Dodge> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** -

Move at high speeds to create after images that can be used as decoys.

This Power can only be used if the User performed a Move, Dash or Break Away during this Round. Dodge checks that use this Power receive a + [LV x 2] dice bonus.

Flash

Max LV: 1 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Close in quickly on the enemy and attack.

When this Power is used, a melee attack may be performed after a Dash. Movement is performed regardless of whether or not an attack can actually be done. Break Aways cannot be performed with this Dash.

Lightning Speed

Max LV: 3 **Timing:** Major/Reaction
Skill: [Body] [Sense] **DFCLTY:** -
Target: - **RNG:** -
Encroach: 3 **Restrict:** -

This Power gives the user speed and reflexes that surpass the body's normal limitations.

Any check that uses this Power gains a + [LV + 1] dice bonus. The User loses 1D HP at the end of the Main Process when this Power was used.

Roaring Claw

Max LV: 5 **Timing:** Major
Skill: <Melee>< Ranged>
DFCLTY: Opposed
Target:- **RNG:** Weapon
Encroach: 2 **Restrict:** -

By using vibrating waves, the user bypasses armor and deals direct damage. These vibrations can even break down molecular bonds.

Any attack that uses this Power ignores the Target's [Armor] stat, but receives a – [5 - (LV)] Atk. Power penalty (max penalty is zero).

Sonic Attack

Max LV: 3 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target:- **RNG:** Weapon
Encroach: 2 **Restrict:** -

Preform an attack with sonic speed. This swift attack cannot be interrupted by anyone.

Attacks that use this Power receive a +(LV) dice bonus.

Gale Sword

Max LV: 5 **Timing:** Major
Skill: : <Melee> **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Preform an attack with speed that cannot be followed with the eye. This quick attack will be like a flash.

Reaction checks against an attack that uses this Power receive a - (LV) dice penalty.

Fury

Max LV: 3 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** Weapon
Encroach: 4 **Restrict:** -

Take down several enemies with repeated attacks. Even a hundred enemies may be taken down in a flash.

Melee attacks that use this Power are modified to [**Target:** Area(Select)]. This Power may be used (LV) times per Scenario.

Kamaitachi

Max LV: 1 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 2 **Restrict:** -

Strike a target so fast that a blade is born from the resulting vacuum wave.

Melee attacks that use this Power are modified to [**RNG:** View] and receive a - 5 Atk. Power penalty.

Energy Wave

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Boost attack power by producing stronger waves. The oscillating waves will infinitely increase as they resonate with the your power.

Any attack that uses this Power gains a + [LV x 2] Atk. Power bonus.

Oscillating Sphere

Max LV: 10 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 3 **Restrict:** -

Attack the enemy with oscillating waves. Even the thickest armor cannot protect against these waves.

Perform an [Atk. Power: + (LV)] ranged attack. This attack ignores the target's [Armor] stat.

Fracturing Sound

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 2 **Restrict:** -

TUse a high-frequency wave to destroy the enemy's armor.

Combine with «Oscillating Sphere». If an attack that includes this Power deals at least one point of damage, the User destroys one of the target's equipped Armors. This Power may be used (LV) times per Scene.

Sonic Boom

Max LV: 3 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** Close
Encroach: 2 **Restrict:** -

Move so fast that the resulting vacuum wave will mow down enemies.

This Power can only target Troops. Perform a melee attack. If the attack hits its target, the Target becomes Incapacitated. Attacks that use this Power cannot deal HP damage. This Power may be used (LV) times per Scenario.

Siren's Song

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Scene(Select) **RNG:** View
Encroach: 5 **Restrict:** -

Fire a sound wave attack across a wide area.

Perform an {Atk. Power: +[LV x 3]} ranged attack. Attacks that use this Power ignores the Target's [Armor] stat. Checks that use this Power cannot be combined with «Concentrate».

Penetrating Attack

Max LV: 3 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: Single **RNG:** Weapon
Encroach: 2 **Restrict:** -

Surround one's hand or weapon with a oscillating wave when attacking.

The Target cannot Guard against an attack that uses this Power. If a character Covers for the Target, he cannot calculate damage as if he Guarded. This Power may be used (LV) times per Scenario.

Earth Shaker

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 2 **Restrict:** -

Create a localized earthquake that throws enemies off balance.

Perform a ranged attack. If the attack hits its target, for the duration of the Round targets receive a - (LV) dice penalty for all checks.

Raging Shout

Max LV: 10 **Timing:** Major
Skill: <Negotiation> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

Use a high frequency sound to tamper with an enemy's nerves and draw his attacks to yourself.

Perform an [Atk. Power: +LV] ranged attack. If the attack hits its target, the Target receives the Bad Status Hatred. The target of Hatred will be this Power's User.

Balance Break

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

Use a high-frequency wave on an enemy's nerves or circuitry, throwing his movements into disarray.

Perform a ranged attack. If the attack hits its target, the Target receives the Bad Status Pressure. This Power may be used (LV) times per Scene.

Brain Shake

Max LV: 1 **Timing:** Major
Skill: : Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Stun an opponent by directly sending waves into his brain.

Perform a ranged attack. If the attack hits its target, the Target receives the Bad Status Dazed.

Sound Wave Tuning

Max LV: 1 **Timing:** Major
Skill: < Negotiation> **DFCLTY:** Auto
Target: - **RNG:** View
Encroach: 2 **Restrict:** -

Combine a special tone with words or songs to make them heal a target's physical condition.

Remove all of the target's Bad Statuses other then Berserk.

Acrobat

Max LV: 3 **Timing:** Reaction
Skill: < Dodge> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Dodge attacks using acrobatic moves such as back flips and somersaults. Flying bullets are like still objects to Hanuman and its mobility.

Dodge checks that use this Power receive a + (LV) dice bonus.

Active Sonar

Max LV: 3 **Timing:** Major/Reaction
Skill: < Perception> **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Scan an area by feeling the sound waves one produced and minor noises. Distance and blind spots mean nothing with these "ears."

Checks that use this Power receive a + (LV) dice bonus.

Basic Research

Max LV: 5 **Timing:** Major
Skill: : <Info> **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Gather information from the sounds that resonate in the area. The user's "ears" will be able to pick up all kinds of information from around town.

This Power may be used with all <Info:> checks. Checks that use this Power receive a + [LV + 1] dice bonus.

Primal Ways

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: Single **RNG:** -
Encroach: 5 **Restrict:** 80%

Perform accelerated attacks with the help of a boosted nervous system. However, speed control itself becomes very difficult.

Any attack that uses this Power gains an + [LV x 10] Atk. Power bonus. However, any check that uses this Power receives a -5 dice penalty. This Power may only be used once per Scenario.

Ripple Formation

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 3 **Restrict:** 80%

Use oscillating waves to push away attacks.

Declare right before HP damage is applied to the Target. The Target's (expected) HP damage is reduced by – [LV + 1] D. This Power cannot target the User and may only be used once per Round.

Limit Removal

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 6 **Restrict:** 100%

Surpass the body's limit by boosting nervous functions.

Declare right before the user performs a check. That check receives a -1 Critical Value bonus(min. 5). This Power may only be used once per Scenario.

Light Speed

Max LV: 1 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** 100%

Perform a couple of high-speed actions.

For the current Main Process, user may perform two Major Actions. Handle each check separately. The User receives a +1 Critical Value penalty for these Major Actions. This Power may only be used once per Scenario.

After Image

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4D10 **Restrict:** 120%

The user moves very quickly, leaving a residual image for the enemy.

Declare right after HP damage towards the User has been calculated. Reduce that damage to zero. This Power may only be used once per Scenario.

Rapid Beat

Max LV: 1 **Timing:** Major
Skill: : Refer **DFCLTY:** Opposed
Target: Scene(Select) **RNG:** View
Encroach: 20 **Restrict:** 120%

Use waves to widen the effective area of Powers.

This Power may be used with any Skill. Powers that use this Power are modified to [**Target:**Scene(Select)] and [**RNG:** View]. This Power may only be used once per Scenario.

Speed Force

Max LV: 3 **Timing:** Initiative
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4 **Restrict:** Pure

Move before the enemy has time to react.

User may perform his Main Process during the Initiative Process. When using this Power, the User must be in the Pre-Action state. This Power may be used (LV) times per Scenario and cannot be combined with another Power.

Swift and Deft

Max LV: 1 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 3 **Restrict:** Pure

Accelerate one's body to the extremes to perform moves that cannot be followed by the eye.

Attacks that use this Power cannot be Dodged. This Power may be used (LV) times per Scenario.

Simple Powers: Hanuman

These are the Simple Powers for the Hanuman Syndrome. With the ability to manipulate speed and sound, Hanuman Overeds gain amazing athletic ability and mastery over sounds.

Distant Voice

Max LV: 10 **Timing:** Major
Skill: : - **DFCLTY:** Auto
Target: Refer **RNG:** View
Encroach: 1 **Restrict:** -

Control the transmission of one's voice as it travels through the air. Have a secret conversation in the middle of a crowded street by only letting certain people hear or send one's voice to a place that could be up to (LV) kilometers away. If the GM feels it is necessary, he may require a <RC> check for this Power.

Qinggong

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

Become so swift that one can run up the side of buildings or across the surface of water. The User will feel no difference between walls and flat ground.

Highly-Saturated Oxygen Bubble

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

Manipulate the surrounding air to form an enclosed oxygen-rich area. People in this area will experience a dramatic increase in recovery and concentration. While underwater, the area's inhabitants will not be affected by the pressure and can breath normally. This area is sensitive to sudden movements and will instantly burst if a battle were to break out.

Bat Ears

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

Expand one's range of hearing by manipulating the sound waves in the area. The User can distinguish any sound of any frequency. He can also hear a pin drop from ten kilometers away or the earth rotate. If the GM feels it is necessary, he may require a <Perception> check for this Power.

Air Instrument

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

Playback any speech or song by utilizing the atmosphere as various instruments and speakers. As long as the User clearly remembers a song or conversation, he can perfectly recreate it.

Dazzling Voice

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

Manipulate sound to make one's voice sound like another person's voice. The User will gain any voice he desires, but his appearance does not change. If someone attempts to detect the voice's disguise, that character and the user must perform a <Perception> Opposed check.

Silent Space

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

Hide one's self or an object by blocking the transmissions of all sounds and scents within the surrounding area, effectively making one undetectable. If the GM feels it is necessary, he may require a <RC> check for this Power.

I will join the fight!
With this power...
MORPHEUS

I can make anything I need.
Look, I just made a pretty strong weapon out of nothing.

What I want is something I can't make no matter how hard I try.

Tell me, what do I have to do in order to make happiness?

- An innocent question from "Lost Child."

There is Nothing I Cannot Create.

This Syndrome offers the ability to transmute any object the user is touching into something else entirely. Fundamentally speaking, Morpheus is similar to a certain insect that crystallizes whatever it takes in and then forces that material out. However, Morpheus is different in that it can ignore mass during transmutation. Twigs can be changed into swords and roses can become guns.

In addition to these abilities, Morpheus has Powers that utilize a special "sand" that is a byproduct of transmutations. Some scholars suggest that this sand is the very essence of Morpheus and claim that any transmuted item that is coated in this sand is the creation of the god himself. It is not known if there is any truth behind this claim.

The name Morpheus comes from the word "morphing" and is the name of a god of Greek mythology.

Power Data: Morpheus

The Morpheus Syndrome can transmute materials into different items. Certain Powers listed in this section will allow a person to utilize sand for offensive and defensive purposes. In addition, there are Powers that create Armor and Vehicles. Even if a Morpheus Overed has nothing, he can still fight if he can find something that he can transmute.

Customize

Max LV: 3 **Timing:** Major
Skill: <Melee>< Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

The user can change the weapon into a form that's more suitable for attack. The user can shape the weapon to suit his personal needs, making it a one and only personal item.

Checks that use this Power receive a + (LV) dice bonus.

Gigantic Mode

Max LV: 1 **Timing:** Major
Skill: <Melee>< Ranged>
DFCLTY: Opposed
Target: Area(Select) **RNG:** Weapon
Encroach: 3 **Restrict:** -

The user splits his weapon into countless blades that will cut down the average enemy.

Any attack that uses this Power is modified to [**Target:** Area (Select)]. However, the User's equipped weapons are destroyed once the check has been completed.

Reinforce

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Make attacks more powerful by making the weapon as hard as a diamond. With this power, even a rusted sword can become a weapon of legend.

Attacks that use this Power receive a + [LV x 2] Atk. Power bonus.

Form Change

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

Morph a weapon into defensive equipment.

The User selects one weapon other then Fists that he has equipped or possesses. For the duration of the Scene, the selected weapon receives a -3 Atk. Power penalty and a + [LV x 2] [Guard] stat bonus. This Power may only be used once per Scene.

Lightweight Mode

Max LV: 5 **Timing:** Major
Skill: <Melee>< Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Enhance a weapon's performance by reducing its weight, making it as easy to swing as a twig.

Reaction checks against an attack that uses this Power receive a - (LV) dice penalty.

Penetrate

Max LV: 1 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 3 **Restrict:** -

This Power increases a weapon's penetration power by changing it's shape.

Any attack that uses this Power ignores the Target's [Armor] stat. Any check that uses this Power receives a - 1 dice penalty.

Instant Bomb

Max LV: 5 **Timing:** Major
Skill: <Melee> **DFCLTY:** Opposed
Target: - **RNG:** Close
Encroach: 3 **Restrict:** -

Points that the user touches become bombs.

Perform an {Atk. Power: + [LV x 2]} melee attack. Attacks that use this Power ignore the Target's [Armor] stat when calculating damage. The equipped weapon's Atk. Power cannot be added to the attack.

Crystal Sword

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

The user covers his weapon in crystals that crystallize and shatters objects.

Select one weapon. During this Scenario, the selected weapon receives a + [LV x 2] Atk. Power bonus. This Power cannot be combined with other Powers and may be used three times per Scenario.

Paralyze

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** View
Encroach: 2 **Restrict:** -

Paralyze the target's motor functions.

Perform a ranged attack. If the attack hits its target, the Target receives the Bad Status Rigor. This Power may be used (LV) times per Scene.

Petrify

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 2 **Restrict:** -

Stop a target's movement by petrifying his limbs.

Perform a ranged attack. If the attack hits its target, the Target receives a – [LV x 2] [Initiative] penalty. The Target may remove this penalty by using a Minor Action.

Genocide Mode

Max LV: 3 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: Area(Select) **RNG:** Weapon
Encroach: 3 **Restrict:** -

Make one's weapon gigantic and attack several targets at once.

This Power can only target Troops. If an attack that uses this Power hits its target, the Target becomes Incapacitated. This attack cannot deal HP damage. This Power may be used (LV) times per Scenario.

Infinite Weapons

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

The User can convert materials into melee weapons. The user decides the weapon's appearance.

The User creates and equips a weapon that lasts for the remainder of the Scene. Its data is as follows:

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk Power:** + [LV + 7]
Guard: 3 **Range:** Close

Create Shield

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

Material can be converted into a shield with this Power. The user decides the weapon's appearance.

The User creates and equips a weapon that lasts for the remainder of the Scene. Its data is as follows:

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk Power:** 0
Guard: [LV x 2]+4 **Range:** Close

Hundred Guns

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

Transform matter into firearms. The user decides the weapon's appearance.

The User creates and equips a weapon that lasts for the remainder of the Scene. Its data is as follows:

Type: Ranged **Skill:** <Ranged>
Acc: 0 **Atk Power:** + [LV + 4]
Guard: - **Range:** 30M

Double Creation

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

Create a weapon in each hand.

Combine with «Infinity Weapon», «Create Shield» or «Hundred Guns». These Powers will now create two weapons that may receive either a +(LV) Atk. Power or +(LV) [Guard] stat bonus.

Create Armor

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

Transform materials into armor. The user decides the item's appearance.

The User creates and equips an armor that lasts for the remainder of the Scene. This will replace currently equipped armor. Its data is as follows:

Type: Armor **Dodge:** 0
Initiative: 0 **Armor:** [8 + (LV x 2)]

Sand's Protection

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -

Use sand to support allies.

Declare before the Target performs a check. That Target's check receives a + (LV) dice bonus. This Power may only be used once per Round.

Sand Barrier

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

Sand is used for protection with this effect.

Declare right before a Damage Roll. The User performs a Cover. This Cover does not make the User enter the Post-Action state and can be performed even if the User is already in the Post-Action state. This Power may only be used once per Main Process.

Sand's Blessing

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

Use sand to protect distant targets.

Declare before using «Sand Barrier». The Power's Cover can now target characters that are [LV x 10] meters away from the User. This Power may only be used once per Scene.

Sand Shield

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

Automatically create a shield from sand when dealing with attacks.

Declare when Guarding. For the duration of the Guard, the User receives a + [LV x 2] [Guard] bonus.

Sand Blade

Max LV: 10 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: **RNG:** View
Encroach: 2 **Restrict:** -

Attack a target with flying blades made from sand. Using willpower alone, one can shape the sand into a giant blade that cleaves the target.

Perform an {Atk. Power: + [LV x 2]} ranged attack. If the Target Guards, he receives a -5 [Guard] stat penalty.

Protective Sand

Max LV: 1 **Timing:** Reaction
Skill: <RC> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** -

Use sand to guard against an attack.

During checks that use this Power, the User can perform a Dodge.

Heal

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

Use Renegade powers to miraculously regenerate body parts and heal wounds.

The Target recovers {(LV)D x [Mind]} HP.

Awaken

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 5 **Restrict:** -

Forcefully wake a person by manipulating his brain chemistry.

Revive the Target from Incapacitation with 1 HP. Target's Encroachment Rate increases by 5. This Power may be used (LV) times per Scenario.

Psychometry

Max LV: 3 **Timing:** Major
Skill: <Info:> **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Gather information from objects with this Power. One can find out what happened from the walls and floors.

This Power can be used with all [Information] checks. Any roll that uses this Power receives a + [LV + 2] dice bonus.

Maestro's Memories

Max LV: 5 **Timing:** Major
Skill: : Refer **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

By feeling the memories that reside in an object, one can carry on the soul of past maestros and create great art.

This Power can be used with <Art:>, <Knowledge:>, and <Info:> checks. Checks that use this Power receive a + (LV) dice bonus.

Ace Driver

Max LV: 5 **Timing:** Major/ Reaction
Skill: < Ride:> **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

With thorough knowledge of a vehicle, one will be able to operate it as if it's part of his body.

Checks that use this Power receive a + (LV) dice bonus.

Vehicle Morph

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

Transform materials into a vehicle.

When this Power is used, select one Vehicle Morph Item from Page 250. The User will gain the selected Vehicle for his use and may immediately Ride the Vehicle. Vehicles that are acquired through this Power are lost at the end of the Scene.

Gold Alchemy

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

The user changes materials into gold with this Power.

During Character Creation or when calculating Stock Points during the After-Game, the User receives a + [LV x 3] Stock point bonus. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 3 when this Power is acquired.

Machine Morph

Max LV: 5 **Timing:** Major
Skill: : <Will> **DFCLTY:** Refer
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** -

Create an Item.

Using this Power allows the User to perform Procure check. Also, Procure checks that use this Power receive a + [LV x 2] score bonus. This Power cannot be combined with other Powers and may only be used once per Scene.

Perfect Control

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4 **Restrict:** 80%

Gain perfect control over an item by understanding its construction.

Declare before performing a check. The check's final score receives a +10 bonus. However, the User loses 5 HP at the end of the check. This Power may only be used once per Scene.

Support Device

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 6 **Restrict:** 80%

Create an item that assists certain type of actions.

Select one Base Stat when acquiring this Power. For the duration of the Round, checks that use the selected Base Stat receive a + [LV x 2] dice bonus. This Power may be used three times per Scenario.

Crystallize

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 4 **Restrict:** 100%

This Power crystallizes and shatters the target from the point of impact.

Any attack that uses this Power gains a + [LV x 3] Atk. Power bonus and ignores the Target's [Armor] stat. This Power may be used three times per Scenario.

Material Synthesis

Max LV: 1 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** 100%

The User selects two weapons with the Skill that he owns or two of his Armors and destroys them. The User then acquires and equips a new Item that has the total Acc., Atk. Power, Dodge, Initiative, Armor and Guard of the destroyed Items. The shortest RNG is applied to the Item. This Item only lasts for the current Scene. This Power may only be used once per Scene.

Soul Alchemy

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

The user can create his own soul through alchemy with this Power.

Declare right when the User becomes Incapacitated. The User recovers from Incapacitation with [LV x 10] HP. This Power may only be used once per Scenario.

Giganto Lance

Max LV: 1 **Timing:** Major
Skill: : Syndrome **DFCLTY:** Opposed
Target: Scene(Select) **RNG:** View
Encroach: 20 **Restrict:** 120%

Affect a larger area by creating a larger usable mass.

Any action that uses this Power is modified to [**Target:** Scene(Select)] and [**RNG:** View]. This Power may only be used once per Scene.

Law of Alchemy

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** -
Encroach: 4 **Restrict:** Pure

The user can create higher quality creations with this Power.

This Power can be declared at any time. Select one Weapon, Armor, or Vehicle that was created through the User's Powers. The created Item receives a +5 bonus to Atk. Power, [Guard], or [Armor]. This Power may be used (LV) times per Scenario.

Mighty Hand of Creation

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

Utilize Morpheus' creation abilities to its maximum capacity.

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

Simple Powers: Morpheus

These are the Simple Powers for the Morpheus Syndrome. Morpheus gives the ability to transmute objects, allowing for someone to hide items by changing its shape, or gain information from objects.

Folding

Max LV: 10 **Timing:** Major
Skill: : - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

Hide an object from people by folding it flat. The User can hide up to (LV) number of objects of any size. If someone attempts to find the hidden objects, that character and the user must perform a <Perception> Opposed check.

Wall Bypass

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

The User can walk through locked rooms, barricaded areas and walls. He will even be able to infiltrate shelters with thick metal walls. If the GM feels it is necessary, he may require a <RC> check for this Power.

Component Analysis

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

Instantly analysis an object's composition and gain an exact understanding of its comprising elements and qualities. The User can analysis anything, whether it be pharmaceuticals, tools or the latest in weaponry. If the GM feels it is necessary, he may require a <RC> check for this Power.

Texture Change

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

Change an Item's appearance while keeping its original functions. The User may select one Item he possesses and change its appearance to anything he wishes it to be. The Item's stats will not change. If someone wishes to figure out the Item's original form, that character and the user must perform a <Perception> Opposed check.

Almighty Instrument

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

Create a household item from thin air or any object at hand. The User may make objects like TVs, radios, cellphones, washers, utensils, tools, or even small houses. If the GM feels it is necessary, he may require a <RC> check for this Power.

Forgery

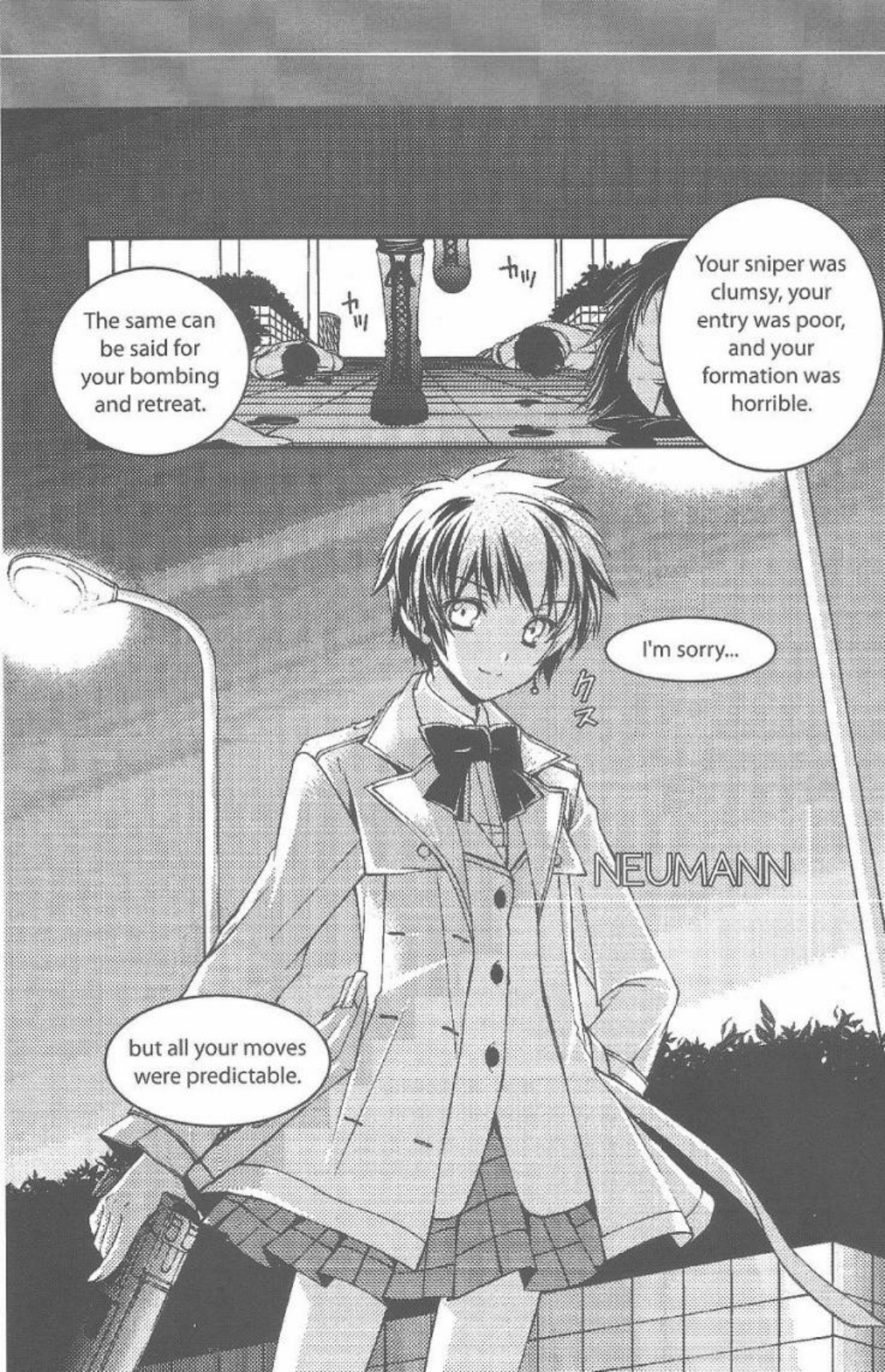
Max LV: 1 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

Make a perfect forgery of files, official documents or paper money. The quality of materials, ink, signatures and even marks from the printing press will be identical to the original. Note that this Power does not give a bonus to <Procure> checks. If the GM feels it is necessary, he may require a <RC> check for this Power.

Ultimate Chef

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

Create a known dish from thin air or any object at hand. Meats, vegetables, rare spices and temperature levels will be replicated to the best of the User's knowledge and memory. If the GM feels it is necessary, he may require a <RC> check for this Power.


Your sniper was clumsy, your entry was poor, and your formation was horrible.
The same can be said for your bombing and retreat.
I'm sorry...
NEUMANN
but all your moves were predictable.

"Limits" are the chains known as common sense.

You must think, observe, feel, and analyze.
You must realize that you can do this.
There is nothing your brain cannot comprehend.

Now take the first step towards greatness!

- Thus spoke Dr. Beautiful Mind

All the Talent of the World is Yours

Simply put, the Neumann Syndrome will make one a perfect genius. Those that display this Syndrome will develop a special network of neural circuitry within their brain that allows them to perform extremely fast mental calculations and run several trains of thought simultaneously.

The theories behind the working of Neumann have not been confirmed, but Overeds with the Neumann Syndrome do become capable of ingenious feats. Some are able master the gun right after holding one for the first time, while others can acquire knowledge that they could not have known.

This Syndrome was named after the mathematician Von Neumann. As the man that created the base theoretical structure of computer operation, his name fits this computer-like Syndrome.

Power Data: Neumann

The Neumann Syndrome gives a person amazing mental capacities. Many of the Powers listed in this section help command or support other characters towards victory. Neumann Overeds use their brains to create advantageous situations.

Inspiration

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

The user uses intuition to figure out a solution without going through the process to reach it. This is the proverbial flash of genius.

The GM can be directly questioned about certain mysteries that exist within the Scenario. The GM may refuse to answer. If the GM refuses, the number of uses do not deplete. This Power can be used (LV) times per Scenario. This Power cannot be combined with other Powers.

Genius' Insight

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

A flash of brilliance that grants the right answer for all tasks.

This Power may be used with all Stat and Skill checks. The check receives a - (LV) (Min. 7) Critical Value bonus. This Power cannot be used in battle.

Walking Encyclopedia

Max LV: 5 **Timing:** Major
Skill: <Will> **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

This Power represents one's vast knowledge and the ability to masterfully apply that information in investigations.

This Power may be used in place of all <Info:> Skills when performing Investigation checks. The Investigation check will receive a +(LV) dice bonus.

Black Market

Max LV: 3 **Timing:** Constant
Skill: - **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

The user manipulates market activity to get desired items and information.

The User's Stock points receive a [LV x 3] bonus. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 2 when this Power is acquired.

Fountain of Knowledge

Max LV: 5 **Timing:** Major
Skill: [Mind] **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

This Power represents one's ever-flowing amount of knowledge and information.

Checks that use this Power receive a + [LV + 1] dice bonus. This Power cannot be used during battle.

Tactical Decision

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4 **Restrict:** -

Observe the tactical situation and give orders that will help a person gain the first strike.

For the duration of the Round, the Target receives a + [LV x 2] [Initiative] bonus. This Power cannot target the user.

Fan Out

Max LV: 3 **Timing:** Setup **Skill:** -
DFCLTY: Auto
Target: Area(Select) **RNG:** Close
Encroach: 4 **Restrict:** -

Quickly deploy a squad by giving a dispersal command at the proper time.

The Target(s) immediately performs a Move. This Power cannot target the User and may be used (LV) times per Scenario.

Advice

Max LV: 5 **Timing:** Major
Skill: <Negotiation> **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4 **Restrict:** -

Give good advice to help make the target's actions more effective.

The Target's next Major Action check receives a - 1 Critical Value bonus (min. 6) and a + (LV) dice bonus.

Tactics

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

Support allies by giving precise tactical instructions.

The Target's Major Action this Round will receive a + (LV) dice bonus. The User cannot be the target of this Power.

Analyze

Max LV: 3 **Timing:** Reaction
Skill: <Dodge> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Predict an opponent's next attack and evade it. Predicted attacks will never hit its target.

Dodge checks that use this Power receive a + (LV) dice bonus.

Support Fire

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Refer
Encroach: 2 **Restrict:** -

Give support fire.

A [**Skill:** Ranged] weapon must be equipped in order to use this Power. Declare before the Target performs a check. The Target's check receives a +(LV) dice bonus. This Power's **RNG** is the same as the user's equipped weapon. This Power cannot target the User and may only be used once per Round.

Weak Point Detection

Max LV: 3 **Timing:** Major
Skill: < Negotiation> **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -

Help an ally by finding his target's weak point and informing him.

For the duration of the Round, the Target receives a + [LV x 3] Atk. Power bonus.

Ogreish Fighting

Max LV: 10 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

This effect allows the user to show their genius in combat. The user fights like a fierce god, causing immense destruction.

During the current Main Process, the User receives a + [LV + 2] damage bonus for attacks.

Mental Command

Max LV: 1 **Timing:** Major
Skill: : Refer **DFCLTY:** Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Use the mind to take direct control over unconscious body functions.

Upon acquiring this Power, select either [Melee] or [Ranged]. The selection determines this Power's Skill. Any check that uses this Power will be rolled with [Mind].

Combat System

Max LV: 3 **Timing:** Major/Reaction
Skill: : Refer **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 3 **Restrict:** -

The user fights so effectively it is as if they were programed for battle.

Upon acquiring this Power, select either [Melee] or [Ranged]. The selection determines this Power's Skill. Any check that uses this Power gains a + [LV + 1] dice bonus.

Multi-Weapons

Max LV: 1 **Timing:** Major
Skill :<Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

This Power allows the user can use multiple weapons.

Add together and apply the Atk. Power of two weapons that share the same **Skill**. Both weapons must be equipped. Apply the shortest range and smallest area of attack. If a selected weapon cannot target characters that are in the user's Engagement, apply this restriction to the attack.

Variable Weapons

Max LV: 1 **Timing:** Major
Skill :<Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 3 **Restrict:** -

Utilize more weapons with «Multi-Weapon»

Combine with «Multi-Weapon». Select (LV) number of weapons that have the same **Skill** as the weapon that is being used in the attack. The attack receives the total Atk. Power of all selected weapons. For the attack, treat the selected weapons as equips.

Targeting

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

Make attacks more efficient with precise targeting.

For the duration of the current Main Process, attack checks that use a [**Skill:** Melee] or [**Skill:** Ranged] weapon receive a + LV dice bonus.

Critical Shot

Max LV: 10 **Timing:** Major
Skill :<Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Defeat an enemy in the most efficient fashion by calmly analyzing his weak points and attacking them.

Attacks that use this Power receive a + [LV + 3] Atk. Power bonus.

Point-Blank Shot

Max LV: 3 **Timing:** Major
Skill: < Ranged> **DFCLTY:** Opposed
Target: - **RNG:** Close
Encroach: 2 **Restrict:** -

Use firearms in close-range combat, an act which is normally challenging.

Ranged attacks that use this Power receive a + (LV) dice bonus and are modified to [**RNG:** Close]. Weapons that normally cannot target characters that are in the User's Engagement will now be able to.

Double-Duel

Max LV: 3 **Timing:** Major
Skill :<Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

The user performs a continuous mix of feint attacks, placing themselves into a better position for a deadly attack.

Any Dodge checks against an attack that uses this Power receive a +1 Critical Value penalty. However, this effect cannot cause the Critical Value to exceed 10. This Power may be used (LV) times per Scene.

Surprise Hit

Max LV: 5 **Timing:** Major
Skill: <Melee>< Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 3 **Restrict:** -

The user readies and attacks at the same time, catching the enemy off guard with this effect.

Any Dodge check against an attack that uses this Power receives a dice penalty of - [LV x 2]. The equipped weapon may be changed at this time. This Power may only be used once per Scene.

Guard Crush

Max LV: 5 **Timing:** Major
Skill: <Melee>< Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Fire with an aim that is so precise one could shoot through a needle hole.

If an attack that uses this Power deals at least one point of damage, for the duration of the Round the Target receives a – [LV x 3] [Guard] stat penalty towards all Guards.

Breaking Point

Max LV: 5 **Timing:** Major
Skill: <Melee>< Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 4 **Restrict:** -

Destroy armor by piercing its weakest spot.

If an attack that uses this Power deals at least one point of damage, one of the Target's equipped Armors is destroyed. This Power may be used (LV) times per Scene.

Calculations

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

Eliminate the possibility of mistakes by precisely calculating one's movements.

Declare when performing any kind of check. Negate any dice-reducing effects for the check. This Power may be used (LV) times per Scenario.

Recovery

Max LV: 3 **Timing:** Setup
Skill: : - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

Give proper commands that help allies break through disadvantageous situations.

The Target recovers from all Bad Statuses other then Berserk. This Power cannot target the User and may be used (LV) times per Scene.

Warrior's Knowledge

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

Observe the enemy's movement while blocking an attack. Use one's knowledge to not just stop an attack, but to shift the force at the right time and towards the right place.

Declare when Guarding. For the duration of the Guard, the User receives a + [LV x 2] [Guard] stat bonus.

Impenetrable Defense

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

Stop an attack with multiple weapons.

Declare when Guarding. For the duration of the Guard, add together the [Guard] stat of two equipped weapons that have the same **Skill** and use that sum as the weapon [Guard] modifier. Both selected weapons must be equipped

Defense Support

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

Calmly analyze an attack from far-away and give support that will help reduce its impact.

Declare when the target Guards. For the duration of the Guard, the Target receives a + [LV x 3] [Guard] stat bonus. This Power cannot target the user and may only be used once per Round.

Intercepting Bullet

Max LV: 1 **Timing:** Auto
Skill: : <Ranged> **DFCLTY:** Refer
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** -

Declare right after a character that is up to 20M away from the User performs an attack check. Perform a check using this Power. The Difficulty will be equal to the score of the preceding attack check. If this check succeeds, the preceding attack automatically fails. This Power may be combined with [Timing: Reaction] Powers. User must be in the Pre-Action state in order to use this Power and must enter Post-Action after this Power's effect has been applied.

Counter

Max LV: 3 **Timing:** Reaction
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: Single **RNG:** Weapon
Encroach: 4 **Restrict:** 80%

Declare as a Reaction when the user is the target of a [Target: Single] attack. User performs an attack against his attacker. For this attack, [Timing: Major Action] Power may be used. Only the attack of the side that wins the opposed check hits.

This Power can only be used while in the Pre-Action state and will make the user Post-Action when this action is completed. This Power can be used (LV) times per Scenario.

Absolute Prediction

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** -
Target: - **RNG:** -
Encroach: 4 **Restrict:** 80%

Utilize one's high mental capacity to accurately predict the outcome of the current situation.

Reaction checks against checks that use this Power receive a + 2 Critical Value penalty. This Power may be used (LV) times per Scenario.

Last Action

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** 100%

At the last moment before collapsing, the user forces himself to take action with this effect.

This Power can be used the moment the User becomes Incapacitated. The User immediately performs a Main Process. Until this Main Process is complete, the User does not become Incapacitated. This Power can only be used once per Scenario.

Goddess of Victory

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4 **Restrict:** 100%

Use proper tactical leadership to guide allies to victory.

Declare right after the the Target performs a check. The check's score receives a + [LV x 3] bonus. This Power may only be used once per Round.

Mars' Blessing

Max LV: 3 **Timing:** Major
Skill: < Melee><Ranged >
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 20 **Restrict:** 120%

This effect allows the user takes full advantage of the Neumann neural network to get the best timing and maximum firepower.

Any attack that uses this Power gains a + [LV + 4]D Atk. Power bonus. This Power may only be used once per Scenario.

Blitzkrieg

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

Create a multi-stage battle plan that requires rapid action.

The Target performs a Main Process during the Initiative Process. This Power can be used even on Post-Action characters and does not make the target go into the Post-Action state. This Power may only be used once per Scenario and cannot be combined with other Powers.

Interrupt

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 8 **Restrict:** Pure

Coordinate with allies to interfere with the enemy's ability to concentrate.

Declare right before the Target performs a check. That check receives a + 1 direct Critical penalty. This Power may be used (LV) times per Scenario.

Undefeated Genius

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

This Power represents one's status as an undefeated commander.

For the duration of the Round, all attacks that the Target(s) performs receive a + [LV x 4] Atk. Power bonus. This Power cannot target the user and can only be used once per Scene.

Simple Powers: Neumann

These are the Simple Powers for the Neumann Syndrome. With the menacing mind that this Syndrome bestows, one can analyze information from any kind of situations and objects, as well as utilize information for acting or negotiation purposes.

Code Deciphering

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

This Power represents the user's superb linguistic sense and his ability to decipher any code or unknown language. Any hidden code and information will not escape the user. If the GM feels it is necessary, he may require a <Info:__> check of the proper type for this Power.

Perfect Performance

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

Utilizing precise calculations and a large amount of memorized information, copy the personality of any person down to the finest peculiarity. The act will be so perfect that those that see and hear the user will be fooled. If the GM feels it is necessary, he may require a <Perception> check for this Power.

Ultimate Appraisal

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

Analyze an unknown Item and learn about its history, method of creation, and uses. This Power only allows a person to learn about an Item and cannot be used to actually create or control the Item. If the GM feels it is necessary, he may require a <Knowledge:> check of the proper type for this Power.

Photographic Memory

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

The user can memorize everything he has seen down to the most miniscule of details. The user will even be able to recall a random doodle that was in a book he just flipped through several years ago. If the GM feels it is necessary, he may require a <Perception> check for this Power.

Metabolism Control

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

Take control over one's metabolism by taking direct control over one's cranial nerves. The user will be able to wake up at precise times and instantly fall asleep. Digestion and the immunity system will become perfectly healthy, and emotions can also be put under absolute control. If the GM feels it is necessary, he may require a <Will> check for this Power.

Doctor Dolittle

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

The user has mastered all of the world's languages and can communicate with animals. The user will never be at a lost for words. If the GM feels it is necessary, he may require a <Negotiation> check for this Power.

Profiling

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

Examine an object or commodity and gain normally looked over information, which can then be used to figure out a target's personality. Just like Sherlock Holmes, the user can use minor information to derive the truth. If the GM feels it is necessary, he may require a <Knowledge:__> check of the proper type for this Power.

You're actually going to fight me...
You are a fool.
ORCUS
In *my* Domain?

Stop right there. Everything past that point is my "Domain."

No one may touch my Domain, much less step foot into it. Do you still want to try to come in? Are you stupid?

...Alright. Lets see how deep into my Domain your "obsession" can reach.

The toll will be paid with your life.

- Satsuki "Daybreak" Kamishiro, making a declaration to an invader.

The King of the Domain

Out of all the known Syndromes, the Orcus Syndrome is the most mysterious of them all. Those that display the Orcus Syndrome gain the ability to manipulate their surroundings through the release of special "particles" into the immediate area. Specialists call this particle-saturated area the Overed's "Domain."

In this Domain, Orcus Overeds can shoot the earth out as spears, tap into the senses of animals, or even manipulate humans. Each of these powers easily distinguishes Orcus from other Syndromes, making it the one true "Ruler of the Domain."

The Orcus Syndrome also excels in support and command rules. Naturally so, since the Syndrome can oversee and manipulate the battlefield.

This Syndrome was named after Orcus, the Roman god of the underworld, because the ability to rule over a Domain reminded people of Orcus' role as the king of Hell.

Power Data: Orcus

The Orcus Syndrome gives control over a "Domain." The Powers listed in this section allows a person to change the Domain's environment to gain an advantage in battle. One can also embed special "particles" into weapons and freely control them. All Orcus Overeds will be able to create an absolute advantage within their Domains.

Shrinking Earth

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

The user can manipulate the distance in their Domain in order to move more freely.

Declare right before performing a Move or Dash. Instantly Move to any area on the Scene. The User may also Break Away at this time. This Power may be used (LV) times per Scenario.

Earth Fang

Max LV: 10 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 1 **Restrict:** -

The user uplifts the earth like a spear and fires it.

Perform an {Atk. Power: + [LV + 2]} ranged attack. Dodge checks against this attack receive a - 1 dice penalty. The User cannot target a character in his Engagement.

Crushing Jaw

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** View
Encroach: 3 **Restrict:** -

Fire stone spears from the earth in rapid succession.

Perform an {Atk. Power: + [(LV x 2) + 2]} ranged attack. Dodge checks against this attack receive a - 2 dice penalty. The User cannot target a character in his Engagement. This Power may be used once per Scene.

Arrow Raindrop

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Scene(Select) **RNG:** View
Encroach: 3 **Restrict:** -

Condense the atmosphere's moisture into a weapon that can pierce a target.

Perform an [Atk. Power: +LV x 2] ranged attack. Checks that use this Power cannot use «Concentrate».

Animal Tamer

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

Use particles to take control of animals.

Any check that uses this Power receives a + [LV + 1] dice bonus.

Keystone Formation

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** -
Target: 3 **RNG:** -
Encroach: 3 **Restrict:** -

The user can target multiple people by using their "Domain."

Any action that uses this Power can target up to 3 Targets. This Power may be used (LV) times per Scenario.

Absolute Space

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

The user manipulates their Domain to maximize their abilities.

During the User's current Main Process, any check that uses an Orcus Power receives a + (LV) dice bonus.

Earth's Protection

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

While attacking, the user manipulates their Domain to create a field advantage.

Any attack that uses this Power receives a + [LV x 2] Atk. Power bonus.

Guiding Flower

Max LV: 5 **Timing:** Major
Skill: <RC><Negotiation>
DFCLTY: Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

The user eliminates elements that inhibit the movement of others by adjusting their Domain.

The Target's next Major Action check receives a + [LV x 2] to its score. This Power has no effect on Procure checks.

Power Formation

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -

The user creates a Domain that increases offensive capabilities.

For the duration of this Round, all attacks performed by the Target receive a [LV x 2] Atk. Power bonus.

Fairy Hand

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4 **Restrict:** -

Change one's Domain so that it assists a target's actions.

Declare right after the Target rolls dice for a check. Change one of the dice to a 10. This Power can be used while the Target is performing a check. This Power may only be used once per check and only (LV) times per Scenario.

Domain of Domination

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 6 **Restrict:** -

Exercise complete dominance over one's Domain and control a target's movements.

Declare right after the Target rolled dice for a check. Change one of the dice to 1. This Power can be used while the Target is performing a check. This Power may only be used once per check and only (LV) times per Scenario.

Formless Sword

Max LV: 3 **Timing:** Minor
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Use particles to change the shape of a weapon.

Dodge checks against this Power receive a - (LV) dice penalty.

Confusing Blow

Max LV: 3 **Timing:** Major
Skill: : Syndrome **DFCLTY:** -
Target: - **RNG:** -
Encroach: 3 **Restrict:** -

Utilize the Domain's natural surroundings in a surprise attack.

Dodge checks against this Power receive a - (LV) dice penalty.

Jamming

Max LV: 3 **Timing:** Auto
Skill: : - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

The user can manipulate objects in the area in order to inhibit the target's attack.

Declare right before the Target performs a check. The Target's check receives a – (LV) dice penalty. This Power may only be used once per Round.

Law of the Underworld

Max LV: 3 **Timing:** Setup
Skill :- **DFCLTY:** Auto
Target: Area **RNG:** Close
Encroach: 4 **Restrict:** -

Saturate one's Domain with particles.

For the duration of the Round, Targets receive a + 1 Critical Value penalty. This Power cannot target the user and can only be used (LV) times per Scenario.

Thorn Constraints

Max LV: 10 **Timing:** Major
Skill :<RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 1 **Restrict:** -

Tie down a target with the plants that exist within one's Domain.

Perform an [Atk. Power: +LV] ranged attack. If an attack that uses this Power deals at least one point of HP damage, the Target will receive the Bad Status Rigor.

Caged Area

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -

Utilize all objects within one's Domain to cage in a target.

Perform a ranged attack. If the attack hits its target, the Target receives the Bad Statuses Pressure and Dazed. This Power may be used (LV) times per Scenario.

Yggdrasil's Leaf

Max LV: 3 **Timing:** Major
Skill :<RC> **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 5 **Restrict:** -

Use one's particles to heal the wounds of a target.

Revive Target from Incapacitation with 1 HP. The Target's Encroachment Rate increases by 5. This Power may cause a non-Overed to awaken as an Overed. This Power may be used (LV) times per Scenario.

Luck's Protection

Max LV: 1 **Timing:** Reaction
Skill: < RC> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Use objects that are within one's Domain to throw off attacks.

During checks that use this Power, the User can Dodge.

Rising Earth

Max LV: 5 **Timing:** Auto
Skill :- **DFCLTY:** Auto
Target: Area(Select) **RNG:** Close
Encroach: 2 **Restrict:** -

Create a giant wall that can protect the people within the area.

Declare right before HP damage is applied to the Target. The Target's (expected) HP damage is reduced by – [LV x 4]. This Power may only be used once per Round.

Distorted Domain

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

Make one's Domain copy incoming bullets and shoot them towards the enemy.

Declare when Guarding against a ranged attack. The attacking character receives [LV x 5] HP damage. This Power may only be used once per Round.

Domain's Shield

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 4 **Restrict:** -

Make another person protect the user.

Declare right before a Damage roll. The Target performs a Cover. This Cover will not make the Target go into the Post-Action state can be done even if he is already in the Post-Action state. Target decides how he will perform the Cover. This Power can only be used on characters that consent to being the target. This Power can be used (LV) times per Scene.

Domain's Guardian

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

Extend the effects of «Domain's Shield» to distant areas.

Declare right before using «Domain's Shield». «Domain's Shield» is modified to [**RNG:** View]. This Power may only be used once per Scene.

Obsidian Armor

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

Don inanimate objects from one's Domain as a layer of protection.

The User creates and equips an armor that lasts for the duration of the Scene. This will replace currently equipped armor. Its data is as follows:

Type: Armor **Dodge:** -3
Initiative: -3 **Armor:** [8 + (LV x 3)]

Green Whip

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

Use particles to turn a plant into a whip.

The User creates and equips a weapon that lasts for the duration of the Scene. Its data is as follows:

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk Power:** +[LV+2]
Guard: 1 **Range:** 20M

Handling

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

The user sends a controlled animal into a Scene as his substitute.

Declare when entering a Scene. A controlled animal enters the Scene as the User's substitute. During this Scene, the score of the User's [Sense] checks receive a + [LV + 3] bonus, but «Animal Tamer» is unusable. Stats and damage are shared between the User and the animal.

Knight Rider

Max LV: 5 **Timing:** Major/Reaction
Skill: <Ride:> **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Utilize particles to operate a vehicle.

Checks that use this Power receive a + (LV) dice bonus.

Domain Adjustment

Max LV: 5 **Timing:** Major/Reaction
Skill: <Negotiation> **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Adjust one's Domain to help push negotiations in one's favor.

Checks that use this Power receive a + (LV) dice bonus.

Domain's Voice

Max LV: 3 **Timing:** Major
Skill: : <Info:> **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Spread "particles" throughout one's Domain to gather information.

Checks that use this Power receive a + [LV + 1] dice bonus.

Constricting Domain

Max LV: 1 **Timing:** Auto
Skill: <Negotiation> **DFCLTY:** Refer
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** 80%

Declare right after when a character within the User's [**RNG:** View] performs an attack check. Perform an opposed check that uses this Power, using the target's attack roll score as the difficulty. If the opposed check is successful, the target's attack fails. [Timing: Reaction] Powers may be combined with this Power. This Power may only be used once per Scene.

Overlord

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** 80%

Utilize particles to push a weapon's performance past its normal limits.

Declare right before the User's melee or ranged attack. Double the Atk. Power of one of the weapons being used. The selected weapon will be destroyed at the end of the user's Main Process.

Perfect World

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 6 **Restrict:** 100%

The target is attacked simultaneously from every direction in the Domain.

Any attack that uses this Power gains a + [LV + 1] dice bonus to its check. Any Reaction against this attack receives a +1 Critical Value penalty.

Law of Power

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 4 **Restrict:** 100%

Increase the "power" of one being that is in one's Domain.

Declare right before the Damage roll of any character that is not the User. That Damage roll receives a + [LV + 1] dice bonus. This Power may only be used once per Round.

Nerve Hijack

Max LV: 1 **Timing:** Major
Skill: < RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 4D10 **Restrict:** 120%

The user dominates the target.

The User and Target must perform a <Will> opposed check. If the User wins, make the Target perform a Major Action. The User decides the target's action, but Powers that have a limited number of uses cannot be chosen. This Power can only target one character and no Powers may overrule this restriction.

Domain of Vengeance

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

Link one's wounds to the attacker.

Declare right after HP damage is applied to the User. Target the character that dealt that HP damage and apply the same amount of HP damage to him. The User cannot use this Power if he performed a Cover. This Power can only be used once per Scene.

Dominating Particles

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Scene(Select) **RNG:** View
Encroach: 6 **Restrict:** Pure

Dominate, take control of everything in the Domain, and inhibit the enemy's actions.

For the duration of the current Round, all attacks performed by the Target receive a – [LV x 5] Atk. Power penalty. Attack Power cannot be reduced below zero. This Power can only be used once per Scenario.

Domain of Despair

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Scene(Select) **RNG:** View
Encroach: 4 **Restrict:** Pure

Saturate one's Domain with particles and change the area to be advantageous for allies.

For the Duration of the Round, the Target receives a - 3 dice penalty towards all checks. This Power may be used (LV) times per Scenario.

Simple Powers: Orcus

These are the Simple Powers for the Orcus Syndrome. This Syndrome and its Domain allows a user to scout an area by sending out or embedding "particles" in the area, as well as gain the ability to remotely operate tools.

Machine's Voice

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

Make a machine or item operate autonomously by embedding it with particles. Only simple tasks can be performed; Pens may write a predetermined letter, vacuum cleaners may vacuum a room, and cars may drive towards a destination. The GM decides what this Power may be capable of. If the GM feels it is necessary, he may require a <RC> check for this Power.

Sharp Ears

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

Expand one's Domain and become aware of everything that occurs within it. The user will be informed of any incidents that happen in the Domain. If the GM feels it is necessary, he may require a <RC> check for this Power.

Enhanced Growth

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

Enhance the growth of all plant life in one's Domain by injecting particles into them. User decides how big he wants the plants to grow. If the GM feels it is necessary, he may require a <RC> check for this Power.

Earthy Gold

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

Create a replica of an Item from the soil or leaves that exists in one's Domain. The replica will only have the Item's appearance and will not have any of its stats or abilities. If the GM feels it is necessary, he may require a <RC> check for this Power.

Telekinesis

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

Inject tools that exist in one's Domain with particles and remotely move them. Select one object that exists within the Scene and move it to any location within the Scene. A character's equipment and possessions cannot be selected. If the GM feels it is necessary, he may require a <RC> check for this Power.

Cat's Path

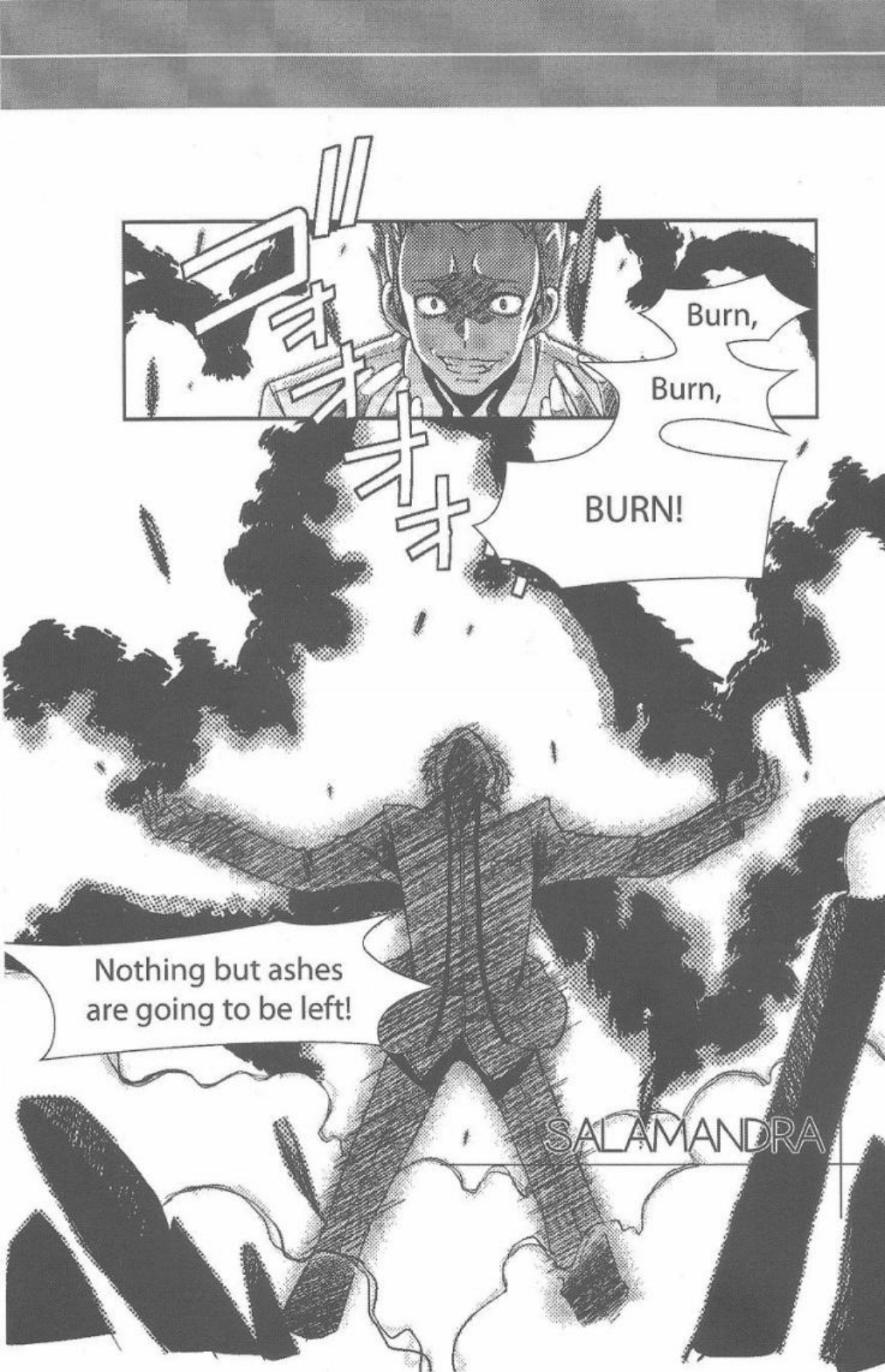
Max LV: 1 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

Utilize one's Domain to create paths in unusual places, thus allowing for the ability to freely move within one's Domain. With this Power, one can use shortcuts that no one knows of. If the GM feels it is necessary, he may require a <RC> check for this Power.

Invisible Domain

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

Hide an area that's within the user's Domain. This hidden Domain cannot be seen even if it's in front of a person's eyes. User can hide up to [LV x 1000] square meters. If someone attempts to find the hidden area, that character and the user must perform a <Perception> Opposed check.


Burn,
Burn,
BURN!
Nothing but ashes are going to be left!
SALAMANDRA

Don't fear contradictions.

To control fire, one needs icy rationale.
To control ice, one needs a fiery passion.
Elements that seem to be complete opposites actually give birth to "power" when they work in harmony.

...What I'm trying to say is that complete opposites turn out be pretty good partners.

- Akira "Dragon Breath" Matsunawa, to her partner and complete opposite.

Rule over Heat

Heat is the basis of the Salamandra Syndrome's abilities. With the ability to control heat energy, those with the Salamandra Syndrome can use fire or ice by creating extremely high heats and super-low temperatures.

This control over heat energy may also be used to enhance one's body. Heat may be converted into physical energy that can be used for amazing athletic feats, or the user may adjust his body temperature when he needs to calm down and make better decisions. This unconventional application solidifies the Salamandra Syndrome's specialization in battle.

When one hears the word "Salamandra," the image of a fire lizard comes to mind. However, according to Pliny the Elder's Naturalis Historia, the salamandra is so cold that fire would be extinguished when it comes in contact with the animal. This Syndrome was named Salamandra because the lizard has this dual imagery with fire and ice.

Power Data: Salamandra

The Salamandra Syndrome gives a person the ability to control heat. The Powers listed in this section lets a person more effectively attack his opponent and defend himself with fire or ice, allowing Salamandra Overeds to excel in both offense in defense. The flavor text of these Powers mainly describes only fire or ice manipulation and not both, but these details can be changed to fit one's character.

Ice Cloister

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

Freeze water vapor into an ice bridge that can be used for movement.

Temporarily gain Flight and Move a farther distance. Moveable distance for this action increases by + [LV x 2] meters.

Ice Protection

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

Ambient moisture is changed into crystallized blades that will support the user's next attack.

During the current Main Process, any of the User's attacks that use a Salamandra Power receive a + [LV x 2] Atk. Power bonus.

Blazing Fort

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 3 **Restrict:** -

Cause massive destruction by releasing one's pent up heat.

Attacks that use this Power receive a + [LV x 3] Atk. Power bonus. This Power cannot be used if the User performed a Move, Dash, or Break Away during the current Round.

Flame Blade

Max LV: 5 **Timing:** Major
Skill: <Melee><Ranged>
DFCLTY: Opposed
Target: - **RNG:** Weapon
Encroach: 2 **Restrict:** -

Increase damage by making weapons and bullets so hot they will burn white and melt targets like butter.

Attacks that use this Power receive a + [LV x 2] Atk. Power bonus.

Fire God's Rage

Max LV: 3 **Timing:** Major/Reaction
Skill: [Body] **DFCLTY:** -
Target: - **RNG:** -
Encroach: 3 **Restrict:** -

User self immolates to increase combat power.

Checks that use this Power receive a + [LV + 1] dice bonus. At the end of the Main Process when this Power was used, the User loses 3 HP.

Ice God's Sorrow

Max LV: 3 **Timing:** Major / Reaction
Skill: [Sense] **DFCLTY:** -
Target: - **RNG:** -
Encroach: 3 **Restrict:** -

Increase battle potential by covering one's self with air so cold it could freeze the body solid.

Checks that use this Power receive a + [LV + 1] dice bonus. At the end of the Main Process when this Power was used, the User loses 3 HP.

Fire's Blessing

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

Better control fire by synchronizing with it.

For the duration of the current Main Process, all of the User's checks that use a Salamandra Power receive a + (LV) dice bonus.

Flaming Bullets

Max LV: 10 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 1 **Restrict:** -

User shoots flaming bullets, scorching the opponent. This is Salamandra's most basic and fundamental means of attack.

Perform an {Atk. Power: + [LV + 2]} ranged attack.

Ice Tower

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** View
Encroach: 3 **Restrict:** -

Rapidly frozen ambient moisture becomes pounding ice projectiles. It is as if a pillar of ice suddenly formed.

Perform an {Atk. Power: + [LV x 3]} ranged attack. Characters in the User's Engagement cannot be targeted. This Power may only be used once per Scene.

Blizzard Breath

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** View
Encroach: 3 **Restrict:** -

Decrease the temperature low enough to cause storms, hail and blizzards and use them all simultaneously in an attack.

Perform an [Atk. Power: +LV] ranged attack. Checks that use this Power receive a - 3 Dice penalty.

Energy Meister

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

Bypass defenses and directly hurt a target by suddenly changing his body temperature.

If a Target Guards against an attack that uses this Power, he loses [LV x 3] HP.

Ice Bindings

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

Create ice vines to bind a target's limbs and hold him down.

Perform a ranged attack. If the attack hits its target, the Target will receive a – [LV + 1] dice penalty towards all checks for the remainder of the Round.

Ice Scythe

Max LV: 5 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

This effect makes a weapon cold to the touch. Its flow of cold air slows the opponent, making it difficult for them to dodge attacks.

Any dodge check against an attack that uses this Power receives a - (LV) dice penalty.

Cerebral Adjustment

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

Adjust one's brain temperature to allow for better control over the Renegade virus.

For the duration of the current Main Process, Dodge checks against any of the uUer's attacks that use a Salamandra Power receive a – [LV + 1] dice penalty.

Asphyxiate

Max LV: 1 **Timing:** Major
Skill: : <RC> **DFCLTY:** Opposed
Target: Area(Select) **RNG:** Close
Encroach: 2 **Restrict:** -

The rapid combustion of the ambient oxygen in a targeted area creates a lack of breathable air.

Perform a ranged attack. If the Target(s) is hit, the Target(s) are afflicted with the Bad Status Dazed. This Power may only be used once per Scene.

Flames of Hatred

Max LV: 1 **Timing:** Major
Skill : Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Take away a target's ability to logically reason with an attack that suddenly increases the person's cerebral temperature.

If an attack that uses this Power deals at least one point of damage, the Target will receive the Bad Status Hatred. The User will be the target of Hatred.

Unwavering Heart

Max LV: 5 **Timing:** Minor
Skill : - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 1 **Restrict:** -

Adjust one's body temperature to melt bindings, freeze diseases, or to get through any other disadvantageous situations.

The User recovers from [LV + 1] Bad Statuses. Berserk cannot be removed with this Power.

Melting

Max LV: 5 **Timing:** Reaction
Skill: <Dodge> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Radiate heat into one's surroundings, melting the weapons of enemies.

If the User fails a Dodge check that uses this Power, the (expected) HP damage that he takes is reduced by – [LV x 2].

Fire Cage

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

Block a target's path by releasing layers of fire rings into the area.

For the duration of the Round, the User Blockades the Engagement he is in. The User may end this effect or re-Blockade the Engagement at any time.

Fire Formation

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

Fire is generated around the user and any nearby allies.

Declare right before a damage roll. Perform a Cover. The User can be in the Pre-Action or Post-Action state and still be able to perform this Cover. This Power may only be used once per Main Process.

Blue Demon

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

Retrace the attack trajectory of the opponent and freeze him.

Declare when Guarding. The character that attacked the User receives (LVx3) HP damage. This Power may only be used once per Round.

Heat Haze

Max LV: 3 **Timing:** Reaction
Skill: <Dodge> **DFCLTY:** Opposed
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** -

The user creates a heat shimmer effect to deceive the enemy's eye and make time to dodge. The heat haze will feel tangible but doesn't actually exist.

Perform a Dodge. The check receives a + [LV + 1] dice bonus.

Ice Wall

Max LV: 1 **Timing:** Auto
Skill: <RC> **DFCLTY:** Refer
Target: Self **RNG:** Close
Encroach: 5 **Restrict:** -

Declare after a character that is in the User's [**RNG:** View] performs an attack check. Perform a check, with the difficulty being the score of the preceding attack. If the User's check succeeds, the attack automatically fails. This Power can be used with [**Timing:**Reaction] Powers. This Power can only be used while the User is in the Pre-Action state and will make the User enter Post-Action state once the check is complete.

Heat Barrier

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

Surround one's self with a layer of heat that will scorch incoming bullets and arrows.

Declare when Guarding. For the duration of the Guard, the User receives a + [LV x 2] Guard bonus.

Ice Citadel

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

Strengthen defenses by surrounding one's self with walls of ice.

For the duration of the Round, all HP damage the User will receive is reduced by – [LV x 3]. This bonus is immediately lost if the User performs a Move, Dash or Break Away.

Ice Shield

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

Instantly create an ice shield when attacked. The shield will freeze the incoming weapon, making the attack impotent.

Declare when Guarding. For the duration of the Guard, the User receives a + [LV x 5] [Guard] stat bonus.

Blizzard's Protection

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

Surround one's self with walls of ice to weaken incoming attacks.

Declare right before HP damage is applied to the User. Reduce (expected) damage by - (LV)D points. This Power may only be used once per Round.

White Heat

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

Concentrate heat into one's fists and feet, making those body parts shine white with fire that scorches anything it touches.

For the duration of the Scene, modify the User's Fists to the following data:

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk Power:** +[LV+5]
Guard: 4 **Range:** Close

Fire and Ice Sword

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

A weapon can be produced in the user's hand by formation of ambient ice particles or flames in a plasma induction. The user determines the weapon's appearance.

The User creates and equips a weapon that lasts for the duration of the Scene. Its data is as follows:

Type: Melee **Skill:** <Melee>
Acc: -2 **Atk Power:** +[LV+6]
Guard: -6 **Range:** Close

Flame Ring

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

Create a ring of fire that can be thrown.

The User creates and equips a weapon that lasts for the duration of the Scene. Its data is as follows:

Type: Ranged **Skill:** <Ranged>
Acc: -2 **Atk Power:** +[LV+6]
Guard: - **Range:** 30M

Final Blaze

Max LV: 3 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** 80%

User self immolates to increase damage.

Pay up to [LV x 5] HP. During the current Main Process, the User's attacks gain a + [Consumed HP] Atk. Power bonus. HP may not be reduced to zero with this Power.

Cross Burst

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 4 **Restrict:** 80%

Attack using power created from a fusion of fire and ice.

Attacks that use this Power receive a + [LV x 4] Atk. Bonus. Checks that use this Power receive a -2 Dice penalty.

Plasma Cannon

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 4 **Restrict:** 100%

The user creates a Plasma ball with enough heat to evaporate everything and fires it at the enemy. Its power is overwhelming.

Perform an Atk. Power: + [LV x 5] ranged attack.

Inferno

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** -
Encroach: 4 **Restrict:** 100%

Burn an enemy with the flames of hell.

If an attack that uses this Power deals at least one point of damage, the Target enters the Post-Action state. This Power can only be used once per Scene.

Annihilation Wave

Max LV: 5 **Timing:** Initiative
Skill: - **DFCLTY:** Auto
Target: Area(Select) **RNG:** View
Encroach: 4D10 **Restrict:** 120%

The target is destroyed with a force-field of pure energy.

Targets receive [LV+2]D points of damage. There is no accuracy check, thus the Targets cannot perform Reaction checks. This Power may only be used once per Scenario and cannot be combined with other Powers.

Burning Soul

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

Heal wounds with heat.

Declare when User becomes Incapacitated. The User recovers from Incapacitation with [LV x 10] HP. This Power may only be used once per Scenario.

Disintegration

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

Molecular bonds are destroyed by alternating super hot and cold temperatures.

Attacks that use this Power receive a + (LV) dice bonus. In addition, the Target's [Armor] stat is ignored during damage calculation.

Barricade of Blinding Heat

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Sigle **RNG:** View
Encroach: 4 **Restrict:** Pure

Protect the target with a blazing wall.

Declare right before HP damage is applied to the Target. The (expected) HP damage that the Target will take is reduced by - [LV +2] D. The User cannot use this Power on himself. This Power can only be used once per Round.

Simple Powers: Salamandra

These are the Simple Powers for the Salamandra Syndrome. Salamandra's ability to control heat allows a person to not only create fire, but also adjust temperatures and create comfortable environments.

Heat Adjustment

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

Achieve excellent results for temperature-sensitive crafts like cooking, pottery and metalworking by maintaining perfect control over heat levels. This Power bestows mastery over heat control. If the GM feels it is necessary, he may require a <Perception> check for this Power.

Perfect Room Temperature

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

Perfectly adjust the temperature of a limited area to create comfortable conditions for the people living in that space. The User may adjust the temperature of the entire Scene to whatever degree he finds comfortable. The User may adjust only a small area of the Scene if he wishes.

Law of Ice

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

Drastically lower the temperature of one's hand and chill items with just a touch. Damage cannot be dealt with this Power. If the GM feels it is necessary, he may require a <RC> check for this Power.

Cryopreservation

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

Freeze a human body and stop the progression of age, decay and diseases. This Power can only be used on Incapacitated characters, the dead or the user himself. The User may end this effect at any time.

Heat Perception

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

Be able to see heat. The User will be able to see in the dark by seeing heat and can chase targets by following their trail of residual heat. Lastly, the User can sense a person's emotions and changes in physical condition by detecting any changes in a target's body temperature. If the GM feels it is necessary, he may require a <Perception> check for this Power.

Fireproof Body

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

This Power represents a resistance to heat. The owner of this Power does not take damage from normal flames or cold weather. This Power has no effect against attacks that use Powers.

Law of Fire

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

Create fire. Damage cannot be dealt with this Power. If the GM feels it is necessary, he may require a <RC> check for this Power.

SOLARIS
I hope your last moments are in a nice dream.
...Bye-bye.

I am a projectionist.
I take dreams and project them onto the silver screen of consciousness.

In the end, life is a vapid theater created by nerve cells, and people are the foolish actors.
Wouldn't it be wonderful if one could die while in a dream?

- The monologue of the S-class agent "Cinema Paradise."

The Bewitching Spring

Overeds that display the Solaris Syndrome gain the ability to internally produce various chemicals, essentially making them walking chemical plants. These chemicals can be used internally or be excreted from the body as a gas or liquid and administered to others.

When used internally, these chemicals can be used as a response-enhancing neural narcotic or as a supplement for healing abilities. Chemicals that are released from the body can agitate a target's pain sensors or paralyze him altogether. It is possible to create illusions that drops someone into a state of paranoia, or even manipulate memories.

The name Solaris was taken from the name of a planet that appeared in a famous science fiction novel. This planet was sentient and would show humans various illusions.

Power Data: Solaris

The Solaris Syndrome allows for the internal creation of pharmaceuticals. The Powers listed in this section mainly consist of abilities that support or weakens others, although there are Powers that enhance the user himself. The Solaris Syndrome itself does not offer much firepower, but becomes a great threat when used in conjunction with other Overeds.

Delusive Scent

Max LV: 3 **Timing:** Major/Reaction
Skill: <Negotiation> **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

Make the enemy drop their guard by producing and spreading a scent that gives a sense of security.

Any check that uses this Power receives a + (LV) dice bonus.

Poison Blade

Max LV: 10 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Increase attack power by secreting neurotoxins from the palms and mucus membranes.

For the duration of the current Main Process, the User's attacks receive a + (LV) Atk. power bonus.

Tranquility

Max LV: 5 **Timing:** Major/Reaction
Skill: [Mind] **DFCLTY:** -
Target: - **RNG:** -
Encroach: 3 **Restrict:** -

Keep thinking clear by using calming chemicals that keeps the mind settled.

Checks that use this Power receive a + [LV + 1] dice bonus. However, the User loses 3 HP once his Main Process ends.

Frenzy

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

The user produces a substance that takes away reasoning and instead gives strength.

For the duration of this Scene, the Target's melee attacks receive a + [LV x 3] Atk. Power bonus. However the Target will also receive the Berserk Bad Status. This Power can only be used if the Target agrees to receive the Berserk Bad Status.

Valkyrie's Guidance

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 2 **Restrict:** -

Release stimulants that enhance the target's abilities.

The next Major Action the Target performs will receive a + (LV) dice bonus. If the Major Action is an attack, the Target receives +5 Atk. Power.

Accelerate

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -

Administer performance-enhancing drugs that enhances the target's reflexes.

For the duration of the Round, the Target receives + [LV x 2] [Initiative] bonus.

Adrenaline

Max LV: 3 **Timing:** Major/Reaction
Skill: [Body] **DFCLTY:** -
Target: - **RNG:** -
Encroach: 3 **Restrict:** -

Use intracerebral narcotics to surpass the body's limits.

Checks that use this Power receive a + [LV + 1] dice bonus. User loses 3 HP at the end of his Main Process.

Perfect Antibody

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

Negate the effects of toxins and medicines by using various preexisting or instantly-created antibodies.

This Power may be combined with all types of Reaction checks. Checks that use this Power receive a + (LV) dice bonus. However, this Power cannot be used if the Action's check is not using Powers.

Poison Fog

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** -
Target: Area(Select) **RNG:** Close
Encroach: 2 **Restrict:** -

Release chemicals from the body in gas form.

The **RNG** of Powers that are combined with this Power are changed to Area (Select). This Power may be used (LV) times per Scenario.

Tablet

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

Convert chemicals into a solid and throw it at the enemy.

Declare right before the User uses a Solaris Power. The Power is modified to [**RNG:** View]. Apply this change to all Powers in the combination. This Power may be used (LV) times per Scene.

Absolute Terror

Max LV: 5 **Timing:** Major
Skill: < Negotiation>
DFCLTY: Opposed
Target: - **RNG:** View
Encroach: 3 **Restrict:** -

Show the target a terrifying illusion.

Perform an [Atk. Power: +(LV)] ranged attack. The Target's [Armor] stat is ignored during damage calculation.

Word of Fear

Max LV: 5 **Timing:** Major
Skill: <Negotiation>
DFCLTY: Opposed
Target: Single **RNG:** Close
Encroach: 2 **Restrict:** -

Create a fear-inducing drug that makes the target back off.

Perform a ranged attack. If the attack hits its target, the Target moves [LV x 2] meters away from the Engagement. The Target may Break Away at this time. The User decides where the Target will Move

Sculpture's Voice

Max LV: 3 **Timing:** Major
Skill: <Negotiation>
DFCLTY: Opposed
Target: Single **RNG:** View
Encroach: 3 **Restrict:** -

Disperse a chemical that paralyzes motor nerves.

Perform a ranged attack. If the attack hits its target, the Target will receive a - [LV x 2] [Initiative] penalty for the duration of the Scene. Target may remove this penalty by using a Minor Action.

Sinner's Shackles

Max LV: 10 **Timing:** Major
Skill: : <Melee><Ranged>
DFCLTY: Opposed
Target: Single **RNG:** Weapon
Encroach: 3 **Restrict:** -

Create and apply an adhesive onto a weapon that allows the wielder to limit the movements of his targets.

If an attack that uses this Power hits its target, for the duration of the Round the Target's Dodge check scores will receive a – [LV x 2] score penalty.

Corrosive Fingertip

Max LV: 5 **Timing:** Major
Skill: : <Melee><Ranged>
DFCLTY: Opposed
Target: Single **RNG:** Weapon
Encroach: 2 **Restrict:** -

Destroy inorganic objects with highly corrosive chemicals.

If an attack that uses this Power hits its target, for the duration of the Scene the Target receives a – [LV x 5] [Armor] stat penalty. The lowest the stat can be reduced to is zero.

Irresistible Words

Max LV: 5 **Timing:** Major
Skill : < Negotiation>
DFCLTY: Opposed
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

Release internally produced hallucinogens to make an order irresistible.

Perform a ranged attack. If the attack hits its target, for the duration of the current Scene the Target will receive a - (LV) dice penalty towards all checks.

Crown of Thorns

Max LV: 5 **Timing:** Major
Skill : <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 2 **Restrict:** -

Apply toxins that irritates the target's sense of pain.

Perform a ranged attack. If the attack hits its target, for the duration of the Round the Target will receive a - (LV) dice penalty towards all checks.

Blind Sheep

Max LV: 5 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 3 **Restrict:** -

Stop a target's actions by creating and dispersing sight-stealing chemicals.

Declare right before the Target performs a check. That check receives a –[LV + 1] dice penalty. This Power may only be used once per Round.

Water of Pain

Max LV: 5 **Timing: Major**
Skill : <Ranged> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 2 **Restrict:** -

Shoot an acid that deals damage and slows down the target.

Perform an [Atk. Power: +LV] ranged attack. If an attack that uses this Power deals at least one point of damage, the Target will receive the Bad Status Dazed.

Bloodletting Spores

Max LV: 5 **Timing:** Major
Skill : <RC> **DFCLTY:** Opposed
Target: - **RNG:** View
Encroach: 2 **Restrict:** -

Create and disperse spores that rupture cells.

Perform a ranged attack. If the attack hits its target, the Target receives the Bad Status Taint. Taint's rank is equal to this Power's level.

Magic Words of Destruction

Max LV: 1 **Timing:** Major
Skill : <Negotiation>
DFCLTY: Opposed
Target: Single **RNG:** Close
Encroach: 2 **Restrict:** -

Slow down a target's actions by creating a drug that steals willpower.

Perform a ranged attack. If the attack hits its target, the Target will receive the Bad Status Dazed.

Healing Water

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: - **RNG:** View
Encroach: 2 **Restrict:** -

Heal a target by using a substance that increases cellular regenerative capability.

Target recovers {(LV)D+[Mind]} HP.

Neutralizer

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: - **RNG:** View
Encroach: 2 **Restrict:** -

By generating and administering a neutralizing agent, the target can recover from the effects of poison and other disorders.

The Target recovers from all Bad Statuses other than Berserk.

Food of the Dead

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 6 **Restrict:** -

Create and administer a powerful resuscitator.

Revive an Incapacitated Target with 1HP. However, the Target's Encroachment Rate will increase 2D points. At this time, a non-Overed may awake as an Overed. The GM will make the decision. This Power may be used (LV) times per Scenario.

Life Shield

Max LV: 1 **Timing:** Reaction
Skill: < Negotiation>
DFCLTY: Opposed
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** -

Lure hordes of bugs, rats and other life forms with a specially-created pheromone and use them as meat shields.

During a check that uses this Power, the User can perform a Dodge.

Summoned Herd

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

By using special pheromones, one can lure a larger number of small animals and bugs to use as an distraction against attacks.

This Power must be used with «Life Shield». Checks that use this Power receive a + (LV) dice bonus.

Arrow of Agony

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

Create chemicals that induce agony.

The User creates and equips a weapon that lasts for the duration of the Scene. Its data is as follows:

Type: Ranged **Skill:** <Ranged>
Acc: 0 **Atk Power:** +[LV+2]
Guard: - **Range:** View

Sleep Powder

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 1 **Restrict:** -

Incapacitate non-Overeds by creating and dispersing anesthetics.

This Power can only target Troops. Perform a ranged attack. If the attack hits its target, the Target becomes Incapacitated. Attacks that use this Power cannot deal HP damage. This Power may be used (LV) times per Scenario.

Loose Tongue

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** Close
Encroach: 3 **Restrict:** -

Force a target to tell the truth by creating a truth serum that effects the nervous system.

Perform a <Will> Opposed check with the Target. If the User wins, the Target must answer one of the User's questions. The GM may forbid the use of this Power. If he does, the User's Encroachment Rate and number of uses does not change. This Power may be used (LV) times per Scenario.

Puppeteer

Max LV: 3 **Timing:** Major
Skill: : < Negotiation>
DFCLTY: Opposed
Target: Single **RNG:** View
Encroach: 5 **Restrict:** -

Freely control non-Overeds with the use of hallucinogens.

This Power cannot affect Overeds. Perform a <Will> Opposed check with the Target. If the User wins, he may give the Target one order. Whatever the order may be, the Target must do his best to fulfill it. This Power may be used (LV) times per Scenario.

Berserker

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 5 **Restrict:** 80%

The user produces and administers a powerful stimulant.

The Target's next Major Action check receives a - 1 Critical Value bonus (min. 6) and a + [LV x 2] dice bonus.

Additional Strength

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** 20
Target: Single **RNG:** Close
Encroach: 5 **Restrict:** 80%

Make a person act once more by stimulating the production of excitatory hormones.

A Target that is in the Post-Action state is returned to the Pre-Action state with this Power. This Power's Target cannot be changed from Single. This Power may only be used once per Round.

Overdose

Max LV: 1 **Timing:** Major/ Reaction
Skill: Syndrome **DFCLTY:** -
Target: - **RNG:** -
Encroach: 4 **Restrict:** 100%

Increase the volume of a substance with the intent to overdose.

When this Power is used in a check, all combined Powers receive a +2 LV bonus. Max levels may be exceeded. However, the Powers do not get extra number of uses. This effect may be used once per Scenario.

Miracle Drop

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 6 **Restrict:** 100%

Restore life with a chemical that is saturated with the Renegade virus.

Declare when the Target becomes Incapacitated. The Target revives from Incapacitation with [LV x 5] HP. The User cannot use this Power on himself. This Power may only be used once per Scenario.

Aqua Vitae

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: 10 **Restrict:** 120%

A substance that can be called the essence of life can be used to revive someone.

Declare when the Target becomes Incapacitated. The Target is revived and recovers [LVx10] HP. This Power may be used once per Scenario.

Spiraling Despair

Max LV: 5 **Timing:** Major
Skill: : <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 4D10 **Restrict:** 120%

Aggravate a target's Impulses by delivering extreme mental stress.

Perform a <Will> Opposed check with the target. If the User wins and the Target is an Overed, the Target must perform an Impulse check with Difficulty of [LV x 3]. If the target is a non-Overed, there is a possibility he may awaken as an Overed. GM decides the result.

Hi-End Production

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

Multiple substance-producing plants in the body are initiated to generate chemical production at super speeds.

The User selects and uses one of his Solaris Powers that is [**Timing:** Major Action] and [**DFCLTY:** Auto]. Raise the Encroachment Rate by this Power's and the selected Power's Encroach total. This Power cannot be combined with other Powers and may be used (LV) times per Scenario.

Voice of Restoration

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Sigle **RNG:** View
Encroach: 6 **Restrict:** Pure

Calm the target's mental state by creating and administering a stabilizer.

This Power may be used at any time. Out of all of the Target's Powers, select one with a limited number of uses and have it recover one use. This Power may only be used once per Scenario.

Simple Powers: Solaris

These are the Simple Powers for the Solaris Syndrome. As the Syndrome that is all about drug manipulation, Solaris has Powers that allows one to create scents or make another person more friendly.

Pleasurable Fragrance

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

Create and disperse endorphins that cause people become ecstatic with a single smell. Depending on the dispersed amount, once can just lure people close or cause them to faint from pure ecstasy. This Power can only effect Extra-type NPCs.

Secret Ingredient

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

Create a special chemical that enhances the flavor of meals. With this Power, one can also make meats taste like sweet fruit, but the nutritional value of the food does not change. The GM determines how a character will react to the flavor.

Energy Water

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

Create a nutrient-rich water that will revitalize a person when taken. However, this water cannot heal HP or remove Bad Statuses. The GM determines the exact effects. If the GM feels it is necessary, he may require a <RC> check for this Power.

Soundless Voice

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

Communicate one's will to a faraway person through the use of hallucinogens. The User may hear the other person's thoughts if that person willingly opens his mind. If the GM feels it is necessary, he may require a <RC> check for this Power.

Bacteria Environment Manipulation

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

Manipulate bacterial environments. Adjust to kill off harmful bacteria or have perfect control over distillation and fermentation. The User may also strengthen his immune system by living in a controlled bacterial environment. If the GM feels it is necessary, he may require a <RC> check for this Power.

Childhood Friend

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

Gain the Target's trust through the use of hallucinogens. The drugs will confuse the person's cognition, making him believe the User is a trustworthy friend. This Power can only affect non-Overeds. If the GM feels it is necessary, he may require a <Negotiation> check for this Power.

Magical Scent

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

Create a chemical that releases a special scent. When this Power is used, the entire Scene will be filled with a scent of the User's choice. Depending on the situation, the GM may limit the area of effect. If the GM feels it is necessary, he may require a <RC> check for this Power.

We have to live in this twisted world.

**This world is still somehow holding together,
and protecting it is the one thing that makes us human.**

- Yugo Kiritani, to another Overed

The Power within all Overeds

The following Powers are abilities that all Overeds are capable of using.

Naturally, not all Overeds can use all these Powers from the start. Consider these Powers as abilities that are not tied to a particular Syndrome.

However, «Resurrect» and «Warding» are Powers that all Overeds have access to from the beginning. It is because of the near-immortality from «Resurrect» and the neutralizing effects of «Warding» that the only people that can stop an Overed is another Overed.

Power Data: Common

This is a list of Powers that can be acquired by any Overed of any Syndrome. Regardless of the character's Breed, an Overed can level all Common Powers to the listed max level. However, these Common Powers cannot receive the Pure-Breed level bonus. Lastly, all Overeds acquire «Resurrect» and «Warding».

Resurrect

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

Heal personal injuries.

Declare when Incapacitated or when the Scene ends. Recover from Incapacitation with (LV)D HP. The User increases his Encroachment Rate equal to the amount of HP recovered. This Power cannot be used when the User's Encroachment Rate is 100% or higher. This Power can be used even when afflicted with the Bad Status Pressure.

Warding

Max LV: 1 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Scene **RNG:** View
Encroach: 0 **Restrict:** -

Release a special substance into the air that will knock out normal people.

This Power can be used at any time. All non-Overed characters in this Scene become Extras. All Overeds that are in the Scene will automatically sense that this Power was used. The effects of this Power continue throughout the Scene.

Concentrate

Max LV: 3 **Timing:** Major
Skill: Syndrome **DFCLTY:** -
Target: - **RNG:** -
Encroach: 2 **Restrict:** -

The user exerts his ability concentrate.

Any check that uses this Power receives a - (LV) Critical Value bonus (min. 7). When acquiring this Power, the User must associate one of his Syndromes and record this Power in the following format: «Concentrate: Salamandra». For other Syndromes, a character must acquire this Power again treat as a separate Power. In addition, this Power is treated as a Power of the selected Syndrome.

Attack Bonus

Max LV: 10 **Timing:** Major
Skill: Refer **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 5 **Restrict:** -

Used to enhance a Renegade's potential destructiveness. It's destructive power is not to be underestimated.

Use with any kind of attack. Attacks receive a + [LV x 3] Atk. Power bonus. This Power may only be used once per Scenario.

Cover Defense

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

Use your own body to protect others.

Declare immediately before a Damage Roll. Perform a Cover. This Cover does not make the User enter the Post-Action state and can be performed even if the User is already in the Post-Action state. This Power may be used once per Main Process and a total of (LV) times per Scenario.

Quick Dash

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

Renegade Virus enhances reflexes so that the user can perform quick movements.

The User may Move immediately when this Power is used. This Power may be used (LV) times per Scenario.

Shock Absorb

Max LV: 10 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 7 **Restrict:** -

User activates the Renegade virus in response to a received injury.

Declare when the User receives HP damage. Reduce (expected) HP damage by – [LV x 5]. This Power may only be used once per Scenario.

Speed Up

Max LV: 10 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

The body reveals it's ability to react more rapidly for the user's survival.

The User receives a + (LV) [Initiative] bonus. This Power cannot receive the Encroachment Rate level bonus.

Hyper Toughness

Max LV: 10 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

The user's Renegade bestows extremely high vitality.

The User's maximum HP increases by + [LV x 3]. This Power cannot receive the Encroachment Rate level bonus.

Reflexes

Max LV: 3 **Timing:** Reaction
Skill: Syndrome **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: 2 **Restrict:** -

Utilize enhanced reflexes.

Any check that uses this Power receives a - (LV) Critical Value bonus (min. 7). When acquiring this Power, the User must associate one of his Syndromes and record this Power in the following format: «Reflexes: Salamandra». For other Syndromes, a character must acquire this Power again treat as a separate Power. In addition, this Power is treated as a Power of the selected Syndrome.

Restrain Command

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

Force the raging Renegade virus to calm down.

The User recovers up to three received Bad Statuses, one of which must be Berserk. This Power may be used (LV) times per Scene.

Refresh

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

Utilize the Overed's regenerative powers to restore one's vitals.

This Power may be declared at any time. Remove (LV) number of any Bad Statuses other then Berserk. This Power may only be used once per Scenario and can be used even if the User is inflicted with the Bad Status Pressure.

Limited Immortality

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

A Power that brings forth an Overed's pseudo-immortality.

User recovers [LV x 2] HP.

Enhance Physical

Max LV: 3 **Timing:** Major / Reaction
Skill: : [Body] [Sense] **DFCLTY:** -
Target: - **RNG:** -
Encroach: 3 **Restrict:** -

Utilize Overed powers for physical purposes.

Checks that use this Power receive a -1 Critical Value bonus(min. 9). This Power may be used (LV) times per Scenario.

Enhance Mind

Max LV: 3 **Timing:** Major / Reaction
Skill: : [Mind] [Social] **DFCLTY:** -
Target: - **RNG:** -
Encroach: 3 **Restrict:** -

Utilize Overed powers to enhance mental power and negotiation skills.

Checks that use this Power receive a -1 Critical Value bonus (min. 9). This Power may be used (LV) times per Scenario.

Enhance Action

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

Use the Overed's inherent abilities to pull off extraordinary feats.

This Power can be used with all types of checks. Checks that use this Power receive a + (LV x 2) dice bonus. This Power can only be used once per Scenario.

Full Defense

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

Fully utilize the Overed's natural survival instinct and concentrate only on survival.

For the duration of the Round, all of the User's checks for Reactions and Auto Actions receive a + [LV x 2] dice bonus. The User immediately enters the Post-Action state.

Power Defense

Max LV: 10 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 1 **Restrict:** -

Defend against attacks by using Renegade powers to avert incoming blows.

Declare when Guarding. For the duration of the Guard, the User receives a + (LV) [Guard] stat bonus.

Calm Down

Max LV: 3 **Timing:** Setup
Skill : - **DFCLTY:** Auto
Target: Scene **RNG:** View
Encroach: 3 **Restrict:** -

Release an air-borne chemical that pacifies the Renegade virus.

For the duration of the Scene, all Overeds (and Gjaums) that are in the Scene receive a – [LV x 2] dice penalty towards all their checks.

Vitality-Up

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

A Power that increases vitality.

The User's HP increases by + [(Current Encroachment Rate) – 100] (Min. Zero). Total HP may surpass Max HP at this time. The User then must increase Encroachment Rate by the amount of HP added. The extra HP stays until taken away by damage or when the Scenario ends. This Power may only be used once per Scenario.

Weapon Mastery

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

Use the Renegade Virus to connect with a weapon.

During the Pre-Game, the User selects one of his Stocked weapons and gives it a + (LV) Atk. Power bonus. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 2 when this Power is acquired.

Intimidation

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: - **Restrict:** -

Use Warding in a more aggressive fashion that will neutralize low-level enemies.

This Power can only target Troops. Perform a ranged attack. If the attack hits its target, the Target(s) becomes Incapacitated. Attacks that use this Power cannot deal HP damage. This Power may only be used once per Scenario.

Soldier Network

Max LV: 1 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Scene(Select) **RNG:** View
Encroach: 4 **Restrict:** -

Utilize the Renegade virus' information-sharing ability to connect with the consciousness of subordinates and quickly give out orders.

This Power can only target Troops. For the duration of the Round, the Target(s)' [Initiative] is equal to the User's [Initiative]. This Power can only be used on characters that agree to be targeted.

Research Master

Max LV: 3 **Timing:** Major
Skill: <Info:> **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** -

This Power represents one's expertise in information gathering through the use of Overed Powers.

Investigation checks that usee this Power receive a + (LV) dice bonus. This Power may be used three times per Scenario.

Little Happiness

Max LV: 3 **Timing:** Major
Skill: <Procure> **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** -

Receive career or social success by properly using Renegade powers for the society.

Procure checks that use this Power receive a + [LV + 1] dice bonus. This Power may be used three times per Scenario.

Perfect Success

Max LV: 3 **Timing:** Major / Reaction
Skill: : Refer **DFCLTY:** -
Target: - **RNG:** -
Encroach: 4D10 **Restrict:** 120%

Use the Renegade virus to bring about perfect success.

This Power can be used with all types of checks. Checks that use this Power receive a -(LV) Critical Value bonus(min. 7). This Power may only be used once per Scenario.

Power Data: Renegade Beings

This is the list of Renegade Being-only Powers. Only characters with a "Renegade Being" Work can acquire these Powers. Note that all Renegade Beings must acquire «Humanity's Neighbor» and one of the «Origin:» Powers.

Humanity's Neighbor

Max LV: 5 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: Refer **Restrict:** RB

This Power represents one's status as a Renegade Being. You can disguise yourself to resemble a human.

The User's Impulse checks receive a + (LV) dice bonus. This Power cannot receive the Encroachment Rate level bonus. The character's Base Encroachment Rate increases by 5 when this Power is acquired.

Origin: Animal

Max LV: 5 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 3 **Restrict:** RB

This Power represents your animal origins. You may have been born from an animal, or can take the form of a naturally-existing or mythological animal.

For the duration of the current Scene, any of the User's attacks that use Fists receive a + [LV x 2] Atk. Power bonus. While this Power is in effect, all Items other then Fists cannot be equipped or used.

Origin: Colony

Max LV: 5 **Timing:** Minor
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: 4 **Restrict:** RB

This Power represents your origin from a colonial life form. You may have come from a coral reef, mold or a forest.

As long as this Power is in effect, the User can negate all types of Bad Statuses except for Berserk. This Power can be used to negate (LV) number of Bad Statuses and lasts until the end of the Scene.

Origin: Cyber

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

This Power represents your origin from network programming or machines.

For the duration of the current Scene, all of the User's [Social] check scores receive a + [LV x 2] point bonus.

Origin: Human

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

This Power represents a Renegade Being's origin from a life form that is human-like in appearance or physiology. Self-aware Servants, Renegades with human form and clones with a conscious fall in this category.

For the duration of the current Scene, any of the User's checks that use Powers receive a + (LV) bonus to its final score.

Origin: Plant

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

This Power represents your birth from a plant life form. This Being may have come from natural plants like a tree or grass plain, or from a life form that's plant-like in appearance.

For the duration of the current Scene, all of the User's [Sense] checks receive a + [LV x 2] score bonus.

Origin: Mineral

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

This Power represents a Renegade Being's origins from rocks, elements, crystals or other similar inorganic objects.

For the duration of the current Scene, the User receives a + [LV x 2] [Armor] stat bonus.

Origin: Legend

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

Renegade Beings with this Power originated from rumors, urban legends or the unified imagination of people.

For the duration of the current Scene, all of the User's <Mind> checks receive a + [LV x 2] score bonus.

Unseen Talker

Max LV: 5 **Timing:** Major
Skill: <Info:> **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: 1 **Restrict:** RB

Gather information by speaking to the Renegade viruses that lay dormant throughout all parts of human society.

Checks that use this Power receive a + (LV) dice bonus.

Calamity Smash

Max LV: 1 **Timing:** Major
Skill: Refer **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: 3 **Restrict:** RB

Release a series of despair-inspiring attacks that are normally impossible for humans but easy for Renegade Beings.

This Power can be used with all types of attacks. Reaction checks against an attack that uses this Power receive a +1 Critical Value penalty. This Power can only be used while «Origin:__» is in effect and may only be used once per Scene.

Stillness

Max LV: 5 **Timing:** Major
Skill: <RC> **DFCLTY:** 15
Target: Single **RNG:** View
Encroach: Refer **Restrict:** RB

Adjust the target's internal Renegade balance.

The Target's Encroachment Rate is reduced by - [LV + 2]. The User's Encroachment Rate increases by + [(Target's reduced Rate) x 2]. This Power's Level may be reduced when being used(min. LV. of 1). This Power can only be used on characters that agree to accept the treatment and may only be used once per Scenario.

Heartless Memories

Max LV: 1 **Timing:** Major
Skill: < RC> **DFCLTY:** Refer
Target: Single **RNG:** View
Encroach: 4 **Restrict:** RB

Summon the deceased from memories and converse with him. Note that the deceased's memories will often be unclear.

To summon the deceased, a body part of personal possession is needed. The Difficulty for this Power's check changes depending on when the deceased died. If the person only died a week ago, Difficulty is 8. If it has been a month, Difficulty is 15. Any older death will be Difficulty 30.

Depending on the situation, the GM may decide that the deceased cannot be summoned. This Power may only be used once per Scene.

Takeover

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** Close
Encroach: 2 **Restrict:** RB

Take on another person's Encroachment.

Declare before the Target uses a Power. The User takes on the target's (expected) Encroachment Rate increase and increases his own Rate. If the Target is using a combination of Powers, the User takes on the total cost of all Powers. This Power can only be used while «Origin:» is in effect and may only be used once per Scenario.

Hazard Call

Max LV: 10 **Timing:** Major
Skill: : <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: 6 **Restrict:** RB

Make the target's Renegade virus active.

Perform a ranged attack. If the attack hits its target, the Target's Encroachment Rate is increased by + (LV). Attacks that use this Power cannot deal HP damage. This Power can only be used while «Origin:» is in effect.

Renegade Smite

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

Gather all of the Renegade viruses that are in the area into an attack and beat the enemy with the very pandemic virus itself.

This Power can be used with all types of attacks. The Attack receives a + [LV x 2] Atk. Power bonus. This Power can only be used while «Origin:» is in effect.

Items

This chapter will be about the various Items a character can use during a session. The term "Item" refers to not just tools but also weapons and armor.

-Procure Check Difficulty and Stock Points-

Items will usually have a Procure check difficulty and a Stock point cost. Items that do not have a difficulty or cost cannot be Procured or Stocked. Items that can only be Stocked must be acquired during the Pre-Game of After-Game. Refer to page 310 in the Rules section for more on Stocking Items.

-Equipping and Possessing Items-

While most Items are useable by just having them in the character's possession, some Items must be equipped in order for them to have an effect. Weapons and Armor fall into this category.

In Double Cross, a character is readying an Item for use when he equips it. If a character were to equip a Katana, he would be removing it from the scabbard and wielding it.

Typically, there are no penalties for trying to equip Items. However, the GM may apply penalties if he feels it is appropriate to the situation. To equip Items, a character must use a Minor Action. Refer to page 286 for more information.

There are limits to how many of each Item type can be equipped at once.

Weapons: A character can equip up to two weapons at a single time.

Armor: A character can equip one "Armor" and one "Armor*" at any given time.

About Riding Vehicles

"Vehicle" is the general term for any Item that can be ridden. In order to make use of Vehicles, a character must ride it. Refer to page 305 for more on riding Vehicles.

-Item Legend-

-Common Entries-

Name
The Item's name.

Type
The Item's categorization. Items are generally separated under the following categories: Melee, Range, Armor, Vehicles, Connections and Other.

Procure/Stock:
The Item's Procure check difficulty and Stock cost. Perform a Procure check mid-session to temporarily acquire an Item or pay the Stock cost before or after a session to acquire the Item permanently.

When a dash is listed for a cost, that means that the Item cannot be Procured.

Description
The Item's description or special abilities. Note that weapons, armors, and Vehicles must be wielded, worn or ridden in order for the effects to apply.

-Weapon Entries-

Type
"Melee" weapons can be used for melee attacks and "Ranged" weapons can only be used for ranged attacks. Refer to page 293 for more on attacks.

Unless otherwise stated, ranged weapons do not run out of ammunition may be fired or thrown any number of times.

Skill
The Skill to roll when using the weapon.

Acc.
Acc. is the weapon's score modifier to the Accuracy check. Melee weapons will only modify Melee attacks, while ranged weapons will only modify Ranged attacks.

Note that the modifier for all equipped weapons is cumulative. It does not matter if the weapon was not used during the attack.

Atk. Pwr.
The weapon's Attack Power modifier.

Guard
The weapon's Guard stat, which is applied when the equipped weapon is used during a Guard. Refer to page 294 for more information.

RNG
RNG is a weapon's reach in meters.

If the Range is listed as "Close," the User and Target must be in the same Engagement. If the Range is listed as "View," the target must be in the user's sight.

-Armor Entries-

Dodge
The armor's Dodge modifier.

Initiative
The armor's [Initiative] modifier. A piece of armor may not be worn if it will reduce a character' [Initiative] to zero or below.

Armor
A character's [Armor] modifier that he has while wearing the armor.

-Vehicle Entries-

Skill
The Skill to roll when using or attacking with a Vehicle.

Stats
The modifiers a character receives when riding a Vehicle. The modifiers are as follows:

Atk. Power: The Vehicle's Attack Power. Refer to page 306 for more on vehicular attacks.

Initiative: The [Initiative] modifier a character receives while riding the Vehicle. A Vehicle may not be ridden on if it reduces [Initiative] to zero or below.

Armor: The [Armor] stat modifier a character receives while riding a Vehicle. This is cumulative with the Armor stat of any equipped body armor.

Dash: The distance in meters that a character can cover when performing a Dash with the Vehicle.

-Connection Entries-

Skill
The type of check the Connection gives a bonus to.

-Miscellaneous Entries-

Type
The Item's categorization. Any Item listed as "Consumable" will disappear after one use. If a Consumable Item was Stocked, the item will return to a character's inventory during the After-Game.

RNG
RNG is a weapon's reach in meters.

If the Range is listed as "Close," the User and Target must be in the same Engagement. If the Range is listed as "View," the target must be in the user's sight.

-Armor Entries-
Dodge
The armor's Dodge modifier.

Initiative
The armor's [Initiative] modifier. A piece of armor may not be worn if it will reduce a character' [Initiative] to zero or below.

Armor
A character's [Armor] modifier that he has while wearing the armor.

Weapon Chart – Melee				
Name	Skill	Acc.	Atk. Pwr	Guard
Fists	<Melee>	0	-5	0
Stun Gun	<Melee>	-1	0	0
Knife	<Melee>/<Ranged>	0	2	0
Wooden Sword	<Melee>	-1	3	2
Katana	<Melee>	-1	5	3
Western-style Sword	<Melee>	-1	4	4
Two-Handed Sword	<Melee>	-3	10	3
Supersonic Blade	<Melee>	-1	12	2
Chain Saw	<Melee>	-5	6	3
Pile Bunker	<Melee>	-4	2	4
Wire Whip	<Melee>	-2	6	0
Heat Whip	<Melee>	-6	10	0
Giant Tree/Rock	<Melee>	-4	8	3
Buckler	<Melee>	0	0	2
Plastic Riot Shield	<Melee>	-2	1	4

Weapon Chart – Melee		
Rng	Procure/ Stock	Description
Close	-	Weapon data for when a character is unarmed.
Close	7/2	When an attack that uses this weapon deals at least one point of damage, the Target receives the Bad Status "Rigor." This weapon can only be used once per Scene.
Close/ 10M	6/2	This melee weapon can also be used as a ranged weapon. When using as a ranged weapon, apply the stats on the right of the slash.
Close	5/3	A wooden sword that can be a deadly weapon in the hands of an expert.
Close	11/5	A single-bladed, curved sword that is also prized as an art piece.
Close	11/5	A thick, unrefined, and heavy sword that can used for both offense and defense.
Close	13/9	No other weapons can be equipped as long as this weapon is equipped.
Close	20/13	This Weapon can only be used during the current Scene after it has been equipped and then activated with a Minor Action.
Close	10/7	A lumbering tool that is hard to hit a target with due to its strong vibrations.
Close	13/9	Declare this ability before preforming an Accuracy Roll with this weapon. Attack receives a +10 Atk. Power bonus. This ability can only be used three times per Scenario.
10M	12/8	A whip made from a very thin wire. It is very hard to properly use.
10M	17/12	Declare this ability before performing an Accuracy Roll with this weapon. Ignore the Armor stat when calculating damage. This weapon will be destroyed at the end of the Main Process.
Close	11/8	A [Body] Stat of 6 is needed in order to wield this natural weapon.
Close	8/2	A large bracelet that expands into a shield with the touch of a button. This is a convenient defense item, but does not offer much coverage. A weapon that is worn on the knuckles.
Close	9/4	A clear polycarbonate shield that is light, simple to use, and does not obstruct sight.

Weapon Chart – Melee				
Name	Skill	Acc.	Atk. Pwr	Guard
Duralamin Shield	<Melee>	-3	2	6
Magnetic Field Shield	<Melee>	-2	2	8
Parrying Shield	<Melee>	-3	0	2
Crystal Shield	<Melee>	-1	0	12

Weapon Chart – Melee		
Rng	Procure/ Stock	Description
Close	12/8	A large and surprisingly light duralumin shield used by riot police.
Close	17/12	This Weapon can only be used during the current Scene after it has been equipped and activated with a Minor Action.
Close	17/12	A small shield that is designed to parry attacks. When equipped, the User's Dodge checks against melee attacks receive a +1 dice bonus.
Close	25/15	A clear and shimmering shield made from a special alloy. A second weapon cannot be equipped alongside this weapon.

Weapon Chart – Ranged				
Name	Skill	Acc.	Atk. Pwr	Guard
Crossbow	<Ranged>	-2	2	-
Handgun	<Ranged>	-1	3	-
Large Handgun	<Ranged>	-2	5	-
Sub-Machine Gun	<Ranged>	-1	8	-
Assault Rifle	<Ranged>	-1	9	-
Sniper Rifle	<Ranged>	0	11	-
Stun Grenade	<Ranged>	-3	-	-
Venom Grenade	<Ranged>	-3	-	-
Shotgun	<Ranged>	-1	5	-
Grenade Launcher	<Ranged>	-2	9	-
Bolt Action Rifle	<Ranged>	0	8	-
Personal Defense Weapon(PDW)	<Ranged>	-1	9	-
Anti-material Rifle	<Ranged>	0	20	-
Chain Gun	<Ranged>	-2	15	-

Weapon Chart – Ranged		
Rng	Procure/ Stock	Description
40M	7/4	The User cannot target a character that he shares an Engagement with.
20M	10/6	A simple 9mm gun.
20M	11/7	A large handgun that uses magnum-sized bullets.
20M	14/9	The User cannot target a character that he shares an Engagement with.
100M	15/10	The User cannot target a character that he shares an Engagement with.
200M	19/20	The User cannot target a character that he shares an Engagement with.
10M	5/3	Attack becomes [**Target:**Area] and gives "Rigor" & "Dazed" to targets it hits. This weapon cannot deal HP damage and can only be used once per Scenario.
10M	5/3	Attack becomes [**Target:**Area] and gives "Taint" Rank 3 to targets it hits. This weapon cannot deal HP damage and can only be used once per Scenario.
10M	11/7	If an attack with this weapon targets a character that is in the same Engagement as the User, the attack receives a +2 Atk. Power bonus.
30M	13/9	This weapon cannot target characters that share an Engagement with the User. Activate this ability with a Minor Action. This weapon's attacks become [**Target:**Area] for that Main Process. Use this ability only once per Scenario.
200M	15/10	Activate this ability with a Minor Action. This weapon's attacks will receive a +5 Accuracy bonus for that Main Process. This weapon cannot target characters that are in the user's Engagement.
20M	30/20	This weapon cannot target characters that are in the User's Engagement. By using a Minor Action, this weapon's attacks will become [**Target**:Area(Select)] for that Main Process. Use this ability once per Scenario.
300M	35/24	This weapon's attacks cannot be Guarded against. This weapon can only be equipped by itself and cannot target characters in the User's Engagement. This weapon can only be used once per Scenario.
100M	38/27	Only characters that are riding a vehicle or has a [Body] stat of 8 can equip this weapon. This weapon cannot target characters that are in the User's Engagement.

Armor Chart				
Name	Type	Dodge	Initiative	Armor
Reinforced Clothing	Armor	-	-	1
Leather Jacket	Armor	-	-	2
Bullet-proof Stab Vest	Armor	-	-	3
Interceptor Armor	Armor	-	-1	5
Level III Body Armor	Armor	-2	-1	7
Chain Mail	Armor	-1	-1	8
Plate Armor	Armor	-3	-3	10
UGN Battle Suit	Armor	-1	-1	7
Atmospheric Suit	Armor	-	-	4
Anti-Biochemical Suit	Armor	-4	-4	7
Lucky Clothing	Armor	-	-	1
Amazing Clothing	Armor	-	-	1
Sneaking Suit	Armor	-	-	2
UGN Battle Armor	Armor	-	-	8
Shooter's Jacket	Armor	-1	-2	3
Battle-Ready Mascot Costume	Armor	-1	-1	12
Armed Suit	Armor	-3	-2	10
Anti-Renegade Suit	Armor	-1	-1	7

Armor Chart	
Procure/ Stock	Description
5/1	Impact-absorbing clothes that looks no different from normal clothing.
7/4	A durable leather jacket that is a favorite among the fashionable.
10/6	A light vest that can be worn under jackets.
11/10	A jacket with metal plates inserted inside it.
15/14	Bullet-proof but cumbersome armor.
10/16	Armor made from chained-together rings.
13/20	Armor formed together with plates and reinforced with chain mail.
18/30	While equipped, user's <RC> checks receive a +1 die bonus.
10/9	If this Armor is equipped, the User does not receive penalties for being underwater or in space.
9/12	While this Armor is equipped, the user will not receive any Bad Statuses.
20/14	Clothing that embodies the wearer's soul. While this Armor is equipped, all <Will> checks receive a +1 dice bonus.
10/16	Simply stunning clothing. While this Armor is equipped, all of the User's <Negotiation> check scores receive a +2 bonus.
10/16	While this Armor is equipped, all of the User's checks performed while in Stealth will receive a +1 dice bonus.
12/8	A suit with shock-absorbing material designed for front-line agents.
13/20	While this Armor is equipped, all of the User's <Ranged> checks receive a +1 dice bonus.
14/24	An amusement park mascot costume that has been made battle-ready for some bizarre reason.
15/25	A suit with built-in artificial muscles. While equipped, the user's melee attacks receive a +3 Atk. Power bonus.
17/29	A suit that neutralizes the Renegade virus. While equipped, all of the User's Reactions against Powers receive a +1 dice bonus.

Armor Chart				
Name	Type	Dodge	Initiative	Armor
Ultimate Clothing	Armor	-	-3	10
Powered Assist Armor	Armor	-10	-5	25
Hard Coat	Armor*	-	-2	2
Reactive Armor	Armor*	-	-2	0
Reactive Coat	Armor*	-	-2	6

Armor Chart	
Procure/ Stock	Description
20/33	The latest UGN armor that resembles butler and maid uniforms. While equipped, all of the User's <RC> check scores receive a +3 bonus.
60/37	While equipped, all of the User's <Body> checks receive a +2 dice bonus and melee attack receive +5 Atk. Power. This armor is automatically unequipped at the Scene's end and cannot be reequipped for the duration of the Scenario.
9/8	While this Armor is equipped, all of the User's Reactions against Powers receive a +1 dice bonus.
24/11	Declare this ability before HP damage is applied. Reduce the tentative HP damage by 2D10. Use this ability once per Scenario.
36/24	Declare this ability before HP damage is applied. Reduce tentative HP damage by 3D10. This Armor is destroyed after HP damage is applied.

Vehicle Chart		
Name	Skill	Procure/Stock
Bicycle	<Ride:Two-Wheel>	5/1
Motorcycle	<Ride:Two-Wheel>	12/5
Large Motorcycle	<Ride:Two-Wheel>	25/15
Sedan	<Ride:Four-Wheel>	22/8
High-Class Car	<Ride:Four-Wheel>	35/25
Motorboat	<Ride:Boat>	22/8
Helicopter	<Ride:Aircraft>	35/20
SUV	<Ride:Four-Wheel>	36/24
Transportation Truck	<Ride:Four-Wheel>	30/20

Vehicle Chart	
Description	Stats
Any kind of city bike or MTB.	Atk. Power: 2 Initiative: -1 Armor: Dash: ([Body+40)M
Mid-class motorcycles with 125 to 400 cc engines.	Atk. Power: 5 Initiative: -3 Armor: - Dash: 200M
A 400cc+ motorcycle	Atk. Power: 12 Initiative: -5 Armor: - Dash: 250M
The commuter car. Without license plates, identifying a specific unit is difficult.	Atk. Power: 10 Initiative: -4 Armor: 6 Dash: 100M
Expensive cars like limousines.	Atk. Power: 10 Initiative: -4 Armor: 8 Dash: 150M
A motorized boat. This Vehicle can only be used on water.	Atk. Power: 7 Initiative: -1 Armor: - Dash: 100M
A civilian helicopter. The rider has Flight while using this Vehicle.	Atk. Power: 5 Initiative: -3 Armor: - Dash: 100M
A vehicle designed for rough terrain.	Atk. Power: 15 Initiative: -5 Armor: 7 Dash: 80M
A large box truck used to carry goods.	Atk. Power: 12 Initiative: -6 Armor: 6 Dash: 100M

Connection Chart		
Name	Procure/Stock	Skill
UGN Leadership	-/1	<Info:UGN>
Rumor-mongering Friend	-/1	<Info:Rumor>
Police Officer	-/1	<Info:Police>
Researcher	-/1	<Info:Academic>
Informant	-/1	<Info:Underworld>
Mercenary	-/1	<Info:Military>
Hacker	-/1	<Info:Web>
Corporate Executive	-/1	<Info:Business>
Mass Media	-/1	<Info:Media>
Fencer	-/1	<Procure>
Official's Favor	-/1	<Info:>
Specialist	-/1	Refer
Data Collection Team	-/2	<Info:>

Connection Chart
Description
An informed UGN higher-up. +2 dice bonus for one <Info:UGN> Check.
A friend who listens to rumors. +2 dice bonus for one <Info:Rumor> Check.
An officer with inside connections. +2 dice bonus for one <Info:Police> Check.
A researcher with a Doctorate. +2 dice bonus for one <Info:Academic> Check.
An underworld informant. +2 dice bonus for one <Info:Underworld> Check.
A mercenary that gathers military intel. +2 dice bonus for one <Info:Military> Check.
An expert security cracker. +2 dice bonus for one <Info:Web> Check.
An expert of the economic world. +2 dice bonus for one <Info:Business> Check.
A big outlet in the media world. +2 dice bonus for one <Info:Media> Check.
A contraband fencer.+2 dice bonus for one <Procure> Check. Use only once per Scenario.
A high-ranking government official. +3 dice bonus for one <Info> Check of the user's choice. Use only once per Scenario.
Select one <Knowledge:> Skill when acquiring this Connection. The choice will be this Connection's Skill. +2 dice bonus to the selected Skill's checks.
Declare use of this Connection as an Auto Action before an <Info:> check. That check receives a +3 score bonus. This Connection may be used three times per Scenario.

Miscellaneous Item Chart		
Name	Type	Procure/Stock
Casual Wear	Other	2/0
Cellphone	Other	3/0
Accessory	Other	3/0
Uniform	Other	7/0
Formal Wear	Other	5/0
Weapon Case	Other	18/1
Memento	Other	-/1
Search Radar	Other	-/2
Specialty Book	Other	-/2
Antidote	Consumable	6/2
Laptop	Other	8/2
First-Aid Kit	Consumable	8/3
Night Vision Goggles	Other	11/5
Anti-Warding Mask	Other	15/5

Miscellaneous Item Chart
Description
Clothes that can easily be bought at the store. Trainers, jeans, T-shirts, etc.
A cellular phone. May be a simple one or a smartphone.
Fashion accessories such as sunglasses, wristwatches, rings or necklaces.
The common uniform that is usually provided by an organization. Stocking one is normally due to personal interest.
Formal clothing that can be bought at a high-end store or personally tailored. Tuxedos, dresses, etc.
An item case made by the UGN. Select one weapon or armor. The selected Item can be equipped with an Auto Action.
A keepsake lighter, an upperclassman's blazer button, or the like. +1 bonus to <Will> check scores.
A cellphone-sized detection device that uses electromagnetic waves to search the area. +1 bonus to <Perception> check scores.
A book on a specific subject. When acquiring this Item, select one <**Knowledge:**__> Skill. +1 bonus to the selected type's check scores. Acquire a separate book for each <Knowledge> type and treat each one as separate Items.
Medicine that negates poison. Use with a Major Action. Removes the Bad Status "Taint."
A portable PC. A must-have for the good businessman. +1 dice bonus to <**Info:**Web> checks.
A medical kit. Use with a Major Action. Recover 2D10 points of HP. This cannot be used during battle.
Goggles that increase luminous sensitivity. Ignore any check penalties that are due to darkness.
Non-Overed characters that possess this Item will not be affected by «Warding».

Miscellaneous Item Chart		
Name	Type	Procure/Stock
Medical Trunk	Other	20/10
Auto-Browsing Software	Other	5/2
Follower	Other	-/3
Credit Data	Other	-/-
Safe House	Consumable	15/10
Renegade Checker	Consumable	16/11
Anti-Renegade Bullet	Consumable	22/17
Silver Hammer	Consumable	20/17
Black Abyss	Consumable	20/17
Blue Gale	Consumable	20/17

Miscellaneous Item Chart
Description
A medical box that can be used multiple times. Use with a Major Action. Recover 2D10 points of HP. This cannot be used during battle. Use only once per Scene.
Software that automatically gathers information. Declare use right before a <Info:Web> or <Info:Rumor> check. +1 dice bonus to the check.
An Extra that follows the owner. This Extra may be subordinate, a follower, a butler, or anything the owner wishes.
Electronically-stored money that can be used once the proper actions have been taken. Use with a Major Action. User receives five Savings points. These points are discarded at the end of the session.
A hiding place. +1 bonus to one <Info> check's score. Only one of this Item can be Stocked.
An Overed detector in the shape of a pair of sunglasses. Use with an Auto Action right after a character uses «Warding». That character's Breed and Syndromes are revealed.
A bullet loaded with an anti-Renegade drug. Use with a Minor Action. During that Main Process, if an attack that uses [**Type:Ranged**(Gun)] weapon hits a target, that target receives a -1 dice penalty towards all checks for one round. This ability only affects Overeds.
A muscle-enhancing drug. Use with a Minor Action. During that Main Process, the user receives a +5 Atk. Power bonus towards melee attacks. Increase Encroachment Rate by 5% when this Item is used.
A drug that stimulates the Renegade virus. Use with a Minor Action. During that Round, the User receives a +2 dice bonus towards all checks. Increase Encroachment Rate by 10% when this Item is used.
A reflex-enhancing drug. Use during the Setup Process. During that Round, the User receives a +5 [Initiative] bonus. Increase Encroachment Rate by 5% when this Item is used.

Black Dog Items

This section will list all Items that Black Dog characters can get when they acquire the Power «Hard-Wired». Only the character that has the previously mentioned Power can use, equip, and benefit from these Items.

Arm Blade

Type: Melee **Skill:** <Melee>
Acc: -1 **Atk. Power:** 9
Guard: 3 **RNG:** Close
Procure/Stock: -/-

A folding blade sharp enough to cut iron is installed into the arm.

This Weapon can be equipped at any time by using an Auto Action.

When a character that is being attacked by this weapon Guards, he receives -5 [Guard] penalty.

Linear Cannon

Type: Ranged **Skill:** <Ranged>
Acc: -2 **Atk. Power:** 8
Guard: - **RNG:** 50M
Procure/Stock: -/-

Install an electromagnetic acceleration gun into the arm.

This Weapon can be equipped at any time by using an Auto Action.

When a character that is being attacked by this weapon Dodges, he receives -2 dice penalty.

RC Booster

Type: Other **Procure/Stock:** -/-

An internally installed device that assists in Renegade virus control.

All <RC> check scores receive a +2 bonus. Multiples of this Item can be acquired and stacked for a larger modifier.

Dermal Plate

Type: Other **Procure/Stock:** -/-

An armor plate that can be implanted under a person's skin to enhance survivability.

Receive a +5 HP bonus. Multiples of this Item can be acquired and stacked for a larger modifier.

Battle Maneuvers

Type: Other **Procure/Stock:** -/-

A special program that makes battle movements efficient.

All <Melee> check scores receive a +2 bonus. The effect of multiples of this Item stack.

Magnetic Coating

Type: Other **Procure/Stock:** -/-

An internally-installed device that creates an electromagnetic barrier.

Receive a +2 [Guard] bonus. Multiples of this Item can be acquired and stacked for a larger modifier.

Lock-on Sight

Type: Other **Procure/Stock:** -/-

A targeting device that's connected to one's visual system.

All <Ranged> check scores receive a +2 bonus. Multiples of this Item can be acquired and stacked for a larger modifier.

Servant Items

This section will list all Items that can be acquired through the Bram Stoker Power «Fool's Equipment». These Items are equipped when a Servant is created. Only the Servants of the person that learned «Fool's Equipment» can use, equip, and benefit from these Items.

Servant's Claw

Type: Melee **Skill:** <Melee>
Acc: 0 **Atk.** **Power:** 8
Guard: 3 **RNG:** 10M
Procure/Stock: -/-

A Servant's body part that has been turned into a weapon. The weapon may be in the form of a claw, sword, spear, or whatever appearance the Servant's master decides on.

Only Servants may possess this Item.

Servant's Bow

Type: Ranged **Skill:** <Ranged>
Acc: -1 **Atk.** **Power:** 7
Guard: - **RNG:** View
Procure/Stock: -/-

A Servant's body part that has been turned into a weapon. The weapon may be in the form of a bow, gun, needle, or whatever appearance the Servant's master decides on.

Only Servants may possess this Item.

Servant's Garment

Type: Other **Procure/Stock:** -/-

A Servant's skin becomes as hard as armor.

Servants receive a +2 [Armor] bonus. The effect of multiples of this Item stack.

Only Servants may possess this Item.

Vehicle Morph Items

This section will list all Vehicles that can be created through the Morpheus Power «Vehicle Morph». When this Power is used, the user selects the Vehicle he wishes to create. Only the creator can be the driver of these vehicles.

Morph Car

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

A car that was created using «Vehicle Morph». The creator decides the appearance of the Vehicle.

While operating this Vehicle, the User has the following data:

Atk. Power: 10 **[Initiative]:** -2
Armor: 8 **Dash:** 100M

Morph Car II

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

A high-spec car that can only be created by «Vehicle Morph» when it is level 3 or above. The creator decides the appearance of the Vehicle.

While operating this Vehicle, the User has the following data:

Atk. Power: 12 **[Initiative]:** -2
Armor: 12 **Dash:** 150M

Morph Helicopter

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

A helicopter that was created using «Vehicle Morph». The creator decides the appearance of the Vehicle.

While operating this Vehicle, the User has the following data:

Atk. Power: 7 **[Initiative]:** 0
Armor: - **Dash:** 100M

Morph Bike

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

A bicycle that was created using «Vehicle Morph». The creator decides the appearance of the Vehicle.

While operating this Vehicle, the User has the following data:

Atk. Power: 8 **[Initiative]:** 0
Armor: - **Dash:** 250M

Morph Bike II

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

A high-spec bicycle that can only be created by «Vehicle Morph» when it is level 3 or above. The creator decides the appearance of the Vehicle.

While operating this Vehicle, the User has the following data:

Atk. Power: 11 **[Initiative]:** 0
Armor: - **Dash:** 300M

Morph Boat

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

A motorboat that was created using «Vehicle Morph». The creator decides the appearance of the Vehicle. This Vehicle can only be used on water.

While operating this Vehicle, the User has the following data:

Atk. Power: 9 **[Initiative]:** 0
Armor: - **Dash:** 150M

Morph Robot

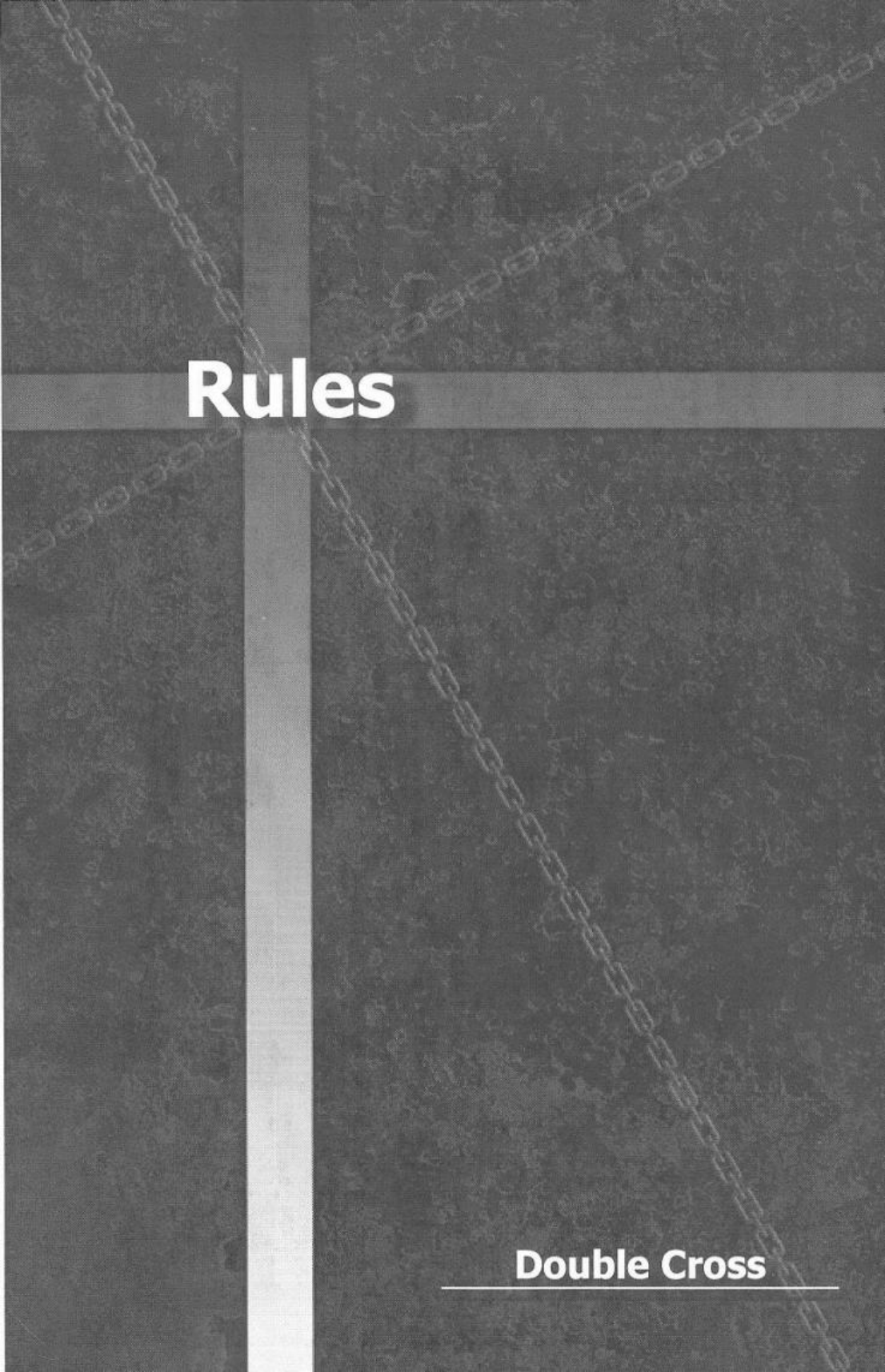
Type: Vehicle **Skill:** Refer to Below
Procure/Stock: -/-

A robot that can only be created by «Vehicle Morph» when it is level 5 or above. The creator decides the appearance of the Vehicle.. The creator decides the appearance of the Vehicle.

When creating this Vehicle, the creator may choose any <Ride:> type to associate with this Item.

While operating this Vehicle, the User has the following data:

Atk. Power: 15 **[Initiative]:** -3
Armor: 18 **Dash:** 80M


Rules
Double Cross

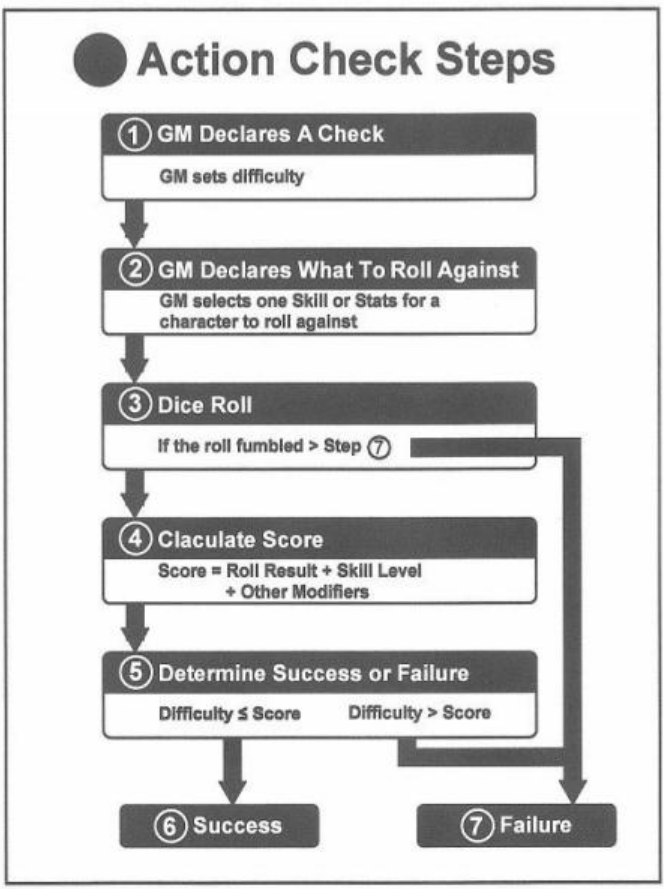
Check

-What is a Check?-

A check is a challenge of a character's skills and determines whether or not that character will succeed at a task. Players will roll dice to produce a score that will then be compared against a predetermined difficulty value. If the resulting dice roll is higher than the difficulty value, the player has beaten the check and his actions are successful. If the dice roll is too low, then the player fails and so does his character's actions.

A check must be done whenever a rule reads "roll" or "perform a check." Checks will also occur when the GM feels it is necessary for characters to perform one.

This section will explain how to perform a check, how to determine success and what modifiers can be used to help or hinder a character.



-How to Perform Checks-

Step 1- Determine Difficulty

Difficulty represents the difficulty of a task in a numerical format. This number may be decided automatically by rules and data, or it may be set by the GM. A player will be successful at his check when he rolls a Score (see below) that is greater than the Difficulty. Note that the GM may decide to not announce a Difficulty and instead reveal results after a player has rolled dice.

Difficulty Range and the Challenge it represents

3-5: A simple task
6-9: An average task
10-13: A somewhat difficult challenge
14 or above: A very difficult challenge

Step 2 - The Score

A player's Score represents how well his character performed at a certain task. It is the number that the player produced when he rolled dice and added all possible modifiers. Success or failure is determined by comparing the score to the difficulty.

Score= (Dice Roll Result)+(Skill Level)+(Modifiers)

What Stat to Check Against

All Checks will be based on a Stat or Skill. Depending on what Stat or Skill is being checked against, the number of dice a player can roll will change.

If a GM requests that a check be done based on a Stat or Secondary Stat, the number of dice rolled is equal to the requested Stat. If a Skill is requested, then the number of dice rolled is based on which Stat the Skill is tied to.

For example, assume that the GM asks for a [Body] check. If a player's [Body] is 4, he rolls four dice. If a GM were to ask for a <RC> check, the player refers to his [Mind] Stat. If the player's [Mind] is 3, he rolls three dice.

The final number of dice to be used will also be determined by the various modifiers that exist in the game. These modifiers can come from certain Powers, in-game conditions set forth by the GM or from the Encroachment Rate bonus (page 274).

When the Number of Usable Dice is Zero

If a player applies all possible modifiers and the number of dice he can roll is zero or less, he automatically fails the check.

Dice Roll

Once the number of usable dice has been determined, the player may roll. Out of all dice rolled, the player will select the die with the highest number. That number will be the player's Score.

For example, if a player rolls three dice and gets a five, seven and an one, his score is seven because it is the highest number out of all three dice.

Fumbles

A Fumble occurs when every dice that was rolled comes up as one. When this happens, the player automatically fails the check.

Bonuses

During checks, players may add bonuses to their score to help boost their chances of success. These bonuses may come from Skill levels, situational bonuses, or from Criticals.

Skills and Bonuses

Players may add the level of the Skill requested to their Score. If there are any other bonuses, such as situational bonuses offered by the GM, add those as well.

For example, if a player with three levels in <Melee> were to roll a <Melee> check, he may add three points to his score. If this check is for a sneak attack, the GM may also decide to give a small bonus to the player's score as well.

-Criticals-

There will be times when characters will pull off miraculous feats during a session. The act may have been pulled off through good timing, unrelenting spirit, or by pure coincidence. These miraculous instances are represented by the game mechanic called Criticals. With Criticals, a player can add more points to their final score.

A Critical is achieved when a die a player rolls a ten. When this happens, a player may re-roll the die that "criticaled" and add ten to his final score.

If a rolled die Criticals again, a player may continue to re-roll that die until it no longer Criticals. For each re-roll achieved a player may add ten to his final score.

If more than one die criticals during a roll, a player may re-roll all dice that criticals. However, that group of dice is considered as only one Critical. As such, a player only adds ten points even if two dice criticaled during a single roll.

To illustrate, lets say a player rolls three dice and gets a ten, ten, and a seven. The player has criticaled once and may re-roll two dice. The second roll comes up as a ten and three. The player has criticaled again and may re-roll one die. This next roll results in a five. Five is the player's Score and he gets a bonus of twenty for getting two Criticals. His resulting score is twenty-five.

About the Critical Value

Ten is number that a die is required to roll in order to be a Critical. This number is called the Critical Value. However, it is possible to lower or increase the requirement for Criticals.

Through the use of Powers, players may lower the required number they need to roll in order to gain a Critical. With the proper bonuses, dice that roll a nine or less can be considered Criticals and thus subject to re-roll.

Even if a player decreases his Critical Value and gains a Critical by rolling a number lower than ten, he still adds only ten points as his Critical bonus. So, lets assume a player uses «Concentrate » level one to lower his Critical value to 9 and then rolls a nine, nine, and one. This player has criticaled once and adds ten as his bonus.

If a character's Critical Value becomes eleven or more, he will be unable to achieve any Criticals.

About Critical Value Limits

A Power that can lower a player's Critical Value will often have a limit set to it. This limit is the lowest that the Power can lower the Critical Value.

For example, the Common Power «Concentrate » (page 219) limits Critical Value to a minimum of seven. No how many levels «Concentrate» is raised to, seven is the lowest Critical Value that the Power can lower the Critical Value to.

If a Critical Value-lowering Power does not specifically mention the Critical Value Limit, treat that Power's limit as two. When discarding a Titus (page 277) to lower Critical Value, note that the limit is also two.

There will be instances when a player's attack combination will include several Powers that have different Critical Value limits to each of them. He may also have gained a Critical Value bonus from another player's support Powers. In these cases when these Powers are used together, players only need to obey the lowest limit.

Step 3 - Determining Success

If a player's final Score is less than the difficulty the GM has set forth, the player has failed and will suffer the consequences. If the final score is equal or more than the number put forth by the GM, the player has overcome the challenge.

Step 4 - Role-playing the Result

Once a check is completed, the GM will announce the results and explain how the in-game situation has changed. When presenting the results of a check, it may be best make things exciting by to role-playing, especially if the result was a failure or a huge success.

About the GM's Modifiers

The GM may add modifiers to Difficulty, the number of usable dice and Score based on the in-game situation or environment. For example, a GM may place a -1 dice penalty on players if they are in the dark.

These modifiers are should applied to the number of usable dice and should fall between -2 to +2. Any modifier(in particular penalties) that falls outside of this range will ultimately predetermine a check's result, defeating the purpose of rolling dice in the first place.

Excerpt from The After-School Beast

Checks

There have been some suspicious men in black lurking around the school campus. Seeking information on these men, Keigo and Kaede have launched their own investigation.

Keigo: Men in black? Really? Well, lets just go around school and ask around for eyewitnesses.

GM: OK, so you will be wandering around? Then lets have you roll for <Info:Rumors>. The difficulty is 8. It's an <Info> skill, so roll based on your [Social].

Kaede: Eight's kind of high. These guys must be good at hiding. They might actually be False Hearts agents.

GM: Maybe, maybe not. There's still not that many eyewitness reports.

Kaede: Hm, why don't you roll? You can handle eight.

Keigo: What? You got to roll too.

Kaede: Well, we both only have 1 in [Social]. In this, you are better for this roll because you have the <Info:Rumor> skill. I didn't get that skill.

Keigo: Do we get a bonus for Skills?

GM: Yes, because Skills give bonuses to rolls. If two people both roll the same number, the person with the right Skill is going to be at the advantage.

Keigo: Oh, OK. I only have 1 in Social, so I can only role one die.

GM: Don't forget your Infection Rate bonus. You're at 80%, so you get a dice bonus of two.

Keigo: OK, so that means I roll three dice?

Kaede: Yes, and add the levels of <Info:Rumor> to your score.

Keigo: I got two levels in it, so my final score is 9.

GM: Congratulations, you passed. This is what you found out from your legwork around school.

Oppossed Checks

An Opposed Check occurs one character attempts to interfere with another character's actions. Just like with a normal check a player will be rolling dice, but will be using the opposing character's dice roll as his Difficulty.

During Opposed checks, two characters will roll dice in an attempt to achieve the higher score. The person with the highest final score will win and the losing side will fail at his actions. Even if a character does not roll a satisfying result, his attempts can still be considered successful if the opposing side fails.

-Two Sides - Action and Reaction-

For Opposed Checks, there will be an Action and Reaction. The actively acting party will be on the Action side and the party that is responding to the Action side will be the Reaction side. Using combat as an example, the attacker will be the Action and the person that is trying to evade the incoming strike will be the Reaction.

Just like a regular check, participants roll the appropriate number of dice, calculate any modifiers and produce a final score. If the table is not sure who is on the Action side, the person that first declared an action will be considered the Action.

When rolls cannot be performed

If for whatever reason the Reaction side cannot roll dice, the Action side automatically wins. The Reaction side's score is automatically treated as zero.

-Victory-

Once both parties have calculated their final score, compare the numbers. The party with the higher score wins the Opposed Check.

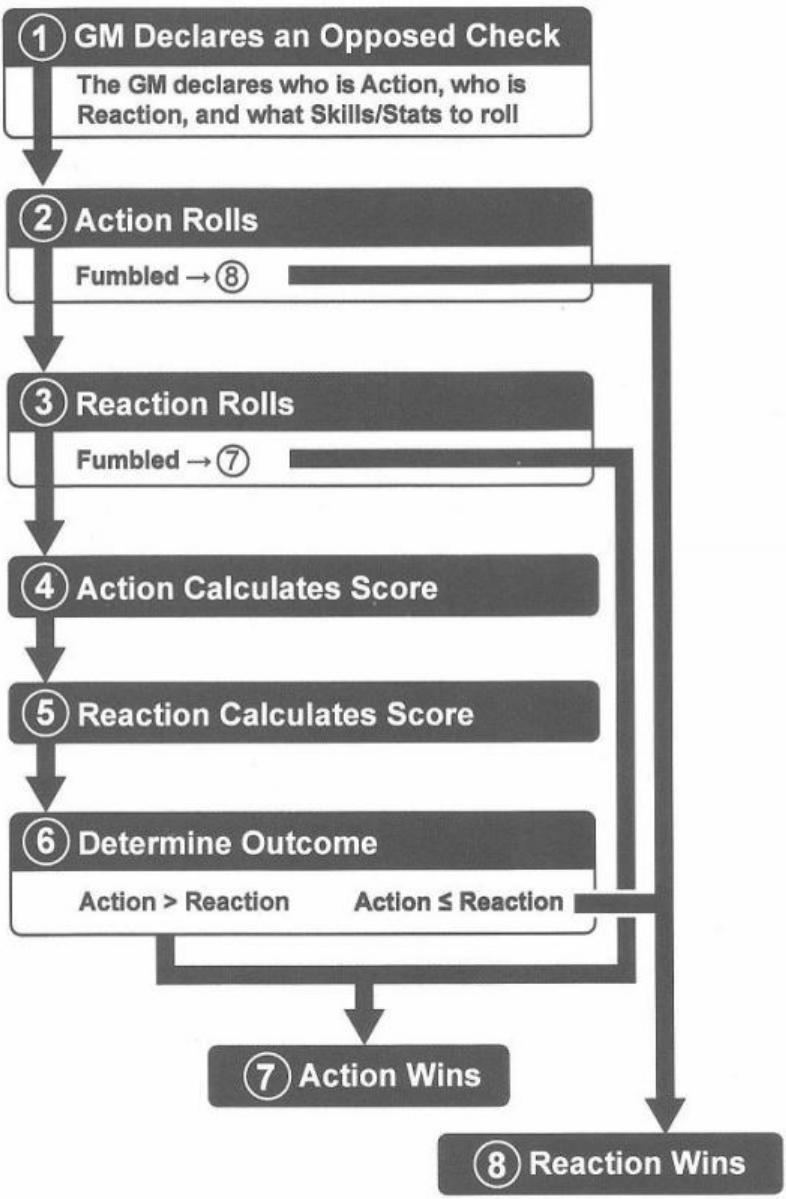
Reaction has Priority

If scores are tied, Reaction wins. As a rule, Reaction always has priority.

About Fumbles

If one side fumbles his check, the opposing party automatically wins.

Opposed Check Steps



Excerpt from The After-School Beast

Opposed Checks

The mystery man jumps out the window and easily leaps five meters to the neighboring building. He latches onto the wall with massive claws and proceeds to run up the building like a spider.

Kaede stopped her pursuit, but Keigo jumps onto the window sill, acting as if he was going just going to the convenience store.

Keigo: You ready?

Kaede: What are you doing?

Keigo: I'm going to follow him. He's not going to get away.

Kaede: ...A Chimaera Overed like you might actually pull it off.

Keigo: Lets do this. GM, what should I do?

GM: Do an Opposed Check based on [Body]. If you win, you'll catch up to the man.

Keigo: OK, I'll use my Minor and declare «Perfect Beast Form», which gives me a three dice bonus and increases my Encroachment Rate by six. Then I'll use my Major to declare «Lightning Speed» and «Concentrate» to give myself another two dice. My Encroachment Rate goes up another five points for a total of eleven. Its gotten high, but I got another three dice and my Critical value is now eight.

Kaede: You can now roll sixteen ten-sided dice.

Keigo: (Rolls dice) Yes, I got a critical. My score is...33.

GM: That's high. I'll use «Lightning Speed» and «Reflex» and roll. Hm, no luck. You win. You now made it to the roof of a building that's two blocks away.

Keigo: Hey, where are you going? I then point my mutated left arm at him.

Game Progression

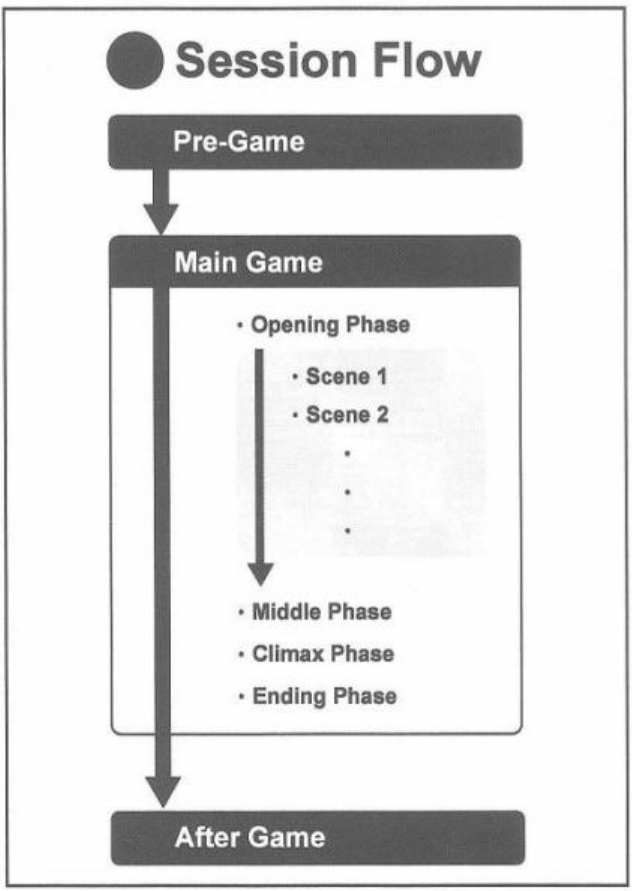
-A Session's Flow-

In *Double Cross,* a single game session is separated into three general parts:

Pre-Game: The preparation time.
Main Game: The actual play session.
After-Game: Clean-up and character growth.

The main session is separated into Opening, Middle, Climax, and Ending Phases. These phases are further separated into "Scenes." A Scene is an in-game measure of time that represents one in-game situation. Scenes will be explained further later in this section on page 265.

This section will discuss the rules and play methods as we follow the flow of a session.



-Pre-Game-

The Pre-Game is when participants get ready for the coming game session. During this time, the GM needs introduce his Scenario and players will need to prepare their characters.

Session Preparation

There are several things participants must do before starting a session. One of the most important things to do is get into the right mindset. When playing *Double Cross*, it is important to have fun and make sure the others are having fun too. As humans, our degree of success greatly varies when we do or do not have a clear objective in mind.

On top of reading the rulebook, readying erasable writing utensils, and bringing sheets and dice, there are a few things that must be done.

1) Prepare a Scenario

The GM must prepare a Scenario for the session. In some cases, the GM should also be prepared for any twists his players throw at him

2) Prepare Characters

Naturally, players will need characters for the session. If characters are being created on the day of the game, it may be best to have some ideas ready beforehand.

On The Day of the Game

Once all participants have been gathered, everyone should go over last minute preparations before the beginning of the session. When preparations are complete, the GM should start by reading his Trailer out loud.

The Trailer and Scenario Handouts

The Trailer is the first task of the session that will give players an idea as to what kind of story the GM is attempting to create. A good Trailer should excite the audience and should help a player create his character's image.

Next, the GM will pass out Scenario Handouts. These handouts will contain information on the kind of role the GM wants players to take in his Scenario, as well as the reason for why a character is involving himself in the situation. The GM may hand each player a specific handout, or he may allow players to choose the handout they like. For more on Trailers and Scenario Handouts, refer to page 361 in the GM Section.

Checking Player Characters

The GM should check characters for any errors or any incompatibilities with the Scenario. If characters are being made right before the game, the GM should work with the players to make characters that will work well during the Scenario.

Fill in the Session Sheet

Take a session sheet and record the Scenario's title, the date, and the GM's name. Pass the sheet around and let the players fill in their names. This sheet will be used later on to calculate the GM's experience points.

Fill in the Record Sheet

Pass out record sheets to the players and let them fill in the entries that can be entered at this point. These entries are:

-Date and Names
-Max HP
-Lasting Loises
-Base Encroachment Rate

This sheet will be used to keep track of a character's actions during the game and will later be used to calculate the player's experience points for the Scenario.

Determine Seating

The GM typically sits at the middle of the table, so that he can see everyone. If the GM wishes, he may have players seated based on thee [Initiative] stat of their characters.

Present Characters

Players should present the characters they have made. Introduce the character's background is, what Syndrome he has, and what their general appearance is.

Create Loises between PCs

These Loises are shared between the player characters represent the direct or indirect relationships between the characters. The GM may go along with a Scenario and ask two specific players to form Loises with one another.
If the GM has no particular requests, players may form Loises with the person that is seated to their left.

-Main Game-

As the name suggests, the Main Game is when the players will play the prepared Scenario. As mentioned earlier, the Main Game is separated into several "Phases," each of which is further broken down into "Scenes."

What is a Scene?

In *Double Cross,* Scenes are an in-game measurement of time that are just like the scenes of a movie or play. Each Scene will have a lead character who will play out that particular scene's story with the support of his fellow characters.

During a session, the GM may increase or decrease the planned number of Scenes to coincide with the progression of the session. Players may also request the GM to create a Scene for them. Note that the GM has the final say on creating new Scenes.

Entering and Exiting the Scene

To participate in a Scene, one must first enter it. Just as a play needs an actor to step onto the stage, a Scene needs the PCs to enter before anything can be done. Once a character has played his part, he may exit the Scene. A character may exit a Scene at any time as long as the GM permits it.

At the beginning of a Scene, the GM selects which characters will enter the Scene. Depending on the progression of the session, the GM may also ask or force players to enter during the middle of Scene. The GM also makes the final decision on when a character may exit the Scene.

Increasing the Encroachment Rate

Whenever a Player Character enters a Scene, he must increase his Encroachment Rate by one D10 die.

Scene Progression

Scenes are carried out in the following manner:

Appointing the Lead Character and Supporters

The GM must first declare who will be the lead character in the upcoming Scene as well as select which other characters will stand onstage.

Starting the Scene

A brief summary of the Scene's setting will be given at this point. This explanation will help other players decide whether or not to enter the Scene at a later time.

Selecting Companions

The lead character may ask other player characters to join him at the beginning of the Scene. The lead may pick any number of people as long as he has their permission. NPCs are also selectable as long as the GM permits it. Depending on the Scene's setting, the GM may deny any companions.

When a Player Requests to Enter the Scene

At any time during a Scene, any player may request to enter the Scene and may do so if the GM permits it. If a character wishes to enter a Scene during the middle of a battle, he must enter at specific point in time. Refer to page 284 for more information.

Increasing Encroachment Rates

Any characters entering a Scene must increase their Encroachment Rate by one D10 die.

Acting Out the Scene

The GM will begin presenting the Scene once all actors have been selected. The Scene itself will be acted out between the players and the GM.

Players that wish to acquire a Lois during the Scene should refer to page 275.

Ending the Scene

The GM may announce the end of a Scene at any time. A Scene generally ends when the lead character exits. Once a Scene has ended, the GM should select the next lead character and start the next Scene.

-Master Scenes-

During a session, the GM may include Scenes that have a NPC as the lead or does not allow players to enter. These Scenes are called Master Scenes. The GM decides who appears during the scene and no players may enter a Master Scene.

Opening Phase

The Opening Phase is the introductory part of the session. During this phase, the daily lives of the characters and the session's looming danger are presented. This will give players an idea of what they are fighting and why they have to protect themselves, their Loises, and the world they live in.

Middle Phase

The Middle Phase will consist of Scenes that will deal with the introduced threat and progress the story.

The content of the Middle Phase will greatly change depending on how players role-play the Scenario. Thus, it will be difficult to provide an exact formula for Scenes. At the very least, the following are ensured to happen:

-Player Characters will meet up with the other Player Characters.

-The known threat will be investigated.

-Any battles or introductions of new threats will happen.

Players will get closer to the threat as they go through these events.

Climax Phase

At the end of the Middle Phase, the players will come face to face with the mastermind behind the current incident. This enemy may not necessarily be a Gjaum (An Overed that succumbed to the Renegade virus). Any phenomenon or idea that could possibly defile or destroy the PCs' world may be made into a tangible evil.

To best make a phenomenon into something tangible, the GM may create a representative character and give him strong powers with the Renegade virus. A battle with a character rather than an abstract idea will likely be easier to direct and players are more likely to have fun this way.

Entering the Climax

During the Climax, the GM decides which player characters may enter.

Impulse Check

When faced with a daunting enemy, the Renegade virus within characters will become agitated and start to go on a rampage. At this time, player characters must perform an Impulse check and try to control the virus. Please refer to page 273 for more on Impulse checks.

Backtrack

At the end of the Climax, the Encroachment Rate of the characters are likely to be very high. In order to stay in control and be able to return to their lives, characters must perform a Backtrack and try to reduce their Encroachment Rates. Refer to page 279 for more on Backtracking.

Ending

The Ending is the epilogue of the story and will present the aftermath of the player characters. Naturally, the ending of the story may not be a happy one. Depending on the outcome, the GM may present a bitter end.

-After-Game-

Once the GM has ended the story and has pulled down the proverbial curtain, it is time for the After-Game. At this time, tasks such a experience point distribution and clean-up are done.

Character Loss

Losing a character is a natural part of any role-playing game. If a character died during the Scenario, he cannot be revived. Characters can be also be lost if their Encroachment Rate is still above 100% after the Backtrack step.

Becoming a Gjaum

If a character's Encroachment Rate is still 100% or above after the Backtrack step, that character becomes a "Gjaum." The character is now treated as a NPC and can no longer be used by the player anymore. Even if a character becomes a Gjaum, the player still gains experience points.

Removing Damage

Surviving characters will recover from any in-game damage. Damage does not carry over to the next session.

Sorting Loises

Players will select three Loises and discard any remaining ones. The selected Loises will be the character's new set of Lasting Loises. Refer to page 280 for more on Lasting Loises.

Restocking and Discarding Items

Any Stocked items that were used, destroyed, or discarded during the session will return to the player at this point. Non-Stock Items that were procured mid-session are to be discarded.

Experience Point Distribution

The GM will pass out Experience Points based on the Experience Point Distribution chart that is on page 271. These points are rewarded not to the characters, but to the players and the GM.

Resetting Encroachment Rates

Reset Encroachment Rates back to their base value.

Character Growth

The experience points that players and GM acquire may be used upgrade the abilities and equipment of characters. The player or GM may use experience points on any character that they have control over. All experience points will be lost once spent.

Since players are allowed to redo their characters through Rebuild, it is recommended that players keep a history of spent experience points. This will help make the act of refunding points much easier.

Spending Experience Points

Experience points are typically used during the After-Game or the Pre-Game. However, players may use experience points in the middle of a session if the GM allows it.

Recalculating Sub-Stats

Once leveling is done, recalculate any Sub-Stats if needed and record the changes on the Character Sheet.

Sorting Items

During the character growth session, players may trade out their character's items. Remove all stocked items and refund the spent Stock points to the player. Recalculate Stock points if there is any change in Stats or Skills. The player may now reuse these Stock points to stock new items. Any unused Stock points will be transferred to Savings.

Why Experience is given to the Participants and not to the Characters

When handling experience points, remember that the points are being given to the players and not to the characters. The purpose behind this differentiation is to directly reward the player. Also, this allows players that lost characters to immediately jump back into a game without holding back other players. Refer to "Death" on page 296 for more information.

GMs also receive experience points, so that they can switch out with another player at any time during a campaign. This essentially helps to lighten the "penalty" for constantly being the GM.

Experience Point Distribution Chart

Experience points in *Double Cross* are distributed in the following manner. Points are to be recorded on the Record Sheet.

Experience Point Distribution

-Participated until the end of the session **1 Point**

-Completed the Scenario's Goals **1 to 10 Points**

-If Final Encroachment Rate after Backtrack is (N)%, give x experience points.

0-30% .....2 Points
31-50% .....3 Points
51-70% .....4 Points
71-99% .....5 Points
100% and above.....3 Points
Backtracked using [2x(Number of Loises)] dice.....3 Points
Rolled a second time during Backtrack.....0 Points

-Good Role-play **1 Point**

-Helped out other players **1 Point**

-Helped with session progression **1 Point**

-Helped set up the time and place for the game **1 Point**

Experience Points for the GM

To calculate experience points for the GM, add together the experience points of all players. Divide that sum by three and round down. Record this number on the Session Sheet.

A bonus point of one may be added to the total if players feel that the GM helped with setting up the table and coordinating schedules.

Character Growth Costs

This chart lists the costs of upgrading the different stats of a character.

-Increasing Base Stats

The experience points needed to increase Body, Sense, Mind, or Social are:

Stat is currently 1 to 10	10 EXP for every point
Stat is currently 11 to 20	20 EXP for every point
Stat is currently 21 or above	30 EXP for every point

-Leveling Skills

Each Skill requires a different amount of experience points to level up.

Any Skill other then <Ride>, <Art>, <Knowledge>, and <Info>

Current Level is 01 to 10	2 EXP for every level
Current Level is 11 to 20	3 EXP for every level
Current Level is 21 to 30	5 EXP for every level
Current Level is 31 or above	10 EXP for every level

<Ride>, <Art>, <Knowledge>, and <Info> Skills

Current Level is 01 to 10	1 EXP for every level
Current Level is 11 to 20	3 EXP for every level
Current Level is 21 to 30	5 EXP for every level
Current Level is 31 or above	10 EXP for every level

-Acquiring Powers

The experience points needed to acquire new Powers or level up existing ones are as follows:

Acquire a new Power	15 EXP
Level up a Power	5 EXP per level
Acquire a Simple Power	2 EXP per level
Level up a Simple Power	2 EXP per level

Encroachment Rate And Loises

-What is the Encroachment Rate?-

The Encroachment Rate is a percentage that represents how active a character's Renegade virus is. During a session, several occurrences will cause this rate to rise. As this rate rises, the character can draw more of the virus' power to fuel his abilities, thus making him more powerful. However, there is a price to pay if the Encroachment Rate goes too high.

If a character's Encroachment Rate is still over100 when a session enters the Ending, that character will lose his sanity to the virus and go on a rampage. Overeds that lose control in this manner are referred to as "Gjaums."

During the After-Game, any character that becomes a Gjaum will be turned into NPCs and can no longer by used by the player. Characters that do not become Gjaums may return their Encroachment Rates back to their base values at the end of the game.

-Increasing the Encroachment Rate-

There are specific times when the Encroachment Rate increases. They are as follows:

When Entering a Scene: Whenever a Player Character enters a Scene, whether it is at the beginning or mid-way, he must increase his Encroachment Rate by 1D.

When Using Powers: Characters increase their Encroachment Rate by the cost of all Powers they are using. Refer to page 299 and 301.

When performing an Impulse Check: An Impulse is an urge that overcomes an Overed when he feel an intense mental shock. Impulse checks are done to determine if a character can control his Impulse. The GM may request an Impulse Check at any time he feels it is appropriate.

When performing an Impulse Check, check against the <Will> Skill. The difficulty is set by the GM. A difficulty of 9 is recommended, but the GM may freely set his own difficulty.

All characters that perform an Impulse Check must increase their Encroachment Rate by 2D10. In addition, any character that fails the Impulse Check will receive the Bad Status "Berserk"(page 298).

During a Gentic-Shift: A character may choose to deliberately increase his Encroachment Rate through an action called Gentic-Shift. A player may declare a Gentic-shift and roll (X) D. X is equal to the number of dice a player wishes to roll.

During battle, a Genetic-Shift must be declared as a Minor Action.

Other: Certain Items will increase the Encroachment Rate when used. How much is increased will be noted in the Item's explanation.

-The Encroachment Rate Bonus-

An Overed will become more powerful as his Encroachment Rate increases. There are two main bonuses that characters may receive from their Encroachment Rate.

1) Dice Bonus

As his Encroachment Rate increases, a character may get additional dice for his checks. The bonus bracket is as follows:

00 to 59% ±0
60 to 79% +1
80 to 99% +2
100 to 129% +3
130 to 159% +4
160 to 199% +5
200 to 239% +6
240 to 299% +7
300% ~ +8

2) Level Bonus for Powers

As the Encroachment Rate rises, the levels of all Powers will receive a level bonus. This bonus may allow a Power to go over its Max Level. Powers with an continuous effect will still receive this bonus even if they were activated at an earlier time.

The bonus bracket for levels is as follows:

00 to 99% ±0
100 to 159% +1
300% ~ +2

-The Lois System-

Double Cross takes place during modern times, and one of the most important aspects of life are be the bonds with your fellow humans. In this game, this bond is given a game-play aspect in the form of the Lois system.

The Lois system in *Double Cross* is used to present the relationships a character has with other characters. By creating a "Lois" with a particular character, a player will show what relationship he has created and what emotions he feels towards that character. This will help define a character's background and role-play.

Loises will also help a character control his Encroachment Rate when the end of the game comes. The relationships that a character sets as his Loises will give him the mental strength needed to force the Renegade virus back into a dormant state. No matter what happens, those bonds will keep a person from turning into a Gjaum.

-Acquiring Loises-

Loises may be acquired at any time during a Scenario. This rulebook will typically use the phrase "create a Lois" when referring to the act of forming these special bonds. Who or what a character forms a Lois with and what emotions he feels towards it will greatly define that character's personality and background.

Creating a Lois: Steps

There are two simple steps to follow when creating a Lois. A player must first select which person to create a Lois for, and then select what emotions he feels towards the person.

Selecting a Person

When creating a Lois, the player must write down the person's name and his relation to the person on his Record sheet. In general, Loises are created with individuals. However, a player may select non-individuals or objects if the GM allows it.

Possible candidates for Loises with something that is not a person include, but not limited to, teams, neighborhoods, or even drugs.

Selecting an Emotion

The player must now select one positive and one negative emotion that he feels towards his Lois. Utilize the Emotion charts on pages 70 and 71.

Next, the player must select which emotion is conscious and which one is unconscious. A conscious emotion will be on the surface and openly expressed at all times, while the unconscious emotion will be an suppressed emotion that a character may be hiding or secretly feeling.

Changing Emotions

A player may not change a Lois' emotions mid-session, but he may change those emotions during the After-Game. Disregard this restriction if the GM allows for a mid-session change.

If during a session a player feels that there is a change between his character and a Lois, he may switch his conscious emotion to unconscious and vise-versa. When doing so, the player should inform the GM and make the proper corrections on his Record sheet.

About Loises Acquired during Character Creation

During Character Creation, a character will acquire three Loises. These starting Loises are a character's initial "Lasting Loises." Refer to page 57 of the Character Creation section for the exact time of acquirement.

About Loises Acquired through a Handout

Loises that are given through the Scenario Handout are referred to as "Scenario Loises." These must be recorded on the Record sheet. Refer to page 362 to learn when exactly these Loises are acquired.

About Acquiring New Loises Mid-Session

Players may acquire new Loises at any time during the session. However, players must acquire the permission of the GM. Once permission has been granted, follow the steps listed on the previous page and create the new Lois.

The Maximum Number of Loises

A character is limited to a maximum of seven Loises per Scenario. This number includes a character's Lasting Loises. Therefore, if a character starts with three Lasting Loises, takes the Lois from the Scenario Handout, and creates a Lois with a fellow player character, he can only acquire two more Loises during the session.

-The Titus System-

During a session, the relationship between a player and his Lois may radically change as the story unfolds. If a change results in the breakdown of the relationship, a Lois will lose the appeal that gives a character the willpower to stay sane and will become a "Titus."

When a Lois becomes a Titus, the player must check the Titus box that is on the Lois list. The GM may turn a character's Lois into a Titus in order to coincide with the story, or players may acquire the GM's permission and purposefully break a Lois.

Situations where a Lois turns into a Titus include, but not limited to, the following cases:

Death of the Lois: If a character were to die due to an accident or crime, a character may be deeply impacted.

A Lois' Betrayal: If a PC is suddenly cheated or back-stabbed by a trusted character, he would likely feel shock.

Other: Loises may become Tituses when relationships become turbulent. For example, if a character rejects the PC after finding out that he is an Overed.

A Change in Feelings: If a PC feels a sudden lack of understanding from a character or if his feelings towards that person have changed, he may change a Lois into a Titus.

When turning a Lois to a Titus

A GM does not have to turn a Lois into a Titus whenever a dramatic situation occurs. A GM should only request a Lois to be turned into a Titus if the act would be suitable for the story.

A Player may also change a Lois to a Titus on his own accord. How a character's relationships are handled is generally up to the controlling player.

The Use of Tituses

Even if a Lois has been turned into a Titus, there is still a use for it. Tituses may be used by players at any time for a one-time boost or bonus. When a Titus is used, the Discard box on the Lois list must be checked. A player may discard several Tituses at once if he wishes. There are five different bonuses that can be selected, each of which are listed on the following page.

Lois and Titus Summary

-Lois

A Lois is a bond that help keeps a character tied to this world. A Lois may be a friend or even a hated enemy. What's important is that a Lois encourages a character to maintain his sanity and keeps him from becoming a Gjaum.

Acquiring Loises

Loises may be acquired at any time. When acquiring a Lois, inform the GM and acquire his permission first.

During a session, a character may only have up to seven Loises. Lasting Loises are counted towards this limit.

Changing to a Titus

A Lois may be changed to a Titus at any given time. First inform the GM and acquire his permission. When a Lois becomes a Titus, the Titus box on the Lois list must be checked.

The GM may instruct any player to turn a Lois into a Titus.

Sorting Loises

During the After-Game, select three Loises and discard the remaining Loises. These three Loises will be a character's new Lasting Loises and will carry over to the next session.
A Titus may be selected as long as it was not sublimated.

-Using Tituses

When a character discards a Titus, he may have one of the five following effects applied to himself.

Each Titus can only be used once. Once a Titus has been used, check the "Discard" box on the Lois list.

+10 Dice Bonus for one Check

Timing: Declare before rolling.
Effect: Any type of check may get a +10 dice bonus for its roll.

+1D Bonus to one Check's Score

Timing: Declare after rolling.
Effect: The score of any type of check may get a +1D bonus to its score. 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: Any type of check gets a -1 Critical Value bonus. Minimum is 2.

Recover from Incapacitation

Timing: Right after becoming Incapacitated
Effect: Recover from Incapacitation and gain ([Body]+10) HP.

Remove Disadvantageous Effects

Timing: Anytime.
Effect: Remove all disadvantageous effects. This includes Bad Statuses and dice penalties. The GM decides how many effects may be removed. This effect cannot remove Incapacitation or Death.

-Final Words about Loises and Tituses-

In conclusion, Loises and Tituses are very important to a character's personality. Who they make a relationship with and which ones they willingly discard will define a character as a person. Use of this system will help add depth to both the character and the over-arching story.

-Backtrack-

At the end of the Climax, all PCs must perform a Backtrack. Backtracking is the time when players will determine if their character can force the Renegade virus into a dormant state and return back to normal life.

During Backtrack, players will reduce their character's Encroachment Rates by [(Number of remaining Loises) D10] points.

The steps to Backtrack are as follows:

1)Count the number of Loises that did not get turned into Tituses.

2) Roll (Number of remaining Loises) D10. Add together the result of all dice.

3)Subtract the resulting sum from the Encroachment Rate.

If a character's Encroachment Rate is still above 100% after step three, the character becomes a Gjaum and is turned into a NPC. The player must now relinquish the Character sheet to the GM.

Record the final Encroachment Rate. The amount of experience points a player receives will change depending on what a character's final Encroachment Rate is.

Increasing Dice During Backtrack

Before a player performs his Backtrack check, he may request to increase his number of dice and instead roll [(Number of remaining Loises) x 2] D10.

If a player requests this double-up of dice, the amount of experience points he acquires based on the Final Encroachment Rate will be reduced to three points.

Rolling a Second Time During Backtracking

If a character's Encroachment Rate is still above 100% after the player rolls once for Backtrack, the player may request to roll dice once more, so that he can subtract a second amount from the Encroachment rate.

Once a player declares the intention to roll once more, he may roll (Number of remaining Loises) D10. As with the first roll, the player adds together the result of all dice and subtracts this second sum from his Encroachment rate.

Requesting this second roll will reduce a player's experience points from the Final Encroachment Rate to zero. This penalty takes precedence over the penalty received when increasing dice for the initial Backtrack roll.

-Sorting Lasting Loises-

During the After-Game, players must sort their Lasting Loises. Players must select three Loises to keep and discard the remaining ones. Record the new set of Lasting Loises over the old set on the Character Sheet. A Titus may be chosen as a Lasting Lois if it was not discarded during a session.

If a character only has two or fewer Loises during this time, the player may create a new Lois in order to fulfill the three-Lois requirement.

Excerpt from The After-School Beast

Backtrack

Keigo and Kaede have taken down the enemy agent, but their Encroachment Rates has risen very high.

GM: It's Backtrack time.

Keigo: Dang, my Encroachment Rate is high. 152%.

Kaede: Don't keep getting hit next time. I'm only at 126%.

GM: How many Loises do you two have? Don't count Tituses.

Keigo: I got five.

Kaede: Seven.

GM: Roll that many dice and add up the result. Then subtract that sum from your Encroachment Rate.

Kaede: OK. ....I got 38. My Encroachment Rate is 88% now.

GM: Nice. You would've turned into a Gjaum if you were still above 100%.

Keigo: Whoa, wait! I'm going to be above 100% even if I roll all tens!

GM: Ah. Then you can choose to double your number of dice. That means you get to roll ten dice. Want to go for it?

Keigo: Oh yeah. ...I rolled 59, so my rate is now 93%. That's cutting it close.

GM: Congratulations. You barely made it back.

Keigo: Wait, there's a penalty for doubling-up, right?

GM: You lose experience points. Look at the Experience Point Chart and check the line that reads "Backtracked using [2x (Number of Loises)] dice."

Keigo: What will happen if I didn't make it even after doubling-up?

GM: You still get one more chance. You could ask to roll a second time. The number of dice you would have gotten would be equal to your number of Loises, or five in your case. You just end up losing more experience.

Battle Rules

-Battle Flow-

The battles of a *Double Cross* session utilize a Round-based system to keep track of the progression of time. To distinguish from Scene Progression, the passing of time in Rounds will be referred to as Round Progression. This section will discuss the process of battle.

Rounds

A typical battle is split into Rounds. These Rounds are further split into four different Processes. A Round continues until all participating characters have taken action.

In the event that a battle needs to be timed, consider one Round to be one minute. The GM may make the elapsed time per Round shorter or longer.

About Scenes and Battles

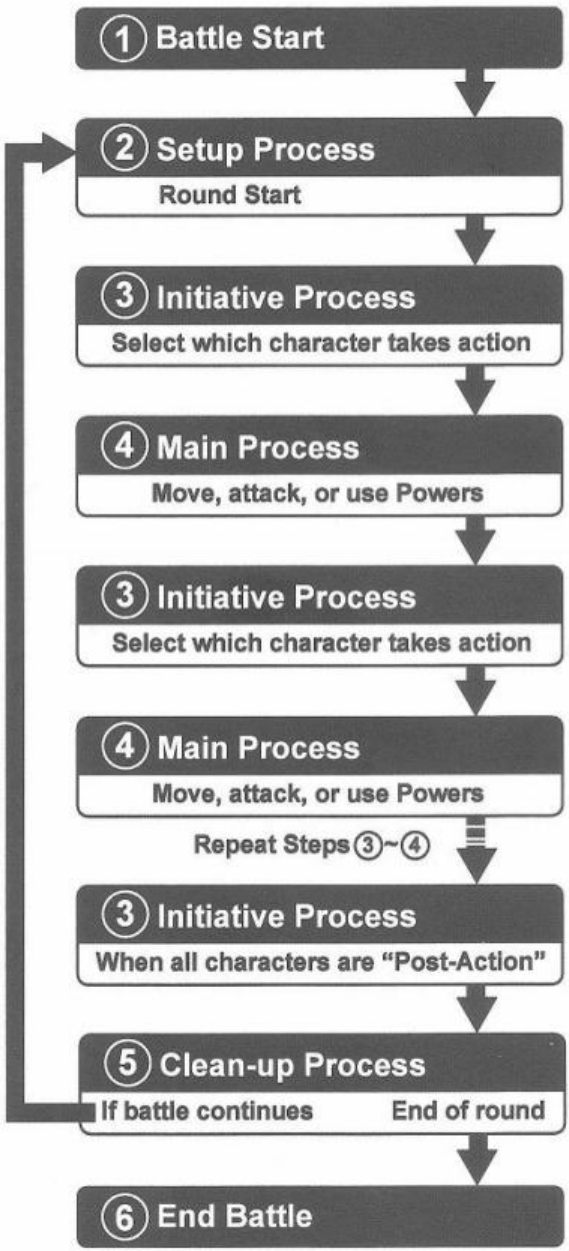
When switching to the setting from a Scene to battle, the GM does not have to end that particular Scene. Also, the end of a battle does not force a Scene to end.

Starting and Ending Battles

A battle begins when the GM declares the start of a fight. This battle continues until the GM declares that it has ended. This declaration may come during the middle of a round, if the GM chooses to end the battle early.

At the end of battle, any bad statuses or bonuses from Powers that a character received during the fight are removed. However, depending on the Scenario or in-game situation, the GM may decide to allow bad statuses to continue after battle.

The Flow of Battle



Character's In-Battle Condition

During a Round, the character's condition will dictate whether or not he can perform his Main Process. Typically, a character may be Pre-Action, Post-Action, Incapacitated, or Dead.

Pre-Action: If a character is Pre-Action, he has yet to perform his Main Process and thus is free to act when his turn comes.

Post-Action: A character enters this state once he has completed his Main Process and will not be able to act again.

Incapacitated: When a character's HP reaches zero, he is knocked out and cannot take action. Incapacitated characters may not use any Powers or perform any checks until they are revived.

Death: If a character dies, he is removed from the game.

-Round Flow-

This section will explain the four different Processes that make up a Round and list what actions may be taken during that particular time.

Setup Process

A Round begins with the Setup Process. During this time, characters will be preparing for the new round. The GM should look over the situation at the start of every Round.

Entering the Scene

Any characters that wish to enter a Scene while a battle is taking place may do so during the Setup Process. Newly arrived Player Characters must raise their Encroachment Rate by 1 D10.

Starting Character Condition

All characters that are on the Scene start out in the Pre-Action state.

Using Powers

There are certain Powers that may only be used during the Setup Process. Any character that has these kinds of Powers should use them now. Refer to page 304 if more the one character declares the use of an Power at this time.

Initiative Process

The Initiative Process is the second part of a Round where players determines who gets to act first. This decision is based on a character's [Initiative]. The higher the [Initiative], the faster a character may act. The character with the highest [Initiative] is the "Initiative Character" and will be the one to take his "Main Process," or turn.

If two characters tie for [Initiative], player characters will go first before NPCs and enemies. If two players have the same [Initiative] stat, they may consult with one another and decide who goes first.

Once a character finishes his Main Process and ends his turn, return back to the Initiative Process and decide who goes next. Continue this cycle until all characters have acted.

Using Powers

There are certain Powers that may only be used during the Initiative Process. Any character that has these kinds of Powers should use them now. Refer to page 304 if more than one character declares the use of an Power at this time.

Waiting

When a character is at the top of the list, he may choose to wait instead of entering his Main Process. If a character decides to wait, he must wait until all other characters have ended their turn before making his move. Regardless of what their [Initiative] stat is, characters that wait will go always last.

There are restrictions to waiting. A character can only wait once. Also, a character can only declare to wait right before their own Major Process. A character may not perform a Minor Action and then decide to wait.

If several characters decide to Wait, the character with the lowest [Initiative] stat must go first before any other waiting characters.

Main Process

The Main Process is the time when a character may take their turn and act. During this Process, a character may perform one Major Action, one Minor Action, any Reaction checks and any Auto Actions.

About Forfeiting Actions

If a character wishes, he may decide to not act all. He may discard his chance to perform a Minor Action, Major Action, or both. If a character forfeits his Major Action, he automatically ends his turn and enters the Post-Action state.

Minor Action

A Minor Action represents small tasks that take relatively little effort for a player to perform. In general, tasks that would require a check or allow another character to do a Reaction Check cannot be performed with a Minor Action.

Each character may perform one Minor Action before his Major Action. Using a Minor Action does not force a character to end their turn.

The following tasks are considered Minor Actions:

Move: A character may move across the battlefield. The distance he can travel is equal to his [Move] stat. Refer to page 289 for more information.

Minor Action Powers: Powers that have "Minor" as their timing may be used at this time. Refer to page 299 for more on Powers.

Changing Equipment: Characters may change what Items they have equipped. They may change several equipped items at once. If the new equipment changes any battle stats, recalculate stats at the end of the Minor Action.

Using Items: Certain items and equipment with special abilities will require that they be used as a Minor Action.

Healing Bad Statuses: Characters may remove certain bad statuses by declaring recovery with their Minor Action. Refer to pages 297 and 298 for more information.

Other: Any situational task that a GM deems must be done as a Minor Action.

Major Action

A Major Action represents tasks that requires checks. These tasks are generally attacks and the use of various Powers. Each character will be allowed to perform one Major Action during their turn.

Once a character performs a Major Action and all calculations related to the Major Action are done, the character's turn will end and he will enter the Post-Action state.

The following tasks are considered Major Actions:

Dash: A character may travel farther on the battlefield. The distance he can travel is double his [Move] stat. Refer to page 289 for more information.

Attack: Characters may attack others with weapons and Powers. Refer to page 293 for more on attacking.

Major Action Powers: Powers that have "Major" as their timing may be used at this time. Refer to page 299 for more on Powers.

Using Items: Certain items and equipment with special abilities will require that they be used as a Major Action.

Healing Bad Statuses: Characters may remove certain bad statuses by declaring recovery with their Major Action. Refer to pages 297 and 298 for more information.

Breaking Away from Engagements: When a character is in an Engagement (page 289) with an enemy, he normally cannot leave that Engagement by declaring a Move or a Dash. By declaring a Break Away, characters can leave these Engagements. Refer to page 295 for more.

Killing Characters: Characters may kill of Incapacitated characters. This act may be declared in unison with an attack.

Other: Any situational task that a GM deems must be done as a Major Action.

Reactions

Whenever a character performs a Major Action, another character may perform one Reaction to that Action if he has the appropriate abilities.

A character does not end their turn if they perform a Reaction. Characters that have ended their turn already may still perform a Reaction if they wish. When a character declares a Reaction, he will participate in an Opposed check with the acting character. If the Reaction side wins the check, the Major Action is negated.

Auto Actions

Auto Actions are tasks that do not require a Minor or Major Action. These tasks may be done by declaring the act to the GM.

The following are considered Special Actions:

In-Character Conversation: This is the act of role-play. Depending on the conversation's content, the GM may allow the player to take certain situational actions he created.

Auto Action Powers: Powers that have "Auto" as their timing may be used at this time. Refer to page 299 for more on Powers.

Cleanup Process

Once all characters have taken their Main Process, players move on to the Cleanup Process and must process any remaining tasks. If at the end of the Cleanup Phase the battle still continues, go to the Setup Phase of the next Round and continue the fight.

During the Cleanup Phase, handle the following tasks in this order:

Damage Calculation: First, process the effects of any Powers or items that deal damage during the Cleanup Process (i.e. poison effects).

Recover from Bad Statuses: Certain Bad Statuses are automatically removed during this Process.

Negate Powers: Remove the effects of Powers that only last for a round.

Handle any Continuous Powers: Apply the effects of any Powers that endure over more than one round.

Use Powers: Powers that have "Cleanup" as their timing may be used at this time. Refer to page 299 for more on Powers.

Other: Any special actions or tasks that the GM allows.

-Movement and Engagement-

Since one of the basics of battle is to achieve an advantageous position over the enemy, it is important to have an idea of where everyone is standing. At this time, the basics behind movement and the Engagement system will be explained.

Types of Movement

During a battle, characters may travel across the battlefield by using Actions. Characters may Move or Dash, depending on how far they wish to travel.

Move

Moves can be performed as a Minor Action. The distance a character can travel is equal to the character's [Move] stat. However, if a character is in an Engagement with an enemy or an obstruction, he will not be able to move away.

Dash

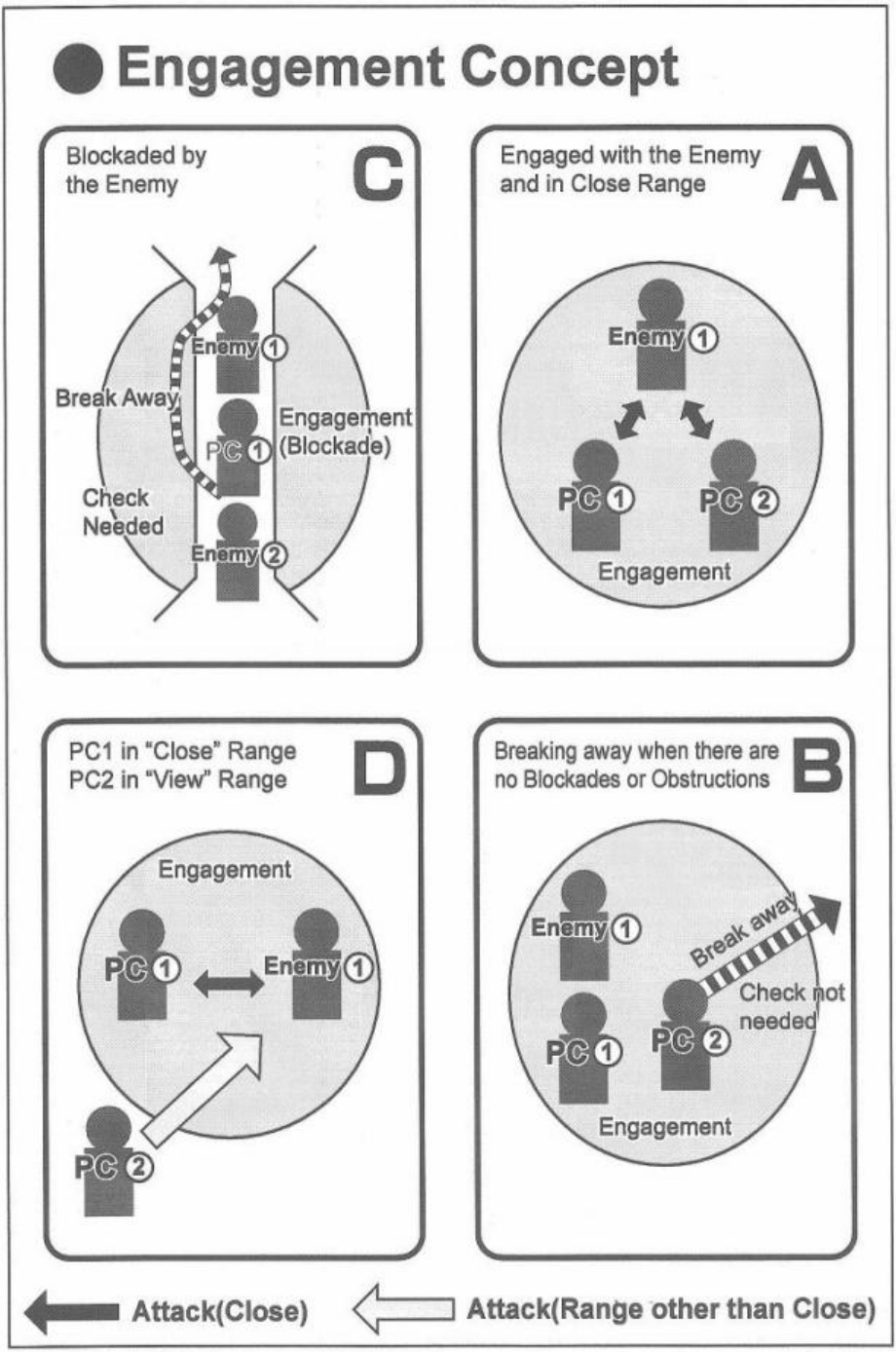
A Dash is performed as a Major Action. The distance a character can travel is double the character's [Move] stat. However, if a character is in an Engagement with an enemy or an obstruction, he will not be able to move away.

Engagements

An Engagement is a type of grouping that is used in this game to represent distance and divide areas.

When characters are close enough to strike one another with melee weapons, they are considered to be in the same Engagement, or that they are engaging one another.

Engagement Concept



Entering an Engagement

When a character is moving across the battlefield and he runs into an enemy or an obstruction, that character's movement is stopped and he enters an Engagement with the enemy.

Breaking Away from an Engagement

To leave an Engagement, a character must use his Major Action and declare a Break Away. Once the character has the GM's permission, he may leave the Engagement and travel a distance equal to his [Move] stat.

The character may not attempt to enter another Engagement when Breaking Away from his current Engagement.

Blockade

There will be times when a character's movement will be restricted by his surroundings, making it difficult for him to slip past enemies. For example, a character may be on a narrow rope bridge or a hallway, with enemies in front and behind him. This kind of situation is called a Blockade.

When a character is in a Blockade and wishes to breakaway, he must perform an Opposed check with the enemies that are blocking him. This Opposed check will be done based on the [Body] Stat. If there is more than one enemy blocking a character's path in one direction, the character must beat each enemy during the Opposed check.

It is up to the GM to decide whether or not a character is blocked in.

Escape

If a character wishes to escape from battle, he must declare this intention to the GM. The GM may deny the chance to escape if he wishes.

To escape from battle, a character must use his Major Action and perform a Dash. The character must be in a situation where he can perform a Dash and he must not run into an Engagement. If the character meets these requirements, he may leave the Scene.

Excerpt from The After-School Beast

Battle 1

Keigo has finally caught up to the mystery man. The man merely smirks and goes into a combat stance. Keigo could feel nothing but aggression in the air.

GM: The man has stopped running and now has a faint smile on his face. He says, "I don't want to waste time on you, kid. I'm just going to finish you off." The man crouches and spreads his arms into a battle stance.

Keigo: I've been ready for battle. Come and see the grin of a predator.

GM: This is the start of battle. Keigo and the man are facing off, standing five meters away from each other. Kaede is at a distance, looking over the two.

Kaede: Got it. I'll be shooting at them.

GM: Lets start the first round. I'll handle and explain each phase one by one.

Setup Process

GM: First is the Setup Process. You two and the enemy don't have any Powers that can be used at this time, so we move on to the Initiative Process.

Initiative Process

GM: Lets check everyone's [Initiative]. Kaede is 15, the Man is 8, and Keigo is 5, right.

Kaede: So it's my Main Process then.

Main Process

GM: Kaede, perform a Minor Action first, then a Major Action.

Kaede: The man is in my sight, right? I'll shoot at him.

GM: Sure. Check the rules for Accuracy checks on page 294 .

Initiative Process

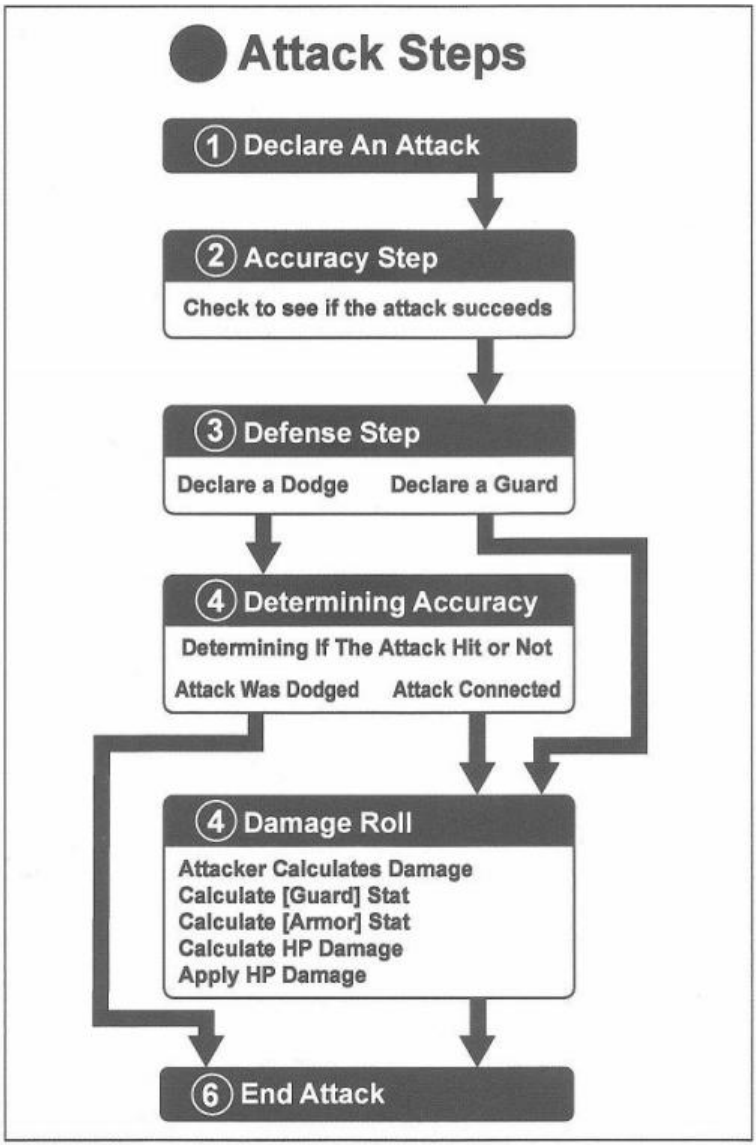
GM: Kaede has finished acting. Lets move back to the Initiative Process.

To be Continued...

Attack And Defense

Any action that inflicts damage to an enemy is considered an attack. There are two types of attacks: melee and ranged. Each type of attack will be rolled against different Skills.

A melee attack is any attack that uses a close-range weapon or a Melee Power, while a ranged attack is any attack that uses a firearm or a Ranged Power.



-Attacks-

Attacks are carried out in five steps. These steps are:

Step 1 - Attack Declaration

The attacking character must first pick a proper target for his attack. He then declares which equipped weapon and Powers that he wishes to use.

The GM must check if the attacker's selected target is valid or not. If the target is not valid, explain the player which characters he may attack.

Step 2 - Accuracy Check

The attacker must now roll for accuracy. When performing an accuracy check, the player rolls the Skill that his selected weapon and Powers require. Note that Powers that give dice modifiers can only be applied to this check and not the Damage Roll.

Step 3 - Defense

The targeted character may now react and attempt to defend against the coming attack. The defending character may try to negate the attack by Dodging or attempt to reduce damage by Guarding against the attack.

Dodge

The defending character performs an Opposed Check based on the <Dodge> Skill. If the defending character beats the attacker's accuracy roll, the attack is negated.

Guard

The defending character may choose to not perform a Reaction check and instead reduce damage by his total [Guard] stat. This [Guard Stat] may be increased with equipment of Powers.

If the defending character decides to Guard, the attack automatically connects and players will move on to Damage Roll.

Step 4 - Judging Accuracy

Have the attacker and defender compare their scores and see if the attack connected. If the attacker wins, the attack moves on to Damage Roll.

Step 5 - Damage Roll

Once an attack connects with its target, damage must be calculated. To calculate damage, roll **1+[(Accuracy Check's final score)/10]** dice and add the result of all rolled dice together. The attacker may add the [Attack Power] from his selected weapon, any bonuses from Powers and other attack power bonuses. The final sum is the total damage dealt.

At this time, the attacker may use any Auto Action Powers to further boost his attack power. As mentioned in step two, dice-modifying Powers do not affect the Damage Roll unless specifically noted.

Subtracting the Armor Stat

Once the total damage has been calculated, the defending character may reduce damage by subtracting his [Armor] stat from the damage total. A character may acquire [Armor] from equipped Items or Powers.

Subtracting the Guard Stat

If the defending character chose to Guard against the attack, he may further reduce the damage total with his [Guard] stat.

After the defending character has subtracted his total [Armor] stat from the damage total, he may subtract his total [Guard] stat from the damage total. The [Guard] stat comes from the weapon used for Guarding as well as from any used Powers.

Subtracting and Applying HP Damage

While HP damage is being calculated during this process, any Auto Action Powers that reduce damage may be used at this time.

Once all reductions have been done, apply the damage to the target's HP. If the final HP damage total is zero this means the character did not take any damage from the attack. No matter what the final damage is, a character's HP may not go below zero.

If the character **Dodged**, HP damage equals **Damage Total – (Armor Stat + other bonuses)**.

If the character **Guarded**, HP damage equals **Damage Total – (Armor Stat + Guard Stat + other bonuses)**.

-About Damage and Recovery-

HP damage does not necessarily equate to physical wounds. HP does not represent the condition of the physical body but rather the stamina and mental health of the character. Thus, even if a character becomes Incapacitated, it does not necessarily mean he is suffering from a life-threatening injury.

When sacrificing HP as part of a Power's cost, the player must not go to zero or below.

A character becomes Incapacitated when his HP reaches zero. Refer to the next section for more details.

Incapacitation

When a character's HP goes to zero, that character's becomes Incapacitated and can no longer act. He may not perform any Major Actions, Minor Actions, or Reactions. Only Constant Powers stay in effect.

Until the character is revived, this condition will continue and the character's HP will remain at zero. Normally, characters are automatically revived at the end of battle, but the GM may also dictate other situations where a character is revived. After battle, the character's HP will be returned to 1.

About Killing Characters

Characters may kill Incapacitated characters by making a declaration during their Major Action.

If the attacking character can land one point of damage on an Incapacitated character and declares that he is killing the character, that character dies. The fatal attack may be a single or multi-target attack. The only requirement is that the attacker declares that he is killing characters.

Death

Characters that die are immediately removed from the game. Pray for the character's soul and prepare to make a new character.

What To Do When a Character Dies

Death is not the end, at least not for the player. If a character dies or becomes a Gjaum, the controlling player may receive a refund on the experience points that he spent on the now-lost character. By reusing these points, a player will be able to jump back into the game with his fellow players without any difference in power between players. Note that the GM decides how to handle refunding experience points for a player.

-Bad Statuses-

During battle, characters may fall victim to items or Powers that handicaps them. These handicaps are called "Bad Statuses." There are six different types of Bad Statuses. A character may be inflicted with more than one at the same time.

Recovering from Bad Statuses

All Bad Statuses may be recovered from by allowing time to pass or by using the proper Power. Each Bad Status has a specific treatment for it. Note that Bad Statuses only have an effect during battle. Whenever a battle ends, all Bad Statuses are automatically healed.

The Bad Statuses

Pressure: A character will feel their movements become sluggish as they are overcome by an intangible form of pressure.

Pressured characters will not be able to perform Auto Actions.

To Heal Pressure: Use a Minor or Major Action and declare treatment.

Rigor: A character cannot stand properly or are restrained by certain Powers.

Characters experiencing Rigor cannot Move or Dash.

To Heal Rigor: Use a Minor or Major Action and declare treatment.

Taint: Characters become Tainted when poisoned by either natural poisons or Powers.

During the Cleanup Process, Tainted characters will receive HP damage equal to [(The level of Taint) x 3].

To Heal Taint: Use the proper item or Power to cure Taint.

Dazed: Characters become dazed when hit with a strong shockwave or blow.

All dazed characters receive a -2 dice penalty towards all checks.

To Heal Dazed: Dazed is automatically removed at the end of the Cleanup Process.

Berserk: Characters go berserk when their Impulse begins to take over their consciousness.

Characters that have gone berserk cannot perform any Reactions or Covers.

To Heal Berserk: Use a Minor or Major Action and declare treatment.

Hatred (__): The affected character will feel immense hatred towards a certain character. In the blank, fill in the name of the hated person.

The inflicted character must attack the character he hates with his best attack. It does not matter what kind of attack it is.

If a character is inflicted with Hatred for several characters, only the Hatred takes effect.

To Heal Hatred: Attack the hated character once. It does not matter if the attack hits or misses. If the GM determines that the inflicted character cannot attack his target character, Hatred is automatically healed.

Using Powers

Each Syndrome has a set of special abilities called Powers. Through the use of these Powers, Overeds are able to accomplish challenges that are impossible to the average man.

The Priority Level of Powers

There will be times when the rules of Powers will contradict other rules or the abilities of items. In these cases, Powers will overrule the contradicting rule or ability. The only rules that overrule Powers are the Golden Rules(Page 12).

How to Use Powers

Each Power will have different requirements for use. Often times, there will be specific Skill or type of check associated with the Power. For a Power to be successfully used, these requirements must be met.

This section will be devoted to explaining the use of Power. Please refer to the beginning of the Powers section for the chart legend.

Check the Skill

The required Skill that must be rolled is listed in the Skill entry of the Power's data. If a Stat such as [Body] or [Social] is written, then the User may choose to roll any Skill that corresponds to that Stat. For example, if a Power lists "[Body]" as its Skill, then the User may roll <Melee>, <Dodge>, or <Ride:>.

Check the Difficulty

In the Difficulty entry, the kind of check that is needed will be listed. If the entry is "Opposed," an Opposed check must be completed.

Check the Encroachment Rate "Cost"

Using any Power will raise a character's Encroachment Rate. The player must increase his character's Encroachment Rate after using a Power. If a Power is being used as part of a Major Action, increase the Encroachment Rate after the action is completed.

Roll or Declare

Most Powers may only be used at a specific time. Check the Timing entry for the specific timing of a Power.

During any Action, a character may only declare the use of Powers once.

However, characters may use several Powers at once with just one declaration. Refer to the "Combining Powers" on the next page.

Powers that list Auto as its Timing will have different activation times depending on whether the Power is for attack or defense. Refer to "Damage Roll" on page 295.

Applying the Effect

Once the Power's check is complete, the Power's effect will be applied to the target by the GM. How a target is affected depends on what Power is used, but the GM has final say on application.

About Doubling-up

Using the same Power on one target does not double the effects. In this event, the target chooses what he wants to be affected with. If the effect of a Power changes depending on the result of a dice roll, the desired effect must be chosen before any calculations are done.

Combining Powers

When using Powers, more than one Power may be declared at one time. Through the act of combining Powers, a character's actions will be more effective. There is no limit to the number of Powers that can be used at once, but there are restrictions to what can be combined.

When combining Powers, the required Timing (i.e. Major, Minor, Setup, etc.) and Skill for each selected Power must be the same. Powers that list a hyphen in its Skill entry may be combined with one another.

Lastly, there will be certain Powers that cannot be combined at all. These Powers will have this restriction written in their explanation.

The Number of Possible Declarations

A player may only declare the use of Powers once per Timing. The player may combine several Powers and declare their use under one declaration. Powers that list "Auto" as its Timing do not fall under this restriction. Auto Powers may be declared multiple times during any Timing.

Limiting the Number of Targets

When combining Powers that list different Target types, players must select the type that allows for the fewest number of targets. Scene allows for the most number of targets. The next highest is Area, followed by (X), then Single, and finally Self.

When dealing with Target types of equal priority, the declaring player may select either Target type. Target types like Area and Area (Select) would be considered equal.

Powers that list "Self"

There are certain Powers that upgrade the Target type of other Powers, allowing for more characters to be targeted. Powers that list "Self" as its Target type may not receive the benefits of these special Powers.

Limiting Range

When combining Powers that have different Range types, players must select the shortest Range for their check. The different Ranges, listed longest to shortest, are *View, (x) meters, and Close.*

If a Power's Range is listed as "Weapon," utilize the Range of the User's currently equipped weapon.

Selecting Difficulty

When combining Powers that have different Difficulty types, players must select the highest Difficulty for their check.

If one or more Powers in a combination list Opposed as its Difficulty, an Opposed check must be performed for the action. Powers that list Auto as its Difficulty automatically defer to the Difficulty of the other combined Powers.

Total Encroachment Rate Increase

When increasing a character's Encroachment Rate, the player must pay the cost of all Powers that were used in a combination.

Excerpt from The After-School Beast

Battle 2 and Damage Roll

The mystery man is attempting to strike down the now beastly. Keigo. Keigo only smirks.

GM: The man steps in and closes in on Keigo. He uses his Minor Action and Engages Keigo.

Keigo: OK.

GM: He throws a right. He's attacking with «Roaring Claw» + «Energy Wave» + «Concentrate». «Roaring Claw» lets the attack ignore Armor.

Keigo: Oh well. I never had that much Armor anyways.

GM: Well, he doesn't know that. I roll and... I criticaled twice. Score is 27.

Keigo: I probably can't dodge it. (Rolls Dice) Attack connected.

GM: OK, Damage Roll. I got Attack Power of 7, and my Score was 23. I roll 3D10 + 7 and I get...25 points of damage.

Keigo: Oh, you just add all the dice together for the damage roll.

Kaede: For these rolls, you roll one-tenth your Accuracy check score plus one dice, then add Attack Power. This attack ignores Armor, so you take the full amount of damage to your HP.

Keigo: Minus 25 HP. I lost over half my life.

Kaede: You can still use «Resurrect» to revive yourself, but you don't want your Encroachment Rate to go up too much.

Keigo: Oh, I'm just going to take this pain and shove it right back.

GM: We're running out of page space here, so your attack is getting cut.

Keigo: Ah...

GM: Keigo's attack was strong, but the man survived. Now everyone has moved.

Cleanup Process

GM: There's nothing to do for Cleanup. There are no bad statuses to remove and no Continuous Powers in effect. Time for Round 2's Setup Process.

Special Rules Regarding Power Combinations

In addition to the previously discussed rules, there are special exceptions that must be addressed.

Combining Attack Powers

Powers that have "Perform a melee attack" in its explanation may not be combined with Powers that have "Perform a ranged attack" in its explanation. The reverse also holds true.

If Powers that read "Perform a __ attack" are combined together, add together the total [Attack Power] bonuses and treat it as one bonus. For example, if a Power with a +2 [Attack Power] bonus is combined with another Power that has +4 as its bonus, the final [Attack Power] bonus is +6.

Combining Reactions

Powers that have "Perform a Dodge" in its explanation may not be combined with Powers that have "Perform a Guard" in its explanation.

If Powers that read "Perform a Guard" are combined together, add together the total [Guard] bonuses and apply it for that one Guard declaration. If a Power that grants a +2 [Guard] bonus is combined with a Power that gives +4, the final [Guard] bonus is +6.

Combining Powers that Change Fists

When Powers that change the stats of the User's Fists are combined together, the User may change each weapon parameter with the best modifiers the used Powers offer.

For example, the User combines the Powers *<Reaming Claw>* and *<Bone Sword>* together. Assume that both Powers are each level one. The User may choose to modify his Fists with the +9 [Attack Power] bonus from *<Reaming Claw>* and the +6 [Guard] bonus of from *<Bone Sword>*.

Powers that cannot be used at Close-Range

Certain Powers will not allow a character to target characters that he shares an Engagement with. These kinds of Powers will note this restriction in its explanation. This restriction still applies even when the restricted Power is combined with other Powers.

Assume that a character were to combine *<Lightning Spear>* and *<Siren's Song>* together. Since *<Siren's Song>* lists Scene (Select) as its Target, the character has the option to attack any number of characters that are on the Scene. However, *<Lightning Spear>* cannot be used in close-range. As a result, this combination allows the character to attack any number of characters on the Scene except for the ones that he shares an Engagement with.

"Skill: Syndrome" Powers

Certain Powers list "Syndrome" as its Skill type. These Powers cannot be used by themselves. They must be combined with Powers from the same Syndrome. As such, users must defer to the other Powers in the combination when deciding which Skill to roll.

Since these type of Powers must be combined, at least one of the other combined Powers must list a Skill type other than "Syndrome." As with any combination, all chosen Powers must have the same Timing.

Mutli-Target Powers

Certain Powers will allow an user to target multiple characters at once. When using these Powers, the User only has to perform one Accuracy check and damage calculation. He does not need to perform a separate check for each of his targets.

Each targeted character must each perform their own Opposed check. They are free to use their own Powers to boost their final score and their results will not affect other targeted characters.

-When Multiple Powers are Declared at Once-

During times such as the Setup Process, multiple characters may declare the use of Powers at once. When this happens, check the [Initiative] stat of each declaring character. The character with the highest [Initiative] may use his Power first.

After the first declaration has been processed, other characters may withdraw their declarations if they decide the situation no longer calls for the use of Powers. Since no Power has been used, the Encroachment Rate of the the other characters do not increase.

-Situational Battle Rules-

This section will deal with the extended rules for certain statuses, in-game battle actions, and certain Powers.

Flight

Characters can achieve a status called Flight through the use of certain Powers or items. When flying, characters cannot be obstructed in the same way a grounded character would be.

Flying characters can only be blocked by characters that are also in the air. Thus, a flying character only needs to Move normally if he wishes to Break Away from an enemy.

When engaged with a flying character, grounded characters still need to use his Major Action if he wishes to Break Away from the flying character.

There are no specific rules as to how high in the air a flying character is. If needed, consider flying characters to be one or two meters in the air.

The important thing to remember is that as long as two characters are in the same Engagement, they can target each other with melee attacks. It does not matter if a character is flying or not.

Stealth

A character may use his Major Action to achieve a status called Stealth. By entering Stealth, a character cannot be targeted with any kind of action. However, [Area] and [Scene] attacks may target Stealth characters regardless. Also, hidden characters cannot obstruct the Moves and Dashes of other characters.

A character loses Stealth when he performs any Action or takes at least one point of damage. If a character is in an Engagement with an enemy character, he cannot enter Stealth.

Finding Stealth Characters

To find Stealth characters, a character must use his Major Action and perform an Opposed check with whoever is hiding. The character that is searching will be considered the Action side, while the hidden character will be the Reaction side. Both parties will roll <Perception>. If the Action wins, the hidden character immediately loses Stealth.

Riding Vehicles

If a character possesses a Vehicle, he may use his Minor Action to ride it. To get off a Vehicle, a character must use his Minor Action once more. Note that a character may only ride one Vehicle at a time.

When riding a Vehicle, a character receives modifiers to his parameters and the distance he can travel with a Dash is equal to the distance the Vehicle can travel.

A character may ram others when riding a Vehicle. When performing this attack, a character must roll <Ride:>. The attack is considered Melee and the Vehicle's Attack Power is used in place of the Attack Power of the character's equipped weapon.

Transporting Others

Characters may hitch a ride in the Vehicle of another character. Although a character loses the ability to Move of his own free will during battle, he will automatically travel to the same position as the character he is riding with whenever that character Moves or Dashes.

To get into another character's Vehicle, a character must be in the Engagement of the Vehicle he wants to ride. He then uses a Minor Action to get on the Vehicle. This action only succeeds if the driving character agrees to allow the character in. A character can only leave the Vehicle if he uses his Minor Action to get off, or he is forced out somehow. Finally, it is up to the GM to decide how many people may ride a single Vehicle.

Cover

When a character is being attacked, another character from the same Engagement may declare a Cover and take the attack in place of the original target. To declare a Cover, a character must still be in the Pre-Action state. Performing a Cover automatically ends a character's turn and puts him in the Post-Action state.

Cover must be declared before the attacker does his damage roll. If the attack does not do damage, then the declaration must be made before any effects are applied to the target.

If the character who declared Cover and the one being protected are attacked at the same time, the character that declared Cover will receive more damage. The number that is achieved after [Armor] and [Guard] is subtracted will be doubled, and the Covering character takes that amount of HP damage. Powers that reduce HP damage may be applied after the final damage total has been doubled.

When a character Covers someone from a Single-target attack or declares Cover when he himself cannot perform a Reaction, damage is calculated as if he is Guarding. This rule does not apply to characters that performed a Reaction to an attack.

Note that Cover can only be declared against attacks. Also, Cover can only be declared once per Main Process. No Powers may override this restriction.

Miscellaneous Damage

Characters may also be injured by various environmental hazards. For example, if a character were to fall off from a high place or be burnt by fire, the GM may require the character to take (2D10+X) points of damage. X is normally equal to zero, but the GM may increase the amount as he sees fit. Naturally, the GM may change the amount of dealt damage as he sees fit.

Ammunition

While weapons such as guns and crossbows normally need ammunition, there is no need to worry about acquiring ammunition in this game. It will be assumed that the character will always have enough ammunition. There is also no need to restock throwing knives or other thrown weapons whenever they are used.

<Red Servant>

<Red Servant> creates a pseudo-life form called a Servant. A Servant will be treated as a separate Overed character and will have the following listed functions. The character that created the Servant will be referred to as the "creator."

Creating Servants

When the creator uses <Red Servant>, a Servant will appear in the same Engagement he is in. The creator will determine the servant's appearance, but he cannot make it resemble a specific person. If the creator wants to make a servant that is someone's copy, he must acquire the appropriate Powers.

A Servant's Stats and Skills

Each of the Servant's Stats will be set at 3 and will not have any Skills. These Stats may fluctuate depending on what Powers the creator has acquired. Refer to the proper Powers for a detailed explanation.

A Servant's Sub-Stats

A Servant's Sub-Stats will be calculated as per normal character creation rules. However, a servant's HP will be determined levels of the creator's Powers. Disregard Stats when calculating HP for Servants. Finally, a Servant does not have Stock or Savings points.

A Servant's Encroachment Rate

A Servant's Encroachment Rate is always the same as the creator's current rate. A Servant's rate is not managed separately and will receive the creator's Encroachment Rate bonus.

A Servant's Powers

A Servant has the same Powers as its creator. However, it cannot use *<Red Servant>*.

When a creator's Servant uses a Power, his own Encroachment Rate will increase. When the Servant or creator uses a Power that have a limited number of uses, their uses are counted as a single total. This means that if a Servant uses a Power can only be used once per round, then the creator cannot use that Power.

A Servant's Items

With the exception of Fists, Servants cannot equip or use any normal Items.

In-Battle Actions

A Servant is treated as a character and will fight and move normally when its turn comes. The creator will decide the Servant's actions.

A Servant's Loises

A Servant may not have or use Loises and Tituses.

Losing a Servant

A Servant is immediately removed from the game when it reaches zero HP. Since the Servant does not become Incapacitated or die, it cannot be revived in any manner.

The Number of Creatable Servants

A creator may only create one Servant per Scene. Even if a Servant is lost, a Second servant cannot be created if a Servant was already created during that Scene. This one-servant limit still applies if the creator carried over a Servant from a previous Scene. If a creator starts a Scene with one Servant, then he cannot make another Servant during that Scene.

<Fusion>

<Fusion> is a special Power that enhances its target by giving him the User's Powers. During this section, the character that uses <Fusion> will be referred to as the "User" and the target of <Fusion> will be referred to as the "Target."

The Character that Used <Fusion>

When a character uses <Fusion>, he immediately enters the Post-Action state and stays in this state as long as <Fusion> is in effect. No Item, Power, or rule can change this restriction.

Movement while <Fusion> is in Effect

While <Fusion> is in effect, the User cannot move on his own. When the Target moves to a different Engagement, the User automatically follows.

In addition, as long as <Fusion> is in effect, the User cannot be the target of any Powers that forces a character to Move.

Encroachment Rates while <Fusion> is in Effect

If the User or Target uses a Power while <Fusion> is in effect, the Encroachment Rate of both characters will increase. When calculating the Encroachment Rate bonus for each character, treat each rate separately and calculate the bonus on an individual basis.

When Characters have the same Powers

If the User and target both acquired the same Power, utilize the one that is at a higher level. If both characters tie for Power level, utilize the target's Power.

Powers with Limited Number of Uses

All uses of the User's limited-usage Powers will count towards the User's total allowance. When the Target utilizes one of the User's limited-use Powers, that use counts towards the total number of allowed uses.

The Duration of <Fusion>

<Fusion> lasts until the end of the Round or when the User becomes Incapacitated. If the User revives himself through the use of a Power, Titus, or some other method, the effects of <Fusion> may continue uninterrupted.

Miscellaneous Rules

-Rules for Session Progression-

This section will explain special rules that will be used during a session of *Double Cross*. The GM should apply these rules to match the needs of the situation.

Stocking Items

In *Double Cross*, Items that are acquired mid-session are discarded during the After-Game. To have Items carry over between sessions, a player must Stock the Item for his character. Stocked items will carry over between sessions. If an Item were to be destroyed or lost, it will always be restored to the character's inventory at the beginning of a new session.

As mentioned in Character Creation, Stock Points regenerate for a character at the end of each session. How many Stock Points a character has is calculated using the same formula that was used during Character Creation. That formula is ([Social] x 2(+ (<Procure> x 2).

To stock an Item, a player must use Stock points (page 81) and pay the Stock cost of the item he wants. If an Item does not have a Stock cost (i.e. a GM's original item), the GM may set the cost. A cost of zero is also valid. Note that Items can only be stocked during the Pre-Game and After-Game.

About Stock Points and Money

There is no correlation between a character's Stock points and his personal wealth. Also, there are no rules that dictate how much money a character carries. Consult with the GM if the need to set a monetary amount arises. In general, all characters have enough money to function properly in society.

Savings Points

Savings points are points that can be used to represent money. Although Savings points cannot be used to Stock Items, the can be used to gain modifiers for Procure and Investigation checks (page 311 and 312).

If a character has any unused Stock points at the beginning of a new game, those points are converted to Savings Points. Unlike Stock points, the total amount of Savings points will carry over between sessions.

About Equipment Acquired From Powers

Equipment and items that are acquired through certain Powers are considered the Stocked Items of the character who learned the before-mentioned Powers.

About Stock Points Earned During Character Creation

([Social] x2)+ (<Procure>x2) Stock points are acquired during Character Creation. By using these points, characters may start procuring necessary items and equipment.

Stock points are always recalculated during the After-Game. Adjust Stock points appropriately whenever there are changes to [Social] or <Procure>.

Note that items may be traded-in and out during the After-Game. Recalculate Savings points if Stock points increase or the amount of spent Stock points changes after item trade-ins.

Procure Checks

During a session, a player may request the GM to allow him to purchase items for his character. If the GM allows this, the player must now perform a Procure check.

Procure checks are regular checked that are rolled against the <Procure> Skill. The player must check the Procure cost of his desired Item when rolling and use that number as his difficulty. A Procure check is successful when the roll's score equals or beats the Item's Procure cost.

During Procure checks, players may spend their Savings points to gain a bonus towards their score. Add one point to the check score for every Savings point spent. Savings may be spent after dice have been rolled.

When declaring the use of Powers for these checks, restrict Powers to one declaration per Minor Action and Major Action.

Normally, Procure checks may only be done once per Scene. In addition, the GM may forbid Procure checks if shopping is not appropriate for the current situation.

As noted before, Items gained through Procure checks cannot be Stocked and are discarded at the end of the After-Game.

Investigations

The goal of a session may not always be made known. It is only after the players go through the Opening and meet up with one another that the ultimate goal of a session is made clear. To reach the final goal, players must acquire information and break through the mystery that hides their path. This information may concern the location of the enemy or the MO of a serial killer.

During the game, players may gather information through Investigations. As the players solve mysteries, the GM may hand over vital information. Checks may be requested if the need arises.

Investigation Scenes

The GM may create Scenes for investigations whenever the players need to search for information. When creating these Investigation Scenes, the GM does not need to create all the minute details involving the Scene's setting or investigation method. In fact, the players may make suggestions to the GM as to where or how they wish to proceed.

No matter what suggestions a player has, the final decision regarding the Scene's details is to be made by the GM.

Investigation Checks

During Investigation Scenes, each Player Character may perform one Investigation check. As with any check, the difficulty and Skill to roll is decided by the GM. The GM typically will ask that the investigation be done based on some form of the <Info:> Skill. Check difficulty will typically be 6 to 15. Information that is common knowledge would have a low difficulty of 6, while information that has been deliberately hidden would have a higher difficulty of about 9.

When declaring Powers for these checks, restrict the use of Powers to one declaration per Minor Action and Major Action.

Using Savings Points

If the GM considers it appropriate, he may allow a player to use his Savings points for Investigation checks. After rolling dice, a player may gain a +1 bonus towards his score for every Savings point spent.

Image-wise, a character is using his personal money to do things such as pay off informants, hire detectives, or mobilize private agencies.

World Section

Double Cross

The World of Double Cross

-The Twisted World-

*Double Cross t*akes place in a modern world that is similar but different from the world we know. The time is the not so distant future. Compared to our present, this world is filled with more strife and danger and the shroud of darkness has gotten blacker. Most of humanity does not realize that the world has radically changed.

Twenty years ago, a virus was spread across the globe and infected most of humanity. While the virus is usually dormant in its host, when it becomes active the host will be bestowed with supernatural powers. These empowered hosts are called Overeds.

Some will betray their fellow brethren and use their powers against humanity. Others will betray their fellow Overeds and fight to protect humanity. Unseen by man, the Overeds will fight each other in the darkest of places. This is the world of *Double Cross.*

-The Overeds-

An Overed is a superhuman who can instantly recover from injures that would kill the normal person and possesses extraordinary physical and mental ability. In addition, an Overed has access to supernatural powers. Turning skin to metal and the manipulation of fire or light are examples of powers an Overed may have. The average human is practically defenseless against Overeds, who receive their abilities from a virus called Renegade.

-The Renegade Virus-

The Renegade is a virus that opposes humanity and the laws of nature and was first unleashed onto this world twenty years ago.

Twenty years ago, an archeology dig team unearthed mysterious ruins in a Middle Eastern country. When civil war broke out, the team attempted to return to their country with their findings, but their plane was shot down. An unknown virus that was part of the excavated items ended up being spread into the atmosphere when the plane blew up.

Since this incident, bizarre phenomenon have been occurring all across the globe, resulting in a major public safety problem that the world governments were having trouble dealing with. Many of these incidents involved unexplained fires, explosions, murders and even acts of terrorism.

-Professor Caudwell's Warning-

During this time, a certain thesis was sent to all of the world's governments through through top secret routes. This thesis was written by the renowned biologist Alfred J. Caudwell. The thesis revealed the existence of a retrovirus dubbed Renegade and explained that after a certain incident in the Middle East, the virus spread across the globe and infected most of humanity.

The thesis went on to reveal how certain carriers will become an Overed if the virus were to become active. However, it was also mentioned that if a host is unable to fight back the Renegade's encroaching nature, he will lose his sanity and become an impulsive monster called a Gjaum.

Gjaums

Gjaums (pronounced "Jy-au-m") are people that lost their soul to the Renegade. Their souls, and sometimes even their outward appearance, will become inhuman in nature. Professor Caudwell suggested that the unusual increase of crime and terrorism in recent years was due to Gjaums.

The contents of Professor Caudwell's thesis were never made public. Since most Overeds and Gjaums look like regular people, a public announcement would cause the general public to fall into a state of paranoia, which would clearly lead to riotous witch hunting.

-Humans and the Renegade-

At the time, society was considered incapable of properly dealing with the crimes and destruction that were caused by Gjaums. Professor Caudwell revealed the existence of a terrorist organization that is made up of malicious Overeds and Gjaums. He suggested that the global chaos is being deliberately caused by the terrorist organization known as False Hearts.

-The Universal Guardian Network-

Professor Caudwell's thesis continued with the following declaration: "I am an Overed and with other sane Overeds like me, we will protect humanity from the Gjaums."

In order to take down the unusually resilient Gjaums, one would need high-powered weaponry they normally cannot be used in a city environment, at least not without major collateral damage. In order to take down Gjaums without destroying society, Overeds and their powers were needed. Thus, Professor Caudwell and his Overed allies formed the Universal Guardian Network (UGN). This was the start of the shrouded battle for humanity.

UGN and False Hearts

The UGN – Humanity's Shield

The UGN (Universal Guardian Network) was formed roughly sixteen years ago by Professor Alfred J. Caudwell and his allies. One of the organization's higher goals is the coexistence between normal humans and Overeds. They wanted Overeds to be accepted into society, as they needed the support of their fellow man to keep control of their sanity and powers.

Founding and Expansion

The UGN was founded several years after the Renegade virus was first spread in the Middle East. At the time, many countries were struggling with mysterious paranormal incidents. Europe and the gigantic multinational Lancaster Corporation in particular suffered heavy losses and were quick to support the UGN.

Other world governments that were suffering from Renegade-related issues would soon follow suit. With political success and the Lancaster Corporation's financial backing, the UGN became a truly universal organization.

Professor Caudwell's Death

Five years after the UGN's establishment, Professor Caudwell died in New Zealand at one of the Lancaster Corporation's research facilities. During animal testing with with the Renegade virus, one of the subjects went berserk and the entire facility was destroyed. There were no survivors. With the loss of Professor Caudwell's personal charisma and skills, the nature of the UGN began to change.

The UGN's Current State

After the UGN lost its central figure, the world governments began to interpose their will onto the organization, resulting in the formation of a decision-making central committee of twelve-members called "Axis." Every national branch of the organization then began to take more action independent from one another. The policy of the UGN began to lean more towards security enforcement, with extra effort put towards the monitoring of Overeds and crime response. This general trend continues to this day.

-The UGN's Operations-

The current operations of the UGN falls under four different categories: Incident resolution, information manipulation, protection and training, and research and development.

Incident Resolution

The UGN's main operations involve handling all Renegade-related incidents. When an Overed or Gjaum commits a crime, or if an incident is Renegade-related, the UGN will dispatch one of its agents or an allied Overed to investigate and handle the situation.

While there are instances where the cooperation of the local police or military is acquired, the local authorities usually only give information support and are never informed about the true nature of the incident. This is due to the fact that only Overeds can defeat a Gjaum in battle and that information regarding the Renegade virus is heavily regulated.

Information Manipulation

All information regarding the Renegade virus is highly classified. Even with first-world countries, it is common for only the most high-ranking officials to have any knowledge.

The UGN is constantly manipulating all possible information sources, whether it be eyewitnesses, mass media, or rumors spread on the web. The UGN uses not only its massive resources but also the powers of Overeds to hack computers or delete human memories, making the control on information very tight.

Protection and Training

Whenever the Renegade virus becomes active and the carrier becomes an Overed, the UGN will take that person into custody. They will inform the person about the virus and teach them the rules and knowledge needed to live as an Overed. The new Overed will be placed under UGN surveillance and are required to have training in Renegade control and regular physicals. At times they will also be asked to help the UGN with missions.

Research and Development

Since there is much about the Renegade that is unknown, the UGN puts heavy effort on researching the virus. While it does behave like a virus, it is not even clear if the Renegade is a true virus or not.

Research involves not only analyzing the mysterious Renegade virus, but also developing control and manipulation methods for Overeds, which advances Renegade-related technology and leads to the creation of special equipment.

The ultimate goal of this research is to find a cure for the virus. Basically, the UGN wants to find a way to turn an Overed back into a normal human. However, researchers have yet to figure out where to start, much less create a treatment.

-The UGN's Organizational Structure-

A twelve-member central committee called "Axis" is the UGN's highest authority. The national branches of the UGN are second-highest in the chain of command, followed by individual city branches. Each nation runs their branches in a different manner.

When the UGN was first founded, its members consisted of an equal number of Overeds and non-Overeds. However, the percentage of Overed members steadily increased as the Overed population and the UGN's influence grew.

UGN Agents

UGN agents are the front-line personnel that actively deal with Renegade-related incidents. This group is composed primarily of battle-trained Overeds. Many agents use a secondary job as a cover for their real work.

UGN Children

UGN Children are youth under the age of twenty that were born as Overeds or awakened at a young age and have been raised inside an UGN facility. Children are usually orphans or people that had to be taken away due to their uncontrollable power. Although they do not know what a "normal" life is, the Children are experts on the Renegade virus and its powers.

Illegals

Illegals are Overeds that are not affiliated with the UGN, but cooperate with the organization. Illegals normally live their own lives and only deal with Renegade-related incidents when the UGN requests their help.

Each Illegal has his own reason for not joining the UGN. For many, it is because they have different views on justice. Illegals come from all walks of life. They may be students, policemen, private investigators, or even hackers.

-The UGN in Japan-

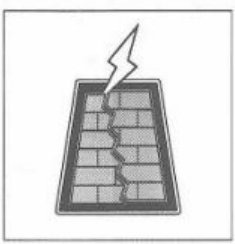
The Japanese government initially refused to support the UGN and only accepted the UGN after they could no longer handle the increasing number of Overed-related crimes. This late acceptance created a divide between the UGN and the national agencies that to this day has not been resolved. Japan's Ministry of Health, Labour, and Welfare is supportive of the UGN, while the Self-Defense Force and National Security attempt to contain the virus using their own aggressive methods.

UGN Japan

Yugo Kiritani is the director of UGN Japan. Under him are the branches of major cities and cities that have a high rate of Renegade-related incidents. Each city branch has a strong sense of independence and acts autonomously from one another. However, the Japan Branch will deploy its own agents during large-scale operations and incidents if False Hearts is involved.

Other Branches

Each branch office is allocated a single city and will be in charge of all Renegade-related within that city's surrounding area. The Japan Branch only acts in a supervisory manner. Many branches will disguise themselves as a part of a government agency or the Lancaster Corporation, but smaller branches may sometimes open up a cafe or detective agency as cover. Other branches may only handle research or training and will structure their branch to specialize in that field.



False Hearts – Humanity's Enemy

In the thesis that led to the founding of the UGN, Professor Caudwell pointed out the existence of an international terrorist organization of Overeds that was the cause of all Renegade-related crimes that were occurring in the recent years. This organization is known as False Hearts, or FH for short.

The goals and size of False Hearts is largely a mystery. It is clear that they have no intention of hiding the existence of Overeds and instead use their powers for destructive purposes, such as terrorism and crime. They also include Gjaums as members and allies. It is also evident that their organization is so large and complex that they have infiltrated not only the criminal world, but also large corporations and central government organizations.

There are only two things that are certain about False Hearts; First, they see the UGN as an enemy and seek to bring down the organization and its goals; Second, the only organization that can combat them is the UGN.

-False Hearts' Organizational Structure-

It is theorized that False Hearts does not have a pyramid structure like the UGN and instead is comprised of an interconnected web of cells. Supposedly, each cell is run by an agent who has his own subordinates and allies, which only a central hub called "Central Dogma" that connects the entire web together.

FH Agents

Overeds and Gjaums act as False Hearts' agents. Many do not act under a single will and instead will act on their own desires and impulses. They have no qualms with abusing their Renegade powers and actively attempt to destroy society.

Masters

Agents that are particularly powerful are called "Masters." Nearly all Masters are powerful Gjaums that excel in their particular expertise, such as battle or brainwashing.

-False Hearts in Japan-

Japan's False Hearts was considered relatively organized. This unity was due to the influence of the agent Kyoka "Planner" Tsuzuki.

When Kyoka Tsuzuki suddenly left the organization a few months ago, control over the collective whole was lost, but this did not make False Hearts weaker. Instead, the individual cells have become more active, resulting in an increase in terrorism and crime.

It is rumored that several Master-class agents have been introduced into FH Japan from the outside, which would increase the organization's influence and could lead to a major incident that could break the power balance between the UGN and False Hearts.

The Renegade and Overeds

-Characteristics of the Renegade Virus-

According to UGN researchers, eighty percent of the human population is a carrier for the Renegade. However, only a small portion of people suffer an outbreak and become Overeds.

How the Virus Manifests Itself

While there are still many things unknown about what triggers the Renegade virus, the transformation process has been thoroughly observed. If the carrier host has an affinity for the Renegade, the virus will become active and will rewrite the host's DNA. This rearrangement of DNA results in a transformation of cells and sometimes the creation of new organs. It is through this process that the host becomes an Overed and gains superhuman powers.

A Gjaum who maintained his reasoning and human form, commanding a group of lower-level Gaums.

Turning into Gjaums

When Overeds turn into Gjaums, they will often lose their sanity and be unable to communicate with others, becoming capable of only destructive rampages. The physical mutations brought on by the Renegade virus in these cases will be extreme, giving the new Gjaum a freakish appearance.

In rare cases, a Gjaum can maintain control over his reasoning, but his humanity will still be lost. While these kind of Gjaums may look human, they are only monsters that act efficiently to satisfy their impulses.

Even if an Overed can overcome the shock of the initial awakening, the possibility of becoming a Gjaum always exists. The Renegade becomes more aggressive as an Overed uses his powers, and will agitate the host's Impulses as if the virus was trying to take over. It is because of this situation that many Overeds become Gjaums during the middle of a battle.

Encroachment Rate

The symptoms of the Renegade vary from case to case. Some will not experience physical changes, while others will only experience temporary transformations. Regardless of what symptoms are caused, the Renegade will release a material called "Renegade Material" into the air whenever it becomes active.

The Encroachment Rate is a rate that determines how active the Renegade has become, and is measured by calculating the Renegade Material that is in the air. An Overed will become a Gjaum when this rate reaches 100%.

Impulses and Rampages

When the Renegade begins to encroach on an Overed's mind, it will excite a certain emotion, sense, or memory. The emotion that is excited differs from case to case. Some will experience a thirst for destruction while others may be overcome with extreme fear. These unusual swings of emotion are called Impulses.

When these Impulses are overly excited by an aggresive Renegade, the host will lose control and enter a berserk mode. All Gjaums are essentially Overeds that were unable to leave this berserk state.

When Two Different Strains React with One Another

Overeds that do not lose their sanity when the virus awakens are able to control their Impulses to a certain extent by exerting their willpower. Even then, they may still lose control under certain conditions. Heavy amounts of Renegade Material in the area, extreme emotional shock, or even flashbacks of certain memories can trigger a rampage.

The Renegade becomes aggressie when the host gets close to a Gjaum or a berserk Overed. Even without coming into contact with a Gjaum, trace amounts of Renegade Material in the air or interference from released Renegade viruses can make a person go berserk. Due to this danger, agents that are working on Gjaum-related cases are always worried about their Impulses and Encroachment Rate.

-The Overed's Abilities-

Overeds are humans that achieve superhuman powers when the Renegade becomes active in them. These powers are categorized into Syndromes and Powers.

Syndromes

Syndromes are the categories of Powers and characteristics an Overed may acquire. There are currently twelve known Syndromes.

Breeds

Until recently, there were only two categories of Overeds: Crossbreeds and Pure-Breeds. Crossbreeds are Overeds that display two Syndromes, while Pure-Breeds are Overeds with only one Syndrome. The latest Overed type to appear is the "Tri-breed."

Tri-Breeds

Overeds with three Syndromes are referred to as Tri-Breeds. Originally, Overeds would only display a maximum of two Syndromes, but due to the Renegade reaching a new stage of evolution, people with three Syndromes have been appearing across the globe. Some Overeds first awakened as a Tri-Breed, while others were originally Crossbreeds but later displayed a third Syndrome.

-Powers-

Powers are the categorizations of an Overed's superhuman abilities. Syndromes are only general groupings for Powers. Powers are the manifestation of superhuman acts and are the basis of an Overed's abilities. These Powers must be used with caution. Stronger Powers causes the Renegade to become more active, thus increasing the possibility of a rampage.

Common Abilities

The following are abilities and Powers that all Overeds possess.

Warding

Overeds can affect the people around them in a certain way by consciously (or unconsciously) releasing a large amount of Renegade Material into their surroundings. This creation of an area that is saturated with Renegade Material is called "Warding."

When in Warding's field of influence, Overeds will feel their virus become more active. Non-Overeds that are hit with Warding will often feel extreme uneasiness, displeasure, or weakness. Normally, this results in a mental shock that knocks out regular humans.

Resurrect

Overeds are extremely resilient. This is because the Renegade virus protects its environment by actively healing the host's body. This act of healing is called "Resurrect." This Power can be automatically or forcefully used even without any training.

Renegade Control

Renegade Control refers to the ability to manipulate and control the Renegade. The UGN is constantly researching ways to control Renegade-induced Impulses and regularly trains their Overeds in these methods. These methods may involve breathing techniques, meditation, or sleep therapy.

-What it means to be an Overed-

Once an Overed that has been trained to control the Renegade's Power and its Impulses, he will be able to carry out a normal life. However, it is impossible to completely tame the virus.

Impulses can always be triggered when the Renegade reacts to something in the surroundings. Contact with fellow Overeds, the use of Powers, or a random occurrence could set off the virus. The greatest fear of all Overeds is the loss of the soul and the inability to return to normality.

The Importance of Loises

If an Overed does not wish to become a Gjaum, he must suppress the Renegade virus using his willpower. This is a daunting feat any many have failed at this task. To the struggling Overed, Loises and the relationships they represent are vital to maintaining a strong will. By concentrating on a particular person, an Overed can find the strength to fight off the virus and return to their lives and loved ones.

Although the average person will have enough relationships or rivalries that help encourage him to resist the virus, people who tend to be cut off from society will have fewer Loises and thus fewer reasons to return to humanity. UGN Children and FH Children are prime examples of socially-isolated Overeds. Since Children will often spend their entire youth in a training center, they are less likely to develop relationships with others, which make them more likely to succumb to the virus.

In some cases, Overeds do temporarily banish the memories of Loises from their mind and let the Renegade virus take over. This is often done to gain a temporary boost of power, although some people, craving the immense power of the Renegade, willfully discard their lives and purposefully become Gjaums.

Renegade and the World

-Other Organizations-

The following are other organizations in Japan and the rest of the world that deal with the Renegade virus.

Strangers

The Strangers is a military corps of Overeds that exists within Japan's Self-Defense Force. This force is armed with Anti-Renegade equipment and heavy artillery, making them the only part of Japan's military that can fight off Overed. However, due to the nature of their corps, Strangers cannot be deployed on a whim.

Strangers often deploy together with the Special Crimes division of Japan's police force and are known for their cold and heavy-handed handling of Overeds.

Tempest

Tempest is an American military corps of Overeds that is part of the troops that are stationed in Japan. This force is used to experiment with the military applications of Overeds and often receives protests from the UGN for its inhumane experiments and missions. These protests are regularly ignored.

Kamishiro Group

The Kamishiro Group is a large, well-known Japanese conglomerate. While its core business is in heavy industry and biotechnology, the Group has a strong presence in the military industry and maintains top-secret facilities for Renegade research.

The Kamishiro Group has maintained a peaceful relationship with the UGN, but the UGN's monopolization of Renegade-related information in recent years has earned the ill will of many. An anti-UGN wing has risen within the Kamishiro Group and is now attempting to work independently from the main company.

Guild

The Guild is a worldwide criminal network that was first formed when the drug-trafficking mafia groups of the world created an alliance that was aimed to harbor and transfer felons. The Guild now harbors criminal Overeds and other Renegade-abusing career criminals, making them a considerable force.

Tindalos

Tindalos is a civilian group in Japan that is dedicated to keeping people safe from Overeds and Gjaums. Unlike other similar civilian groups, Tindalos has a relatively good understanding of the Renegade virus and knows about the existence of secret organizations like the UGN. Tindalos is at odds with the UGN, and considers their coverup and disregard of civilian casualties as an result of an elitist mindset.

The Destabilizing World

Twenty years has passed since the Renegade was first released into the world. The situation revolving around the Renegade and the Overeds has been constantly changing, with many major incidents happening within recent years.

About Acknowledgment of the Renegade

To this day, the existence of the Renegade virus has never made public. The general populace, including doctors, government officials, and the police, are unaware of the Renegade virus and are not prepared to properly deal with Renegade-related incidents. However, as the mass media and police are continually removed from the scenes of all Renegade-related incidents, many people have begun to suspect the existence of a mass cover-up.

The Rise of Armed Civilian Groups

Although the UGN does an excellent job of manipulating the flow of information and hiding the existence of the Renegade virus, the occasional eyewitness to a Renegade-related incident will go unnoticed. Such people will often go to the police to report what they saw, but their stories of superpowers and monsters are met with skepticism and are generally ignored.

After having been ignored so many times by the police and other government agencies, people who have witnessed a Renegade-related incident have begun to suspect a government cover-up. Feeling a need to defend themselves from an unknown threat, people all across the world have started to form their own armed groups. Although these groups pose no major threat, nonetheless the UGN has difficulty keeping them under control.

Although these groups were formed to combat Overeds, they have no knowledge of the Renegade virus and its workings. Many suspect that the Overeds that they have seen are actually puppet humans that got their souls stolen or a new race of human being that is out to wipe out existing humans. Due to these assumptions, these armed civilian groups have a strong bias and suspicion of anything Overed-like.

About Civilian Countermeasures against Gjaums

Due to the effects of Warding, civilians are limited to tactics that keep them far away from Overds. Rocket launchers are the most direct way to handle a Gjaum, but groups that are unable to acquire heavy artillery must resort to other means to protect bystanders. Instead of fighting an Overed, these unarmed groups will utilize escape routes that run through alleys and sewers to evacuate anyone who may be caught in the crossfire of a battle.

Professor Caudwell's Return

During one winter day, Japan time 19:52:32, every media outlet, from radio to the internet, was hijacked by one man who introduced himself as Alfred J. Caudwell. He said to the world, "Your lives as you know it has already been changed."

Alfred J. Caudwell continued on and revealed to the world the existence of the Renegade, the UGN, and False Hearts. He then declared, "I am now an agent of False Hearts. The UGN has forgotten its purpose and I will bring it down." With those last words, the media hijack ended.

The UGN and the world governments immediately instigated a media lock down. Broadcasts were suspended and power outages were purposefully caused in some areas. Despite these efforts, it was impossible to clamp down on all media and copies of the broadcast were made.

The UGN made use of every resource it had to hide the information. Overeds were deployed to hack systems and delete human memories. Within a few weeks of frantic work, the entire incident became a fleeting dream and was practically forgotten by the people. Whatever information or memories that did remain would only continue to exist as an urban legend.

The UGN itself experienced a widespread shock that ran throughout its ranks. The supposedly deceased founder of the UGN has come back, but as a FH agent. To prove the truth behind his words, Professor Caudwell destroyed several large branches with his own hands. The chaos and panic within the UGN instantly spread and many people began to leave the organization. To put an end to the organization's chaos, even the central committee members had to scramble for solutions.

For whatever reason, Professor Caudwell has made Japan his target. It is not known what he is after, but it is rumored that Caudwell is looking for a certain "something" in Japan.

While the UGN is experiencing its greatest crisis since its founding, the agents continue deal with the daily Renegade incidents. They fight to protect the daily lives of people, fearing that these repetitive, yet precious, days may soon come to an end.

The Renegade's Avatar

-The Renegade Beings-

A Renegade Being is a collective or sample of the Renegade virus that achieved sentience. The physical appearance of these Beings greatly vary, with forms ranging from something as simple as a piece of ore, the familiar human shape, or even a look that can be called mystical. Regardless of what shape a Renegade Being has, each Being will have two unique traits. First, every Being, regardless of physical form, are capable of communicating with humans. Second, every Being is aware that it is a strain of the Renegade virus.

All Renegade Beings, whether they be a rock, animal, or pseudo-human, will clearly recognize that they are the Renegade virus. Short of some sort of interference from outside sources, a Being will not mistake itself for something else.

Since they are a sentient form of the Renegade virus, Renegade Beings are more capable of controlling the Renegade powers then the average Overed and have special abilities at their disposal. However, this increase of power does come at a price. Renegade Beings have a greater tendency to lose control of their powers and thus are more likely to turn into Gjaums.

Researchers theorize that a mix of inexperience and overwhelming power is the reason why Renegade Beings are more susceptible to becoming Gjaums. Renegade Beings only recently established themselves as a sentient life form and are still developing as a species.

Renegade Beings that have become Gjaums.

Despite being a form of the Renegade virus itself, Renegade Beings are also susceptible to becoming Gjaums. Just like any human, a Being that turns into a Gjaum will lose the ability to communicate with humans and become a monster that is driven by its Impulse.

-The Evolution of the Renegade Beings-

It is said that Renegade Beings have existed since ancient times, possibly long before humans came about. However, these early Renegade Beings had low levels of intelligence and only a rare few were capable of communication. At this time, the only Being capable of autonomous behavior was the being that would later be known as False Hearts' Kyoka "Planner" Tsuzuki.

Kyoka Tsuzuki is thought to be one of the first Renegade Beings to awaken, but it is unknown as to when or where she was born. Some say that she has often intervened in human history, regularly changing her name as time passed. The only indisputable fact about Kyoka Tsuzuki is that she is an unique existence whose distinct self-awareness and intelligence surpasses humans.

The Turning Point

For most of their existence, Renegade Beings were nothing more than an obscure presence that lacked self-awareness. Many only had limited intelligence and those that had a high level of intelligence would not survive for long. Ultimately, Renegade Beings as a whole were imperfect life forms, incapable of autonomous behavior.

The state of the Renegade Beings changed on the fateful day twenty years ago, when the Renegade virus was spread across the world through the atmosphere. New Renegade Beings that came into existence had a consciousness and the ability to enter a mutual relationship with humans, while the intelligence of preexisting Beings began to slowly grow.

Ever since the plane that carried the ancient sample of the Renegade was shot down, the Renegade Beings have been evolving at a rapid pace, achieving high levels of intelligence. It is theorized that the fateful incident from twenty years ago helped Renegade Beings achieve a new level of intelligence by spreading the virus worldwide and giving them the opportunity to communicate with the intelligent life form known as humans. Through contact with humans, the Renegade Beings would acquire the human's mental structure and develop intelligence that was on-par with humans.

Recently, a major event known as the "Omokage Island Incident" has brought greater change to the Renegade Beings.

The Omokage Island Incident

This incident took place on Omokage Island, a lone island in Japan's territorial waters. It is the home of Lord Omoide, a very special Renegade Being. Unlike other forms of the Renegade, Lord Omoide had access to all Syndromes and had the ability to enter a person's mind and use his memories to "recreate" the deceased as a tangible illusion. Kyoka Tsuzuki planned to use this ability to bring evolution to all Renegade Beings of the world. When Kyoka and an unknown Overed came in contact with Lord Omoide, the world saw the dead come back to life.

Kyoka's plan was to have Lord Omoide take in the memories of the people of the world, and then share that knowledge with all Renegade Beings. As a result, people all across the globe saw the dead come back, but the multitudes of illusions ended within half a day. Peace was restored to the world, but a change was successfully brought to the Renegade virus.

Kyoka Tsuzuki at Omokage Island, revealing part of her true form.

The Increase of Renegade Beings

Before the Omokage Island Incident, there were only a few tens of Renegade Beings existed in the entire world. Since the event, the Renegade Being population has become staggering, increasing by the hundreds and thousands. The increasing number of confirmed sightings from the Renegade-related organizations of the world helps prove that the population is increasing.

The exact number of existing Renegade Beings is unknown. Based on the numerous reports, it is predicted that there are anywhere from between a few thousand to several tens of thousands of Beings. In addition to the population increase, the Omokage Island Incident instilled a curiosity towards humans in many of the Renegade Beings.

-The Rise of Xenos-

During and after the Omokage Island Incident, Kyoka "Planner" Tsuzuki vanished from False Hearts Japan. It was assumed that she died during the incident, but reemerged and became a new threat to the order of both the UGN and False Hearts.

In contrast to her previous appearance as a young woman, Kyoka Tsuzuki returned in the form of a ten year old girl. She openly declared her true identity as a Renegade Being and her intention to leave False Hearts. She then went on to create an organization of Renegade Beings called "Xenos."

Xenos as an Organization

Xenos is a mysterious and elusive organization comprised of a small number of Renegade Beings. At first glance, the actions of each member are not unified. If there is one member that goes out to destroy a small country's military, there's another member that coordinates with False Hearts to carry out acts of terrorism. Some members may even work with the UGN to handle Renegade-related incidents.

It is not clear as to what Xenos' goal is. However, it is clear that Xenos' leader, Kyoka Tsuzuki, is in the background manipulating the actions of every member.

The UGN as a whole has yet to create a countermeasure towards Xenos. Currently, each branch chief has been ordered to act according to circumstance whenever Xenos carries out its doctrine.

False Hearts never had much in terms of unified policy, so naturally the response towards Xenos differs between each cell. Their general stance is to treat Xenos as an enemy when their actions pose a threat and to treat them as allies when their actions can be beneficial.

The Current State of Renegade Beings

After the numbers and intelligence of the Renegade Beings increased, they began to behave in one of three different patterns.

Entering Human Society

This behavior stems from the new Renegade Beings' desire to understand humans and is the action most Renegade Beings take. Each Renegade Being has somehow entered society and is now coexisting with humans. Some have even joined the UGN or False Hearts.

Opposing the Humans

Hostile Renegade Beings do not necessarily hate humans, but their desire to understand humans has driven them to capture and experiment with or observe living people. As a result, these Renegade Beings and humans are at odds. Renegade Beings that display this kind of behavior usually are ones that have become Gjaums.

Isolation

Unlike their fellow brethren that show an interest towards humans, certain Renegade Beings choose to turn their backs on humans. Those that choose this path tend to live in natural habitats that are isolated from humans.

Categories of Renegade Beings

How a Renegade Being acts and behaves will vary from individual to individual. The conditions of a Renegade Being's birth in particular are a major factor in how an individual's existence is shaped. What a Being originated from is referred to as its Origin.

Each individual Being has its own Origin. They may have come from a piece of ore that was worshiped, a long-lived animal, or even a world-famous story. Some Beings may have more than one Origin. Regardless of what its Origin is, a Renegade Being will be able to exercise its full power when it transforms back to a form that more closely resembles what it originated from.

The following is a list of currently known Origins:

Origin: Animal

Renegade Beings that came from animals fall under this Origin type. When a Renegade Being of this Origin shows its true form, beast-like eyes or scales may appear.

Origin: Colony

Renegade Beings of this Origin were originally some sort of collective, whether it be a coral reef, a batch of slime mold, or even a forest.

Origin: Cyber

Renegade Beings of this Origin were born from some form of technology. They may have come from thing such as an internet program, an AI with a soul, or a robot.

Origin: Human

Renegade Beings that originated from a human or human-like life form fall under this Origin type. They are human-like in appearance, but clearly have a different mindset. Clones without self-awareness and other types of empty vessels that gain consciousness through the Renegade will usually fall under this Origin.

Origin: Plant

Renegade Beings that were originally plant life will fall under this Origin-type. Unlike Colony Renegade Beings, Plant Renegade Beings usually originate from a single plant.

Origin: Mineral

Renegade Beings that came from rocks, ores, or crystals are of this Origin type. When Renegade Beings of this Origin revert to their original form, their skin often will become like their mineral of origin.

Origin: Legend

Renegade Beings of this Origin are born from the imagery of a rumor, urban legend, or a bit of information. Their true forms are created based on the social idea, common imagery, or story that they were born from.

-The Behavior of Renegade Beings-

The behavior of Renegade Beings also differs from individual to individual. Beings that are capable of autonomous behavior are very likely to behave in one of the following three patterns.

Independent

These types have their own body and are capable of autonomous action. Just like humans and other independent life forms, these types are a single complete life form.

Controller

These types will control and manipulate some sort of host. Life forms and inanimate objects like ores are all potential hosts. When a Controller Renegade Being invades a life form, it will seal away the host's consciousness.

Collaborator

These types will enter a life form and share a consciousness with its host. While they are similar to Controller Renegade Beings in that they need to enter other life forms in order to operate, Collaborator Renegade Beings in general will not seal away the host's consciousness. Due to this, a host will usually sense the presence of the Renegade Being. If a host is unaware of his Renegade Being, it is usually because he passes out whenever the Renegade Being's personality surfaces.

Other Renegade Viruses

Other than the previously introduced Renegade Beings and normal Overeds, there are other forms of the Renegade that exist in this world. This section will introduce EX Renegades and the Renegade Crystal.

-EX Renegades-

Humans are not the only potential targets for the Renegade. Animals, inanimate objects, and even computer programs can be taken over by the virus. Strains of the Renegade that take over non-human targets are referred to as EX Renegades.

Items transformed by an Ex Renegade will be able to act autonomously and gain abilities that could not be normally acquired. Legendary items are an example of this phenomenon, as certain famous swords and cursed jewels were actually items infected with an EX Renegade. Currently, the UGN, False Hearts, and other organizations have developed the skills and technology needed to utilize some of these items.

Renegade Beings and EX Renegades are differentiated by their level of sentience. Which category a strain falls into depends whether or not it can recognize itself as a Renegade strain. There are EX Renegades that can communicate with humans, but generally Renegade Beings are far more adapt at communication.

-The Renegade Crystal-

Strong concentrations of the Renegade may attempt to preserve itself by "infecting" a piece of ore. When this happens, the virus will crystallize and become a material known as the "Renegade Crystal."

By fusing with an Overed, a Renegade Crystal can greatly increase the subject's power. However, most Overeds are unable to handle the increase of power and end up becoming Gjaums or dying. Only the "Adapted"- a type of Overed that have a special affinity with a Crystal - can control the Crystal's power.

The Renegade Crystal's composition and how it actually stimulates the Renegade has yet to be fully analyzed. There has been research to artificially recreate the Stone's powers, but none have succeeded. False Hearts' research has lead to the development of an item called the Artificial Renegade Crystal, but it is a defect that does not have any of the enhancing properties of the original. Due to the difficulty to create the item, the Renegade Crystal is also called the "Philosopher's Stone."

The Renegade Crystal has a few special characteristics, the first of which is the inability to surgically remove the Crystal once it has entered an Overed's body. If someone were to attempt to remove it, the host's Renegade will overreact, resulting in the host either becoming a Gjaum or dying.

The Stone's second characteristic is its ability to carry on its previous host's consciousness. The existence of this characteristic is questionable since this phenomenon rarely presents itself, but there are Overeds that claim to have had a conversation with the previous host. Further research will eventually explain this phenomenon and what it could possibly mean.

Characters

This section will introduce people that have had an effect on the world of *Double Cross*. These characters may be used in a Scenario as a Player Character's ally or enemy.

Typically, players will have selected one of these NPCs as part of their character's Life History. By making these characters as their own characters' boss, master, or rival, players can create a deeper character background.

These characters can also be used in a Scenario as a client/boss, informant, or mastermind. The danger and overall urgency of a Scenario can be enhanced by having high-ranked and important characters make an appearance.

About Character Data Usage

Characters that are introduced in this section only have Syndrome data. They do not have any Stat or Power data created for them, but the GM may create this data if needed and in any way he sees fit. This data only needs to be created when a character appears during a Scenario as a Guest or Extra.

For example, Yugo Kiritani may be the director of the UGN Japan branch, but he does not have to be created as a powerful Overed. If the Scenario calls for it, it is fine for Kiritani to be easily beaten by a Gjaum.

About Characters without a Syndrome

Characters that do not have a Syndrome list are regular humans that have not awakened as an Overed. However, the information that will be provided here may not necessarily accurate. For his Scenario, the GM may take a non-Overed and turn the character into an Overed that is just hiding his powers.

Yugo "Leviathan" Kiritani

"Our job is to protect the lives of the people."

The UGN Japan Branch Chief

Breed: Pure-Breed
Syndrome: Solaris
Work: UGN Branch Chief
Cover: UGN Japan Director
Encroachment Rate: 30%
Gender: Male **Age:** 34

The director of the UGN Japan Branch. He is calm and gentle man, but has outstanding willpower and judgment, which as earned him the "Leviathan." Now that Professor Caudwell declared Japan as his target, UGN Axis has been giving special attention to Kiritani and his efforts to keep now chaotic Japan Branch intact.

Alfred "Iscariot" J. Caudwell

"For the sake of the new world, everything must be destroyed."

A High-Ranking FH Agent

Breed: Unknown
Syndrome: Unknown
Work: FH Cell Leader
Cover: FH Leader
Encroachment Rate: 240%
Gender: Male **Age:** 51

The supposedly dead founder of the UGN and now high-ranking FH agent. Professor Caudwell is so powerful that he can destroy several large branches by himself and commands Master-class agents as his pawns. He has publicly announced his intentions to destroy the UGN, but is calling out to current UGN members to join him.

Johan "Master Wraith" Caudwell

"This is the will of my father. Die!"

Professor Caudwell's Subordinate

Breed: Crossbreed
Syndrome: Salamandra/Chimaera
Work: FH Child
Cover: High School Student
Encroachment Rate: 210%
Gender: Male **Age:** 17

A boy that claims to be Professor Caudwell's son. Since his codename uses FH's unique title "Master," one can imagine how strong Johan is. Johan is very belligerent and enjoys waging frontal fights. He has fought the UGN several times, but has yet to be injured. Also, this person enjoys sweets.

Kyoji "Diablos" Kasuga

"With this new power, I can finally win!"

The Unrelenting False Hearts Agent

Breed: Tri-Breed
Syndrome: Chimaera/Exile/Bram Stoker
Work: FH Agent
Cover: FH Agent
Encroachment Rate: 115%
Gender: Male **Age:** 40

An once excellent FH agent that was once a candidate for a leadership position, but has been on a losing streak ever since he was beat by the UGN during a certain mission. Despite continued failures and several deaths, Kyoji somehow keeps coming back. Kyoji is now Master Race's subordinate. Kyoji recently became a Tri-Breed and is now convinced that he can finally win.

Rosa "In Name of the Rose" Baskerville

"I don't care for sentimentalism."

The Watch Dog for UGN Japan

Breed: Crossbreed
Syndrome: Morpheus/Solaris
Work: UGN Agent
Cover: UGN Japan Assistant Branch Chief
Encroachment Rate: 34%
Gender: Female **Age:** 29

An agent from the UGN HQ that was transferred to UGN Japan by the central committee. Officially, Rosa was sent to assist Kiritani and the chaotic Japan Branch, but in actuality her job is to watch over the Japan Branch and make sure the now vital post does not act unilaterally. Her cold demeanor and emphasis on order has earned her the nickname "Inquisitor."

Yurika "Rafflesia" Himemiya

"Your powers are...very interesting."

A UGN Renegade Researcher

Breed: Crossbreed
Syndrome: Neumann/Solaris
Work: Researcher
Cover: UGN Agent
Encroachment Rate: 60%
Gender: Female **Age:** 24

A researcher that belongs to "R-Lab, "the UGN's Renegade research division. Despite coming from a wealthy family, Yurika is an eccentric person that almost literally loves Renegade-related research. When dealing with rare symptoms, her cheeks blush, her eyes get glossy, and will skip sleep. In the past, Yurika has also used her knowledge of the UGN's political structure to get her research a higher priority.

Tsubaki "Silk Spider" Tamano

"Don't rush. You'll be fine. You can do this."

The UGN Children's Drill Instructor

Breed: Pure-Breed
Syndrome: Exile
Work: UGN Child
Cover: UGN Instructor
Encroachment Rate: 32%
Gender: Female **Age:** 19

A senior UGN Child who acts as drill instructor for the other Children. Tsubaki is a calm and diligent person, and has earned the respect and fear of the younger kids. Her code-name comes from her battle-style that involves turning her nails into threads. During missions, Tsubaki will often team up with her long-time partner Hayato Takazaki.

Hayato "Falcon Blade" Takasaki

"Yeah, yeah. Mission first. Whatever you say."

An UGN Agent

Breed: Crossbreed
Syndrome: Morpheus/Hanuman
Work: UGN Child
Cover: UGN Agent
Encroachment Rate: 34%
Gender: Male **Age:** 19

An UGN agent who was once an UGN Child. Unlike the average Child, who is diligent and calm, Hayato carries himself in an unprofessional manner. One would never feel a sense of tension or responsibility from the way he acts. Still, for all his complaining and slacker attitude, he has never abandoned a mission and that has earned him the respect of others.

Therese Blum

"Could you tell me more?"

A UGN Central Committee Member

Breed: None
Syndrome: None
Work: UGN Agent
Cover: UGN Axis Member
Encroachment Rate: –
Gender: Female **Age:** 15

A girl prodigy who is already a member of the UGN Central committee and has earned several doctorates at the mere age of fifteen. The owl that is always on Therese's shoulder is a pet Over-Animal that acts as her bodyguard. As a moderate who is trying to unite the disordered UGN, Therese often has to appease both political sides of the committee.

Ayame "Artemis" Shikishima

"...I should be able to do this, right?"

An UGN Illegal

Breed: Crossbreed
Syndrome: Neumann/Morpheus
Work: High School Student
Cover: High School Student
Encroachment Rate: 34%
Gender: Female **Age:** 17

An UGN Illegal. Despite having only awakened as an Overed a short time ago, she has achieved very accurate marksmanship thanks to the Neumann Syndrome's characteristic mental capabilities. Ayame is the kind of person that likes to help people and this disposition often gets her into other people's troubles. She does not seem to mind thouggh.

Mia "Meerkat" Nekogawa

"I'll tell you something interesting if you up my pay."

An Informant with Rising Credibility

Breed: Crossbreed
Syndrome: Black Dog/Chimaera
Work: High School Student
Cover: Informant
Encroachment Rate: 28%
Gender: Female **Age:** 17

A freelance informant that only has money on her mind. Although hopeless in battle, Mia is an excellent hacker and has connections throughout the web and beyond, allowing her to quickly gather reliable information. Her confidence matches her amazing skills, but she sometimes fails by not following through. She was shocked when she learned that meerkats are not cats.

Soichi "Predator" Iba

"Is there anything more beautiful than the color of blood?"

A Battle-Crazed Assassin

Breed: Crossbreed
Syndrome: Bram Stoker/Neumann/Balor
Work: Assassin
Cover: Assassin
Encroachment Rate: 260%
Gender: Male **Age:** 30

A man who is feared as the professional assassin "Predator." Soichi is known for appearing from nowhere and brutally killing his targets. He prioritizes the joy of battle over the completion of his jobs and as a result the number of casualties that were started on a whim has now exceeded four digits. Soichi is considered one of the strongest Overeds out there.

Satsuki "Daybreak" Kamishiro

"I won't give in, even if I'm the last one left!"

President of the Kamishiro Group

Breed: Crossbreed
Syndrome: Neumann/Orcus
Work: Executive
Cover: High School Student
Encroachment Rate: 43%
Gender: Female **Age:** 18

The president of Kamishiro Group, one of the world's few conglomerates. Despite being a minor, people recognize Satsuki as a skilled lady. As a joint venture with the UGN, she has put a great focus on Renegade research. However, an anti-UGN/anti-president wing has recently formed within the Group. As confidants retire and vanish, she must now fight on her own.

Takemichi "Paint it Black!" Kurosaki

"They won't stop until you squash their brains, so don't hold back."

Captain of the Strangers

Breed: Crossbreed
Syndrome: Angel Halo/Black Dog
Work: National Guardsman
Cover: Strangers Captain
Encroachment Rate: 110%
Gender: Male **Age:** 32

The new captain of the military's anti-Renegade corp "Strangers." Despite being an Overed himself, Takemichi is very anti-Overed. He is constantly criticized for this cruel and brutal handling of Renegade-related cases. As the UGN becomes unstable and public safety becoming worse, he has started to gain support from the Self-Defense Force's high-ranking officers.

Shusei Tani

"I informed the local jurisdiction. The rest is up to you."

The Detective for all Renegade Cases

Breed: None
Syndrome: None
Work: Detective
Cover: Police
Encroachment Rate:
Gender: Male **Age:** 51

A detective for the police's anti-Renegade unit. This unit was created by the police's pro-UGN wing and is referred to as "Section-R." Shusei handles all the Renegade cases for all jurisdictions. He is a former forensics officer and his long relationship with the UGN has made him familiar with the Renegade. He lost his family in a Renegade case and is known for thorough investigations.

Kyoka "Planner" Tsuzuki

"Let out new plan commence"

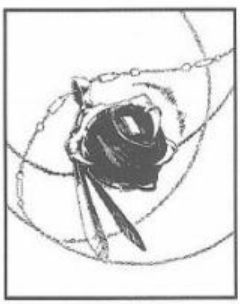
Leader of Xenos

Breed: Pure-Breed
Syndrome: Neumann
Work: Renegade Being
Cover: Xenos Leader
Encroachment Rate: Unknown
Gender: Female **Age:** Unknown

The former FH Japan Branch chief and current head of the Renegade Being organization "Xenos." Although she looks like a little girl, Kyouka is the oldest Independent-type Renegade Being in existence and has been involved with humans since ancient times. She organizes the Renegade Beings for her many plans, but her goals remain a mystery.

"Tiger Eye"

"Human, show thy heart to me."



A Xenos Member

Breed: Crossbreed
Syndrome: Angel Halo/Orcus
Work: Renegade Being
Cover: Xenos Member
Encroachment Rate: 158%
Gender: Unknown **Age:** Unknown

A Controller-type Renegade Being that uses a red tiger eye stone as a body. He is known to speak with an older dialect. Tiger Eye has the ability to invade and control his possessor's mind and specializes in infiltration missions. Wish-ing to understand humans better, he also uses his abilities to observe their minds.

Nagi "Minerva" Sakatsuki

"I want to understand you. Come, lets fight to the death."

A Xenos Member

Breed: Crossbreed
Syndrome: Neumann/Solaris
Work: Renegade Being
Cover: Xenos Member
Encroachment Rate: 99%
Gender: Female **Age:** 20

A woman that lives with the Collaborator-type Renegade Being "Minerva." These two share a mutual interest; Minerva wants to understand humans though combat, while Nagi seeks fierce battle. This duo iss Xenos' expert on melee combat.

Wakana Yaegashi

"Don't mind me. I'm just doing what I can."

The Student Body President

Breed: None
Syndrome: None
Work: High School Student
Cover: Student Body President
Encroachment Rate: -
Gender: Female **Age:** 16

The student body president at City N Public High School whose motto is, "Make school fun." She works on and off the campus to stay true to her motto and has become a sort of local attraction. She has a suggestion box for problems, all of which she does her best to solve. She is popular and everyone in the school will recommend seeing the president first if there are problems.

Cesario

"Things bad begun make strong themselves by ill. Macbeth's words."

A Mysterious Overed

Breed: Crossbreed
Syndrome: Balor/Orcus
Work: Renegade Being
Cover: High School Student
Encroachment Rate: 30%
Gender: Female **Age:** 15

A Collaborator-type Renegade Being that currently resides in a high school girl named Kiyone Hoshino, who is not aware of Cesario's presence. Kiyone is usually in control of her body, but Cesario will take over when she senses dangerous Renegade activity that needs to be put down.

Takeshi Aiba

"Hey bud. How's it going?"

The Local Delinquent

Breed: None
Syndrome: None
Work: Delinquent
Cover: Delinquent
Encroachment Rate: -
Gender: Male **Age:** 17

A student at City N Public High School. His strength in fights have earned him the attention of the local young troublemakers. He plays the role of the lone wolf, but he does look after his fellow man, making him a target of respect for his fellow delinquents. Some are even trying to get Takeshi to form his own gang, but the man keeps on refusing.

Jyunji "Hasty" Shigano

"It's a government conspiracy!"

A Journalist

Breed: None
Syndrome: None
Work: Journalist
Cover: Journalist
Encroachment Rate: -
Gender: Male **Age:** 25

A journalist that is currently getting recognition. He's the kind that charges in blindly, and this bad habit has gotten him mixed up in Renegade-related incidents. He never does figure out the truth though, since he blindly draws conclusions. Nonetheless, the UGN keeps this man under surveillance because it's still possible that he will learn about the Renegade virus.

Takashi "Merchant" Minesaki

"Hey, even hell has a cost. If you have cash, I can get you anything."

A Guild Member

Breed: Tri-breed
Syndrome: Morpheus/Neumann/Solaris
Work: Shopkeeper
Cover: Gild Member
Encroachment Rate: 68%
Gender: Male **Age:** 32

A fencer for the criminal network Guild's Japan branch. This man constantly thinks about money and has a habit of demanding monetary compensation for everything. For a price, he can get, guns, rockets, or even airplanes. However, if money cannot be paid, not even an order from a higher-up will get this wierdo to do work.

Player's Guide

Double Cross

Players' Guide

This chapter will discuss techniques, useful tips, and issues with problematic actions. All information in this section is here to help you the player.

-The Differences between the GM and Players-

If the GM is the head and main facilitator of a session, the players are the protagonists of the story. Since most of a session's participants are players, how much the players enjoyed themselves ultimately determine how good a session was.

Thus, just as how the GM does his best to entertain his players, the players themselves also have an equal responsibility to entertain each other. Having the GM take all responsibility for entertaining all participants is a problematic setup that cannot be sustained for long. Role-playing games are an excellent pastime that can be played for a very long time and this joy should be shared between all participants.

So what is the best way for participants to entertain one another? Chances are, most of them are not professional entertainers and would not be able to pull off a professional act with just knowledge of methodology. Given this to be true, this section will instead concentrate on how not to displease another player. While these techniques will not lead to a fun time, it will certainly help keep a game from going bad.

-What Players Can Do-

In general, players will progress a Scenario and bring the story to a conclusion through the actions of their characters. A character will mainly do the following acts:

Entering Scenes

The player will be able to choose if he wants his character to enter a Scene. There are multiple patterns to how a player can have his character enter a Scene and these patterns are explained below. Note that a character that does not enter a Scene cannot act in any manner. The player should actively enter Scenes if he wants his character to take action.

Mandatory Entry

When a player character is the Lead Character or a necessary actor for a Scene, the GM will ask to have that player automatically enter the Scene.

Entering at the Beginning of the Scene

A player may ask the Lead Character's player and the GM to allow his character to enter the Scene at the beginning and act as a companion or witness.

Entering during the Middle of a Scene

A player can have his character enter a Scene during the middle of it. In-game reasons that make such an entry plausible could be anything such as hearing the commotion or rushing in to help. When entering a Scene in this manner, acquire the permission of the Lead and GM.

Speaking

Only players that had their character enter a Scene may speak and act in-character. Player characters that are not in a Scene cannot speak or affect the Scene in any manner.

This is one of the unique elements of Double Cross' Scene system. By limiting action to player characters that are in a Scene, it encourages those players to take action.

Actions

If you cannot speak during a Scene, you cannot act during a Scene. Only characters that are in a Scene can perform Scene-impacting actions such as checks, the use of Skills and battles.

Exiting Scenes

Characters that are in a Scene can also exit it. Acquire the GM's permission when exiting a Scene.

-Gaming Skills-

This next section will discuss knowledge for player tasks that exist separate from the character. These tips will help make the session progress much smoother.

When Giving Requests to the GM

A large percentage of what a player says will involve making requests to the GM. As per the Golden Rules, the GM will always have the final say on all results. As such, the player will be communicating their actions' presentation and ideas to the GM.

The following sections will discuss what can be accomplished with suggestions. While this does not need to be explained again, do not get angry if your suggestion gets rejected.

When Declaring Actions

Sometimes you have to consult with the GM on whether or not your character's actions are allowed rule-wise. One instance of this dilemma would be when you are not sure if you can Move without Engaging an enemy. Before performing actions that will require the GM's judgment, consult the GM first before making any moves.

When Role-playing Actions

When your character preforms certain actions, the specifics as to how he performs his task is very important. Properly describing and presenting your character's actions will entertain your fellow players.

When Suggesting Scenes

If the player feels that his character's presentation or motivation needs to be expanded on or solidified, he should ask the GM to allow a Scene that fulfills that purpose. Issues such as game setting or time constraints may not allow for extra Scenes, but the final decision is with the GM.

When suggesting a Scene, tell the GM which NPCs and player characters you want to appear, what you want to do with the Scene, the intended purpose of the Scene, and any in-Scene actions you plan to take. Without this information, the GM will be unable to determine if your requested Scene is necessary.

Actively Participate

The main purpose behind making suggestions to the GM is to encourage active participation in the game. Instead of waiting for the GM to do something, you can move the session forward and set your own pace by actively participating.

For example, instead of waiting for the GM to tell you when you can rendezvous with other player characters, you can ask to enter a Scene, initiate contact and role-play the Scene.

RPG players are not customers; they are participants just like the other players and the GM.

During Procure Checks

When performing Procure checks, you must submit the request to shop to the GM first. Tell the GM specifically what you want to buy.

Control Your Opinions

The world would be every comfortable if all your suggestions and plans were accepted on face value. The reality is that the suggestions that you or someone else make may be rejected. So what do you do when your suggestion is rejected?

This section will leave negotiation and debate techniques to the specialized textbooks and instead discuss from the opposing side's viewpoint why a suggestion was rejected, as well as better ways to present a suggestion.

Was There Merit?

The most important thing to do is to consider if your suggestion has any merit to the other person. While your suggestion has merit for you, which is why you are suggesting it, the other person may not cooperate if there is no merit for him. Consider this when making suggestions.

Keep it Positive

When making a suggestion, keep it in a positive tone. If you had to say "You suck. Leave this to me" or "I'm good at this. Let me handle this," which would you say if you wanted your suggestion to be accepted?

Negative tones are more likely to get a (usually negative) reaction, but are not suited to gaining acceptance.

No Means No

Do not get too attached to your ideas. If they get rejected, do not try to push it and just let it go. If it still bothers you, discuss your issues at the of the session.

-Gaming Manners-

This section will discuss manners that players should keep in mind.

Cool Down

Negotiation will never go well if you get emotional. Do not constantly repeat questions or continually push a point. Always stay calm. This warning also goes to the GM as well.

To gain another person's understanding and empathy, you must speak in calmly and slowly. Always collect yourself before speaking.

Clearly Express Intent

While some things can be understood without any words being spoken, important information should be said out load. When you having fun, let it be known by using words and actions. When your character is angry, express it with role-play. This information will help the GM create new situations.

Role-playing games rely on actions and reactions. Easily understood reactions will lead to new actions. Any reaction that is not properly conveyed will most likely get unnoticed, making it difficult for someone to create a new action.

Respect Other Participants

As with any kind of social gathering, you must not forget to respect others when playing role-playing games. This is a subject matter that cannot possibly be fully discussed in this section, but remember to consider what the other players are thinking when playing a session. Lastly, it is also important to make sure that the other players do not feel uncomfortable.

Do Your Best to Have Fun

When minding your manners, the most important thing to do is to honestly enjoy the game. After all, would you want to continue playing if you felt that the people around you were not having fun?

You should show the others that you are enjoying yourself. The best way to do this is to play and truly have fun.

Character Creation Guide

This chapter is a guide for players to use when creating characters. These tips will help a character to find a starting point and expand on it.

-The Difficulty of Creating Characters-

Character creation can be a difficult task for even the most experienced of players. This is a fact of *Double Cross* and all role-playing games. This difficulty comes from the level of freedom these games offer.

Role-playing games are wonderful games where one can play any kind of character. As long as a player does not go outside the boundaries of the rules, he can create a character of any age or gender. This freedom of expression is wonderful, but makes character creation difficult because there is no direction. This lack of a baseline for players to start from can give trouble to even experienced players.

In addition, one must also avoid making a character that causes trouble for other players and the GM. These types of games are meant for all participants to enjoy. Always be considerate of the other participants.

This chapter will discuss starting points that can be used in character creation and issues that can arise during this part of the game.

-Building on an Idea-

When creating a character, ideas are very important. Having an idea as to what you want your character's personality to be, what abilities he has, how he looks, or how he speaks will help you complete your character. Even the smallest of ideas can be expanded into a full character.

All you have to do is think about what kind of character you want to play. Every Scenario of *Double Cross* gives Handouts and Trailers, which you can read to get ideas.

Utilize Sample Characters

If you are having trouble coming up with an idea for a character, you could always use one of the sample characters.

Not only do the sample characters already have a picture, lines, descriptions, and data, they also have elements that will stimulate your imagination. You can always select a sample character that you find cool or interesting, and then fill out that character's background by creating a Life History.

Another option is to rearrange a character. You can take a male sample character and change him so that he becomes female. It is perfectly fine to utilize only the data of a sample character when creating your own character.

-Creating a Character from an Idea-

This section will discuss how one could use a random idea to create a character. The upcoming explanations will assume that you are creating your character through Concentration or Full Scratch. Also keep in mind that the character creation steps may change order depending on the table's situation and GM.

Now, what idea do you have for a character? It will most involve one of the following traits:

1) The Character's Social Standing
2) The Character Data
3) The Character's Background/Personality

Depending on which category your idea falls, the best method for character will change. Each category will be discussed separately in the following sections.

Starting from Social Standing

Players that want to their character to have a certain job or social standing should try to pick a Work and Cover first. Refer to the Work charts on pages 76 and 77 when selecting a Work and Cover. To better solidify a character's image, it may be best to select a Cover first.

A character's Cover decides the person's social standing; if a character's Cover is "High School Student," he must be a high school student; if a character's Cover is "Private Investigator," he must be a private investigator. Your choice in cover will ultimately decide who your character is.

Next, select a Work from the Work charts and give your character more depth. By giving a high school student the "Fighter" Work, the character can be interpreted as a high school student that boxes. If the private investigator gets the "Executive" Work, he can be interpreted as the CEO of a large detective agency.

About Certain Works

When Works like UGN Child or Renegade Being are selected, certain traits about your character will be automatically decided. If these traits conflict with what you want to create, it may be best to change your Work. Naturally, you are free to just go along with the traits and ignore your original plan.

Starting from Stats

Players that want to play with a certain fighting style or set of stats should try to select their characters' Breed and Syndrome first. Refer to the Syndrome descriptions that start on page 21 and select Syndromes that go well with one's ideas.

When selecting Syndromes in this manner, you should start off by selecting only one. While characters can acquire up to three different Syndromes, managing three different Syndromes so that it matches your vision may be difficult. First select one Syndrome as a main and then add on more Syndromes to flesh out an image. If one Syndrome is enough to express your character's traits, then it may be best to create a Pure-breed.

Fighting Style

Once Syndromes have been decided on, think about how your character will participate in battle. Since Double Cross is a game about modern-day meta-humans, battles will occur.

The main fighting styles of Double Cross are as follows:

1) Attacker that uses <Melee>
2) Attacker that uses <Ranged>
3) Attacker that uses <RC>
4) Support/Healer

While there are fighting styles that may not perfectly fit in one of the above four categories, for the sake of explanation those types will be ignored for now.

Of the four fighting styles, which one does your character fall into? If your character uses a katana to fight, he falls into category 1. If he shoots fire, he would likely fall into category 3. By selecting a fighting style, a large part of a character's data will be filled out.

Once fighting style has been decided on, start selecting Powers that coincide with your decision. Check the Skill entry of Powers when selecting. You should select Powers that use the same Skill as your chosen fighting style. Ignoring Powers that use a different Skill should help streamline the selection process.

If you the Support/Healer category, filtering Skills will not help reduce your pool of Powers. You will have to check the effects of each Power. However, do note that a relatively large number of support Powers have [**Timing:** Major] or [**DFCLTY:** Auto].

Starting from Background/Personality

Players that wish to create their character's background and personality first can save stat building for later and start with Life History and Personal Data.

A character's origin, previous experiences, and how his Renegade virus awakened are all information that can be decided first. As these choices are made, a character's background and personality will slowly come together.

Experiences and other parts of the Life History are difficult to select without first selecting a Work and Cover, but that data can be saved for later if wanted. Once a character's background and personality has been decided upon, a player can go back to data creation and select Work, Cover, and Syndromes that would go well with his created background.

-Expanding on an Idea-

Once an idea has been woven into a character's data, you can use that idea as a base for other ideas to be expanded on.

For example, lets say a player wants to make a smart high school student and selects a Work and Cover that matches that idea. Once he has set that character image in data, he can then start figuring out what background and abilities that character should have. Setting an idea this way gives the player a starting point that he can use to quickly create his character.

Since Life History can be randomly chosen from charts, a player can also roll and use the results as inspiration. Once all entries have been filled, a player will have completed his character.

Getting Help from Others

In addition to the information provided above, there is one last piece of advice; get help from the other participants when creating a character.

Information exchange with other players will help expand a character's image and advice from the GM will help make a character more suited for the coming Scenario. Other players can help point out any weak points in a character's a data and their characters' backgrounds can be used to give your character's history more depth.

Several people working together can create that many more ideas, all of which can be used for character creation. Your fellow players are valuable resources and there is no reason to not utilize them.

Utilizing the Internet

Depending on the player, GM, and the session, one can use the internet to get advice from other people. By posting a character on a forum, other people can comment on the character profile at any time.

Although this cannot be done for convention games and other games that have no planning time, the internet is a good tool to use if you are creating your character a day before a session.

-Words of Caution-

Finally, let us address issues that arise when creating player characters. At the start of this chapter, it was stated that role-playing games can be played with any kind of character. To be precise, this is not true; there are improper character types that should not be used by players. These improper character types are the ones that are geared towards harassing other players.

No one wants to play with a person that makes them feel uncomfortable. While a created character may only hate another player's character, it is still the player that is directing insults at another participant. This may result in a personal relationship being ruined. Keep this issue in mind when creating a character.

Also, consider the GM when creating a character. Do not create a character that will disrupt the flow of a Scenario and possibly ruin the day's session.

Since a player is not privy to the entire flow of the Scenario, he only has to consider the Scenario Handout and Trailer when creating a character. Any character should be fine as long as it does not extremely conflict with the handed-out information.

If needed, the player can also consult with the GM when creating a character. The GM can inform a player if his planned character and background will conflict with the Scenario or not. Even if the character does conflict, the GM may decide to adjust his Scenario so that character or background can be used.

Role-playing games were created so that every participant can have fun. Please consider the fellow participants when playing, so that everyone can have a good time.

Game Master

Double Cross

Game Master Rules

-What is a Game Master?-

A Game Master, or GM for short, is the person that plans the game. It is the GM's duty to prepare a Stage and a Scenario for his players, provide challenges, and keep the game on track as it heads towards its conclusion. This section will discuss the techniques and knowledge that a GM will need during a game.

The GM's Role

A GM is the host of a game. While players play a game in a reactionary fashion, the GM must take the initiative and be active during all parts of the game. Furthermore, the GM must spend time outside of a session preparing scenarios, readying NPCs, and creating enemy data. While there is much work, a successful game is quite rewarding and more than just makes up for any trouble.

The Relationship between the GM and Players

The GM is the host player of a game and thus is the person that entertains each participant. This means that he must also entertain himself, as he is also a participant in the game. By no means is he a servant for the other players.

The GM is also the manager of the game. At times, he must display leadership, but he does not have to constantly be the leader. It is most important that the GM enjoys the game as much as the players.

-Game Formats-

There are two general game formats that a GM can choose from for his Double Cross session. He should pick a format that works best for his players and their time constraints.

Single-Play Games

Single-play games are games where players will a new character that will be used for that one game. This format is usually chosen when the gathered players cannot meet again.

Since the skill level and experience of the gathered players may vary, Quick Start Character Creation is recommended for this game format.

Campaign Play

Campaign play involves a series of games that are often connected story-wise. Players will often be using the same character from beginning to end and things like Items and stats will carry over between games. Unless noted otherwise in the campaign's gimmicks, there are no restrictions or rules as to how a character should be created for campaign play.

To help make a long campaign interesting, the GM and the players should discuss any requests or ideas they have.

-Non-Playable Character Creation-

A Non-Playable Character, or NPC, is a character that controlled by the GM and is used as a tool to drive the story forward. This section will discuss the creation of all NPC types.

Types of NPCs

There are three different categories of NPCs, each with their own unique traits and uses. These categories are Guest, Troop, and Extra.

Guests

Guests are NPCs that have stats. Guests have the same level of data as a Player Character and are handled in a similar fashion. The GM can give Guests any Stats, types of Powers, and numbers Items as the character needs.

Guest's Loises

If the GM wishes, he may give Guest characters Loises. However, Guests may not discard Tituses for bonuses. To counter this penalty, the GM may give the Guest special Enemy Powers (Page 385) that Player Characters cannot normally acquire.

Guest's Encroachment Rate

When dealing with the Encroachment Rate of Guests that are Overeds the GM may manage their Rates by either locking their rate at a certain percentage or having it rise like a normal Player Character.

By locking the Encroachment Rate, a Guest can enter Scenes and use Powers as often as the GM wants. Other than Guests, boss characters will often have their Encroachment Rate locked so that stat and dice modifiers stay constant.

The GM could also manage a Guest's Encroachment Rate in the same fashion as a Player Character. While this method is more work, it can be used as a plot device, especially if the Guest's Encroachment Rate in question will have an impact on the story.

Troops

A Troop is a NPC that represents a group of three to ten people that have grouped together into a single unit. A squad of soldiers or a group of thugs would fall into this category of NPC. No matter how many people are in this unit, this Troop will be treated as a single character during battle.

Troops can be used to represent a massive mob and can battle more exciting. Troops are created and used in the same fashion as Player Characters, but they cannot have any Loises and cannot perform Covers.

Extras

Extras are NPCs that do not have any stats. Characters like a storekeeper or a lady will most likely not participate in combat and thus will not need any battle data. They only exist to tell part of a story.

Normally, an Extra can complete his actions by just having the GM's declare what is being done. Since Extras do not have stats and thus cannot affect a battle, the actions they take may ignore the game rules. However, as a gimmick for a major situation, the actions of an Extra can be managed through Major Actions.

Players can defeat and take down any Extras by declaration only. Players will not need to roll any dice or beat any checks. It is typical for a player to declare an attack against an Extra and knock him out without a fight.

-Boss Creation-

The Climax battle will often be against a powerful Overed. This section will discuss the creation of these boss characters and how strong to make them.

How Strong should a Boss be?

A GM will often have trouble making a good boss. To make a fun and challenging battle, one must first take into account the number of planned battles the session has. Without a good idea of how high the Player Characters' Encroachment Rates are and how many Loises are left in reserve by the time the Climax comes, it is difficult to recommend a set number of battles. For a session, it is recommended to have one battle during the Middle Phase and one Climax battle.

The Climax battle itself should make players discard at least one to two Tituses. This essentially means that an ideally balanced battle would force the Player Characters very close to Incapacitation. This does not mean one should set out to kill characters. The goal is to make players think that their characters will die.

The HP Total to Have

How much HP should a boss have? When answering this question, one needs to figure out how many rounds the battle will last and how much damage the Player Characters can deal.

If you have the Player Character's data on hand, calculate how much damage they can deal in one Round. Assume that all Accuracy Roll scores are 30. Once the average amount of damage per Round has been calculated, multiply that number with the number of Rounds you want the battle to last. The resulting product will give you a general idea as to how many Hit Points the boss needs.

What Powers to Use

Since Powers and fighting styles are a part of a boss' imagery, it is difficult to make a good recommendation for Powers. In general, it is best to give the boss few Reaction Powers, but many accuracy and attack Powers. By having several attack options, one can avoid one pattern battles and situations where the boss is unable to attack. Naturally, it is important that the chosen Powers match the boss character's image and personality.

About Special Battle Mechanics

Creating a special mechanic or gimmick for the Climax battle will help make the fight more interesting. The fight may have mob characters that infinitely spawn, two boss characters, or a one-time resurrection (or two-stage transformation). Use your imagination when creating these tricks.

-Session Progression-

This section will discuss some minor tips and knowledge for managing a game. Please read the Session rules beginning on page 262 first. This section was written assuming that you the reader knows these rules.

The Pre-Game

The most important thing to do during the Pre-Game is to help players create characters that will flourish in-game.

Trailers

It is important that a Trailer conveys the atmosphere of the Scenario to the players. This will help the players create characters that fit into the story.

All good Trailers will be of a moderate length. A Trailer that is too long will bore the players and be forgettable. A Trailer that is too short will be uninformative.

Scenario Handouts

When players are creating characters, the GM may pass out Scenario Handouts to act as a guide. These handouts are requests from the GM to create a certain type of characters with a particular background story or a certain Work/Cover.

These handouts should be a little ambiguous so that there are gaps that a player can fill with their own ideas. The most important thing Scenario Handouts should have is the reason why a character is getting involved with danger or a NPC.

The Main Game

In this section, certain issues that require more attention will be explained in its own entry.

The Opening

During the Opening, each character should have his own Scene. While this does take more time and effort, having Scenes devoted to characters will motivate the players to develop their personalities.

A Scene may introduce multiple characters if the players are forming a tag team or a larger party. Change the format of Scenes to suit the Scenario progression and the needs of the players.

When to hand out Loises

As the Scenario progresses, the GM may offer goals or incentives to players in the form of Loises. Look over the next few entries and remember them as examples when to pass out Loises. Keep in mind that the player should have final say on whether or not to create a Lois.

-Scenario Loises

The Scenario Lois is the Lois that is featured on the Scenario Handout. It is given to a character at the start of the Opening and is the character's personal reason for involving himself in the incident at hand. This Lois may be a client, a victim, the heroine, or a rival. The job of the Scenario Lois is to lead the character into the Scenario.

-Before the Climax

Sometimes it is ideal to offer a Lois at the end of the Middle Phase's last Scene. It will serve as a declaration or reminder of the Scenario's final goal or victory condition. This Lois may be the person that must be reached, defeated or rescued.

The After-Game

The After-Game starts once the GM declares the end of the Scenario. Of the many tasks that take place at this time, the most important one is the distribution of Experience points.

Experience points do not exist only to raise a character's stats. The major goal of Experience point distribution is to get players to look back on the session and help create good memories of the game.

Thus, the final goal is to get players to go home with as many experience points as possible. Consider experience point distribution as a way of thanking players for their help in making the game better.

This section will discuss the Experience Point Distribution chart and how a GM should go about deciding whether or not to check off certain items.

Signing-off on Record Sheets

Be sure to sign off on a player's Record sheet using a pen. Forgetting to do so will cause some trouble with record-keeping for the player later.

Checking Character Growth

How and when a player uses his experience points is up to him. Some players may raise their character's stats during the After-Game.

After checking a character's growth, subtract the amount of used experience points and write down the player's new Experience point amount on his sheet. Write in a red pen to make sure the record of experience points is not lost.

Discussion

If there is time at the end of a session, have a discussion with the players. Look back at what happened during the game and create good memories to go home with.

Scenarios

This section will discuss the act of writing and creating Scenarios and will offer tips for creating better bosses and stories.

Developing the Motive of the Boss

First, think about the boss character and why he needs to be defeated. Since a boss will usually be an Overed whose goals will conflict with the Player Characters and will result in casualties, it is necessary to think about why the Player Characters will be at odds with him. It may be best to start by considering what crimes the boss is committing.

At any rate, a boss will be a character that causes trouble for the PCs and other people. If he wasn't such a character, the motivation behind a session will be lost. The following are common types of goals for a boss. A boss' goals may be a mix of the following types.

-Creating/capturing several or a specific Overed.
-Causing mass destruction.
-Performing a very dangerous Renegade-related experiment.
-Exterminating a troublesome person/organization.
-Stealing something from the Player Characters or the Heroine (refer to below).
-Using or killing the Player Characters or Heroine (refer to below).

The Heroine-The Person(or Thing) to Protect

The Heroine is a plot device that motivates characters to involve themselves with the story. The Heroine does not have to be a damsel in distress; as long as it represents something the heroes of the story have to protect and gives them a reason to fight, the Heroine can be anyone or anything. Granted, it is easier to motivate characters to risk their lives if the Heroine is a person that can talk and form relationships.

Writing the Opening

When creating an Opening, be sure to introduce the Heroine or Boss to the players. An Opening can be started by using one of the following elements.

The Heroine

Communication(and a possible Lois) with the Heroine or seeing it being threatened by enemies will create motivation for the players.

The Enemy

Show an enemy(does not need to be the Boss) who has some issue with one of the Player Characters. People with grudges, rivals, former friends, masters, or siblings are typical characters that can be used.

Other Player Characters

Help create a partnership by having one Player Character chase after or work with another Player Character, or establish a previously-existing partnership. When working with this kind of plot device, offer a Lois to the Player Characters in question.

Through a Client

You can have a Player Character get involved with an incident by having a NPC or organization hire the character. Orders from a superior officer also work. Offer a Lois with the client when using this plot device.

Developing the Story's Middle

Once the Opening has been created and the characteristics of the Heroine or Boss have been established, it is time to move on to the Middle Phase. This Middle Phase is the section between the Opening and the Climax, and will consist of about seven to eight Scenes. Since Player Characters have to raise their Encroachment Rate every time they enter a Scene, you cannot create too many Scenes. The following event types will be important to have in the Middle Phase.

Progression Events

This type of event will push the story forward and guide Player Characters to the Climax. The main goal of these Scenes is to strengthen the motivation that the players felt during the Opening. In practice, a table will get sidetracked often, but that is one of the fun aspects of a table-top game. Do not fret if players are not acting according to your plan. Out of all the kinds of Progression Events that exist, the following two must be included in a Scenario.

-The Player Characters' First Meeting

One to three Scenes should be devoted to showing how the players first meet up and why they chose to cooperate with one another.

-Investigations

One or two Scenes should be allocated to gathering information regarding the session's main incident. Refer to page 312 for more information.

About Trigger Events

A Trigger event usually occurs right before the Climax. As its name suggests, Trigger Events trigger the final battle and is essentially the beginning of the end. Thus, these events should answer any remaining questions, reveal the boss' identity, and summarize the events that lead to the Climax. If the Climax battle will have any special rules or gimmicks, give the players any necessary information at this time.

Climax

A story's climax should naturally come about as a Scenario is being written. Prepare enemy data and any Scenario-specific rules beforehand.

Ending

A Scenario will enter the Ending once the Climax has been completed. Since an Ending can change depending on the session's atmosphere and story progression, there is no need to create specifics. Just have a general idea of what the Ending will be.

Words of Caution

If there is one thing that GMs must keep in mind, it is that Scenarios are not absolute. It is impossible for a session to perfectly follow a prepared plan. This is not a problem, as it is completely normal.

RPGs are games of constant change. A Scenario will develop into an unique story as the GM and the players interact with one another. As such, the GM must be ready to properly handle the lines and acting of not only the NPCs but also the Player Characters.

To this extent, a GM should not be bound by a script and instead should just pay attention to the Scenario's flow. As long as the players have a clear idea of what needs to be saved, slight deviations from the plan should not affect the Scenario.

Using Pre-Made Scenarios

People that are new to the role of GM or are unfamiliar with Scenario creation should first try to use pre-made Scenarios. The long explanations that came before this section may make more sense once a session is played.

Experience Points Distribution

This section will discuss how a GM determines how many experience points to give. Refer to the Experience Point Distribution chart on page 371.

-Participated until the end of the session

If the player is still at the table when the game ends, give him the experience point.

-Completed the Scenario's Goals

Give players the predetermined number of experience points that the Scenario is worth. One to ten points is recommended.

-Experience Points based on Final Encroachment Rate

The number of experience points given is based on what the character's Encroachment Rate is after the Backtrack step is done.

Remember that if a player doubled his dice or requested an additional roll, his experience points are automatically dropped to the predetermined amount or three or zero.

-Good Role-play

When rewarding role-play, consult with the players and look back at what happened during the session. A good GM should do his best to reward good role-play.

-Helped out other players

The GM may reward players based on his own decisions or on the recommendations of other players. If there is a recommendation for a certain player, reward him.

-Helped with session progression

The GM should make this decision by himself. He should reward any player that he feels helped move the session forward. Players that role-played their Scenario Handout well or made difficult decisions should be rewarded.

-Helped set up the time and place for the game

Reward the player or players that helped get a place for everyone to gather in or helped ready snacks. If the GM handled this task, check the box on the Session sheet for GM experience points.

Troubleshooting

This section will discuss troubles with rule interpretation in a question and answer format.

System

Q.: If a character's Encroachment Rate is under 100%, does he skip Backtrack?

A.: No. Always perform the Backtrack step.

Combat

Q.: If a character declares a Cover and calculates damage as if he were Guarding, can he use Powers that raise the [Guard] stat?

A.: Yes, he can.

Q.: How do I handle Cover declarations when they are against [Area] attacks?

A.: It depends on whether the character that declared Cover is going to calculate damage as if he were Guarding or as if he were Dodging.

If the character is Dodging, subtract [Armor] from the tentative damage amount and then multiply the difference by two. The resulting number is the character's HP damage.

If the character is Guarding, subtract both [Armor] and [Guard] from the tentative damage amount and then multiply the difference by two. The resulting number is the character's HP damage.

Powers

-Universal Issues-

Q.: Can a [**RNG**: Close] Power and a Power that reads "The User cannot target characters that are in his Engagement" in its explanation be combined together?

A.: No, they cannot be combined.

Q.: What happens if several Powers that have a HP cost are used at the same time and how should the cost be handled?

A.: Calculate it all as one cost. For example, if a Power that has a 1D HP cost and a Power that has a 3 HP cost are used at once, the user loses (1D) + 3 HP points.

Q.: If a character used Powers that has a continuous effect early on and his Encroachment Rate goes above 100%, what happens to his Powers with continuous effects?

A.: The Powers with continuous effects will receive the bonus from the high Encroachment Rate. Recalculate the effects of those Powers.

Q.: If two powers that list [Skill: Syndrome] in its data are combined together, do I not have to combine other Powers?

A.: No. When using a [Skill: Syndrome] Power, it must be combined with at least one Power that is from the same Syndrome and lists a Skill other then Syndrome.

Q.: Can I create an Item with a Power like «Infinite Weapons» and then pass it on to someone else?

A.: No, you cannot.

Q.: Can I use «Infinite Weapons» to create multiples of an Item?

A.: No, you cannot. A single Power can create only one Item. However, if the created item is lost or destroyed, the player may use the Power again to create a replacement.

Q.: What happens if I use «Infinite Weapons» and «Fire and Ice Sword» together?

A.: Two weapons will be created. Both may be equipped or put away in a character's inventory.

Remember that only up to two weapons can be equipped. If a combination of three Powers creates three different weapons, only two will be equipped and the remaining weapon will be put away in a character's inventory.

-Common-

Q.: I do not understand the effects of «Warding».

A.: The GM may decide the specifics of how the Power will work in-game. The one important aspect to remember is that «Warding» will turn all non-Overed characters into Extras, thus making them powerless. The characters may lose instantly consciousness, consciously avoid the area where the Power is in effect, or lose mobility.

It is up to the GM to decide whether or not a non-Overed character will faint when affected by this Power.

-Enemies-

Q.: I do not understand how «Evasion» works.

A.: First, calculate the number of dice that the character with «Evasion» will use during Dodge checks. Apply any dice bonuses or penalties that would come from Encroachment Rate, Powers, or Stats. Double the number of dice and add the Skill bonus. The resulting number is the character's score.

Lets assume a character with a [Body] stat of 4, an Encroachment Rate of 100%, and three levels in <Dodge> acquires «Evasion» . If this character were to do a Dodge check, he would get four dice from his [Body] stat plus three dice from the Encroachment Rate bonus, for a total of seven dice. Doubling this number and adding the <Dodge> Skill bonus of +3 results in 17. Thus, the character's score will be set at 17.

If someone were to use «Hell Beast's Roar» , the character's number of dice will be reduced by two. Since the number of dice has been reduced to five, the character's set score will now be 13.

Q.: Can a character with «Evasion» still choose to Guard?

A.: Yes, he can.

Q.: When a Troop character that has «Devoted Shield» performs a Cover, how do I go about processing this action?

A.: Treat the action as if it were a normal Cover. The Troop performing Cover must not have used his turn and Covering another character will end his turn.

Q.: Can a Troop character that does not have «Devoted Shield» but has «War God's Defense» be able to perform a Cover without having to end his turn?

A.: No. A Troop character must have «Devoted Shield» in order to perform a Cover.

Troubles and Judgment Calls

This section will discuss non-rule related problems that may occur during a session and how to deal with them. A GM should read this section thoroughly and keep this information in mind when one of these kinds of situations comes up and he has to make a judgment call.

Regarding Changes in Background Information

As mentioned in the "Stage" section of this book, a major cause of trouble during a session is the difference in knowledge between the players and the GM. A GM can make up for this difference in knowledge by creating Stages.

Since minute details often have to be created on the spot, the GM has the right to create or change background information for Stages as he needs. However, the GM must inform the players of these creations and changes when they are made.

The Communication Game

Communication is an important factor in any game; it does not matter if it is in a video game, between two sports teams, or between individual athletes and/or support staff. Table-top role-playing games are not exempt this rule, since communication between the GM and players is an essential factor for game progression.

The Basics of Communication

To be good at communication, one must listen to what other people have to say. A person is more likely to listen to another person when they know that they are being listened to. Showing interest in another person's words is an important skill.

GMs will more often be the one initiating conversations with the other players Since a GM would want his requests to be obeyed by the players, it is ideal that he himself listen to the players and their requests.

Naturally, listening to a request and actually fulfilling it are two different things. With minor requests and mistakes, just listening to a person is often enough to satisfy him. Short conversations may also lead to new solutions or a realization that there was a misunderstanding. On the other hand, showing a lack of interest in what a person has to say could lead to that person becoming disgruntled.

To begin proper communication, first listen to the person and find out what he is trying to say or ask for.

The GM as a Resource

As a GM, one will become an important resource to a table and will have to manage three to five players. When dealing with five different requests at once, first relax and handle each request one at a time. No matter how frustrating the table can get, the GM is only one person. Tell players to wait and concentrate on one task at a time. It is not insulting to put someone on temporary hold.

Understanding the Situation

Up to this point, the importance of speaking first and listening has been discussed. The next step is to figure out what actions to take with which players. To make this decision, one must take a good look at the players and figure out what response is appropriate; listen when players want to speak, and speak first when a player has a question but doesn't know how to articulate his issue.

In the event that a GM wants to speak to a player but gets spoken to by a different person, what should he do? Once again, the answer will depend on the players and the situation. The GM should carefully observe the players, think about their desires, and try to look at the table from their perspective. Empathy will help a GM figure out why his players are speaking out or keeping quiet. These acts of observation make the basis of communication.

Metagaming and Role-Playing Games

The player of a RPG and his character are not one and the same, but they are not mutually independent of one another. A character cannot make his controlling player wealthy by becoming wealthy himself. However, since he is the player's avatar in the Double Cross world, what the character feels towards certain situations will feed back to the player and vise-versa. This feedback between character and player is natural, but can be a problem if abused.

During a session, there are two different interactions going on; There are the interactions between the characters and the interactions between the players. This player-to-player interaction is the metagame of role-playing games. To be clear, all games have a metagame element. As long as two human competitors partake in human-like communication, this factor will always exist. To properly carry out a session, it is best to know how to handle the RPG metagame and learn when the metagame should affect character to character interactions.

The Player and the Character

As mentioned earlier, the player and the character are not one and the same, but they are not mutually independent. Thus, it is possible for a player to get information from another player and feed it to his character, thus having that character do things he normally would not have done. Some may consider metagaming as unfair and sly, but this is not the case, as metagaming will always occur when two people communicate with one another. This is particularly so in communication-intensive games like table-top RPGs.

Normally, when one attempts to play a game with another person, it is unimaginable for someone to ignore the other person's tastes, interests, and desires. On the other hand, when playing RPGs, players participate in the game by acting out a character and seeing the story from that character's perspective. RPGs are fun because the players will try to act, talk and move in-character as much as possible. Thus, balance must be struck between staying in character and thinking about the other players.

Let's say a GM likes to create clients that will always betray the heroes. If a player is aware of this and decides to have his character not trust the client until the end, that would be a problem. However, it is more problematic if a player announces that the GM likes to make Scenarios with traitorous clients and tells the other players to not trust the character asking for help. As one can imagine, this kind of action only spoils the story for the other players. This is an example of bad metagaming.

A good example of metagaming would involve two players working together so that their characters can share information in a way that makes sense in the story. Lets say Player A has his character go solo and only his character ends up getting some information. Since the GM would be speaking to Player A out load, Player B will be privy to that information even though his character is not. Instead of having his character immediately act on the new information, Player B can work with Player A so that their characters can meet up and share the information in-game.

Anticipatory Actions

Another kind of problematic metagaming is anticipating the progression of a Scenario while playing. Basically, a player figures out the next turn of events based on certain outcomes and keeps that information in mind while playing. This kind of actions is disliked by most GMs, as it like criticizing their work for being predictable. Still, this could be a positive sign when looked at from a different perspective.

If a player can anticipate the development of a story, that means he has a good understanding of the idea behind the GM's Scenario. This is actually quite rare and the GM should rejoice when this situation arises. The players and the GM should all partake in the enjoyment of a RPG and must not competing against each other or interfere with their play. Trying to trick one another does not help make a session successful.

Also, many anticipatory actions can be seen as requests for a particular plot development. These actions are signs of how the player views the story and what events they think will make that story more interesting. Anticipatory actions can thus be taken as idea proposals from the player.

So how should a GM respond to these kinds of anticipatory actions? He should just smirk and say, "Maybe." As long as the GM does not panic, no one will know what his intentions are.

Using Game Data

This section will handle troubleshooting for game data usage and should help when a dilemma in rule application arises. To prepare for any situation, the GM should thoroughly read the Golden Rules(page 12). The GM should carry out a session with confidence, as the Golden Rules insures that his decisions and judgments will always be correct.

Arguments about Rules

If there are any questions or opinions about how a rule should be applied, it may be best to discuss those issues after the session has ended. When players object to a ruling, talk to them after the session and ask for them to obey the ruling for the time being. While it is natural for a person to argue when asked to obey a ruling that he does not agree with, having an argument during a session will only delay actual play and thus benefit no one.

To avoid these kind of problems, the GM should do his best to apply the rules in a fair manner. He should also look through the latest FAQs and support articles to ensure that the rules are being properly applied.

The Right to React

The only characters that can be on the Reaction side of an Opposed check are ones that have the ability to roll a Reaction Check against the Action side. It is up to the GM to decide who has this ability to react.

In general, it is the Action side's target that has the right to react. The GM should check to make sure that a character is a valid target. Imagine a character that attempts to dodge an attack that is not going his way. This situation would be bizarre and thus would not make sense to allow that character to participate in an Opposed check.

Acquiring Multiple Loises

During a Scenario, a player may try to acquire another Lois for a character that he already acquired a Lois for. If this happens, you may allow or forbid the Lois. Since Loises represent the complexity of human relationships, be flexible with your judgment.

Forbidding the Extra Lois

If you decide to forbid the Lois, have the player keep the older Lois and leave a slot open for another Lois. This will often happen the Scenario Lois you are passing out happens to be the same as a Lois the player already has.

Allowing the Extra Lois

When allowing for a copy Lois, let the player create it as normal, but recommend that he acquires different Emotions for the new Lois. By changing how a player

views a character, how he feels about that character would also change.

For example, an UGN Child and a Branch Chief could have a Lois with each other that emphasizes their work relationship, but they can also acquire a Lois that shows that they are comrades in battle.

Differences between Loises can be made clear by deliberately using a character's name and codename for different Loises. A person may feel certain emotions towards his nice classmate, but he could feel something else entirely if he were to find out that that classmate was a cruel FH agent. A player could even acquire Loises for a character with a dual-identify and not even realize that the two names refer to the same character.

Enemies

Enemy Types

Enemies are the characters that players will be fighting during a game. Enemies are considered NPCs. As such, they will fall into one of the three NPC categories described at the beginning of the GM guide. Which type an Enemy is determines what kind of stats they have.

Guest and Troop types will have data similar to Player Characters, while Extras will have no data. Note that Troop types cannot Cover other characters. Most Enemies and all the pre-made Enemies in this book will be of the "Guest" type.

Creating Unfinished Enemies

The GM may create enemies that do not have a complete set of stats. There is no need to create data that will not be used. If the GM creates an enemy that will only fire attacks from a distance, it is OK to only give the enemy Accuracy, Attack Power and HP stats.

About Enemy Data

The data for the pre-created Enemies in this book may be modified and strengthened as needed. The GM may also take an Enemy and rename it, so that the Enemy can be used for different purpose. For example, a GM can take the data for Police and rename the Enemy into a gang.

Enemy Powers

Enemies may acquire special Powers that are reserved for them and NPCs. The GM may also create his own original Powers and give them to an Enemy character.

Any Enemy-only Powers that an enemy has can be raised to the Max Level, regardless of that enemy's Breed and Syndromes.

-Pre-Made Enemy Data Legend-

Name
The Enemy's name.

Type
This notes whether or not the enemy is a Troop-type.

-Troop
This enemy is a Troop.

-Common
These kind of enemies are normal enemy NPCs.

Breed
This entry lists the enemy's Breed. If the enemy is not an Overed, this entry will be marked with a hyphen.

Syndrome
This entry lists the enemy's Syndrome. If the enemy is not an Overed, this entry will be marked with a hyphen.

Base Stats
This entry lists the enemy's Base Stats.

Skills
This entry lists the enemy's Skills. The number that is written after the Skill is that Skill's level.

HP
The enemy's HP total.

Initiative
The enemy's [Initiative] stat.

Armor
The enemy's [Armor] stat.

Encroach
The enemy's Encroachment Rate. The dice bonus from the Encroachment Rate bonus will be listed in parentheses right next to the Encroachment Rate.

The Player may treat this Rate in the same fashion as a playable character, or lock it at that particular rate.

Equip/Attack Method
This entry will list the enemy's weapon, the Skill needed for the roll, Acc. Modifer, and Attack Power modifier. If the enemy is to primarily attack with a Power, a Power will be listed in place of a weapon.

Power
The enemy's Powers will be listed here. «Warding» and «Resurrect» are omitted from the list.

The number that is listed after a Power is that Power's level. The bonus from the Encroachment Rate has already been accounted for.

Combo
This entry will list combinations of Powers that the enemy will often use. Modifiers from the Encroachment Rate and Constant Powers have been accounted for.

Description
A description of the enemy. Any enemies that are described as a Gjaum should be treated as such.

Enemy Data

This section will list the pre-made Enemies, which the GM can use to foil the Player-erss. The GM may change the appearance and data of these Enemies if he wishes.

Police Officers

Type: Troop **Breed:** -
Syndrome: -
[Body] 3 <Melee> 2, <Dodge> 1
[Sense] 3
[Mind] 2
[Social] 2 <Info:Police> 3

HP: 10 **Initiative:** 8
Armor: 1 **Encroach:** -

Equip	Skill	Acc.	Atk.
Handgun	<Ranged>	-1	3

Power: -

Combo: -

Description: Common policemen.

Riot Police

Type: Troop **Breed:** -
Syndrome: -
[Body] 3 <Melee> 4, <Dodge> 2
[Sense] 3
[Mind] 2 <Will> 2
[Social] 3 <Info:Police> 2

HP: 15 **Initiative:** 8
Armor: 3 **Encroach:** -

Equip	Skill	Acc.	Atk.
Collapsible Nightstick	<Melee>	0	2

Power: -

Combo: -

Description: A squad used to quell riots.

Army

Type: Troop **Breed:** -
Syndrome: -
[Body] 3 <Melee> 3, <Dodge> 1
[Sense] 4 <Ranged> 4
[Mind] 2 <Will> 3
[Social] 2 <Info:Military> 2

HP: 25 **Initiative:** 10
Armor: 5 **Encroach:** -

Equip	Skill	Acc.	Atk.
Assault Rifle	<Ranged>	-1	9

Power: -

Combo: -

Description: A squad of soldiers armed with rifles.

Tindalos Members

Type: Troop **Breed:** -
Syndrome: -
[Body] 3 <Melee> 3, <Dodge> 1
[Sense] 3 <Ranged> 3
[Mind] 1
[Social] 2

HP: 15 **Initiative:** 7
Armor: 2 **Encroach:** -

Equip	Skill	Acc.	Atk.
Handgun	<Ranged>	-1	3

Power: -

Combo: -

Description:
Members of "Tindalos"

Overed Agents

Type: Troop **Breed:** Cross
Syndrome: -Exile/Hanuman
[Body] 4 <Melee> 2, <Dodge> 1
[Sense] 2
[Mind] 3
[Social] 2

HP: 20 **Initiative:** 7
Armor: 1 **Encroach:** 100%(+3 Dice)

Equip	Skill	Acc.	Atk.
Knife	<Melee>	-1	2

Power: «Dancing Hair» 2
«Sonic Attack» 2

Combo: -

Description: UGN or FH agents.

UGN Strikehounds

Type: Troop **Breed:** Cross
Syndrome: -Black Dog/Neumann
[Body] 5 <Dodge> 2
[Sense] 6 <Ranged> 5
[Mind] 5 <RC> 2, <Will> 4
[Social] 3 <Info:UGN> 2

HP: 40 **Initiative:** 17
Armor: 5 **Encroach:** 100%(+3 Dice)

Equip	Skill	Acc.	Atk.
Large Handgun	<Ranged>	-2	5

Power: «Weapon Link» 2,
«Critical Shot» 2, «Evasion» 2
Combo: -

Description: Members of the UGN's battle squad.

Moon Dogs

Type: Troop **Breed:** Cross
Syndrome: Morpheus/Neumann
[Body] 5 <Melee> 4, <Dodge> 5
[Sense] 7 <Ranged> 5
[Mind] 4 <RC> 2, <Will> 4
[Social] 3 <Info:FH> 3 <Info:Military> 2

HP: 45 **Initiative:** 18
Armor: 5 **Encroach:** 100%(+3 Dice)

Equip	Skill	Acc.	Atk.
Assault Rifle	<Ranged>	-1	9

Power: «Penetrate» 2.
«Combat System» 2, «Evasion» 2
Combo: -

Description: Members of False Hearts' special forces.

Gjaum: Cluster

Type: Troop **Breed:** Cross
Syndrome: Bram Stoker/Exile
[Body] 4 <Dodge> 2
[Sense] 6 <Ranged> 3
[Mind] 2
[Social] 1

HP: 30 **Initiative:** 14
Armor: 5 **Encroach:** 100%(+3 Dice)

Equip	Skill	Acc.	Atk.
Knife	<Melee>	-1	2

Power: «Reaper's Needle» 2, «Destructive Arrow» 2, «Evasion»2
Combo: -

Description: Gjaums that fire off parts of its body as a weapon.

Gjaum: Crusher

Type: Common **Breed:** Pure
Syndrome: Chimaera
[Body] 7 <Melee> 3, <Dodge> 2
[Sense] 2 <Ranged> 2
[Mind] 2 <RC> 1
[Social] 1

HP: 36 **Initiative:** 6
Armor: 0 **Encroach:** 100%(+3 Dice)

Equip	Skill	Acc.	Atk.
Fists (w/ Reaming Claw)	<Melee>	0	10

Power: «Beast's Strength» 2, «Reaming Claw» 2, «Hunting Style» 2, «Evasion» 2
Combo: -

Description: A Gjaum that rips apart enemies using brute strength.

Gjaum: Blaster

Type: Common **Breed:** Pure
Syndrome: Angel Halo
[Body] 2 <Dodge> 1
[Sense] 6 <Perception> 2
[Mind] 4 <RC> 3
[Social] 1

HP: 28 **Initiative:** 16
Armor: 3 **Encroach:** 100%(+3 Dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «God's Right Arm» 2, «Bow of Light» 2
Combo: -
Description: A Gjaum that shoots out biologically-produced lasers.

Overed Terrorist

Type: Common **Breed:** Pure
Syndrome: Solaris
[Body] 4 <Dodge> 2
[Sense] 3 <Perception> 2
[Mind] 3 <Will> 2
[Social] 6 <Negotiate>3, <Info:Underworld>2

HP: 31 **Initiative:** 9
Armor: 2 **Encroach:** 100%(+3 Dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Absolute Terror» 2, «Magic Word of Destruction» 2
Combo: -

Description: A terrorist with Overed powers.

Kamishiro Group Agent

Type: Common **Breed:** Cross
Syndrome: Balor/Morpheus
[Body] 5 <Melee> 3, <Dodge> 3
[Sense] 4 <Perception> 3
[Mind] 4 <Will>2,
<Knowledge: Mechanical Engineering>3
[Social] 3 <Info: Business> 2

HP: 34 **Initiative:** 12
Armor: 3 **Encroach:** 100%(+3 Dice)

Equip	Skill	Acc.	Atk.
Wire Whip	<Melee>	-2	6

Power: «Giant's Axe» 2,
«Customize»2
Combo: -

Description: One of the Kamishiro Group's secret agents.

Agent: Attacker

Type: Common **Breed:** Cross
Syndrome: Black Dog/ Hanuman
[Body] 5 <Melee> 3, <Dodge> 2
[Sense] 4 <Perception> 2
[Mind] 3 <RC> 2
[Social] 2 <Info: FH> 2

HP: 33 **Initiative:** 11
Armor: 7 **Encroach:** 100%(+3 Dice)

Equip	Skill	Acc.	Atk.
Katana	<Melee>	-1	5

Power: «Weapon Link» 2,
«Lightning Attack» 2, «Fury» 2
Combo: -

Description: An agent specializing in melee combat.

Agent: Sniper

Type: Common **Breed:** Cross
Syndrome: Salamandra/Orcus
[Body] 3 <Dodge> 2
[Sense] 5 <Ranged> 3, <Perception> 2
[Mind] 4 <RC> 2
[Social] 2 <Info: FH> 2

HP: 30 **Initiative:** 14
Armor: 3 **Encroach:** 100%(+3 Dice)

Equip	Skill	Acc.	Atk.
Sniper Rifle	<Ranged>	0	11

Power: «Keystone Formation» 2,
«Chilling Scythe» 2
Combo: -

Description: An agent that uses firearms.

Agent: Blocker

Type: Common **Breed:** Pure
Syndrome: Chimaera/ Morpheus
[Body] 5 <Melee> 4, <Dodge> 1
[Sense] 3 <Perception> 2
[Mind] 4 <RC> 2
[Social] 2 <Info: FH> 2

HP: 34 **Initiative:** 10
Armor: 10 **Encroach:** 100%(+3 Dice)

Equip	Skill	Acc.	Atk.
Duralumin Shield	<Melee>	-3	2

Power: «Aegis Shield» 2,
«Sand Barrier» 2
Combo: -

Description: An agent that excels in defense.

Gjaum: Genocider

Type: Common **Breed:** Cross
Syndrome: Balor/Black Dog
[Body] 5 <Dodge> 3
[Sense] 3
[Mind] 8 <RC> 4
[Social] 1

HP: 68 **Initiative:** 14
Armor: 3 **Encroach:** 120%(+3 Dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «Distorted Retribution» 2, «Black Hammer» 2, «Still Garden» 2, «Lightning Spear» 2, «Ionocraft» 2, «Concentrate: Balor» 3, «Life Increase» 1

Combo:
1)*«Still Garden»*

Timing: Setup

During that round, [Target:Single] within [Range:View] receives a -6 [Initiative] penalty.

2)*«Black Hammer»+«Lightning Spear»+«Concentrate: Balor» (+«Distorted Retribution»)*

Timing: Major

A ranged attack against [Target:Single] within [Range:View]. Roll <RC> with 10 dice and Critical value of 7. +14 Atk. Power bonus. Cannot target characters in the same Engagement as this enemy.

Twice per Scenario, GM may combine «Distorted Retribution» and change attack to [Target: Area(Select).

Description: A Gjaum with the ability to rip space with shock waves. Specializes in gravity control through the use of strong bio-electricity and an Evil Eye.

Crimson Beast

Type: Common **Breed:** Pure
Syndrome: Bram Stoker
[Body] 10
[Sense] 4
[Mind] 2
[Social] 1

HP: 72 **Initiative:** 10
Armor: 0 **Encroach:** 120%(+3 Dice)

Equip	Skill	Acc.	Atk.
Fists	<Melee>	0	-5

Power: «The Thirsting Lord» 2, «Bloody Blow» 2, «Blood Banquet»2, «Immortal's Grace» 2, «Hell's Coffin» 2, «Blood Burn» 5, «Concentrate: Bram Stoker» 3, «Life Increase» 1

Combo:
1)*«The Thirsting Lord»+«Bloody Blow»+«Blood Burn»+«Concentrate: Bram Stoker» (+«Blood Banquet»)*
Timing: Setup

Timing: Major

A melee attack against [Target:Single] within [Range:Close]. Roll <Melee> with 16 dice and Critical value of 7. +15 Atk. Power bonus. Ignore [Armor] stat. If the attack connects, recover 20 HP.

Up to two times per Scenario, GM may also combine «Blood Banquet» and change attack to [Range: Area(Select). Lose 7HP at the end of the Main Process.

Description: A giant formless blob of red and black. It hides in the sewers and back alleys, growing enormous when it sucks human blood. Before becoming a Gjaum, this beast was an uncontrollable Servant that bloated into a formless shape and absorbed its master.

Agent: Commander

Type: Common **Breed:** Cross
Syndrome: Hanuman/Neumann
[Body] 8 <Dodge> 2
[Sense] 5 <Ranged>4,<Perception>2
Mind] 3 <RC> 2, <Will>1
[Social] 3 <Negotiate>4,<Info:FH>2

HP: 66 **Initiative:** 16
Armor: 10 **Encroach:** 120%(+3 Dice)

Equip	Skill	Acc.	Atk.
Handgun	<Ranged>	-1	3

Power: «Angel Voice» 2, «Wind's Messenger» 2, «Cheer» 2, «Roaring Claw» 5, «Mental Command» 2, «Combat System» 2, «Concentrate: Neumann» 3, «Life Increase» 1

Combo:
1)«Angel Voice»+«Wind's Messanger» +«Cheer»

Timing: Major

Auto Success. [Target:3] within [Range:View] receive a -1 Critical Value and +4 dice bonus. Use up to 2 times per Scene.

2)«Mental Command»+«Combat System» +«Roaring Claw»+«Concentrate: Neumann»

Timing: Major

A ranged attack against [Target:Single] within [Range:20M]. Roll <Ranged> with 14 dice and Critical value of 7. +3 Atk. Power bonus. Ignore [Armor] stat

Description: An agent with excellent battle leadership and wind-based support abilities.

Prototype Machinaries

Type: Common **Breed:** Cross
Syndrome: Black Dog/Chimaera
[Body] 8 <Melee> 4, <Dodge> 4
[Sense] 5 <Ranged>2,<Perception>2
[Mind] 3 <RC> 4
[Social] 3 <Info:FH> 1

HP: 99 **Initiative:** 16
Armor: 15 **Encroach:** 130%(+3 Dice)

Equip	Skill	Acc.	Atk.
«Reaming Claw»	<Melee>	0	+10

Power: «Ball Lightning Shield» 5, «Stun Bolt» 2, «Aegis Shield» 2, «Beast's Strength» 5, «Complete Therianthropy» 2, «Mars' Defense» 2 «Reaming Claw» 2, «Concentrate: Chimaera» 3, «Life Increase» 2

Combo:
1)*«Stun Bolt»+«Beast's Strength» +«Concentrate: Chimaera»*

Timing: Major

Use after using «Complete Therianthropy» and «Reaming Claw». A melee attack against [Target:Single] within [Range:Close]. Roll <Melee> with 16 dice and Critical value of 7. +20 Atk. Power bonus. If at least 1 HP of damage is dealt, target receives Bad Status "Dazed."

2)«Ball Lightning Shield»+«Aegis Shield»

Timing: Auto

Use after using «Reaming Claw». Declare right before Guarding. [Guard] stat becomes [2D10 + 11].

Description: False Hearts' prototype mechanical soldier. Its mechanized body is capable of physical feats that surpass the limits of organic capabilities.

Tempest: Soldier

Type: Common **Breed:** Pure
Syndrome: Black Dog
[Body] 5 <Melee> 2, <Dodge> 4
[Sense] 9 <Ranged> 6
[Mind] 9 <RC> 4
[Social] 5

HP: 94 **Initiative:** 29
Armor: 15 **Encroach:** 120%(+3 Dice)

Equip	Skill	Acc.	Atk.
PDW	<Ranged>	-1	+9

Power: «Weapon Link» 2, «Ionocraft» 3, «Lightning Attack» 5, «Lightweight Customization» 1, «Lightning Fang» 3, «Cyber Leg» 2, «Pain Editor» 7, «Barrier Cracker» 2, «Concentrate: Black Dog» 3, «Life Increase» 1

Combo:
1)*«Ionocraft»+«Weapon Link» +«Lightning Attack»+«Lightning Fang»+«Concentrate: Black Dog» (+«Barrier Cracker»)*

Timing: Minor + Major

After moving 45M, perform a ranged attack against [Target:Single] within [Range:20M]. Roll <Ranged> with 15 dice and Critical value of 7. +19 Atk. Power bonus. Target receives -3 dice penalty for Dodge checks.

Up to two times per Scenario, GM may also combine «Barrier Cracker» and make this attack un-Guardable.

Description: A solider belonging to "Tempest," the American special forces unit that exists in Japan. Even amongst the Tempest unit, this specialist is considered particularly capable in combat and is quite efficient with firearms thanks to physical enhancements.

Strangers: Jaeger

Type: Common **Breed:** Cross
Syndrome: Morpheus/Neumann
[Body] 8 <Dodge> 4
[Sense] 8 <Ranged>6,<Perception>6
[Mind] 4 <RC> 2, <Will> 4
[Social] 2 <Info:Military> 2

HP: 100 **Initiative:** 20
Armor: 15 **Encroach:** 120%(+3 Dice)

Equip	Skill	Acc.	Atk.
Hundred Guns	<Ranged>	0	+15

Power: «Gigantic Mode» 2, «Customize» 2, «Hundred Guns» 6, «Double Create» 5, «Crystallize» 2, «Combat System» 3, «Multi-Weapon» 2, «Concentrate: Neumann» 3

Combo:
1)*«Hundred Guns»+«Double Create» +«Customize»+«Gigantic Mode»+«Combat System»+«Multi-Weapon»+«Concentrate:Neumann» (+«Crystallize»)*

Timing: Minor + Major

After creating a weapon, perform a ranged attack against [Target:Area(Select)] within [Range:20M]. Roll <Ranged> with 17 dice and Critical value of 7. +30 Atk. Power bonus.

Up to three times per Scenario, GM may also combine «Crystallize» and make this attack ignore [Armor] stat and receive an additional +9 Atk Power.

Description: A mechanized hunter from the Self Defense Force's special unit "Strangers." This person is capable of performing accurate wide-range shots.

Enemy Power Data

This is a list of Enemy-only Powers. Like Common Powers, these Powers can be raised to their max level by any character of any Breed. Use these Powers to add gimmicks to a Scenario or create a system for battles.

Evasion

Max LV: 1 **Timing:** Constant
Skill: - **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

This enemy can constantly dodge attacks.

This enemy's Dodge check score is set at {[(Number of Dodge check dice)x2]+(level of utilized Skill)}. The enemy cannot roll dice for Dodge checks. Refer to Pg. 370 for more information.

Accelerated Time

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

Move at high speeds.

Perform a Main Process during the Initiative Process. The User can perform this Main Process even if he is in the Post-Action state and will not enter the Post-Action state afterward. This Power cannot receive the Encroachment Rate level bonus. Use this Power only once per Round and only (LV) times per Scenario. This Power cannot be combined with other Powers.

Accelerated Time II

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

A Power that allows for even faster action.

Perform a Main Process during the Initiative Process. The User can perform this Main Process while he is in the Pre-Action state and will not enter the Post-Action state afterward. This Power cannot receive the Encroachment Rate level bonus. Use this Power only once per Round and only (LV) times per Scenario. This Power cannot be combined with other Powers.

Devoted Shield

Max LV: 1 **Timing:** Constant
Skill: - **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

A Troop can now perform Covers.

Only Troop-type enemies can acquire this Power. The enemy can now perform Covers. However, he must use a Major Action for the Cover. Refer to Pg. 306 for more information.

Quick Movement

Max LV: 5 **Timing:** Constant
Skill: - **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

This enemy can travel long distances.

When the User moves during battle, his Move stat increases by + (LV x 5) meters. Note that the User's Dash distance also gets changed when this bonus is applied. This Power cannot receive the Encroachment Rate level bonus.

Instant Retreat

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

The enemy can run away be flying away, escaping into back alleys, hiding, or through some other method.

Declare this Power at any time. The User instantly exits the Scene when this Power is used. Use this Power only once per Scenario.

Instant Retreat II

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

When using «Instant Retreat» along with this Power, have another character exit at the same time.

Use in conjunction with «Instant Retreat». The User may have another character exit the Scene with him. If a Player Character wants to stop the second character from leaving, the GM may allow some sort of Opposed check between him and the User.

Restoration

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

This enemy can remove disadvantageous statuses "rebooting" his body.

Declare this Power when the User receives a Bad Status. The User removes all Bad Statuses he has and loses 5HP for each Bad Status that was removed. This Power can be used even when affected by the Bad Status Pressure.

Revival

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

This enemy can get back up again even after being defeated.

Use this Power when the User becomes Incapacitated or dies. The User recovers from Incapacitation or death with 1 HP. Use this Power only once per Scenario.

Life Increase

Max LV: 10 **Timing:** Constant
Skill: - **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

This enemy is extremely resilient. He is tough like an iron wall and all attacks would have a hard time getting through.

The User's HP increases by +(LV x30) points. This Power cannot receive the Encroachment Rate level bonus.

Life Increase II

Max LV: 10 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

This enemy has extraordinary vitality.

The User's HP increase by + (LV x 20). Do not add the Encroachment Rate level bonus.

Armor Piercing

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

Declare this Power right before the User performs his Damage Roll. Ignore the Armor stat when calculating damage. The User will lose 1D HP at the end of his Main Process. This Power cannot receive the Encroachment Rate level bonus. Use this Power only (LV) times per Scenario.

Reflex Response

Max LV: 10 **Timing:** Constant
Skill: - **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

This enemy has fearsome speed. Not even the wind can catch up to this enemy, much less normal people.

The User's [Initiative] stat increases by + (LV x 2). This Power cannot receive the Encroachment Rate level bonus.

Stock Acquirement

Max LV: 10 **Timing:** Constant
Skill: - **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

This enemy is capable of acquiring and owning several different weapons and funds.

The User's Stock points increase by + (LV x 10). This Power cannot receive the Encroachment Rate level bonus.

Anti-Warding Factor(AWF)

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

This Enemy has some factor (I.e natural immunity or equipment) that makes him immune to the effects of «Warding».

This Power can be acquired by non-Overed characters. Characters that have this Power will not be affected by «Warding».

Chaotic Fate

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

This Enemy is a particularly strong Tri-Breed.

This Power can only be acquired by Tri-Breed characters. The character may acquire one [Restrict: 80%] or [Restrict: 100%] Power that he would normally would not be able to acquire.

Ailment Resistance

Max LV: 1 **Timing:** Constant
Skill: - **DFCLTY:** -
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

This enemy is resilient to a certain Bad Status.

Select one Bad Status when acquiring this Power. The User will not be affected by the selected Bad Status. Record this Power in the following format: «Ailment Resistance: Rigor». If a character wants a resistance for a different Bad Status, he must acquire a copy of this Power.

Coercion

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

This Enemy can stop a person from moving by intimidating him or physically blocking his path in some manner.

For the duration of the Round, the Engagement that the User is in will be Blockaded. This Blockade cannot be overridden with the effects of other Powers. This Power cannot be combined with other Powers.

Mutant Transformation

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

Energize the body's Renegade virus and gain more power. The enemy's appearance will stay the same but will now have a monstrous aura of malice.

For the duration of the Scene, the dice bonus that the User receives from his Encroachment Rate bonus is doubled. This Power may only be used once per Scenario.

High-Speed Regeneration

Max LV: 10 **Timing:** Cleanup
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** -

This Enemy can regenerate its body or repair mechanical malfunctions.

The User recovers [LV x 10] HP. This Power may be used three times per Scene.

Flight

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

This enemy can achieve flight through some method, such as the use of wings or magnetic repulsion.

For the duration of the Scene, the User has Flight. The User can remove Flight with a Minor Action.

Anti-Air Attack

Max LV: 10 **Timing:** Major
Skill: Refer **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: - **Restrict:** -

This Power represents a talent for attacking airborne enemies.

This Power can be used with any type of attack. If the Target of an attack that uses this Power has Flight, the User receives a + [LV x 2] Atk. Power bonus. This Power cannot be used in conjunction with «Anti-Ground Attack».

Anti-Ground Attack

Max LV: 10 **Timing:** Major
Skill: Refer **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: - **Restrict:** -

This Power represents a talent for attacking grounded enemies.

This Power can be used with any type of attack. The User must have Flight in order to use this Power. If the Target of an attack that uses this Power does not have Flight, the User receives a + [LV x 2] Atk. Power bonus. This Power cannot be used in conjunction with «Anti-Air Attack».

Pinpoint Guard

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

This enemy can harden the body so that it can withstand an attack.

Declare when the User Guards. For the duration of that Guard, gain a + [LV x 5] [Guard] stat bonus. Use this Power only once per Scene.

World Destruction

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

This represents the ability to attack any enemy regardless of how far he is.

Declare before an attack. The attack is modified to [**RNG:** View]. At the end of the Main Process, the User loses 10 HP. Use this Power only once per Scene.

Ruler's Command

Max LV: 10 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Area(Select) **RNG:** Close
Encroach: - **Restrict:** -

This allows an enemy to enhance his subordinates' abilities.

This Power can only be used on Troop-type Enemies that the User has command of. For the duration of the Round, the Target(s) receive a + [LV x 2] Atk. Power bonus to their attacks.

Ruler's Eyes

Max LV: 10 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Area(Select) **RNG:** Close
Encroach: - **Restrict:** -

This allows an enemy to enhance his subordinates' abilities.

This Power can only be used on Troop-type Enemies that the User has command of. For the duration of the Round, the Target(s) receive a + [LV x 2] bonus to the check scores of their attacks.

Battle Reinforcements

Max LV: 5 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Area(Select) **RNG:** Close
Encroach: - **Restrict:** -

This Power calls forth or creates subordinates.

Create (LV) number of Troop-type Enemies in the User's Engagement. These Troops start out in the Pre-Action state. This Power may only be used once per Scenario.

Battle Formation

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Area(Select) **RNG:** Close
Encroach: - **Restrict:** -

This allows subordinates to be deployed in any fashion.

This Power can only be used on Troop-type Enemies that the User has command of. The Target(s) may perform a Move. This Power may be used (LV) times per Scenario.

Swift Posture

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Area(Select) **RNG:** Close
Encroach: - **Restrict:** -

This represents the ability to swiftly deploy subordinates.

This Power can only be used on Troop-type Enemies that the User has command of. For the duration of the Round, the Target(s) receive a + [LV x 3] [Initiative] bonus.

Enemy Power Data: Angel Halo

This is a list of Enemy-only Powers. Only Enemies with the Angel Halo Syndrome may acquire these Powers. Treat these Powers as Angel Halo Powers.

Third Eye

Max LV: 3 **Timing:** Auto
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** Refer
Encroach: - **Restrict:** -

Push one's perception to its limit and get a grasp on situations one was absent on.

Use at the end of a Scene that the User did not appear in. The User will be aware of everything that happened during that Scene. This Power may be used (LV) times per Scenario.

Flash End

Max LV: 1 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: - **Restrict:** -

Strike down enemies with an invisible beam.

This Power can only be used if the User has Stealth. Attacks that use this Power cannot be Dodged. This Power may only be used once per Scene.

Midnight Cinema

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

Project an illusion onto any spot

Create any kind of still illusion at any place within the Scene. The User can also project a video by creating several repeating illusions. This effect lasts for the duration of the Scenario. If the GM wishes to hide the fact that players are seeing an illusion, he must allow characters that attempt to see the truth to perform an Opposed check. The challenging character rolls <Perception> and this Power's User rolls <RC>.

Enemy Power Data: Balor

This is a list of Enemy-only Powers. Only Enemies with the Balor Syndrome may acquire these Powers. Treat these Powers as Balor Powers.

Gravity Area

Max LV: 1 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Scene **RNG:** View
Encroach: - **Restrict:** -

Slow down the opponent's movement with a strong gravity pull.

For the duration of the Round, all characters other then the User receive a – [LV x 2] dice penalty towards all checks and will be unable to use [**Timing:** Initiative] Powers.

Space-Time Rip

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

Create a subspace dimension. This created space cannot be seen from the outside and only things that the User permits may enter it. The GM decides how to enter and exit the space, as well as how to destroy it. When the space is gone, its contents are released onto a place of the GM's choosing. This Power may be used (LV) time per Scenario.

Sky Castle

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

Manipulate gravity and send a building into the sky. The GM decides what buildings may be raised up and the details behind its movement. The User may end the effects of this Power at any time. If the User dies, the effects of this Power end. This Power may be used (LV) times per Scenario.

Enemy Power Data: Black Dog

This is a list of Enemy-only Powers. Only Enemies with the Black Dog Syndrome may acquire these Powers. Treat these Powers as Black Dog Powers.

Lightning of Fate

Max LV: 1 **Timing:** Major
Skill: Syndrome **DFCLTY:** Opposed
Target: - **RNG:** -
Encroach: - **Restrict:** -

Fire a lightning bolt that pierces through defenses.

Attacks that use this Power cannot be Guarded against. If a character Covers someone for this attack, damage will not be calculated as if he Guarded. This Power may only be used once per Scene.

Communication Control

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

Control and block all electronic communications.

For the duration of the Scenario, characters may only use methods of communication that this User allows. The User can also decide to only allow communication through certain terminals. The User may end this effect at any time. If the User dies, the effects of this Power end.

Domination

Max LV: 3 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Refer **RNG:** View
Encroach: - **Restrict:** -

Take control of the security system of a single building. The User may freely operate any electronic security system of the building, such as cameras and alarms. The GM decides while systems can be controlled and what can be done with those systems. This Power may be used (LV) times per Scenario.

Enemy Power Data: Bram Stoker

This is a list of Enemy-only Powers. Only Enemies with the Bram Stoker Syndrome may acquire these Powers. Treat these Powers as Bram Stoker Powers.

Aging

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

Target the cells of a target and make his cells older or younger. The User may only target himself or non-Overed characters. Note that the physical appearance of the Target does not change. The User may end the effects of this Power at any time. If the User dies, the effects that the other character received from this Power end.

Sacrifice

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

This Power cannot be used if the User has no Servants. Use this Power when the User becomes Incapacitated. Select one Servant. The User recovers from Incapacitation with [Servant's HP] amount of HP. The selected Servant is removed once the User recovers. This Power may only be used once per Scenario.

Servant's Awakening

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

Give a Servant self-awareness.

Use in conjunction with «Red Servant». The created Servant will have self-awareness. The GM will decide how the now self-aware Servant will act.

Enemy Power Data: Chimaera

This is a list of Enemy-only Powers. Only Enemies with the Chimaera Syndrome may acquire these Powers. Treat these Powers as Chimaera Powers.

Titan Therianthropy

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

Morph one's body and take the form of a giant that is 10 to 20 meters tall.

For the duration of the Scene, the User gains +50 HP and melee attacks receive a + [LV x 5] Atk. Power bonus. Max HP may be surpassed with this effect. However, the User will lose the ability to Dodge. The User can end this Power's effect with a Minor action.

Instant Adaption

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

Instantly change one's body to adapt to any environment.

Characters with this Power will not die when entering the high-pressure deep seas, the airless outer space, the hottest pools of magma, or any other kind of harsh environment.

Proof of the Feral Beast

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

Make people cower in fear by projecting an aura of malice.

Only non-Overed characters can be targeted with this Power. For the duration of the Scene, Target(s) cannot perform Major Actions or Move. The User may end this effect at any time. If the User dies, the effects of this Power end.

Enemy Power Data: Exile

This is a list of Enemy-only Powers. Only Enemies with the Exile Syndrome may acquire these Powers. Treat these Powers as Exile Powers.

Repulsive Dinner Table

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

Take in and absorb organic life.

The User may absorb any organic object into himself. This Power may be used to hide corpses. Live humans cannot be targeted in with this Power.

Elusiveness

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

Freely enter and exit any place by morphing one's body to fit through any crack.

Use this Power at the same time the User enters or exits a Scene. The User may freely enter and exit a Scene, regardless of what the situation may be or where he is. The User may appear in any spot when entering a Scene.

Mental Invasion

Max LV: 1 **Timing:** Major
Skill: <Will> **DFCLTY:** Opposed
Target: Single **RNG:** Close
Encroach: - **Restrict:** -

Enter part of a target's body and manipulate him.

Perform a <Will> Opposed check with the target. If the User wins, he controls the Target's action for the duration of the Scenario. While this effect is in place, the Target is conscious but cannot take action. The User may end this effect at any time. If the User dies, the effects of this Power end.

Enemy Power Data: Hanuman

This is a list of Enemy-only Powers. Only Enemies with the Hanuman Syndrome may acquire these Powers. Treat these Powers as Hanuman Powers.

Storm Tower

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Scene **RNG:** View
Encroach: - **Restrict:** -

Stop flight by releasing strong winds.

For the duration of the Scene, all characters other then this Power's User cannot achieve Flight. Characters that already have Flight are immediately grounded. Use this Power (LV) times per Scenario.

Wall of Silence

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: - **Restrict:** -

Keep sound from being heard.

Only non-Overed characters can be targeted with this Power. Perform a ranged attack against the Target. If the attack hit its target, for the duration of the Scenario the Target will become deaf. The User may choose to only mute certain sounds. The User may end this effect at any time. If the User dies, the effects of this Power end.

Whirlwind

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

Quickly accelerate and move to any place.

By using this Power, the User can instantly Move to any place within the Scene. The User may exit the Scene at this time if he wishes. This Power may be used (LV) times per Scenario.

Enemy Power Data: Morpheus

This is a list of Enemy-only Powers. Only Enemies with the Morpheus Syndrome may acquire these Powers. Treat these Powers as Morpheus Powers.

Kingdom

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

Create structures with this Power. The GM may decide to create anything from a single building to a whole town. The User may end this effect at any time. If the User dies, the effects of this Power end. This Power may be used (LV) times per Scenario.

Bond Break

Max LV: 3 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: - **Restrict:** -

Break down the molecular bonds of objects and change everything into sand.

Perform a melee attack. If the attack hits its target, one of the Target's Items or equipped weapon/armor is destroyed. Stocked Items cannot be destroyed with this effect. This Power may be used (LV) times per Scenario.

Element Transformation

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

Use any at-hand materials such as the air to create any material that the User knows the structure of. As long as the User knows the molecular structure, he can create anything from water to metal and medicine. If the GM feels it is necessary, he may require a <RC> check for this Power.

Enemy Power Data: Neumann

This is a list of Enemy-only Powers. Only Enemies with the Neumann Syndrome may acquire these Powers. Treat these Powers as Neumann Powers.

Untouchable

Max LV: 3 **Timing:** Major
Skill: - **DFCLTY:** Auto
Target: Single **RNG:** View
Encroach: - **Restrict:** -

Erase the Target's social standing and existence. All traces of the target's social existence or identification is destroyed, making the person unidentifiable. Only the User and non-Overed characters can be targets of this Power. If the GM feels it is necessary, he may require an <Info:> check for this Power. This Power may be used (LV) times per Scenario.

Paranoia

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

Destroy the target's faith with lies and misunderstandings.

Use at the end of a Scene. Target one character that appeared during the Scene. For the duration of the Scenario, the Target will be unable to use [Type: Connection] Items. This Power may be used even if the User did not appear in the Scene. If the User dies, the effects of this Power end.

Organizational Breakdown

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

Confuse an organization by manipulating information.

For the duration of the Scenario, all characters cannot perform Procure checks. The GM decides if there will be any other effects. The User may end this effect at any time. If the User dies, the effects of this Power end.

Enemy Power Data: Orcus

This is a list of Enemy-only Powers. Only Enemies with the Orcus Syndrome may acquire these Powers. Treat these Powers as Orcus Powers.

Brain Hijack

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** Close
Encroach: - **Restrict:** -

Take complete control of a target.

Perform a <Will> check with the Target. If the User wins, for the duration of the Scenario he may decide the Target's actions. The Target cannot object. The User may end this effect at any time. If the user dies, the effects of this Power end.

Lost Neighbor

Max LV: 1 **Timing:** Major
Skill: <RC> **DFCLTY:** Opposed
Target: Single **RNG:** View
Encroach: - **Restrict:** -

Steal a target's ability to recognize people.

Perform a <Will> check with the Target. If the User wins, for the duration of the Scenario the Target will be unable to recognize a character of the User's choosing. Even if that character is in front of the Target, the Target will act as if he's not there. The GM decides the specific effects of this Power. If the User dies, the effects of this Power end.

Unseen Road

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

Create a personal road in one's Domain that leads to another place.

Use this Power at the same time the User enters or exits a Scene. The User may freely enter and exit a Scene, regardless of what the situation may be or where he is. When entering a Scene, the User may appear in any spot. This Power may only be used once per Scenario.

Enemy Power Data: Salamandra

This is a list of Enemy-only Powers. Only Enemies with the Salamandra Syndrome may acquire these Powers. Treat these Powers as Salamandra Powers.

Weather Manipulation

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

Change the weather by manipulating heat levels.

By using this Power, the User may change the weather from what it is now to any weather condition of his choosing. The User may end this effect at any time. If the User dies, the effects of this Power end.

Burst Break

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

Go past the limits of one's power and create more fire or ice.

Declare before the User's Damage roll. The attack's Damage total receives a +5D bonus. This Power may only be used once per Scenario.

Flaming Disaster

Max LV: 3 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Scene **RNG:** View
Encroach: - **Restrict:** -

Destroy a whole building with immense flames or ice. The GM decides what happens when the building is destroyed. This Power may be used (LV) times per Scenario.

Enemy Power Data: Solaris

This is a list of Enemy-only Powers. Only Enemies with the Solaris Syndrome may acquire these Powers. Treat these Powers as Solaris Powers.

Furious Heart

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

Release anger-inducing chemicals.

The Target receives the Bad Status "Hatred." The User selects one of the characters that is currently on the Scene to be the target of Hatred. Only one character may be selected to be the hated person of all Targets affected with this Power. This Power may only be used once per Scene.

Untreatable Disease

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

Infect a non-Overed character with a disease. When hit with this Power, the now-sick Target may awaken as an Overed. Whether or not the Target can awaken as an Overed and the specifics of the disease are pieces of information that the GM decides.

Undermining Voice

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

Use hallucinogens to weaken the Target's consciousness and make him agree to the User's plans without a second thought. For the duration of the Scenario, the Target will truly believe that the User's ideas is the best and will faithfully follow his orders. This Power can only effect Extra-type NPCs.

Enemy Power Data: Renegade Being

This is a list of Enemy-only Powers for Renegade Beings. These Powers can only be acquired by Enemies that have a "Renegade Being" Work. Treat these Powers as Renegade Being Powers.

Fall Down

Max LV: 1 **Timing:** Setup
Skill: - **DFCLTY:** Auto
Target: Scene **RNG:** View
Encroach: - **Restrict:** -

Intimidate the Renegade virus into ceasing functioning.

For the duration of the Scene, all characters that are on the Scene cannot use any Powers. The GM may create a way for characters to negate this Power.

Immortality

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

This Power may be used at any time after the User has died. The User recovers from Death, heals to max HP and recovers from all Bad Statuses. However, this Power cannot be used during the Scene that the User died in. The GM may create a way to permanently kill the user. This Power may be used even if the User is affected with the Bad Status Pressure.

Ageless Body

Max LV: 1 **Timing:** Constant
Skill: - **DFCLTY:** Auto
Target: Self **RNG:** Close
Encroach: - **Restrict:** RB

A character with this Power physically matures as normal but does not grow old and cannot become sick. The GM decides the details behind this characteristic; Is this part of the character's constitution, or did the character become ageless when he awakened as a Renegade Being? Note that this Power does not negate Death.

Stage Section

Double Cross

What is a Stage?

The Concept of a Stage

A Stage is the physical setting and world that is used and/or created by the GM to run his game in. As its name suggests, it is the place where a story unfolds. A Stage could be something as simple as the town or school that the characters are in. It could also be as large as the entire planet. By deciding on a certain Stage beforehand and properly defining it, a session will go more smoothly because everyone will have a clear idea of what can and cannot be done.

The Necessity of a Stage

A Stage is necessary because information disparity is a problem during a session. This is particularly so with a modern-day game such as Double Cross. Unlike a fantasy setting, players will draw from their own experiences when dealing with a modern setting. Since experiences differ between person to person, there will be a disconnect between participants when an setting is being told.

This kind of disconnect becomes problematic when one person tries to use knowledge or know-how that not everyone is privy to. If the GM happens to be one of the uninitiated, this could lead to disagreements about whether or not something can be done during a session.

To prevent these kinds of problems, the GM should select or create the Scenario's setting beforehand and discuss the details about the world with players. This will narrow the amount of information needed and reduce any issues with disparity.

Stage Creation

When creating an unique Stage, one should take into consideration the Stage's setting and rules.

The Stage's Setting

When creating a Stage, one must decide how large the world will be. If possible, restrict the size of the world to within the planned boundaries of the Scenario. If the Scenario mainly takes place in a school, try to keep the story from going outside the school. If a town is going to be the Stage, the Scenario's mysteries should be solvable without having to head out of the town.

Simply put, the Stage should only be as big as the Scenario needs it to be. Of course, heading outside the Stage is not forbidden. As long as the main progression happens within the Stage, there should be no problems.

The Stage's Rules

Basically put, a Stage's rules dictates what can and cannot be done in that setting. For example, if the Stage is a UGN research facility, non-UGN personnel would not be allowed in and thus should not be able to enter a Scene. If the Stage is a backward region, cellphones probably cannot be used.

The GM may decide the rules of a Stage, but he should inform his players about his decisions as soon as possible. Revealing certain rules too late into the game will cause confusion, interfere with the session's progression, and simply will not be fair to the players.

The People in the Stage

Double Cross takes place in a modern setting. Just like in the real world, where people have homes and their own lives, any Stages that the GM creates will usually have its own residents. How the people in a Stage think and act will be an important factor in creating a Scenario.

This does not mean every person must have a background story. The only people that are important are the ones that interact with the Player Characters. People that are connected to the UGN in particular will receive a lot of focus during a Scenario. When creating a Stage, think about who is in charge and how much influence he has.

Creating Large Stages

The GM may create a simple Stage that will be used for just one Scenario, or create a complex Stage that can be used across multiple Scenarios. This rulebook includes a sample Stage called City N. This Stage is the main city where this book's sample Scenarios take place. Feel free to use City N as a reference when creating your own large Stage.

When creating a Scenario for City N, it is perfectly fine to use only part of the city at the beginning. As a table of players continues to play using the same Stage, new details and background information about characters are created, and this can lead to new ways to play in the city or lead to new areas.

City N

This is a sample Stage called City N, which exists on the outskirts of Tokyo. This may be used as is or with modifications to background and names.

City N's Topography

City N is a metropolitan area that is about an hour train ride form the heart of Tokyo. The JR (Japan Railways) line that runs east to west along the middle of the city carries a lot of workers every day to the capital. There is a private railway that runs south to north through the central station, but people use the buses more for this direction.

A rather small lake that flows into a river is situated in the city's northeast corner. Since public transportation near the lake is not good, people generally drive around this area.

The city's population is one hundred and fifty thousand. The city has started to see development ever since JR revised its service planning diagram. Newly-constructed buildings now stand right by old buildings, giving the city a feel of disorder.

City N's Institutions

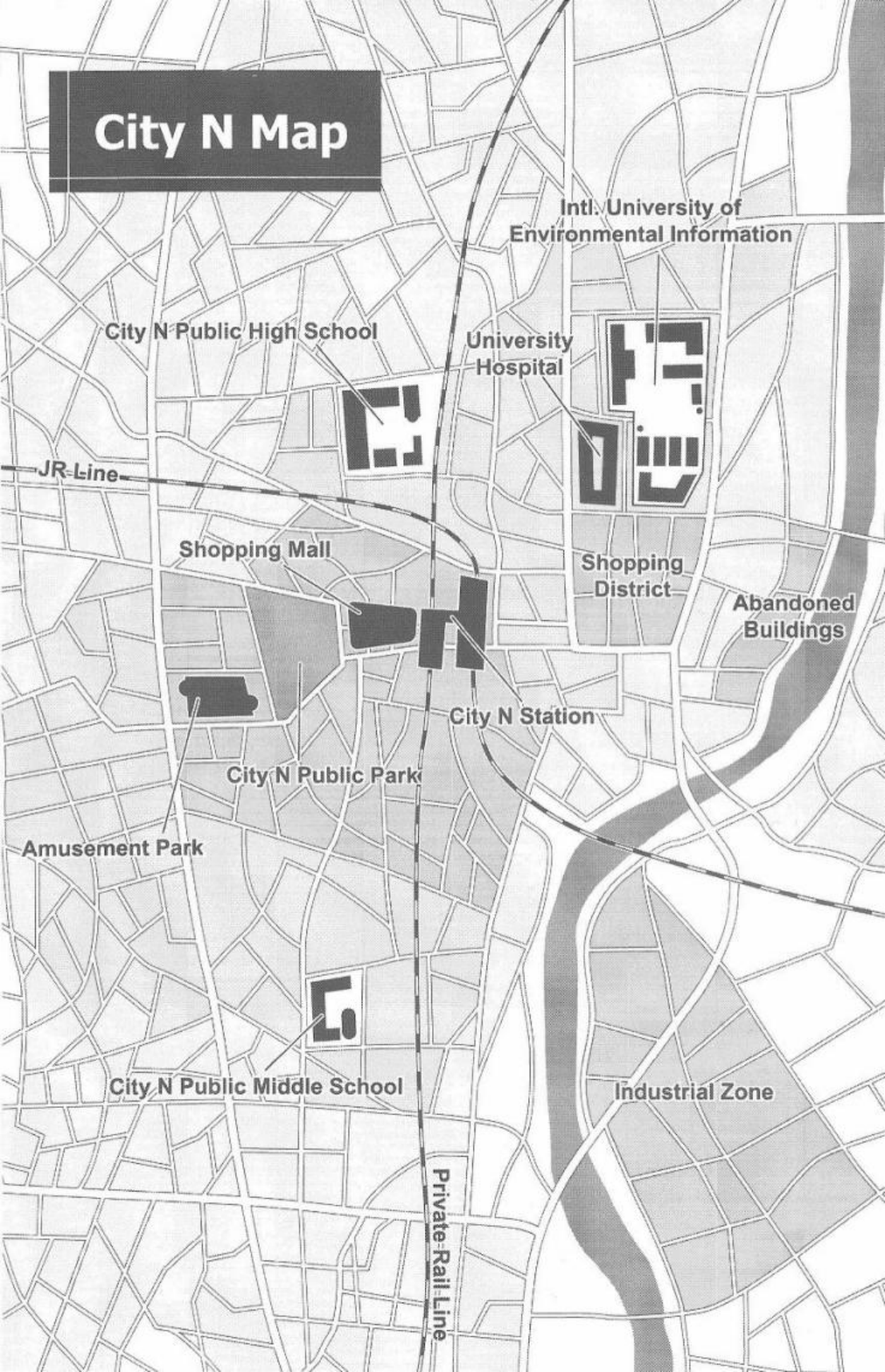
Nearly all of City N's institutions are built around the JR train station that is at the center of the city. The redevelopment plan saw some success, as the area by the train station has been rebuilt with new buildings. However, the outskirt districts were left out of the redevelopment plan, creating a stark contrast between two areas.

The International University of Environmental Information

This university is a huge academic facility that has all levels of school, from elementary school to college, all on the same campus. Although students progress between middle school, high school, and college without entrance exams, the university does offer a quality education.

The schools are so good that families that live far away try to enroll their children here. However, the grade curve on the entrance exam is very high. The school recommends that people commute to the school, but the campus does have dormitories. In fact, many of the students and faculty members live on campus.

Since the UGN funds this school, the facilities here are used to house Illegals and Children, as well as handle Renegade virus research.


City N Map
Intl. University of Environmental Information
City N Public High School
University Hospital
JR Line
Shopping Mall
Shopping District
Abandoned Buildings
City N Station
City N Public Park
Amusement Park
City N Public Middle School
Industrial Zone
Private Rail Line

The University Hospital

This is a hospital that is operated by the university. They maintain a high level of research and are trusted by the local residents. However, since there are many visitors, the hospital requires a referral for checkups.

City N's Public Middle School and High School

Although the academic level of City N's public schools is only average, there are many students in the system. There is more of an emphasis on sports and the schools have shown good athletic performance in the past.

Once every year, the public high school will meet the International University of Environmental Information's affiliated high school in a large sporting event.

Shopping Mall

This shopping mall was built right in front of the train station about half a year ago. It is often crowded with people that are going to one of the many super-stores and restaurants.

Downtown

The downtown area is located near the train station. Since it is somewhat far from the redevelopment zone, people perceive the area as being cluttered.

The shopping area consists of multi-tenant buildings. Since the more obscure shops offer better deals, students often come here to shop.

City N Central Park

A park where many sakura trees grow. Built right next to Koumi lake, the park's landscape is great to view when the seasons change and the blossoms bloom. The place is often lively with families that come for walks and people that come to run.

Amusement Park

This indoor style amusement park was built right next to the park and offers a wide selection of indoor and outdoor activities. Visitors may go to the pool, hit the ice rink, see a movie, or play in the arcade.

The younger crowd tends to come here, while the adults go enjoy the more tranquil atmosphere of the park. During the weekends, the place gets really crowded.

Abandoned Buildings

The buildings in this area were left out of the redevelopment plan. Unlike the nearby downtown area, this section of the city is eerily quiet. Many take advantage of the area's abandoned state to partake in illegal activities. This is a problem that is giving the police a headache.

Industrial District

A large corporation built a large factory here during the bubble economy and planned to use it for some sort of chemical production, but has now been shut down.

Since the area is vast, many proposals for utilizing the land have been brought up, but not one suggestion has been passed.

Scenario Section

Double Cross

-The Scenario's Format-

The following Scenario, *Crumbling Days,* was prepared for players that are new to *Double Cross*. Even novice GMs will be able to complete this scenario in a relatively short amount of time. We recommend that you play this Scenario first to get familiar with the game.

The GM in particular should read through this scenario before a game. Use the following data as a basis when making preparations.

Scenario Data

Recommended number of players: 3 to 5.
Recommended amount of spent exp. points on Characters: Zero
Play time: 3 to 4 hours.

Recommended Method of Play

As this Scenario was created to be playable with little preparation, it is recommended that players use Quick Start to generate their first character. For now, play through this Scenario and experience the world of Double Cross for yourself.

The Written Format of the Pre-Game and Scenes

The Pre-Game Section

-Story
This section will explain the story and its general course.

-Trailer
The Trailer is a preview that the GM reads to the players before they start to create characters. The Trailer is invaluable for fleshing out the image and flavor of the Scenario.

If there are any players that are new to Double Cross or role-playing games in general, it may be best to those players to this rulebook's Introduction and explain how this game is played and the concept of an Overed.

-Quick Start
If there are players new to Double Cross, or who have played before but do not have their own rulebooks, we recommend using Quick Start to generate their first Player Characters (PC). The Quick Start section at the beginning of each Scenario will suggest sample characters that will work well.

As noted in the Character Creation section, it is all right to change the age, gender and other attributes of the sample characters.

-Construction
If the players already know the rules or have their own rulebooks, they can use the Construction format to generate their own, original Player Characters. Note that when using Construction to generate an original character, there will be times that the game handouts specify a particular Work and/or Cover.

-About Loises Between PCs
Once the players have created their Player Characters, it is time to introduce the characters to one another. All Player Characters must create a Lois (see page 291) to establish their motivational relationships. Unless otherwise specified in the Scenario, a Lois is established between PC1 and PC2, then between PC2 and PC3, and so on until all players have created a Lois.

The Scene's Written Format

Double Cross' Scenarios are separated into increments called "Scenes," which will be written in the following format.

-Scene Title(Lead Player)
The Scene's title and the name of the Lead Player -the leading actor- will be listed. Master Scenes will instead be labeled as "Master Scenes."

-Description
Description is the background description of the Scene and is for the GM's use. Descriptions may be numbered when a Scene involves several separate situations.

-Setting
This Setting is a description of a Scene that is to be read out loud to the players.

-Dialogue: Non-Player Character (NPC)
This section contains the dialogue assigned to the different Non-Player Characters (NPC), characters controlled by the Game Master instead of the players. You will want to adjust the dialogue to match the Scene staging, PC attributes, PC gender and other variables.

-Conclusion
The Conclusion sets out the conditions that must be met for the Scene to end.

Crumbling Days

-Pre-Game-

Character Creation Pointers

When creating characters for the Crumbling Days Scenario, there are certain details to keep in mind. These issues are discussed in the paragraphs below. After the GM has read the Trailer and distributed handouts, create characters through the Quick Start or Construction format. If there are fewer then five players, pass out the lower PC numbers first.

Quick Start

The following five sample characters are recommended for this Scenario:

PC1:Wild Card (Page 28)
PC2:Speeding Bullets (Page 30)
PC3:Noble Blood (Page 32)
PC4:Evergreen Apostle (Page 34)
PC5:Truth-Seeker (Page 36)

Construction

If you choose to use Construction to create your Player Character, please use the Work recommended in the handout. If the handout does not specify any Works, please consult with the Game Master and pick a Work of your own choice.

About Player Character 1 (PC1)

PC1 begins the Scenario as a latent Overed and has not yet awakened to his powers. The Game Master should explain this to the player charged with this pivotal role, and give him the necessary handout. PC1's Powers and Encroachment Rate data can be used immediately upon the start of the game. It is also all right to set the Awakening and Impulse for the character's Life History during the Opening.

The Stage

This Scenario utilizes the City N Stage. Refer to the Stage chapter of this rulebook for more information.

Story

PC1 has been living as a totally normal high school student. However, one day he is caught up in a horrendous accident after boarding a bus on his way home from school. He does not know that the apparent 'accident' was actually rigged by "Shura Vara" Hideto Yagami, a member of the Overed terrorist organization False Hearts, to screen for candidates that may be carrying a potentially active Renegade virus. Yagami's plan was to recruit any person who survived the accident through the use of Overed powers into False Hearts.

Also on the same bus as PC1 is one of his classmates, Manaka Ayase. Yagami is obsessed with Manaka, and secretly hopes the "accident" will turn her into an Overed. Instead, the accident awakens PC1 to his Powers, and leads him to learn about the Overed and the shocking reality lying behind the placid surface world. Yagami kidnaps Manaka and spirits her away. The Scenario ends when and if the players rescue Manaka and defeat Yagami.

Trailer

Today is a repeat of yesterday. Tomorrow will be repeat of today. I thought my life would never change.

But the world has been warped without me noticing.

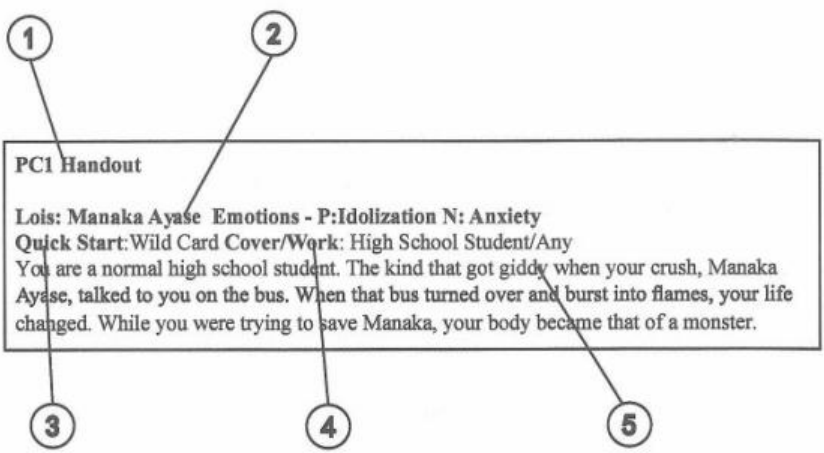
It started with a bus accident. Power was bestowed upon me and I came face to face with the truth. This was when my normal life started to crumble away...

Double Cross – Crumbling Days
Welcome to Double Cross. This is the world of traitors.

Scenario Handout Legend

Each Scenario will have its own handouts. Copy the information on the next page and pass it out to the players.

1)PC Number Each Player Character has been numbered for convenience. This Scenario was designed to be played by three to five players. If there are fewer then five players, use the lower numbers for your players. **2)Lois** This entry will list the character the PC will have a Lois with during the Scenario, as well as the recommended Emotions for the Lois. "P" stands for Positive Emotion and "N" stands for Negative Emotion.	**3)Quick Start** This is the recommended sample character to use when working in the Quick Start format. **4)Cover/Work** This entry lists the Cover and Work that the player should follow when creating a character through Construction. **5)Main Text** The main text will describe part of the background that is given to the created character.



Scenario Handouts

Each PC will have one of the following aspects as part of his background. The GM should discuss this with the players as they are creating their characters.

PC1: An average high school student. He's not an Overed yet.
PC2: An UGN Child. **PC3**: The chief of UGN City N branch.
PC4: An UGN Agent. **PC5**: A freelance detective.

PC1 Handout

Lois: Manaka Ayase Emotions - P:Idolization N: Anxiety
Quick Start:Wild Card **Cover/Work**: High School Student/Any
You are a normal high school student. The kind that got giddy when your crush, Manaka Ayase, talked to you on the bus. When that bus turned over and burst into flames, your life changed. While you were trying to save Manaka, your body became that of a monster.

PC2 Handout

Lois: Hideto Yagami Emotions - P:Curiousity N: Suspision
Quick Start:Speeding Bullets **Cover/Work**: High School Student/UGN Child
You were raised in a UGN facility as an UGN Child. You are currently investigating Hideto Yagami, who is suspected to be a FH agent. Unfortunately, you lost sight of him while you were following him. Just then, a bus turned over and went up in flames.

PC3 Handout

Lois: PC1 Emotions - P:Curiousity N: Anxiety
Quick Start:Noble Blood **Cover/Work**: Any/UGN Branch Chief
You are the chief of UGN's City N branch. You were suddenly contacted by Yugo Kiritani, the chief of the UGN Japan branch. The UGN has taken custody of PC1, who just miraculously survived a bus accident. It turns out he is also an Overed. Lastly, FH may be behind the bus accident.

PC4 Handout

Lois: Kyoji Kasuga Emotions - P:Infatuation N: Loathing
Quick Start: Evergreen Apostle **Cover/Work:** Any/UGN Agent
You are a UGN agent. During your work, you have fought with Diablo, Kyoji Kasuga. One day, you were called in by Yugo Kiritani, who informs you about PC1 and Kyoji Kasuga's mystery plan.

PC5 Handout

Lois: Shura Vara Emotions - P:Earnestness N: Enmity
Quick Start: Truth-Seeker **Cover/Work:** Any/Any
You are an Overed that cooperates with the UGN. The UGN Japan branch chief Yugo Kiritani has asked you to investigate the Jyam known as Shura Vara. You quickly got to work and found out that Shura Vara and Kyoji Kasuga are working together.

-Opening Phase-

Unless stated otherwise, only the Lead Character may enter an Opening scene.

Scene 1: Beginnings (PC1)

Description

Player Character One (PC1) has just boarded a bus on his way home from school. He finds that he's on the same bus as Manaka Ayase, a classmate. All the passengers on the bus are people that False Hearts has marked as possible Renegade Virus carriers who could awake as Overed when plunged into a crisis. In this scene, PC1 has not yet awoken, and has no awareness of what lies ahead. At this stage in the scene, it is not necessary to raise PC1's Encroachment Rate for him to appear.

When Manaka sees PC1 board the bus, she strikes up a conversation. In the middle of their conversation, the bus is attacked and rolls over, exploding into flames.

Setting

You are on your way home from school. You're running later than usual, and of course it would have to be the day that your commuter trains is also late. Your timing is completely off. Frustrated, you see a temporary bus getting ready to pull out of the station, and decide to hop aboard that instead.

"Hey, (PC1)!" chimes a female voice. "Are you late, too?"

It's been an unlucky day from the get-go, but now at least there's a nice surprise...

Dialogue: Manaka Ayase

"It seems like my timing's been off all day. First I had this endless club meeting, plus my teacher wanted me to help her, too, and first thing you know I'm like totally late getting home. Was your day like that, too, PC1? I guess we're both just unlucky."

"Mind if I sit with you? Look how crowded it's getting."

"Uhm, gosh, is it okay for me to ask this? I heard a rumor there's a girl in our class you really like. Is that, like... true?"

Conclusion

As Manaka and PC1 are chatting, a mysterious figure appears in front of the bus and slams it aside. The shock rolls the bus over, and it explodes into flames. End Scene.

Scene 2: Awakening(PC2)

Description 1

This Scene takes place before Scene 1. Player Character Two (PC2) is tailing Hideto Yagami as he walks through City N. Yagami was expecting PC2 would be tracking him, and suddenly disappears.

Setting 1

You are on a mission from the Universal Guardian Network. You have been assigned to shadow a person of interest named Hideto Yagami, who is suspected to be a False Hearts member.

During the past few days, your investigation shows that Hideto is someone that does not stand out of the crowd. He has average grades, not particularly athletic, and does not belong to any clubs.

You continue your watch over Hideto, but you just lost sight of him.

Description 2

Immediately after losing track of Hideto Yagami, PC2 sees the accident and runs to the burning bus. He witnesses the figure that flipped the bus, but cannot tell if it's Yagami. He quickly leaves the Scene.

Moments later, PC1 emerges from the flames carrying an unconscious Manaka. PC1 has awaked as an Overed, and without even being conscious of it has rescued Manaka. PC1's Encroachment Rate rises when he appears in this Scene. The GM should inform PC1 that if he takes any action in this Scene, even so much as speaks, he will black out.

Setting 2

...Did he see me?

No sooner has the thought crossed your mind than you see a city

bus suddenly flip over and burst spectacularly into flames. It's a horrendous accident, yet there is complete silence, almost as if time itself is standing still.

Someone's using Warding!

Now you spot another person, looking down on the leaping flames...

Dialogue: Person(Hideto Yagami)

(While watching the flames) "Heh.... Now she will awaken."

(Notices PC2) "Damn. Caught up with me already." (Exits Scene).

Conclusion

The moment PC1 blacks out, UGN team members dash in. Most of the passengers are dead or dying, but PC1 is mysteriously unscathed. The UGN team determines that PC1 is an awakened Overed, and transports him to a hospital under their control. PC2 is ordered to remain on watch until he receives new orders. End Scene.

Scene 3: The World's Hidden Side(PC3)

Description

This Scene is set immediately after Scene 2. It is the opening scene for Player Characters Three and Four (PC3 and PC4). PC4 is already present when the Scene begins.

The setting is UGN Japan headquarters. UGN Japan Director Yugo Kiritani calls in PC3 and PC4 and assigns them to manage PC1, now under UGN care, and to lead the response to the False Heart's plan. Kiritani advises them there is a strong possibility that False Hearts agents Kyoji Kasuga and Shura Vara are behind the bus incident.

Setting

You have received an emergency summons to UGN's Japan Headquarters. You are called in to meet UGN Japan Director Yugo Kiritani himself. It sounds like you will be discussing the recently confirmed False Hearts activities in N City, and the handling of a newly identified Overed named (PC1), taken into custody at a False Hearts-triggered accident.

Dialogue: Yugo Kiritani

"Earlier this evening a bus overturned and burned in City N. (PC2) was already in the vicinity on a different investigation, and has confirmed that Warding was used at the accident scene. We rushed an UGN response team to the site, and they've brought in a high school student named (PC1). They found him completely untouched, inside a bus that had exploded and burned. In short, he's one of us. An Overed. At this time he's under observation at an UGN hospital.

"(PC3), as City N Branch Chief this case falls under your jurisdiction. I'm assigning (PC4) to assist you. You will be responsible for caring for (PC1) and introducing him to UGN. Meanwhile, we have obtained evidence that Kyoji "Diablos" Kasuga and a new False Hearts agent codenamed Shura Vara were both involved in the accident.

"All we know about Shura Vara is his codename. It's the name of the magical weapon wielded by the god-hero Rama in the ancient Indian Vedic epic the Ramayana. It means the 'Sharp Lance."

Conclusion

The Player Characters accompany Kiritani to the hospital where PC1 is under observation. End Scene.

Scene 4: Tracking (PC5)

Description

The Opening for Player Character 5(PC5) will be a flashback scene. PC5 was hired by Kiritani to investigate clandestine False Hearts activities in City N. He tracks down the hideout used by Shura Vara and Kyoji Kasuga, but Shura Vara detects him and uses his Powers to block him until they escape.

Setting

You have received a request for help from Yugo Kiritani, the UGN Director for Japan, and have been tracking the emerging activities of False Hearts agents in City N. Thanks to your good legwork, you have pinpointed a hideout used by the notorious False Hearts agent Kyoji Kasuga.

"So let's get this show on the road. You ready for this, Shura Vara?"

You bend your ear to catch Kasuga's voice, heard faintly through the

doorway. But at that instant a wave of bitter hatred hit you like a blow, and a razor sharp blade strikes at you through the door and barely miss you.

Dialogue: Shura Vara

"...A rat from the UGN is lurking around."

"Diablo, lets get out of here while we can."

Conclusion

Kasuga and Shura Vara escape before PC5 can recover. PC5's flash-back ends, and we are back in real time, with PC5 still in pursuit of Shura Vara. End Scene.

-Middle Phase-

During the Middle Phase, unless otherwise stated, Player Characters can participate in a Scene even if they are not designated Lead Character. If you want to participate in the Scene, make sure you ask the GM and raise your Encroachment Rate.

Predetermined Events

Predetermined Events are critical storyline events that need to be produced in chronological order. Perform each in numerical order.

Scene 5: Between the Normal and Abnormal (PC3)

Description

This is the Scene where PC1 wakes up. The setting is a hospital under UGN control. When PC1's eyes open, he finds himself surrounded by Yugo Kiritani, PC3 and PC4. Kiritani explains the following facts to PC1. This Scene also doubles as an explanation of the Double Cross universe for new players.

-About the Renegade Virus(Pg 314)
-That PC1 has become an Overed(Pg 314)
-Manaka Ayase is safe, but her memory has been rewritten(Pg 317)
-About the UGN and False Hearts(Pg 316)

Note that it is not necessary to role-play all of the dialogue in this Scene. As Game Master, you have the option of directing players to read the relevant page notes in the rulebook. If the players playing PC3 and PC4 are already

familiar with Double Cross, you can also have them explain the situation to PC1 in Kiritani's place.

After laying out the situation, Kritiani ask PC1 to cooperate with the UGN. At this point in time, the Scenario will move forward regardless of whether PC1 agrees to Kiritani's request, or rejects it.

After the background explanation, Kiritani tells PC1 that he has decided to infiltrate PC2 into PC1's high school class in the guise of a transfer student, both to protect PC1 himself and to further investigate what is happening at the school. Kiritani tells PC1 that can also call on PC3 and PC4 for help.

At this point, it is advisable to explain the function of a Lois in establishing character motivations, and to encourage the players to conclude Lois among their Player Characters.

Dialogue: Yugo Kiritani

(To PC1) "Ah, you're awake. My name is Yugo Kiritani, and I have something very important to discuss with you. This subject matter may confuse you, but please remain calm and listen to what I have to say."

"The fact that you came out of a burning bus uninjured is proof that you are an Overed. This power comes from the virus that was spread around the world twenty years ago."

(When asked about Manaka Ayase) "She is safe. You unconsciously acted and saved her when your powers awakened. Her memories will be altered, so that she may return to her normal life."

(When asked about the UGN) "The UGN is an agency that protects the rights of Overeds and supports their existence in human society. Consider us as a group that protects your identity as an Overed and fights those who would misuse their powers."

Manaka Ayase

PC1's classmate. She's a little grown up for her age, but she's known for her natural friendliness and her quick concern for others. She finds herself drawn to PC1, but she doesn't know herself how serious she is about him.

(When asked about FH) "The accident you were in was caused by the terrorist organization known as False Hearts. This organization abuses the powers of Overeds and seeks to plunge the world into chaos."

"For better or worse, this is the hidden world that you are now part of. Will you work with us?"

(PC1 Accepts) "Thank you. I will discuss the details with you at another time."

(PC1 Refuses) "That is fine for now. However, you will be put under surveillance."

"I will be sending one of our UGN Children to your class, both for your protection and to gather more intelligence about the False Hearts. His name is (PC2). I know this is a lot to take in all at once. If you have any questions, just ask (PC3) or (PC4). They're here to help you."

Conclusion

PC1 is discharged from the hospital, as if nothing happened. For some odd reason, there is practically no news on the bus accident. End Scene.

Scene 6: The Transfer Student(PC2)

Description

The setting is a school classroom. PC2 infiltrates PC1's class in the guise of a new transfer student. PC1 automatically appears in this Scene in addition to PC2.

In this scene, PC2 witnesses conversations between PC1, Hideto Yagami and Manaka Ayase. Manaka has recovered from the accident, but thanks to UGN's memory wipe cannot remember any details about what happened. When PC1 tries to speak to Manaka, Yagami barges in and interrupts him.

Setting

You are welcomed into PC1's class as a new transfer student. You take it all in stride. Undercover work is an everyday thing for an UGN Child. Your purpose is two-fold: protect and monitor the newly awaked Overed PC1, and continue your investigation of Hideto Yagami.

After a brief self-introduction during homeroom, you begin your 'performance' as a transfer student. Everything seems to be going without a hitch. But when lunch hour begins, Yagami, PC1 and an attractive young girl strike up a conversation....

Dialogue: Manaka Ayase

"Hey, PC1. About the accident..."

"...Actually, it's nothing. Sorry. "

Dialogue: Hideto Yagami

(To PC1) "Ayase is still bothered by that accident. I don't think you should be talking to her right now."

(When PC2 talks to Yagami) "...We've met before, haven't we? Is our conversation really interesting? I couldn't help but notice that you've been watching us the entire time. If you want a nice safe time at school, I wouldn't snoop around too much."

Conclusion

Classes have ended and school is out. After this Scene, start the Investigation phase.

Investigation

The following five subjects can be investigated during this part of the game. Players will gain pieces of information as they beat the listed difficulty by rolling the appropriate Skill. If needed, a Scene where the characters investigate or exchange information may be created by the GM.

About Hideto Yagami

<Info: Rumors or UGN> 8

PC1 and Manaka's classmate. He never stood out, but recently he has started looking down on other people and has been showing a change in personality.

<Info:Rumors> 8

He has special feelings towards Manaka Ayase.

About Kyoji Kasuga and FH's Intentions

<Info:Underworld or UGN> 8

Kyoji Kasuga is in City N, searching and gathering people who have a strong affinity with the Renegade virus.

<Info:Underworld or UGN> 10

The bus accident from the other day was a test to find possible Overeds. Of all the candidates that were gathered into that bus, Kyoji's selection was narrowed down to PC1 and Manaka Ayase, as they were the only ones to survive the accident.

About Manaka Ayase

<Info:Rumors or UGN> 5

PC1's classmate. She was in a bus accident, but miraculously survived uninjured. The UGN removed her memories of the accident.

<Info:UGN> 10

Since she has a strong affinity with the Renegade Virus, False Hearts is attempting to awaken Manaka's virus and capture her. Shura Vara is particularly obsessed with her.

About Shura Vara

<Info:Underworld or UGN> 12

A FH agent that has gone undercover in City N. He uses a very sharp spear. As part of FH's plans, he caused the bus accident from the other day.

His true identity is Hideto Yagami. Kyoji Kasuga made contact with Hideto and was able to get him to awaken as an Overed.

Trigger Events

A Trigger Events occur when certain conditions are met.

Scene 7: An Attack(PC1)

Condition: Players successfully investigate Kyoji Kasuga.

Description

Scene 7 is an event that occurs when an Investigation check for Kyoji Kasuga is successful.

The setting is a back alley in City N. A «Warding» field is raised in the alley and Kasuga appears. Kasuga invites PC1 to join False Hearts. If PC1 refuses, there will be a battle. The enemy will be Kasuga alone. Player Character(s) will be in a separate Engagement that is five meters away from Kyoji Kasuga. For Kasuga's battle patterns, please review the next page. It would be good to encourage other Player Characters to join this Scene.

Setting

When PC1 attempts to rendezvous with the others, the entire area suddenly falls silent. Someone's using Warding!

A neurotic-looking man appears and says "(PC1), I presume? I'm Kyoji Kasuga and I have come for you."

Dialogue: Kyoji Kasuga

(To PC1) "You've finally awakened to fantastic new powers. We can teach you how to use those powers. We of False Hearts are destined to transform this planet and lead all mankind. You have been chosen. You have what it takes to be one of us."

(If refused) "I see. In that case, I'll drag you back with me, whatever it takes." (Begin combat)

"Enough of this. I'm out of here" (Leaves Scene)

Conclusion

The Scene ends when the battle is over.

Kyoji "Diablos" Kasuga

A FH agent that goes by the name of the devil. His current mission is to find potential Overeds in City N and bring them back with him.

Data
Breed: Tri-breed
Syndrome: Chimaera/Exile/Bram Stoker

Stats	Skills
[Body] 6	<Melee> 4 <Dodge> 3
[Sense] 2	<Perception> 3
[Mind] 8	<RC> 4 <Will> 3
[Social] 2	<Info: Underworld> 1
[HP] 40	[Initiative] 12
[Armor] 5	

Encroachment Rate: 120% (Dice +3)

Powers *The Encroachment Rate bonus has already been applied*

«The Thirsting Lord» 2 «Absorption» 2 «All-Range» 2 «Aegis Shield» 2
«Beast's Strength» 2 «Reaming Claw» 2
«Hunting Style» 2 «Concentrate: Chimaera» 3 «Instant Retreat» «Revival»

Combos
>Indomitable Strike
«The Thirsting Lord» + «Absorption» + «All-Range» + «Beast's Strength» + «Concentrate: Chimaera»

Timing: Major
Skill: <Melee> Dice: 11
Critical: 7 DFCLTY: Opposed
Target: Single Range: Close
Atk Power: +14

Description: A melee attack that utilizes «Reaming Claw». Ignores the target's [Armor] stat when dealing damage. Recover 8 HP if the attack connects. If one point of damage goes through, the target receives a -2 dice penalty for the remainder of the Round.

Battle Plan
Declare «Reaming Claw» + «Hunting Style» during the first Minor Action. This combination allows Kyoji to move and make a melee weapon at the same time. Move into the Engagement with the most PCs in it.

With every Major Action, use [>Indomitable Strike] and randomly target one PC that is within range. Guard against all attacks and declare «Aegis Shield». Kyoji's [Guard] stat gains a 1+2D bonus from «Reaming Claw»'s effect.

During the Middle Phase battle, use «Revival» when HP reaches zero and immediately use «Instant Retreat» to leave.

During the Climax, Kyoji appears again with 40 HP.

Scene 8: False Memories(PC1)

Condition: All information has been presented to the players

Description 1

The setting is a fast food outlet near the school. Manaka invites PC1 to meet her at the shop, and grills him about the bus accident. If PC1 tells Manaka the truth, his Lois with Manaka becomes a Titus. The Game Master must warn PC1 about this outcome before he makes a decision.

Setting 1

Manaka Ayase asks you to meet at a fast food shop near your school. She says she has something she has to talk to you about. When you reach the shop, she's waiting for you with a nervous look on her face.

Dialogue: Manaka Ayase

"Sorry for calling out here."

"Hideto keeps on telling me to stay away from you, so we have to meet outside of school."

"What happened during that accident? I can't remember anything about it. Don't you find it...strange that we were the only ones not hurt? Isn't there something really odd about the entire thing?"

"Since then, I've been seeing this weird nightmare where this monster appears right when the accident happens."

"Did you see anything? Something happened, right?"

(Deny anything happened) "...Sorry about asking you this crazy stuff."

(Confirm her suspicions) "What!!? But then..."

Description 2

Suddenly someone uses Warding in the area. Manaka falls unconscious, but Yagami appears and grabs her. Yagami plans to infect Manaka with the Renegade virus and have her join False Hearts.

Setting 2

The bustling shop suddenly becomes so silent a drop of water can be heard. Someone is using Warding! Manaka passes out and is caught by Yagami.

Dialogue: Hideto Yagami

"And after I told her all those times to stay away from you. What a pain. You know you can't tell her the truth, anyway."

"The damn accident was supposed to awaken Ayase. And instead, look at you."

"Yeah, that's right. That accident was my work. To awaken Ayase to her Powers."

"Ayase's been chosen, the same as me. She can't live with the normals any more. I'm taking her back to False Hearts, and waking her up to her Powers. We're going to be together forever!"

Conclusion

Yagami takes Manaka and leaves. End of Scene.

Scene 9: The Search(PC5)

Condition: Occurs right after Scene 8

Description

This Scene is a full-scale pursuit of Yagami. It is recommended that all Player Characters take part.

For the pursuit to succeed, one player must succeed at a <Perception> or <Info:Rumor> check that has a Difficulty of 9. All the participating Player Characters get one Check and one Check only. If all fail the Check, repeat this Scene again. Each player must raise his character's Encroachment Rate again for this second chance. Repeat this process until someone succeeds at the check.

Setting

Hideto "Shura Vara" Yagami has kidnapped Manaka. Where could he have taken her?

Conclusion

After a Player Character passes the Check, it is revealed that the False Hearts agents are holed up in an abandoned building on the outskirts of City N. Once the Player Characters head for the False Hearts hideout, it is time for the Climax Phase.

-Climax Phase-

Scene 10: Double-Cross(PC1)

Description

False Hearts has turned an abandoned building on the edge of City N into their hideout. Hideto Yagami and Kyoji Kasuga are holding Manaka Ayase prisoner in their lair, and lie in wait for the expected attack.

Although Manaka is a prisoner, Hideto Yagami still hopes that he can persuade her to join False Hearts of her own free will; under no circumstances will he use her as a hostage, or involve her in the fighting.

Have players perform an Impulse Check and start the battle. The enemies are Yagami and Kyoji Kasuga, who will be five meters away from the Player Characters in their own Engagement. During this fight, Yagami does not use Warding, so that he can show Manaka the Powers of the Overed.

Setting

An abandoned building on the edge of town. Within its crumbling walls, Manaka is being held prisoner by False Hearts

"So you finally got here. We've been expecting you, (PC1)."

It looks like Yagami and Kyoji Kasuga have been waiting for you.

Dialogue: Hideto Yagami

(To PC1) "I think the best way for Manaka to understand what we are is to fight right in front of her. Come on, show her your true self. She can't remember what you really are because the UGN messed with her head."

"Ayase. (PC1)'s been lying to you. He's been acting like a freaking human when there's nothing human left."

"They call us Gjaum because of our Powers and think they're so damn special, but they use the same Powers we do. You know what we in False Hearts call those bastards? We call them traitors. Double Crossers."

"If I kill you in front of her eyes, maybe Ayase will wake up to her own powers." (Begins combat)

"If I win, I'm taking Ayase for False Hearts. She'll be one with me!"

Dialogue: Kyoji Kasuga

"Shura Vara insisted on fighting (PC1). That's why we were waiting for you. Personally, as long as I can bring back this candidate, I don't care what he does.

(Falls in battle) "...No! Noooooooo!"

Dialogue: Manaka Ayase

"What's going on? I don't understand a thing Yagami's saying!"

(After PC1 uses his Powers) "Wait, that monster in the bus. was you?!"

Conclusion

If the Player Characters defeat Yagami and Kasuga, the combat ends. A UGN cleanup team arrives and takes Manaka into their care, wiping her memory a second time. The Scenario proceeds to the Ending Phase.

Hideto "Shura Vara" Yagami

PC1's classmate. False Hearts spotted his Overed potential, and awakened him to his Powers. He is obsessed with his classmate Manaka Hayase.

Data
Breed: Pure-breed
Syndrome: Morpheus

Stats		Skills
[Body]	4	<Dodge> 2
[Sense]	8	<Ranged> 4
[Mind]	2	<RC> 2 <Will> 2
[Social]	2	<Info: Rumors> 1
[HP]	92	[Initiative] 18
[Armor]	0	

Encroachment Rate: 150% (Dice +4)

Powers *The Encroachment Rate bonus has already been applied*

«Customize» 3 «Gigantic Mode» 2 «Hundred Guns» 3 «Crystallize» 3
«Soul Alchemy» 3 «Concentrate: Morpheus» 3 «Restoration» 2 «Life Increase» 2

Combos
>Ruinous Rain
«Customize»+«Gigantic Mode» +
«Crystallize»+«Concentrate: Morpheus»

Timing: Major
Skill: <Ranged> Dice: 15
Critical: 7 DFCLTY: Opposed
Target: Area(select) Range: 30m
Atk Power: +16
Description: A ranged attack that uses a javelin that was created with «Hundred Guns». Ignores the [Armor] stat when dealing damage. The weapon is destroyed once the attack is complete. This combo can be used three times each Scene.

>Sharp Javelin
«Customize»+«Concentrate:Morpheus»

Timing: Major
Skill: <Ranged> Dice: 15
Critical: 7 DFCLTY: Opposed
Target: Area(select) Range: 30m
Atk Power: +7
Description: A ranged attack that uses a javelin that was created with «Hundred Guns».

Battle Plan
Use the first Minor Action to declare «Hundred Guns» and create a ranged weapon in the form of a javelin. Attack using [>Ruinous Rain] until you run out of uses, then start attacking with [>Sharp Javelin]. Concentrate on PC1 as much as possible. Since [>Ruinous Rain] destroys Yagami's weapon at then end of the attack, use the next round's Minor Action to declare «Hundred Guns».

If Yagami is hit with a bad status, use «Restoration» to remove the bad status. Yagami will lose 5HP.

When Yagami's HP reaches zero, declare «Soul Alchemy». Yagami will revive once with 30 HP.

-Ending Phase-

Perform Backtrack and enter the Ending Phase. The following Scenes are examples of what an Ending can be like. Add your own extra dialogue or acting to reflect the Scenario outcome and the traits of the Player Characters.

Scene 11: That Which is Lost(PC3)

Description

This is an Ending Scene for PC3 and PC4. The setting is an UGN facility. In this Scene, Yugo Kiritani debriefs PC 3 and 4 on the Shura Vara affair. They report that Manaka Ayase's memories have been wiped, and speculate on why Yagami was so fixated on the young woman.

Setting

Yugo Kiritani is debriefing you in his office on the recent round of incidents. The False Hearts activity in City N has been eliminated, and conditions have returned to normal.

Dialogue: Yugo Kiritani

"Excellent work. False Hearts' plans have been put to an end. Manaka Ayase was never a dormant Overed. It is most likely that being in close proximity with (PC1) created a false positive for the Renegade virus."

"I think Hideto Yagami was so fixated on recruiting Ayase simply out of romantic attraction. Once he became a Gjaum, it wasn't possible for him to build normal relationships anymore, so he sublimated his feelings this way. That's what it means to have your normal life snatched away."

Conclusion

After the debriefing, the Scene ends. The GM can prepare separate Scenes for the players if needed.

Scene 12: A New Battle(PC5)

Description

The Ending Scene for PC5. He receives personal thanks from Yugo Kiritani He is also asked to continue to observe PC1 and push ahead with his investigation into False Hearts activity in City N.

Setting

You've successfully completed your mission, but it seems your work will not be over for a long, long time.

Dialogue: Yugo Kiritani

"Thank you, PC5. This brings your current investigation to an end."

"However, False Hearts is still active in this city. Can I ask that you continue your work here? I'm still worried about (PC1) as well."

Conclusion

The Scene ends once PC5 gives his answer.

Scene 13: Everyday Life(PC1)

Description

The Ending Scene for PC1 and PC2. The setting is the school classroom, and depicts a return to normalcy. After the UGN intervention, Manaka Ayase no longer remembers anything of what has happened. Yagami has been abruptly "transferred" to another school. Note that if PC1 converted his Lois with Manaka into a Titus during the Scenario, she will now avoid him.

Setting

At school, the day after. The Scene unfolding before you is a normal day like any other, as if nothing has happened at all. It's such a soothing, placid sight. Yet after the events of that terrible day, it now looks so very fragile, as if it could crumble in an instant...

Dialogue: Manaka Ayase

"Morning, (PC1). Hey, (PC2). How's school?"

"You really saved me out yesterday."

"Huh? You showed me your homework yesterday."

(Looking at Yagami's old seat) "I heard Hideto transferred to another school, just like that."

Conclusion

Play out the normal life of the characters. If the players wish, create separate Scenes for their characters.

-After-Game-

Start on all the After-Game tasks once the Ending is done. Check off record sheets and add up experience points. For completing this Scenario's goal, each player will receive five experience points.

Armageddon's Youths

-Pre-Game-

Continuing from Crumbling Days

This Scenario may be played using the same characters from the previous sample Scenario. When using old characters, players keep old background information and will receive the same numbered handout.

The Story

A UGN Child named Kouya Messenger faked his death and escaped the organization after he started to question the meaning behind his existence. With Overeds that come from similar backgrounds and fellow UGN Child Asuka Shirogane, Kouya formed the group "Liberators" and began a new life of freedom. Daisuke Yogi, the instructor that trained the Children to be weapons, cooperates with the Liberators out of regret and sympathy.

However, the Liberators are unknowingly being used by Professor Caudwell in an experiment. Although the Liberators share a communal lifestyle, their separation from the outside world and lack of Loises has fostered hatred towards the common man. They are now attempting to fire a missile that they stole using Auska's dowsing powers.

The goal of this Scenario is to stop Kouya and the missiles.

Trailer

For some, "Overed" is a label that some have carried since birth. They are considered "special," but not special enough to be given a name. These children are only used to fight for the safety of people that they never even met.

All they want is the freedom to be themselves. Unfortunately, some realized that no matter how hard they try to be normal, the world will only see them as monsters. Without hope, they have resorted to drastic action.

This is the story of children that started to wish for Armageddon.

Double Cross – Armageddon's Youths

Welcome to Double Cross. This is the world of traitors.

-Scenario Data-

Recommended number of players: 3 to 5.
Play time: 3 to 4 hours.

Stage

This Scenario uses the City N Stage.

Quick Start

The following sample characters are recommended for this Scenario:

PC1: Defender of Dreams (Page 37)
PC2: Vermilion Blade (Page 38)
PC3: The Idealist (Page 41)
PC4: Shining Void (Page 47)
PC5: Ruby Eyes (Page 53)

Loises between PCs

Form Loises between players in the following order:

PC1→PC2→PC3→PC4→PC5→PC1

Scenario Data

Each Player Character will have the following aspects as part of his background. The GM should discuss this with the players as they are creating their characters.

PC1: An UGN Illegal (High School Student).
PC2: An UGN Child. **PC3:** The chief of UGN's City N branch.
PC4: An UGN Agent. **PC5:** Is interested in the Liberators.

PC1 Handout

Lois: Asuka Shirogane **Emotions - P:**Idolization **N:** Anxiety
Quick Start: Defender of Dreams **Cover/Work:** High School Student/Any
Your work as an Illegal has you infiltrating the group "Liberators," as per orders from UGN Japan. Amongst this group of Overed children that sing the joys of freedom, you find Asuka Shirogane, an UGN Child that went missing while on an undercover mission.

PC2 Handout

Lois: Kouya "Lightning Bolt" Messenger **Emotions - P:**Friendship **N:** Suspicion
Quick Start: Vermilion Blade **Cover/Work:** High School Student/UGN Child
You met him at "Home," the training facility for Children. Although everyone was normally referred to only by their code names, you gave him the name "Messenger." You heard that Kouya died two years ago, but you still don't believe it. After being stationed at City N, you started following his trail.

PC3 Handout

Lois: Daisuke Yogi **Emotions – P:** Curiosity **N:** Anxiety
Quick Start: The Idealist **Cover/Work:** Any/UGN Branch Chief
Daisuke Yogi is an instructor that trained many talented Children. During the numerous disappearances of Children, both Daisuke and Kiritani both came to your branch office. Even during these troubling times, the man still thinks about the welfare of the Children first. However, you can't help but feel that something is suspicious about his behavior.

PC4 Handout

Lois: Professor Caudwell **Emotions – P:** Infatuation **N:** Loathing
Quick Start: Shining Void **Cover/Work:** Any/UGN Agent
Yugo Kiritani has called you in for an emergency meeting. Professor Caudwell is now active in City N. The Professor may be the founder of the UGN and the leader in Overed research, but he is now an accomplice of False Hearts. Whatever he has planned, the UGN cannot sit idly by and ignore the situation.

PC5 Handout

Lois: The Liberators **Emotions - P:**Earnestness **N:** Enmity
Quick Start: Ruby Eyes **Cover/Work:** Any/Any
There is a group called the Liberators in City N right now. This group of youths and their desire to live free greatly interests you, and has lead you to their supposed hideout out in the abandoned area of the city.

-Opening Phase-

Unless stated otherwise, only the Lead Character may appear during an Opening Scene.

Scene 1: Names (PC2)

Description 1

This is a flashback scene with PC2 and Kouya that takes places about two to three years ago. The two are at an UGN training facility, undergoing the strenuous regimen that all Children go through.

During this time, PC2 and Kouya did not have names yet and instead called each other by codenames; Kouya was called "Lightning Bolt." While taking a break from training, PC2 and Kouya decide to give each other human names. PC2 opened up a dictionary and had Kouya pick a word he liked, while PC2's current name was one given to him by Kouya.

The above background information is touched on in PC2's handout. The player and GM should discuss how to work this information into the character's background.

Setting 1

You are thinking back to when you were still at the UGN training facility. You remember how the number of trainees would always fall, rise when new people show up, and go down again as Children fell in battle.

Back then, when you and your fellow Children were only referred to by code names, everyone would play a game where they would give each other names. Not a code name that was just an ability description and number, but a real human name that you guys only heard about in books.

During break time, you went up to "Lightning Bolt" and showed him the name you picked out for him.

Dialogue: "Lightning Bolt" Kouya Messenger

"Damn, Yogi's training was fucking hard."

"Hey, PC2 (Code Name). Did you get me that name you promised?"

(Looks at the dictionary)"You mean this? ...Messenger?"

"I don't know why, but I got a good feeling about this one. Like it's meant for me. I'll work with it."

"Alright, I got a name for you. How's (PC2 name)?"

(After PC2 thought about it) "Looks like you like it."

(Looks at an emptied-out locker) "We got more space. Again"

"You know, I was always scared that I would die as a nameless monster. But after today, death has nothing on me."

Kouya Messenger

A former UGN Child that was trained with PC2 at "Home." Two years ago, after becoming disgusted with how Children were treated like disposable items, Kouya escaped from the organization. He now currently leads the group "Liberators."

Description 2

After PC2 and Kouya finished their UGN Children training, their given names were officially recognized and were immediately assigned to missions. During one of these missions, Kouya went missing. PC2 has been told that he died.

A few weeks ago (If continuing from Crumbling Days, make it right after the incident), PC2 was stationed at City N. Since then, he has been using his free time to look for the missing Kouya.

Setting 2

We return to the present, where you have been stationed at City N, the place where Kouya went missing during his mission. You heard rumors that the youth of this town has seen Kouya. This leads you to the back alleys that the local delinquents gather at.

"Hey, long time no see PC2."

There, you see Kouya, who is now dressed in the latest street fashion.

Dialogue: Kouya Messenger

"I hear the UGN has me down as dead."

"It seems like you still go by "PC2." I feel honored."

(When PC2 tries to talk) "Wait, lets go elsewhere. We can talk on the way."

Conclusion

PC2 follows Kouya out and the Scene ends.

Scene 2: Missing Children (PC3)

Description

PC3 is currently sitting in his office at the City N Branch. Yugo Kiritani and Daisuke Yogi will enter PC3's office. Yogi was sent to look after the mental health of the Children and care for them, and will criticize the UGN and PC3 for their handling of the situation. He will leave the office once done.

After Yogi leaves, Kiritani will reveal that he worried that the disappearance of Children will have a negative impact on the branch's operations, and will ask PC3 to resolve the issue at hand. He will also tell PC3 that he suspects Yogi has some involvement in the disappearances.

Setting

You are sitting in your office, doing your job as City N Branch Chief. Currently, there is a mystery Overed group called "Liberators" that is active in the city. You have sent UGN Children to investigate, but every assigned Child so far has gone missing.

Dialogue: Daisuke Yogi

"Hello, City N Branch Chief. I'm Daisuke Yogi."

"I hear that despite Children that I trained have been assigned to the investigation, disappearances continue to occur. In fact, this branch seems to have been hit the hardest. May I ask how you plan to take responsibility for these failures?"

"I have decided that the remaining Children will require mental care."

"Thank you. I will go check on the Children" (Leaves room)

Dialogue: Yugo Kiritani

(After Yogi leaves the room) "I'm sorry. Please forgive him for his rather harsh words. He's trained a lot of Children, and he just worries for them as if they are his own flesh and blood."

"Now, if you don't mind, I would like to take about the current situation. Currently, this branch and the neighboring branches have been losing many Children. We also have no idea what the Liberators are."

"This entire area is experiencing a loss of functionality. This is only natural since there are many missions that only Children can take on."

"If possible, I would like the City N Branch to resolve this situation as quickly as possible."

"Oh, there is one thing that still bothers me. It seems that Mr. Yogi wishes to retire as the Children's instructor. He has always been a passionate instructor. I don't understand why he wants to quit."

Conclusion

End the Scene once PC3 accepts Kiritani's request.

Daisuke Yogi

An instructor for the UGN Children. Both Kouya Messenger and Asuka Shirogane were trained by him. His guilt over how he burnt through the Children has overcome him, and now he tries to repent for his sins by working with the Liberators.

Scene 3: Undercover Investigation (PC1)

Description 1

PC1 will be receiving a briefing from Tsubaki Tamano for an undercover mission into the Liberators.

If PC1 is the same character from Crumbling Days, tell the player that he was chosen because he is new to the UGN and is still an unknown face.

Since all preparations for this undercover operation has been done, Setting 2 will show PC1 after he has made initial contact.

Setting 1

The UGN has asked you to join a certain mission. Standing in front of you is Tsubaki "Silk Spider" Tamano, who will be briefing you on the upcoming mission.

Dialogue: Tsubaki Tamano

"(PC1). Your mission is to infiltrate the Liberators and investigate their relation with the recent string of disappearances. We do not have many details on this group, but we do know that they are active in City N and the surrounding districts. You will be coordinating with the City N Branch Chief."

(If continuing from Crumbling Days) "You have been chosen for this mission because you are new to the UGN, and nobody knows who you are. That, and reports say you are a talented Overed. These qualities make you perfect for this mission."

"Since there are rumors that there's a spy in the City N branch, this mission was directly issued by the UGN Japan offices."

"You can contact the City N Branch through a cellphone. Keep in regular contact with Chief (PC3)."

"Everything's going to be OK. Just remember what I told you and you'll do fine"

Description 2

PC1 will be guided by Liberators to an abandoned bowling alley. This is the Liberators' hideout. PC1 will see many of the missing Children and other young Overeds gathered inside. From this crowd, Asuka Shirogane will come out and talk to PC1.

Setting 2

You are following Tsubaki's exact instructions in an attempt to maintain your cover. You enter an area that was abandoned during City N's redevelopment and wait. Eventually, a group of Liberators boys enter this practical ghost town and call out to you. "You're (PC1)? Come with us."

You then follow them to an abandoned bowling alley. This appears to be their hideout. You see boys and girls passing the time in various ways; some are playing video games; others are showing off clothes that were featured in magazines; others are reading advanced books. Everyone is happily playing in some way. A girl now approaches you. You're undercover, so don't screw up.

Dialogue: Asuka Shirogane

(Speaks in an detached manner) "...Are you a new friend?"

"Yes, I'm also Kouya's friend. I'm Asuka Shirogane. Nice to meet you."

"Kouya? Kouya is our leader. You will eventually meet him."

"Hold on." (Turns on a faucet and fills a cup with a black liquid.)

"Kouya says that people our age drink soda instead of water and tea. The water pipes here have been modified to produce soda. Have as much as you want."

"Kouya says that since this is the land of freedom, we get to do what we want."

"I don't quite understand what freedom is though."

"Up until now, we only did what we were ordered to do."

Conclusion

PC1 is welcomed into the Liberators, making his infiltration a success. PC1 can't contact the outside world right now, but it should not be hard to find a chance to call the City N Branch with a cell phone. Have PC1 look around and end the Scene.

Asuka Shirogane

A girl that joined that Liberators. She once was Daisuke Yogi's student and is gifted in the power of «Psychometry». Asuka has difficulty expressing her emotions, but fears loneliness. After being invited by Kouya to join the Liberators, she ran from the UGN.

Scene 4: The Professor's Return (PC4)

Description

PC4 is called in by Yugo Kiritani. Professor Caudwell has been seen in City N and Kiritani wants PC4 to find out what his intentions are.

Setting

You have been summoned to the UGN Japan main office by Director Yugo Kiritani. It may only be your imagination, but Kiritani's face seems pale. "Thank you for coming on such short notice. We have an emergency on our hands. Professor Caudwell has been spotted in City N."

You know Professor Caudwell as the famous founder of the UGN, and current False Hearts member.

Dialogue: Yugo Kiritani

"Professor Caudwell pioneered Overed research, founded the UGN, and warned us about False Hearts. We owe the man our lives. But..."

"This is just my gut feeling, but I think he has something to do with the all the Children that have gone missing."

Conclusion

Once PC4 starts his investigation, end the Scene.

Scene 5: Liberators (PC5)

Description

PC5 became interested in the Liberators and is now walking through the ghost town that is being used as their hideout. Liberator boys come out and confront PC5.

The boys will try to scare off PC5 with Powers. Since these characters are Extras, PC5's player can defeat them by just declaring victory.

Setting

At the request of the UGN, you are investigating the Liberators, a group that is active in City N. Following a lead, you come to a dark street in the abandoned part of the city. Here, a group of boys come out to confront you.

"Hey, you've been spying on the Liberators, haven't' you?"

These boys seem to be Overeds. They seem to think you are a normal person and are completely off guard.

Dialogue: Boys

"Lets show him what we can do."

(When PC5 shows his Overed Powers) "Holy crap! He's an Overed! Oh crap, he's strong!"

"Hold on. If you want to join us, we'll let you meet our leader. Just calm down. Please."

Conclusion

The boys immediately surrender once they see PC5's powers and promise to bring him to their leader. PC5 cannot gain any information during this Scene. End of Scene.

-Middle Phase-

During the Middle Phase, anyone can enter a Scene unless stated otherwise. Any Player Character that wishes to enter a Scene must inform the GM of his intentions and increase his Encroachment Rate.

Predetermined Events

Perform each Predetermined Event in numerical order.

Scene 6: A Toast to Reunion with Soda (PC2)

Description

In this Scene, PC2 and Kouya will have a personal conversation. All other Player Characters cannot enter this Scene.

Kouya expresses doubts about the UGN Children's way of life and asks PC2 to enjoy freedom together with him. Kouya will invite PC2 to join the Liberators. No matter how PC2 responds, Kouya will decide to collect his thoughts and exit the Scene.

Setting

It's night. You and Kouya are walking along the outskirts of the city. Kouya has changed a lot, but you recognized your old friend at first sight.

"I~am~an anarchist!" As he is singing, Kouya reaches out to a vend-ing machine. A spark flashes, and an avalanche of canned coffee comes spilling out of the machine.

"Rage against the machine! Yeah!" Kouya picks up two cans from the pile and hands one to you.

Dialogue: Kouya Messenger

"Man, it's been a long time since we last met. You haven't changed."

"Wait, died? Me? Nah, I'm not that stupid. I faked my death. And now I'm free."

"(PC2), isn't the UGN just crushing your soul? I can show you what it means to be free. Just leave the UGN and join me."

(PC2 agrees) "Well, first you got to actually leave the UGN."

(PC2 refuses) "Well, I thought you weren't quite ready yet."

"You don't have to give me an answer now. Just think about. I don't want you to regret your decision."

"I just want you to know that we're going to be doing something big. World-changing big. It'll really make me happy if you join us for this job."

"Crap, it's almost time. Everyone's waiting back at the hideout. I'll see you next time." (Exits Scene)

Conclusion

The Scene ends when Kouya leaves the area.

Scene 7: Living Free (PC1)

Description 1

The Scene takes place in the abandoned bowling alley that is the Liberators' hideout. Other than P1, only PC5 may enter this Scene.

During this Scene, PC1, Kouya and Asuka Shirogane will be having a conversation. Kouya will first explain the Liberators' ideals, and will then reveal that the Liberators are enacting a huge plan that will destroy the divide between Overeds and humanity.

PC5 will be guided to the hideout by the boys he met earlier. He may engage in conversation with Kouya, PC1 or Asuka.

Setting 1

An abandoned bowling alley on the outskirts of the city would normally not see any sort of human traffic. Yet there are groups of boys and girls casually passing the time. Asuka Shirogane is sitting silently next to you, doing nothing but downing cups of soda. A boy comes from the crowd and approaches you. It is Kouya, the leader of this group.

Dialogue: Kouya Messenger

"So you're that new guy. (PC1)? Welcome. I'm Kouya Messenger."

"We want as many able guys as we can get. We're planning something big."

(When asked about his plans) "Oh, nothing. We're just going to destroy the world. Well, not *destroy* destroy. *Laughs*

"We're going to get rid of the wall between us and humans." This is so we can live as normal people. All of us Children were just raised as weapons and we were never taught anything human-like."

"The Professor showed up what its like to be normal."

"Asuka, in order for this plan to succeed, we'll need you to keep up the good work."

Dialogue: Auska Shirogane

"O-OK. All for a...better world."

Dialogue: Liberator Boys

"Hey, Kouya! We got someone who wants to join."

Dialogue: Kouya Messenger (Set 2)

(To PC5) "So...you're interested in our work?"

"Sure. We could use more people. The strong are always welcome."

Description 2

A Liberator comes up and reports on City N Branch's activities. Players find out that it is Yogi who has been leaking information to the Liberators.

Setting 2

"Mr. Kouya, "The Teacher" has sent us a message." A young man's voice resonates through the room. He gets close to Kouya and begins to talk in a low voice. Parts of this conversation can be slightly heard.

Dialogue: Liberator Boy

"Kiritani even came all the way from the main office. Of course PC3 would get serious."

"One's an Illegal named (PC5). He was the one that beat up our guys."

"Oh, and it seems that the Kiritani's trying to conduct an undercover investigation."

Dialogue: Kouya Messenger

"Ah. They're probably freaking out right now. I expected them to try something after so many Children left."

"Hey, (PC1). I hear there's an undercover investigation going on. You aren't a spy, are you?

Conclusion

"Eh, I trust you." Kouya gives PC1 a pat on his shoulder and welcomes him to the Liberators. Now that the existence of a leak has been revealed, end the Scene.

Scene 8: Yogi's Disappearance (PC3)

Description

All Player Characters, including the currently undercover PC1 and PC5, may enter this Scene. The GM may persuade everyone to enter this Scene and have them discuss their next course of action. During this Scene, Kiritani will inform the players that Yogi has disappeared.

Setting

Sitting before you is a mountain of paperwork, all of which report on how horrible the situation at the branch has become. On top of the continuing disappearances of Children, Kiritani reports a new turn of events; Daisuke Yogi has gone into hiding.

Dialogue: Yugo Kiritani

"(PC3), we have a problem. Daisuke Yogi has gone into hiding."

"All our plans have been leaked. I'm worried about (PC1) now."

"We'll need to double our efforts and push the investigation forward."

Conclusion

The next Scene will be an Investigation Scene. Once the Players have shared information and decided on how to proceed with the coming investigation, end the Scene.

Investigations

Six subjects can be investigated during this phase. The "Defense Force's Missile" subject can only be investigated once players successfully gain information on the "Liberators" or "Daisuke Yogi" subject. If needed, create a Scene where known information is shared between the Player Characters.

Liberators

<Info: UGN or Underworld> 7

A gang of Overed children that chooses to live freely, obeying only their desires and powers. Many that belong to this group only joined to get a taste of freedom, but select elite members have been seen in and out of City N. The Liberators' leader is Kouya Messenger, who calls himself "The Liberator."

<Info: UGN or Military> 10

The Liberators' elite forces are planning to steal a missile from a military base. This plan seems to have been instigated by Professor Caudwell.

Kouya Messenger

<Info: UGN> 8

A former UGN Child who was modified by Daisuke Yogi. During his time as a Child, Kouya was easily the most or second-most talented agent. Two years ago, Kouya disappeared during a mission and has been declared dead.

While active, Kouya displayed dissatisfaction with the treatment of Children. He is currently the leader of the Liberators. Kouya declared that the is doing something major for all Overeds.

Asuka Shirogane

<Info: UGN or Rumor> 7

A former UGN Child. Asuka is the last person to be modified by Daisuke Yogi. She has talent for «Psychometry» and can acquire information from any object by simply touching it. To heighten her abilities, her emotions have been deliberately weakened.

Daisuke Yogi

<Info: UGN, Rumor or Web> 8

An UGN researcher who was responsibility for medically modifying Children. He has modified many Children, but retired after modifying Asuka.

Although he treated these modifications as missions, Daisuke Yogi does feel guilt for killing the Children's emotions and turning them into weapons. All the Children call him "Teacher." Daisuke Yogi's laboratory has been closed off and is currently unused.

<Info: UGN or Underworld> 10

Access history shows that Daisuke Yogi has been secretly accessing the defense force's missile information by using his laboratory as a proxy.

-->Completing this check allows the "Defense Force's Missiles" to be investigated.

Defense Force's Missile

<Info: UGN or Military> 8

A plan to fire three ballistic missiles and gather data on the launches has recently been created by the military under the pretense of increased defense in an increasingly chaotic world.

These missiles have strong protects programmed into them so that they cannot be fired even if they were stolen. The location of these missiles is a secret.

<Info: UGN or Military> 10

An officer from the battalion that handles the missiles' protects has gone missing.

Professor Caudwell

<Info: UGN> 7

The founder of the UGN and the leader in Renegade research. The professor supposedly died, but has been seen alive and leading a False Hearts cell.

Professor Caudwell made contact with both Daisuke Yogi and Kouya Messenger, and is pushing to have the two men attempt something drastic.

<Info: UGN> 9

Professor Caudwell is interested in how youths will transform into Gjaums, and whether or not Loises can be sustained between two Gjaums. To Professor Caudwell, the Liberators are nothing more than research subjects.

Trigger Events

A Trigger Event occurs when certain conditions are met. Refer to "Condition" for specific requirements for each Scene.

Scene 9: Kouya's Plans (PC2)
Condition: Triggers when PC2 wishes to get in contact with Kouya.

Description

This Scene occurs when PC2 expresses the desire to contact Kouya.

The Scene will take place at an open cafe in City N's shopping district. Kouya will be accompanied by Asuka. All PCs may enter this Scene. Even if the other Player Characters are with PC2, Kouya will only react with verbal complaints. If the PCs make any attempt to attack, Kouya will fight back with no regard to the people in the area.

Kouya will try again to get PC2 to join the Liberators. If this attempt fails, Kouya will leave and give his old UGN ID card to PC2. This ID card will be a key item in this Scenario.

Setting

Kouya has asked to meet you at an open cafe. It's a beautiful day, and the cafe is bathed in sunlight. Families, groups of friends, and couples are going about enjoying their day. Sitting next to Kouya is Asuka. From a distance, this looks like an innocent gathering of friends.

Dialogue: Kouya Messenger

"Hey, (PC2)! Over here!" (Waves is arm in the air)

(Seeing the other PCs) "You brought guests? Didn't you realize I wanted you to come alone?"

"Look around, (PC2). These people are pigs. They don't realize how good they have it. They don't even know how many Children - our friends - had to die for them.

(Looks at Asuka) "Look at her. Turned into a blank-faced doll and for what? These "people?"

(When asked about the missile) "Hah! The UGN sure can find information. Yeah, I'm going to "borrow" a missile and bluff the government into revealing the existence of Overds."

"If they don't, I guess I have to show them that I mean business."

"Enough games. Come with me, (PC2)."

(If refused) "You know, I thought you of all people would understand. We went through the same shit. I'm so disappointed."

"From here on out, "Messenger" is dead. All that's left is "Liberator." No matter what, I will free all of the Children."

Dialogue: Asuka Shirogane

"Kouya promised us a world where everyone can be happy."

Conclusion

"I won't need this anymore." Kouya takes out his old UGN ID card and places it in front of PC2.

"I'm not Kouya Messenger anymore, and I won't need anything that labels me as such. You gave me this name, and now I'm returning it back to you." Kouya and Asuka leave and disappear into the crowd. End the Scene.

Scene 10: Awakening the World (Master Scene)

Condition: Trigger when the Players head to Daisuke Yogi's laboratory.

Description

The protection on Defense Force's missile has been deactivated. All PCs cannot enter this Scene.

This Scene takes place in Daisuke Yogi's locked-down laboratory. Following Professor Caudwell's instructions, Daisuke Yogi successfully removes the protections on the missiles by using the information Asuka extracted.

Professor Caudwell tells Kouya that for the beginning of coexistence between Overeds and humans to take place, the Renegade virus must be spread throughout City N. Yogi objects, but is killed by Kouya.

Setting

Daisuke Yogi is sitting in his dim and dusty laboratory, working on computer code. Although faced with a seemingly meaningless string of letters and numbers, he continues to type without any confusion. Looking over him is Professor Caudwell. Lying by their feet is a motionless Defense Force officer.

Dialogue: Professor Caudwell

"Is the missile capable of launch?"

Dialogue: Daisuke Yogi

"It is now. With this, we can now threaten the government into publicly revealing the existence of Overeds. Once that happens, the world will change and no one will have to go through what Kouya and Asuka did."

"Until now, I was never sure if what I did was right..."

Dialogue: Professor Caudwell and Daisuke Yogi's Conversation.

"Until now? You're still not sure if you're right. You're just driven by a guilty conscious to look away from what you done." (Kouya and Asuka come out)

"What's the meaning of this!? The plan was to have Overeds publicly revealed by using the missiles as a bluff!"

"In the end, you never understood what your students were feeling."

Dialogue: Kouya Messenger

"Just revealing the existence of Overeds is not enough, sir. They're still going to hate us and only use us when it's convenient."

"We plan to load the warhead with the Renegade virus. When it explodes in mid-air, the virus will infect the entire city and everyone will awaken as Overeds. It's going to be repeat of what happened twenty years ago."

"You were always just someone from that side of the world, "Teacher." (Kills Yogi)

Dialogue: Asuka Shirogane

(When Yogi dies) "...Why did you kill him!! How many more people are you going to kill! I thought you were making a world where everyone will be happy! Answer me, Kouya!"

Conclusion

Kouya does not answer the question. Eventually, Asuka runs out of the laboratory. Kouya then takes out his cell phone and makes a call. "It's me. Asuka's running away. We don't need her anymore. Finish her off."

As Kouya closes his cellphone, he mutters to himself, "I'll keep killing until the world wakes up." End of Scene.

Scene 11: The Professor's Conclusion (PC4)

Condition: Occurs right after Scene 10

Description

The Player Characters head to Yogi's laboratory and finds Yogi lying in a pool of blood. Professor Caudwell is present and reveals the goals of the Liberators.

Setting

When you step into the laboratory, you see Yogi lying in a pool of blood. Standing by the corpse is Professor Caudwell, who is looking down at the body with disinterest.

Dialogue: Professor Caudwell

"Ah, the UGN. As you can see, Yogi is dead. You're too late.

"This man expressed regret over personally making people into dolls."

"He attempted to use missiles in forceful diplomacy to make the existence of Overeds publicly known. He apparently thought that world-wide awareness will keep Children from dying."

"This is probably why he never understood the Children."

"Kouya Messenger will not hesitate to fire the missiles. He has been alienated by society and carries a deep hatred. His revenge is justified."

"You must hurry. The story of Armageddon's Youths is about to begin."

Conclusion

Professor Caudwell exits the Scene. Suggest that the Player Characters chase after Asuka and end the Scene.

Scene 12: Asuka's Heart (PC1)

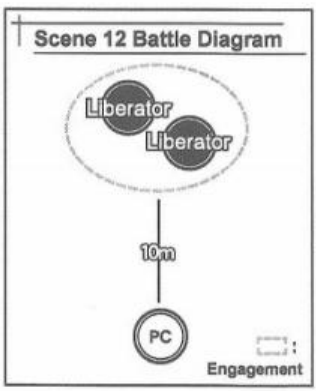
Condition: The Players go after Asuka

Description

This Scene takes place at night in City N. In order to find Asuka, one of the Player Characters that entered this Scene must successfully complete a Difficulty 12 <Perception> or <Info: City N> Check. If everyone failed the check, switch to a new Scene and redo the check. Continue this cycle until someone succeeds.

When someone completes the check, the players will find Asuka cowering in the street. Liberator boys will immediately appear and demand that the PCs hand over Asuka. If the Players refuse, a battle will commence.

The battle will consist of two enemies that use the UGN Strikehounds (page 379) data. Refer to the Scene 12 battle diagram for specific positioning.



Setting

You come to a back alley of the now dark City N, and find signs that show a battle had broken out. However, there are still no reports of anyone seeing Asuka. You need to hurry before the trail becomes cold.

Dialogue: Liberator Boys

"Hey, (PC1). Good timing. Give Asuka for us."

(When rebuked) "Wait, are you betraying us!? Then die!"

Conclusion

Once the battle ends, Asuka will safely enter the Players' custody. She is very weak and passes out immediately once the area is secure. The Scene will end when Asuka is taken to an UGN hospital.

Scene 13: Countdown (PC1)

Condition: The Players rescued Asuka.

Description

This Scene takes place in an UGN-controlled hospital. Yugo Kiritani will be here to explain the current situation. Although the UGN is searching for Kouya and the missiles, they have yet to be found.

Meanwhile, Asuka will wake up. She talks about how she has doubts about Kouya's actions and will assist the players if a Player Character that has a Lois with her convinces her to lend her powers.

The missiles are kept at a top-secret location that the UGN cannot locate. If PC2 has Kouya's old ID card, Asuka can find that location by using «Psychometry» on the ID card.

Setting

In a room of a UGN-controlled hospital, Asuka has received treatment and now lies in bed in a painful-looking state. As usual, her face is emotionless, yet she seems sad. While you are in your thoughts, Kiritani comes in to explain the current situation to you.

Dialogue: Yugo Kiritani

"As we feared, the missiles have been stolen. The military cannot be faulted, since this raid was carried out by trained Children."

"We can plan a countermeasure if we can just find the launch site..."

Dialogue: Asuka Shirogane

(Wakes up) "Professor Caudwell once asked Yogi if he felt a sense of accomplishment for turning people into dolls. I think Yogi was tortured by what he did."

"Yogi was killed, and now Kouya will launch the missiles at the city."

"I...It's my fault for extracting the code from that officer!"

"My power allows me to learn information from things or people I touch. I can read a person's thoughts, or learn a password."

(When asked about Kouya's whereabouts) "We have several hideouts. There are some I don't even know of. I wouldn't be able to even guess, but if I touch something Kouya had, I can find out."

(When handed Kouya's old ID card) "I can find Kouya with this!"

"I see him! He's at City N's abandoned area! Quick, we're almost out of time!"

Conclusion

The Player Characters can head to the abandoned area of City N once Asuka tells them that Kouya is there. Once they head towards the base, enter the Climax Phase.

-Climax Phase-

Scene 14: Armageddon's Youths (PC2)

Description

This Scene takes place in a group of abandoned buildings that is on the outskirts of City N. Kouya has used «Warding» so that the missiles can be carried without anyone seeing. The Player Characters will arrive just in time to see the missiles be fired.

There are a total of three missiles (two if there are only three players). These missiles will only move across the map and will fall on City N once they pass the Final Prevention Point. If the missiles fall on the city, the Scenario immediately ends in failure.

If all missiles are destroyed before they reach the Final Prevention Point, the battle will end even if all other enemies are still alive. Inform the players of this victory condition beforehand. Also, the missiles will be automatically stopped with an abort code if Kouya and the Liberators are defeated first.

The enemies in this battle consist of Kouya, three Liberators(use the UGN Strikehounds data), and Missiles A to C. Refer to the diagram on the following page for specific positioning.

Note that even if the missiles are destroyed, the Renegade virus will not leak out and spread out into the atmosphere.

Setting

You all head to City N's abandoned district. In the middle of the abandoned buildings, you see missiles sticking out into the sky. It's almost daybreak. Kouya senses your presence and nonchalantly turns around. Instead of looking surprised, he simply smirks.

Dialogue: Kouya Messenger

"No one was expecting the missiles to be set up right in the middle of town, were they? People always look over what's right in front of them."

"Judgment's bugle is about to sound and the scare will spread from City N to the world. The coming physical and mental stress will help Overeds from around the world awaken. If Professor Caudewell's predictions are right, fifty percent of the world will become Overeds. Once that happens, the world will have to accept us and all Overeds."

"This is judgment against everyone that lived in ignorance at the expense of our souls. Stop me if you can! Show me that humans have the right to live!"(Battle Start)

"Are you really OK with having to serve people just because you happened to be born with powers, (PC2)? Do you want to live in the shadow of the ignorant, being treated like a monster and burning your life away!?"

(When all missiles are destroyed) "No...The missiles..."

Conclusion

The Climax ends once all the missiles have been stopped.

Kouya "Liberator" Messenger

A former Child that ran from the UGN. He formed the Liberators with like-minded people who believed in freedom for Overeds. To achieve his goals, he is now currently attempting to spread the Renegade virus by using missiles that were stolen from the Defense Forces.

Data
Breed: Crossbreed
Syndrome: Black Dog/Hanuman

Stats	Skills
[Body] 5	<Dodge> 2, <Melee> 5
[Sense] 2	<Perception> 4
[Mind] 4	<RC> 2 <Will> 2
[Social] 1	<Info: Rumors> 1
[HP] 94	[Initiative] 8
[Armor] 10	

Encroachment Rate: 120% (Dice +3)

Powers *The Encroachment Rate bonus has already been applied*

>Black Dog
«Weapon Link» 3, «Lightning's Blessing» 3, «Lightning Attack» 5
«Max Voltage» 3, «Full Installation» 3
>Hanuman
«Flash» 3, «Energy Wave» 5, «Battle Beat» 3
«Fury» 3, «After Image» 3, «Gale Sword» 3
>Common
«Concentrate: Black Dog» 3, «Life Increase» 2

Combos
>Lightning Blast
«Lighting's Blessing»+«Battle Beat»+«Weapon Link»+«Lightning Attack»+«Energy Wave»+«Gale Sword»+«Concentrate: Black Dog» (+«Flash»+«Fury»)

Timing: Minor+Major
Skill: <Melee> Dice: 16
Critical: 7 DFCLTY: Opposed
Target: Single Range: Close
Atk Power: +15

Description: A melee attack that utilizes electrified Fists. Target receives a -3 dice penalty towards his Reaction check. Up to three times per Scenario, the GM may also combine «Fury» and change this attack's Target to [Area(Select)]. If Kouya needs to Move, add «Flash» into the combo and attack after performing a Dash. A Break Away cannot be performed using this effect.

>«Full Installation» 3

Timing: Initiative
Description: For the duration of the Round, all checks receive a +9 dice bonus. This may only be used once per Scenario.

>«After Image»

Timing: Auto
Description: Declare after HP damage has been calculated. Reduce HP damage to zero. This may only be used once per Scenario.

Missiles A to C

Stats are all zero.

[HP] 100 [Initiative] 0
[Armor] 15

Missiles that was stolen from the Defense Force. These units cannot perform any Reaction checks, will only Move and has permanent Flight. During its turn, a missile will not perform any Minor Actions and will only use its Major Action to travel 60 meters.

Battle Plan

Each missile will head directly for the Final Prevention Point. When a missile reaches its goal, it will explode and the Scenario will end.

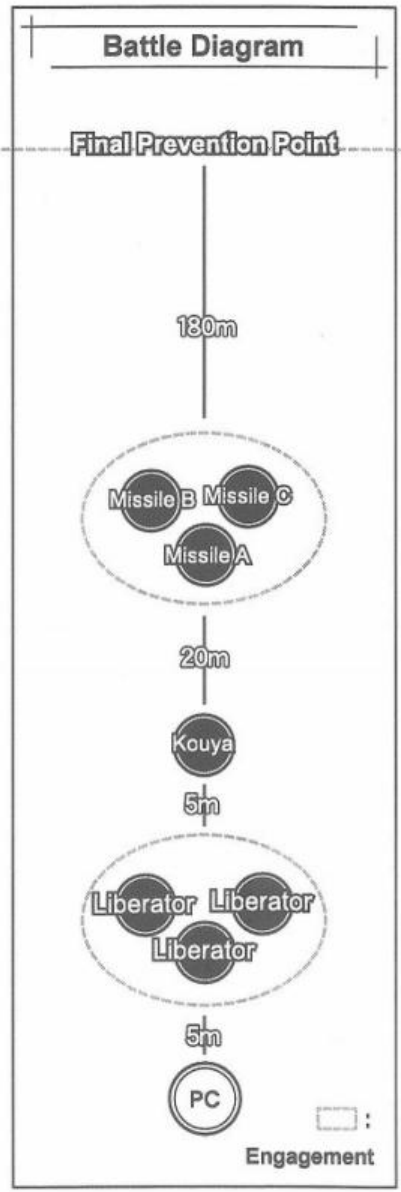
Kouya will move into the PCs' Engagement using «Flash» and attack using **[>Lightning Blast]**.

The Liberators will target any PC that tries to attack the missiles.

When There are Only a Small Number of Players

If there are only four players, reduce Kouya's HP by 20.

If there are only three players, also change the number of Liberators to two and remove Missile C altogether.



-Ending Phase-

Perform Backtrack and enter the Ending Phase. The following are examples of Ending Scenes. Adjust these examples to coincide with the results of the Scenario and the background of the Player Characters.

Scene 15: Dawn (PC5)

Description

This ending features all Player Characters. When all the missiles are destroyed, dawn will come. City N and the day have been saved.

If Kouya is still alive, he will be taken away by the UGN's cover-up team. Kouya will have lost all will and does not resist.

Setting

The missiles that would have brought about the beginning of Armageddon have all been shot down. Dawn has come and the story of Armageddon's Youths has come to an end.

Conclusion

The Scene ends as everyone watches the sun rise.

Scene 16: Asuka's Return (PC1)

Description

This is PC1 and PC2's ending. Asuka has been discharged from the hospital and has returned to active UGN duty.

Setting

Asuka has finally been released from the hospital and has vowed to protect the people.

"Thank you, PC1. From now on, I will protect humanity."

Conclusion

Asuka now works aside fellow UGN members. End of Scene.

Scene 17: The Return of the Children (PC3)

Description

This is PC3 and PC4's ending. The Liberators has been disbanded and the missing Children are slowly returning back to the UGN. Kiritani comes to thank the Player Characters for their efforts.

Setting

The Liberators' missile launch has been stopped and the missing Children are slowing returning to the UGN. Kiritani comes to your branch to express his gratitude.

Dialogue: Yugo Kiritani

"The missing Children are slowing returning. Thank you for your hard work. It has helped us greatly."

"From now on, we will need to take care of their psychological needs."

Conclusion

The Scene will end once PC3 finishes responding to Kiritani's lines.

Scene 18: Armageddon (PC5)

Condition: A missile made it past the Final Prevention Point

Description

This ending occurs if a missile made it past the Final Prevention Point and exploded. The Renegade virus spreads across the world, and the number of Overeds sharply rises. Due to the players' failure, the world will no longer be the same.

Setting

When the missile hit its target, the world experienced a drastic change. The now rampant Renegade powers have ruined the life that you know and plunged the world into despair.

Conclusion

The existence of Overeds has become public knowledge, causing the world balance to drastically change.

-After-Game-

Start the After-Game once the Ending is done. Check all record sheets and calculate experience points.

This Scenario's goal is to prevent the missiles from reaching its target. For completing this goal, each player will receive five experience points. If the players failed, they will receive zero experience points.

Truth or Fiction

-Pre-Game-

-Character Creation and Important Information-

This Scenario takes place in City N and will revolve around the UGN, False Hearts, and their fight over one Renegade Being. If this Scenario is being played with characters that were used in the "Armageddon's Youths" Scenario, please note that players may have to exchange PC numbers.

The person who was PC1 in the previous Scenario will be PC2 in this Scenario, while the PC2 of the previous Scenario will be PC1 for this Scenario. PCs 3 to 5 may retain their previous numbers.

The Story

Kouzou Nagami, a UGN researcher, lost his daughter Subaru and ever since has done nothing but research a way to bring her back to life. During an experiment, Kouzou accidentally gave birth to a special Renegade Being.

This Renegade Being, who was given the name "Pygmalion," has the ability to read another person's memories and mimic a person based on the information it gathered. Kouzou's planned to use this ability to create a second Subaru, and succeeded when Pygmalion acquired Subaru's appearance.

Shortly thereafter, the False Hearts agent "Bandersnatch" went after Kouzou's research and ended up killing the professor. In this Scenario, players must defeat Bandersnatch and protect the Renegade Being that is now Subaru.

Trailer

Half a year ago, a girl was killed by a man who switched to False Hearts. However, the girl was given another chance at life.

Is this girl real, or a lie that will fade away like an illusion? Those that live in the twisted side of the world will now uncover the mystery behind her resurrection.

Double Cross – Truth or Fiction

Welcome to Double Cross. This is the world of traitors.

-Scenario Data-

Recommended number of players: 3 to 5.
Play time: 3 to 4 hours.

Stage

This Scenario uses the City N Stage.

Quick Start

The following sample characters are recommended for this Scenario:

PC1: Vermilion Blade (Page 40)
PC2: Protector of Dreams (Page 38)
PC3: The Idealist (Page 42)
PC4: Shining Void (Page 48)
PC5: Ruby Eyes (Page 54)

Loises between PCs

Form Loises between players in the following order:

PC1→PC2→PC3→PC4→PC5→PC1

Scenario Data

Each Player Character will have the following aspects as part of his background. The GM should discuss this with the players as they are creating their characters.

PC1: An UGN Child who was a friend of Subaru Nagami.
PC2: Was trained in Renegade Control by Kouzou Nagami.
PC3: Is the City N branch Chief. **PC4:** An UGN Agent. **PC5:** Is a Renegade Being

PC1 Handout

Lois: Subaru Nagami **Emotions - P:**Idolization N: Anxiety
Quick Start: Vermilion Blade **Cover/Work:** Any/UGN Child
You once met a girl named Subaru Nagami at an UGN research facility. Half a year ago, that facility was attacked and the girl was killed. However, you met Subaru again while searching for a False Hearts agent that is lurking in City N. What is a supposedly dead person doing in the city?

PC2 Handout

Lois: Kouzou Nagami **Emotions - P:**Friendship **N:** Suspicion
Quick Start: Defender of Dreams **Cover/Work:** Any/Any
Kouzou Nagami was a UGN researcher and one of the people that taught you how to control your powers. After the death of his daughter Subaru, you lost contact with Kouzou. One day, you hear that Kouzou died, but you receive a letter from your dead teacher. The letter asks that you help his daughter Subaru.

PC3 Handout

Lois: "Bandersnatch" **Emotions – P:** Curiosity **N:** Anxiety
Quick Start: The Idealist **Cover/Work:** Any/UGN Branch Chief
You have received a report alerting you that the False Hearts agent "Bandersnatch" has infiltrated the city. The man is infamous for his violence, and ignoring him will lead to immsense casualties. As Branch Chief, it is your job to swiftly handle the situation.

PC4 Handout

Lois: Akihito Chigira **Emotions – P:** Infatuation **N:** Loathing
Quick Start: Shining Void **Cover/Work:** Any/UGN Agent
Rosa Baskervile has given you orders to eliminate Akihito Chigara, a former UGN agent who betrayed the organization. This very belligerent man has ignored three reprimands and went on a rampage, destroying a certain UGN research facility before joining False Hearts. Head to City N, find him, and eliminate him.

PC5 Handout

Lois: Subaru Nagami **Emotions - P:** Curiosity **N:** Enmity
Quick Start: Ruby Eyes **Cover/Work:** Any/Renegade Being
One day, you were approached by Kyoka Tsuzuki, the leader of Xenos. She has asked you to protect a girl named Subaru Nagami. According to her, protecting Subaru will lead to a better understanding of humans. While helping with Kyoka's "plans" does not sit well with you, you will go along with it if it means getting to know humans better.

-Opening Phase-

Unless stated otherwise, only the Lead Character may appear during an Opening Scene.

Scene 1: Loss and Reunion (PC1)

Description 1

This part of the Scene will be a flashback to when Subaru died. PC1 will be in an UGN research facility, which is being attacked by the enemy. In the confusion of the battle, PC1 will be searching for Subaru.

Amongst the many bodies of Children and Agents that litter the hallway, PC1 will find Subaru. However, she has already sustained a fatal wound and cannot be saved. Subaru will notice PC1 and call out to him. She will then take out a star-shaped locket pendant, which was given to her by her father Kouzou on her birthday. Subaru will ask PC1 to give this pendant to her father. When PC1 accepts her request and pendant, Subaru will die. After this, the Scene will return to the present and move on to Setting 2.

Setting 1

As the alarms are echoing through the halls of the research facility, you are looking around for Subaru. Among the bodies of the Children and agents that were killed by the enemy, you find Subaru completely covered in her own blood. She obviously sustained a fatal wound. Subaru notices you and weakly smiles.

Dialogue: Subaru Nagami

"Hey, (PC1). I'm glad you're here."

"I tried to run away when this red monster started attacking, but I couldn't get away..."

(Takes out a pendant from her pocket) "Hey, could you take this? This was a present from my dad."

"I treasure this thing, but I'm not going to make it. Could you give it back to my dad? Please?"

(When PC1 takes the pendant) "Thanks. And sorry..." (Dies)

Subaru Nagami

PC1's friend who died during an attack on an UGN research facility. The Subaru that currently exists is actually a Renegade Being named "Pygmalion." Due to modified memories, this Renegade Being thinks it is the real Subaru.

Description 2

Half a year has passed since the attack. PC1 is walking through an alleyway in the shopping district, looking for False Hearts agents that have infiltrated the city.

As PC1 proceeds with his mission, he finds the FH agents as they are trying to capture a girl. The agents will notice PC1, identify him as a hostile, and attack. Since these agents are Extras, PC1 can defeat them simply by declaring their defeat.

When the agents have been taken care of, the players will find out that the girl is Subaru. Subaru will recognize her savior as PC1 and will pass out when her pent-up tension is released.

Setting 2

Half a year has passed since Subaru died. You are now stationed in City N. You are currently on a search mission for False Hearts agents that have infiltrated the city. When you step foot in one of the shopping area's back alleys, you hear the impatient shouts of several men. "Damn she runs fast. Get her before the UGN finds us!"

It sounds like False Hearts is chasing after somebody.

Dialogue: False Hearts Agents

"Fuck, it's the UGN! Kill him!" (The agents attack)

(When PC1 declares their defeat) "How can this guy be so strong!?"

Dialogue: Subaru Nagami

"(PC1)? Is that you? Do you remember me? It's me, Subaru!"

"I'm so glad to see you. My dad told me to go to City N and get your help."

"I'm sorry, but I'm...so tired. Let...me...rest..." (Passes out)

Conclusion

The Scene ends when PC1 takes custody of the unconscious Subaru.

Scene 2: A Letter from an Old Teacher (PC2)

Description 1

This part of the Scene will flashback to half a year ago and have PC2 talk to Kouzou Nagami, who was still mourning the loss of his daughter. The attack on the UGN research facility has just ended and Kouzou, with the darkest of expressions on his face, is standing at the very spot Subaru died. In his hand is a star-shaped locket pendant, which was given back to him by PC1.

When PC2 tries to comfort the man, Kouzou will ask to be alone, and will leave. As he walks away, Kouzou will swear to bring back Subaru. Tell the players that Kouzou will become obsessed with Renegade research and move on to Setting 2.

Setting 1

You are walking through the hallways of the research facility, avoiding the rubble that was caused by the attack. In the middle of a hallway, you finally find Kouzou Nagami, who is standing at the very spot where his daughter was killed.

Dialogue: Kouzou Nagami

"Oh, (PC2)."

"This is where my daughter was killed. I got lucky because I had to head out to report on my research. Why was it me and not Subaru?"

(When PC2 tries to comfort him) "Thank you, but I want to be alone for a while..." (Leaves)

(As he leaves) "I'll bring back Subaru. It's unrealistic, but I might figure something out if we unlock the secrets of the Renegade virus..."

Kouzou Nagami

An UGN Renegade researcher. Kouzou was a kind man who got along well with people, but after his daughter Subaru died, he became obsessed with his research. He attempted to resurrect his daughter using the powers of a Renegade Being, but was killed by Akihito Chigira, who was after his research.

Description 2

An UGN liaison officer will go to PC2 and inform him of Kouzou's death. He will hand PC2 a letter from Kouzou that is addressed to him.

Setting 2

An UGN liaison officer visits you at your home. You wonder what business warrants this unexpected visit. With a stern look on his face, the man looks you straight in the eye and proceeds to speak.

Dialogue: Liaison Officer

"(PC2), I presume? I'm from the UGN. I have some news and a letter for you."

"Do you remember Kouzou Nagami? He was one of the people who trained you. He...has been killed. We do not have a culprit, but we suspect it was a False Hearts agent."

(Hands PC2 a letter) "This was left for you by Mr. Nagami."

(When asked about Subaru's death) "Subaru Nagami's death was confirmed half a year ago when an investigation on the attack was carried out. We are certain of this."

Dialogue: Kouzou Nagami's Letter

"Dear (PC2). If you are reading this letter, that means I have already been killed. Ever since I lost Subaru, I've given everything to try to bring her back to life. I have found a way to do so, but now False Hearts is after my research."

"If Subaru is caught, she certainly will be turned into a human experiment. Before it was too late, I had Subaru go to City N and find (PC1), who may be out closest ally."

Conclusion

PC2 finishes reading the letter and heads to City N. End the Scene.

Scene 3: Fight off False Hearts(PC3)

Description

During this Scene, PC3 will hear that Bandersnatch has infiltrated City N. PC3 will be sitting in his office at the City N Branch when a subordinate UGN agent comes in with the report. The agent will inform PC3 that Bandersnatch is searching for something, and that PC1 is currently following the man's trail. Once the agent finishes his report, he will ask PC3 how he will handle the situation.

Setting

You are sitting in your office at the UGN City N Branch, handling the paperwork that sits on your desk, when you hear a knock on your door. One of the agents under your command enters carrying what seems to be a large report. It would seem that a new incident has occurred.

Dialogue: PC3's Subordinate

"Chief (PC3), reports state that a False Hearts agent has infiltrated the city. It seems to be the agent "Bandersnatch." According to our database, he is a very dangerous man who will do anything to achieve his goals."

"Bandersnatch seems to be searching for something, but we currently have no information as to what that "something" is."

"We currently have (PC1) searching for Bandersnatch. Chief, how shall we proceed from here on out?"

Conclusion

End the Scene once PC3 starts working to contain Bandersnatch.

Scene 4: Crime and Punishment (PC4)

Description

PC4 will be ordered by Rosa Baskerville to eliminate Akihito Chigira. Rosa will contact PC4 through his cellphone and after exchanging pleasantries, she will reveal that Akihito Chigira has appeared in City N. She will discuss how this dangerous man betrayed the UGN for False Hearts, and how he once destroyed a UGN research facility. PC4 will be ordered to dispose of the traitor.

Setting

It is a peaceful afternoon day, and you are enjoying the little free time you get between missions. Suddenly, your cellphone rings. The display shows that the call is from Rosa Baskerville, your superior officer. Looks like it's time for another mission.

Dialogue: Rosa Baskerville

"(PC4), I have a new mission for you. Reports state that an Overed that once betrayed the UGN has appeared in City N. His name is Akihito Chigira and he a dangerous individual that is on a lot of black lists. He currently operates at the False Hearts agent "Bandersnatch."

"During his time in the UGN, Chigira was reprimanded three times for insubordination. Instead of repenting, he destroyed one of our research facilities and ran to False Hearts. He is very dangerous and has killed many of our people. Ignoring him will lead to more casualties."

"PC4, give Akihito Chigira the punishment he deserves."

Conclusion

The Scene ends when PC4 receives his orders and heads to City N.

Scene 5: A New Plan (PC5)

Description

In this Scene, Kyoka Tsuzuki will ask PC5 to protect Subaru Nagami. Kyoka will tell PC5 that Subaru may be a Renegade Being and is being targeted by False Hearts. She asks that PC5 protect Subaru from harm and suggests to him that he cooperate with the UGN.

Setting

You are sitting inside a café at the mall, observing the people inside the shop as they interact with one another. A precocious girl comes to your table and sits down. You recognize this girl as Kyoka "Planner" Tsuzuki, the leader of Xenos.

Dialogue: Kyoka Tsuzuki

It's a pleasure to see you again, (PC5). I come here today to ask you a favor. I want you to protect a girl named Subaru Nagami."

"This girl passed away half a year ago, but was resurrected a few days ago. I believe that Subaru may have become a Renegade Being."

"Ideally, I would like to observe her and make as little contact as possible, but False Hearts has now targeted her. If Subaru falls into the hands of False Hearts, we may lose her forever and that is an undesirable outcome."

"I would like you to guard Subaru Nagami. If you interact with Subaru, you may learn something new about humanity. Does this opportunity not interest you?"

(When PC5 accepts the job) "Thank you. You may have difficulty fighting off the threat by yourself, so I suggest you make use of the local UGN. They won't turn you down if it involves protecting a person."

Conclusion

The Scene ends once PC5 accepts the job and goes to Subaru's side.

-Middle Phase-

During the Middle Phase, anyone can enter a Scene unless stated otherwise. Any Player Character that wishes to enter a Scene must inform the GM of his intentions and increase his Encroachment Rate.

Predetermined Events

Perform each Predetermined Event in numerical order.

Scene 6: Subaru's Memories (PC1)

Description

PC3 will automatically enter this Scene. During this Scene, Player Characters will be exchanging information and question Subaru, who will wake up at this time. As such, the Scene will take place at the Branch's infirmary.

First, tell the players that Subaru is still sleeping and have their characters exchange information and form a truce in-game. If the conversation between Player Characters is not going along smoothly, have a NPC who is PC3's subordinate enter the Scene and explain the basics of the current situation.

Once information has been exchanged, Subaru will awake and the Player Characters may now talk to her. When questioning Subaru, the players will find out that she is missing a large chunk of her memories. Subaru only remembers the following clearly:

-She is Subaru Nagami. Her father is Kouzou Nagami and PC1 is her friend.

-One day, she woke up and found herself in her father's laboratory. She was given a star-shaped locket pendant and told to find PC1 in City N.

-After reaching City N, she was chased by men in black (FH Agents) and ended up being rescued by PC1.

After revealing the above, Subaru will be confused by her lack of memories, and will experience a headache and pain. When the Player Characters try to calm her down, Subaru's headache will subside.

Setting

After fighting back False Hearts, you return to the UGN City N Branch so that Subaru can be kept safe. You brought Subaru to the infirmary, where she is now sleeping silently in one of the beds before you.

Subaru died half a year ago. Is the girl before you the real Subaru, or something else?

Dialogue: PC3's Subordinate

"Sir, False Hearts has invaded the city. But what could they want with this girl?"

"Chief (PC3), what are your thoughts on this?"

Dialogue: Subaru Nagami

"...Ugh...where am I? I was being chased by guys in black and then..."

"(PC1)? ...That's right. You saved me. Thank you so much."

(After asked about what happened) "I don't know... I woke up in my dad's laboratory and he told me to go see you, (PC1)."

"Oh, and he gave me this pendant. He told me not to lose it."

"I was attacked by a some men, but I somehow made my way here."

"But what was I doing in my dad's laboratory. Now that I think about it, what was I doing before then?"

"I can't remember. Why? Ah...my...head....!"

(After Subaru calms down) "Thanks. I'm fine now. But why can't I remember anything?"

Conclusion

Once the Player Characters exchange information, form a truce and question Subaru, an explosion will rock the City N Branch. PC3's subordinate will appear and let everyone know that False Hearts is attacking. End the Scene once the Player Characters head out to meet the enemy.

Scene 7: The Bloody Beast Moves (Master Scene)

Description

This Scene will show Akihito Chigira getting ready to go after Subaru. This Scene occurs some time before Scene 6. After Akihito hears from his subordinate that the UGN has intervened, he heads to the City N Branch.

Setting

In one of the derelict buildings of City N's abandoned district, Akihito "Bandersnatch" Chigira and one of his subordinates are gathered in a dark room. The trembling man shakes in fear as he gives his report, obviously afraid of the violent pressure that Akihito's mirrored sunglasses cannot hide.

Dialogue: Akihito Chigira and the Subordinate's Conversation

"The UGN has the girl now? Way to fuck things up."

"I-I'm sorry! I'll deploy a squad to take back the girl and-"

"Forget it. I'm bored, so I'll just go myself. Oh, and a failure like you can just die. Hahaha!" (Creates a Servant and has it kill the subordinate)

Conclusion

After the crimson-colored wolf that Akihito created finishes eating the subordinate, Akihito leaves the abandoned building and heads towards the City N Branch. End the Scene.

Scene 8: The Man Hunting the Girl (PC1)

Description

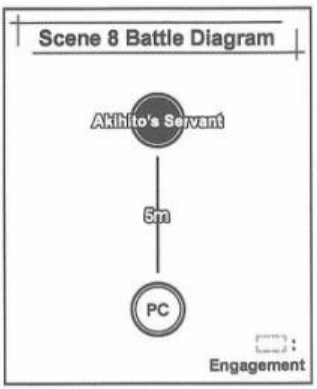
This Scene is a continuation of Scene 6. All Player Characters must enter this Scene. During this Scene, Akihito will attack the City N Branch in an attempt to capture Subaru.

When the Player Characters head in the direction of the explosion, they will see a copy of Akihito (specifically, an Extra-type NPC that was created with «Loyalty to the Master») and a crimson wolf causing mayhem. When Akihito sees PC1, he demands that he give over Subaru. When refused, Akihito will have his wolf-like Servant attack and try to take Subaru by force.

This is the start of a battle. Any Player Characters that have not entered the Scene must consult with the GM on timing if they want to enter at this point. The enemy is one of Akihito's Servants (pg 497). Refer to the battle diagram for specific positioning. Akihito himself cannot join this battle.

Once the Servant has been defeated and the battle ends, Akihito will give a word of congratulations and exit the Scene. The copy then dissipates and all that will be left is a pool of blood on the floor.

If some Player Characters that did not enter Scene 6, it may be best exchange information and form a truce in-game after Akihito has exited.



Dialogue: Akihito Chigira

(To PC1) "Hey, you. You're the one that saved Subaru, right? That girl is mine and I want her back."

(When refused) "Ha! OK, I'll just kill you then."

(After the battle) "Not bad. You took out my Bandersnatch(Servant)."

(When asked why he's after Subaru) "That girl might have some special powers. Figure it out yourself if you want to know more."

Investigations

Once Scene 8 has been completed, the game moves on to the Inves-tigation phase. Each subject that can be investigated will have a Trigger event tied to it. If needed, create and act out a Scene where known information is shared between Player Characters.

At first, players can only investigate "Subaru Nagami," "Kouzou Nagami," and "Bandersnatch. Once these three subjects have been completed, players can investigate "Kouzou Nagami's Research."

Subaru Nagami

<Info: UGN or Rumor> 8

Kouzou Nagami's deceased daughter. Since she was an Overed, she was receiving training at the research facility where her father worked. Her Syndromes were Black Dog and Salamandra. Subaru died when the facility was attacked. It is unknown as to how she came back to life. However, Bandersnatch is after her, and the reason lies with Kouzou Nagami's research.

At this point, Subaru will wake up. The players can go see her now.

-->Going to see Subaru triggers Scene 9.

Kouzou Nagami

<Info: UGN> 8

An UGN researcher and Subaru's father. He was targeted by False Hearts, but his death has been confirmed a few days ago. Bandersnatch demanded that Kouzou turn over his research and killed the man when he refused.

After Kouzou died, Bandersnatch set his sights on Kouzou's daughter Subaru. This suggests that Subaru is a key factor in getting Kouzou's research.

-->Successfully completing this check allows "Kouzou Nagami's Research" to be investigated.

Bandersnatch

<Info: Underworld or UGN> 8

A former UGN agent whose real name is Akihito Chigira. After having received three warnings for insubordination, he attacked a research facility and switched sides to False Hearts. The facility that was destroyed was where PC1 and the Nagami family were. It was Akihito Chigira who killed Subaru.

Bandersnatch is a Bram Stoker Overed and specializes in group tactics using Servants.

Kouzou Nagami's Research

<Info: UGN> 10

After his daughter Subaru was killed half a year ago, Kouzou Nagami has been researching a method to resurrect the dead using the Renegade virus. The research seems to be successful, as Subaru is now in City N, alive and well.

Something about Kouzou's research has made Subaru a target for Bandersnatch. The UGN database might have Kouzou's research data stored.

-->Successfully completing this check causes Scene 10 to trigger.

Trigger Events

A Trigger Event occurs when certain conditions are met. Refer to "Conditions" for the specific requirements.

Scene 9: Pieces of Memories (PC1)

Condition: Triggers when the Players investigated "Subaru Nagami" and decided to visit her.

Description

This Scene is for meeting up with Subaru and discovering the secret behind the star-shaped locket pendant that she wears. The stage itself will be the UGN City N Branch's infirmary, where Subaru will be fiddling with her locket as she waits. When the Player Characters enter the Scene, Subaru will greet them and will ask about Kouzou Nagami. She will then open up the locket and show the Player Characters a picture of herself and Subaru.

At this point, all Player Characters that are in the Scene may now perform a Difficulty 8 <Perception> or <Knowledge: Accessories> check. If one person succeeds, players will learn that the locket has an second compartment, and the part where the picture is put in acts as a lid. When the compartment is opened, the Player Characters will find a piece of paper with the word "Pleiades" written on it. In Japanese, Pleiades is called "Subaru."

This word will be needed during Scene 10, so the GM should suggest that the players take note of this. Note that if all Player Characters fail the above check, create a new Scene and give another chance to try at the check. As usual, have the Player Characters raise their Encroachment Rates when entering the new Scene.

Setting

When you enter the Branch's infirmary, you see Subaru by herself, fiddling with her star-shaped locket pendant. Subaru notices you and smiles.

Dialogue: Subaru Nagami

"Hey, (PC1), you're here! Mind if we talk for a bit?"

"Do you know what my dad is doing right now?"

"When he told me to go to you, I tried to bring him along, but he said had other things to handle."

"He looked worried, and he hasn't picked up his phone. I got a bad feeling about this."

(Opens up her locket) "We took this picture together at an amusement park. There's a lot going on now, but I hope we can go again. You know, once things settle down."

(When the piece of paper is found) "What's this? Pleiades? I don't remember putting this in here. Was it my dad?"

Conclusion

The Scene ends once the check for discovering the pendant's secret has been completed.

Scene 10: Research Data (PC2)

Condition: Triggers when the Players investigated "Kouzou Nagami's Research" and decide to look for his data.

Description

The Scene involves searching the UGN database for Kouzou Nagami's old research data. This data exists in the UGN database, but is password-locked and cannot be viewed. The password is "Pleiades," which can found in Scene 9, written on a piece of paper that was hidden in Subaru's pendant. If Scene 9 has not occurred yet, tell the players that they cannot solve the password right now and move on to Conclusion 1.

When the players have the password and they open up the research data, they will learn that Kouzou Nagami's research on resurrection was never completed. They will also find Kouzou's journal in the data. In the journal, players will learn that by chance, Kouzou gave birth to a Renegade Being

during his research. This Renegade Being has the ability take another person's memories and a sample of his Renegade virus and mimic that person. Using this ability, Kouzou intended to create a second Subaru.

When revealing this information to the players, have them refer to page 329 and explain what a Renegade Being is. After Kouzou's research data has been investigated and the corresponding information has been given, move on to Conclusion 2.

Setting

You are at the UGN City N Branch, sitting in front of an information terminal. In order to look at Kouzou's research data, you will need to access the UGN database. You find the data, but a password prompt pops up. Without a password, you won't be able to investigate Kouzou's research.

Dialogue: Kouzou Nagami's Journal

"Sept. 12 – I've been studying the Renegade in order to bring back Subaru, but I'm at a total dead end. Is resurrection something that should not be handled by humans?"

"Sept. 21 – An irregularity happened during an experiment. I have no idea what was born. It seemed like a sentient Renegade virus, but is that even possible?"

"Sept. 23 – One of my colleagues told about the existence of a new virus strain called a Renegade Being. It seems that the Renegade virus can achieve sentience."

"Sept. 25 – I was able to establish communications with the newborn Renegade Being. "She" seems to have the ability to absorb the memories of other lifeforms and other strains of the Renegade and mimic a person based on the information that was gathered. With this power, I might be able to create a new Subaru."

"Sept. 26 - "She" has agreed to help with my plan to create a new Subaru. I want Subaru, and "she" wants a fully-established consciousness. For the sake of both our goals, we established a cooperative relationship."

"Oct. 15 – False Hearts has caught wind of "her" existence. I won't be able to protect "her." All I can do is advance the time schedule. I'll have "her" meet up with (PC1)."

Conclusion 1

The Scene ends when the players finish looking at Kouzou Nagami's research data.

Conclusion 2

Tell the players that without a password, they cannot investigate Kouzou Nagami's research data. End the Scene and continue on with the Investigation.

Scene 11: The Cruel Truth (PC4)

Condition: Triggers when Scene 9 and 10 have occurred and all information has been given to the players.

Description 1

During this Scene, Akihito will attack the UGN City N Branch and Subaru's true identity will be revealed.

Akihito is attacking the Branch because he wants to capture Subaru. If the Player Characters attempt to stop him, Akihito will reveal that Subaru is actually a Renegade Being that copied the real Subaru's memories. After revealing this, Akihito will ask if the Player Characters will still protect a fake. This last part will be discussed in Setting 2.

Setting 1

A blast rocks the City N Branch and is followed by a disturbing high-pitched laugh. "Hey, UGN! It's no fun if you don't fight back!" That creepy voice belongs to Akihito "Bandersnatch" Chigira.

Dialogue: Akihito Chigira

(When the Player Characters try to stop Akihito) "About time! Now things are going to be fun!"

"You guys must be bored if you're protecting her(Subaru). I mean, she's just a copy of a dead person."

"Subaru Nagami died half a year ago. I know, because I killed her."

"The Subaru you know is a fake. She's a sentient strain of Renegade virus – a Renegade Being – that used Kouzou Nagami's memories to copy the real Subaru."

"The reason why that Subaru has missing memories is because she doesn't even have the original's actual memories. Her identity is built on second-hand information from a person that just knew the real Subaru."

"She actually think she's Kouzou's daughter and has forgotten that she's a Renegade Being."

"Kouzou was even treating that monster like his real daughter. He wouldn't even talk when I smacked him around. Well, he's dead now, so I guess he'll talk."

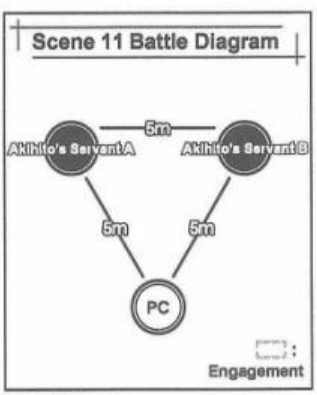
"I've gone through a lot of trouble, but its all going to end with me taking that monster."

"Look, you guys don't have to protect a monster. Just give her to me."

Description 2

After Akihito reveals Subaru's true identity, Subaru will appear. After finding out that she is a Renegade Being, Subaru falls into a state of confusion and her powers go out of control. When this happens, Subaru will unconsciously create copies of Akihito's Servants. Seeing this, Akihito will realize that Subaru can copy someone by absorbing his Renegade strain, copying his powers in the process.

After losing control of her powers, Subaru will run out of the City N Branch. When the Player Characters try to follow, the Servants that Subaru made will attack. This enemies in this battle are two units of Akihito's Servants. Refer to the battle diagram for specific positioning.



Setting 2

Right after Akihito happily reveals Subaru's identity, you hear a noise from behind you. "...I'm a fake?" You turn around and see a pale-faced Subaru standing dead still.

Dialogue: Akihito Chigira

"...I'm not Subaru?" Ugh...Ah..."

(Suburu's powers go out of control) "My body's on fire... Aaah!!" (Copies of Akihito's Servants will come out of Subaru)

"How did I do this? I never had these powers..." (Runs out of the Branch office)

Dialogue: Akihito Chigira

(After Subaru lost control) "She copied my Bandersnatchs! So She really copy people's powers using their memories and virus strain? Holy shit."

"With some work, we can make a monster that has all Syndromes. Oh, now I really want her." (Goes after Subaru)

Conclusion

When the battle ends, Subaru and Akihito have already left the Scene. Ask any Player Characters who have a Lois with Subaru if they want to turn that Lois into a Titus or discard it altogether. Once that is done, the Scene ends once the Player Characters go after Subaru and Akihito.

Scene 12: Subaru's Whereabouts (PC2)

Condition: The Players went after Subaru

Description

This Scene is for finding Subaru. Player Characters that entered this Scene must successfully complete a Difficulty 8 <Perception> or <Info: Rumors> Check. If at least one person completes the check, everyone will find out that Subaru headed to an abandoned UGN research facility, where she supposedly died half a year ago.

Setting

Subaru ran from the City N branch office and is now missing. In order to fulfill Kouzou's dying wish, you will need to find Subaru before the enemy does and protect her.

Conclusion

The Scene ends once the players go after Subaru and head to the UGN research facility.

Scene 13: Truth or Fiction (PC1)

Condition: Occurs right after Scene 12

Description

The players will arrive at an abandoned UGN research facility and will find Subaru in one of the hallways. She is staring at a dried and darkened blood stain that is on the wall. She now remembers that she is a Renegade Being that was created by Kouzou Nagami.

Subaru's original memories as a Renegade Being and the copied memories of the original Subaru Nagami are now at odds with one another, threatening to tear apart the girl from the inside-out. If left alone, Subaru's conscious will break down and the girl will become a Gjaum.

If PC1 did not turn his Lois with Subaru into a Titus, he can save Subaru from her agony by accepting her existence.

Setting

You arrive at one of the UGN's research facility. The destruction and rubble has remained untouched for the past half-year. In one of the hallways, you find Subaru staring at a blood stain on the wall. This is the exact place where Subaru Nagami died.

Dialogue: Subaru Nagami

"So this is where the real Subaru died. I'm just a Renegade Being that Kouzou Nagami created, but I wanted to know what a human is. I wanted to be a human."

"Kouzou tried to grant my wish by giving me his memories, and he tried to give me his daughter's life."

"He probably was only doing it for himself, but I was still grateful."

"But the play's over now. A monster can't become human, and there's no place for me in this world. I...I..."

(If PC1 accepts Subaru as she is) "Is it really OK for me to exist?"

"I'm just a monster that copied Subaru's identify from the information Kouzou gave me. Are you fine with a Renegade Being?"

"Thank you. I'm so glad I met you."

(If Subaru turns into a Gjaum) "If the world doesn't want me, I don't want this world! I'll destroy everything! Uwaaaaaaa!!!"

Conclusion

Once Subaru's heart has been saved or after Subaru becomes a Gjaum, Akihito will appear and start goading the Player Characters. "The actors are now on stage. Lets see who gets the monster."

-Climax Phase-

Scene 14: The Time to Decide (PC1)

Description

The story continues at the abandoned UGN laboratory. In order to take Subaru, Akihito will attack the Player Characters. Once an Impulse check has been performed, move on to the actual battle.

This battle will consist of Akihito Chigira and three Servants. Refer to the battle diagram on the following page for specific positioning and battle plan. If Subaru became a Gjaum, she will also be an enemy for this battle. Use the "Gjaum: Genocider" data (page 382) for Subaru and place five meters away from the Player Characters in an Engagement that is separate from Akihito's Servants.

Setting

Akihito appears with a mocking smile on his face and walks towards you. "Hey, I remember this place. This is where it all started, and this is where it's all going to end. Great choice for the final battle, you poetic asshole." Akihito's words are mixed with a snake-like glare that could send a chill down the spine of anyone that saw him.

Dialogue: Akihito Chigira

"Alright, you've given me enough trouble, so why don't we just finish things up here?"

"You are a real sucker for wanting to protect someone who's more of a monster then us."

"You have no idea how much it pisses me off to see half-assed, Overed freaks trying to be human."

"Kouzou had the will, but not the strength. Why do humans have to break so easily? I hope an Overed will do a better job of entertaining me."

"Before I take that girl, I'm going to have fun with you bitches. I want you all to scream, scream, and scream until I'm done playing." (Uses «Red Servant» + «Army of Fools»)

(When Defeated) "I...lost? Bull crap. I...don't...lose..."

Dialogue: Subaru Nagami (If she's a Gjaum)

"Die! Die! Everyone die!"

(When Defeated) "Now...I die. I...wanted to be human..."

Conclusion

The Climax ends once Akihito Chigira has been defeated.

Akihito "Bandersnatch Chigira

A former UGN agent that switched to False Hearts. A cruel, belligerent man who would cause the downfall of others if it meant satisfying his own desires.

Data
Breed: Pure-Breed
Syndrome: Bram Stoker

Stats		Skills
[Body]	6	<Dodge> 2
[Sense]	6	<Ranged> 5, <Perception> 4
[Mind]	5	<Will> 3
[Social]	4	<Info: UGN> 3
[HP]	97	[Initiative] 17
[Armor]	4	

Encroachment Rate: 150% (Dice +4)

Powers *The Encroachment Rate bonus has already been applied*

>Bram Stoker
«Blood Bullet» 4, «Bloody Banquet» 4, «Immortal's Grace» 2, «Ancestral Bloodline» 3, «Night Devil's Domain» 2
«Immortality» 4, «Genes of Destruction» 5, «Red Servant» 7,
«The Voiceless» 2, «Loyalty to the Master», «Red River Valet» 6, «Army of Fools» 2, «Fool's Equipment» 1, «Mock Swordsman» 3
>Common
«Concentrate: Bram Stoker» 3, «Life Increase» 2

Combos
>Destructive Bloodshed
«Blood Bullet»+«Ancestral Bloodline»+«Concentrate: Bram Stoker» (+«Bloody Banquet»)

Timing: Major
Skill: <Ranged> Dice: 16 (13)
Critical: 7 DFCLTY: Opposed
Target: Single Range: View
Atk Power: +13
Description: A ranged attack that has Akihito firing bullets that were enhanced with his blood.

This attack will receive a -2 penalty to its check score and the boss will lose 6 HP everytime he uses it. If Akihito's Servants are still on the field, use 13 dice instead of 16.

Up to four times per Scenario, the GM may also combine «Bloody Banquet» and change this attack's Target to [Area(Select)].

>«Immortal's Grace»
Timing: Cleanup
Description: Recover 2D + 6 HP.

>«Genes of Destruction»
Timing: Auto
Description: Can be used when Akihito receives at least one point of damage. Deal fifty points of damage to the character that attacked. This may only be used once per Scenario.

>«Night Devil's Domain»
Timing: Auto
Description: Use right after completing a Main Process. Akihito's state is changed back to Pre-Action, but his [Initiative] is reduced to zero. This may only be used once per Round and only a total of two times per Scenario.

>«Immortality»
Timing: Auto
Description: Use right right when Akihito becomes Incapacitated. Akihito is revived with 40 HP. This may only be used once per Scenario.

Akihito's Servants

Stats Skills
[Body] 9
[Sense] 9
[Mind] 9
[Social] 9
[HP] 45 [Initiative] 27
[Armor] 4 (Servant's Garment x2)
Encroachment Rate: 150% (Dice +4)
Powers
Acquired Powers and number of allowed uses are shared with Akihito.

Combos
>Cryptic Fang
«Ancestral Bloodline» + «Mock Swordsman» + «Concentrate: Bram Stoker»

Timing: Major
Skill: <Melee> Dice: 22
Critical: 7 DFCLTY: Opposed
Target: Single Range: Close
Atk Power: +8
Description: A melee attack using claws. Servants lose 3 HP every time this attack is used.

>«Immortal's Grace»
Timing: Cleanup
Description: Recover 2D + 6 HP.

Battle Plan

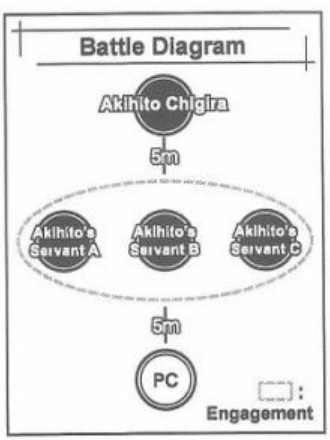
>Akihito Chigira
Akihito will not move from his position and will attack using his [>Destructive Bloodshed] combo. If you can, also combine «Bloody Banquet» into the attack.
If Akihito takes thirty or more points of damage, use «Genes of Destruction» and deal damage to character that attacked.

After all Servants have been defeated, Akihito may start using «Night Devil's Domain» after his Main Process. This allows him to go back to the Pre-Action state in exchange for reducing his [Initiative] to zero. This Power can only be used twice per Scenario.

When HP reaches zero, use «Immortality» and revive one time.

>Akihito's Servants
Have the Servants Move into the Engagement with the most PCs in it and attack using the **[>Cryptic Fang]** combo.

Since Powers and number of allowed uses are shared with Akihito, these Servants will not use «Bloody Banquet», «Night Devil's Domain», «Immortality», or «Genes of Destruction».



-Ending Phase-

Perform Backtrack and enter the Ending Phase. The following are examples of Ending Scenes, all of which assume that the players were able to save Subaru and place her under UGN care. If the outcome for your table is different, change the Scenes as necessary.

Scene 15: The Search for New Possibilities (PC5)

Description

PC5 will be reporting to Kyoka Tsuzuki, explaining how the False Hearts agents who were after Subaru Nagami have been eliminated.

Kyoka will proceed to share her opinion on the evolution of Renegade Beings, and how Subaru may represent a new path of evolution. Kyoka will now express her gratitude to PC5 and then leave.

Setting

You enter the high-rise building and make your way back to the room that is being used as a safe house for Xenos. As you head to the top floor, you ready yourself to report to Kyoka Tsuzuki on how Subaru Nagami is safe, for now.

Dialogue: Kyoka Tsuzuki

"We Renegade Beings only experienced our first major leap in evolution a mere twenty years ago. It's my belief that this evolution occurred as a result of the Renegade virus taking in the mental structure of humans."

"The Renegade Being that became Subaru Nagami is a specimen that is particularly adapted to absorb a mental structure. She may represent a new path of evolution."

"Thank you for your hard work. I hope we meet again."

Conclusion

The Scene ends when Kyouka leaves.

Scene 16: Towards a New Battle (PC4)

Description

After handling Akihito Chigira, PC4 prepares to leave City N. Before he goes, PC4 will receive a phone call from his boss Rosa. Rosa congratulates PC4 for completing his mission and gives him a new one.

Setting

You have completed your mission and sent a report to Rosa. You are getting ready to leave City N, but then your cellphone rings. The screen shows that it's from Rosa.

Dialogue: Rosa Baskerville

"I've read your report. You've seem to have properly handled Akihito Chigira."

"I know you just finished a mission, but I'm placing you on a new assignment. A person from our wanted list has been spotted in City Z. Get over there immediately."

Conclusion

PC4 takes on his new mission and heads to City Z. End Scene.

Scene 17: One Problem Solved and another Problem Arises (PC3)

Description

This is PC3's ending. PC3 was able to defeat the lurker FH agent Akihito Chigira, but now has to deal with repairing the damage to the Branch office and other paperwork.

Setting

You succeeded at beating back the False Hearts agent "Bandersnatch," but a new enemy awaits you. You now have to deal with repairs to the building and writing reports. Sitting right in front of you is a mountain of paperwork.

Dialogue: PC3's Subordinate

"Chief (PC3), this is the repair plan for our office. This, this, and this needs your signature."

Conclusion

The Scene ends when PC3 starts on his paperwork.

Scene 18: Fulfilling a Dying Wish (PC2)

Description

In this ending, PC2 will go to Kouzou's grave and tell him that Subaru is now safe.

Setting

You head towards the communal cemetery where Kouzou Nagami is buried. Subaru is now safe, and knowing that will help Kouzou rest easy.

Conclusion

Once PC2 finishes his business at the cemetery and gets on the road, end the Scene.

Scene 19: Subaru's Future (PC1)

Description

This ending will detail what happens to Subaru. Since Subaru herself does not intend to harm humans, the UGN allowed her to live in City N under the condition that she remain under their surveillance. Since Subaru personally requested that PC1 be the one to monitor her, Subaru will now be attending PC1's school.

Setting

It's early morning and you are walking to school with Subaru, who has now transferred to your school. Subaru has been allowed to live in City under the condition that she is kept under UGN surveillance. You just happened to be chosen to be her proverbial watch dog. Perhaps this is fate...

Dialogue: Subaru Nagami

(To PC1) "I never thought that I would ever have a human life. It's all thanks to you."

"I'm not the real Subaru Nagami, but I owe it to her and Kouzou to live a good life. Can you help me do so?"

"Thank you. I'm glad I met you."

Conclusion

End the Scene once Subaru and PC1 finish their act. This concludes the Scenario. Move on to the After-Game.

-After-Game-

Start the After-Game once the Ending is done. Check all record sheets and calculate experience points.

This Scenario's goal is to keep Subaru from becoming a Gjaum. If the players are successful, give them five points. If Subaru did become a Gjaum, players only receive two points.

Scenario Starters

The following are two ideas that the GM can use when creating a new Scenario. These starters may be used as is or modified to suit one's interests.

Starter 1: Awakening Call

"I'm not the old me anymore! I'm a new person!"

-Says the woman that lost her humanity.

* * * * * * *

An educational seminar, called the "New School," has opened up an office in City N and advertises the best education and vocational training. Those that attend this school have seen a dramatic increase in their grades and even develop new skills.

Yuko Terajima, a classmate of the players, has joined this seminar in an attempt to change quiet and unassuming personality. Ever since she attended that seminar, Yuko's personality has drastically changed and bizarre incidents have been occurring near her and the seminar.

The Awakened Yuko Terajima
Chimaera/Neumann

New School is actually a secret operation created by False Hearts to test a Renegade virus stimulator called "Alpha Trance." Using this drug, False Hearts hopes to find potential Overeds.

In an attempt to become special, Yuko ended up becoming a Gjaum. She has now lost the ability to control herself and has now started to attack society.

Starter 2: The Canary's Song

"I'm not a Gjaum. I'm still sane."

-The girl known as "Canary," when you first meet her.

* * * * * * *

New intelligence shows that a young female Overed called "Canary" has escaped from a False Hearts laboratory and is now hiding in City N. According to the UGN Intelligence agent Yoshizumi Moroda, Canary has succumbed to the Renegade and has turned into a Gjaum. He recommends that she be disposed of quickly.

The players move in on the target, only to find an injured girl. It seems that this little girl is the Canary they are looking for.

Sleeping Bomb Yoshizumi Moroda
Exile/Orcus/Solaris

In order to insure her safety, Canary stole False Hearts' research data and holds it as a bargaining chip. Yoshizumi Moroda is actually a False Hearts spy and does not want Canary getting into contact with the UGN. To that end, he created fake intelligence that made Canary out as a Gjaum. Now that players have met Canary, Yoshizumi will stop at nothing to bury them and the truth together.

Appendix

Double Cross

Absolute Prediction....185
Absolute Solitude....101
Absolute Space....191
Absolute Terror....211
Absorption....151
Accelerate....211
Accelerated Time....385
Accelerated Time II....385
Acceleration Mechanism....119
Accuracy Check....294
Ace Driver....174
Acrobat....164
Active Sonar....164
Additional Strength....215
Adrenaline....211
Advice....181
Aegis Shield....144
After Image....165
Ageless Body....405
Aging....396
Ailment Resistance....389
Air Instrument....167
All Range....150
Almighty Instrument....177
Analyze....181
Ancestral Bloodline....133
Angel Voice....160
Angel's Mantle....105
Angel's Palette....105
Animal Tamer....190
Annihilation Wave....205
Anti-Air Attack....390
Anticipation of Battle....98
Anti-Ground Attack....390
Anti-Warding Factor(AWF)....388
Apparition's Beckoning....150
Aqua Vitae....215
Armor(Equipment)....236 – 239
Armor*....227, 238
Armor (Stat)....295
Armor Piercing....388
Army of Fools....133
Arrow of Agony....214
Arrow Raindrop....190
Art (Skill)....22
Asphyxiate....202
Attack Bonus....219
Attack Power....295
Attack Program....118
Attack Steps....293
Auto Action....288
Automated Tentacles....154
Avatar of Thunder....124
Avatar's Voice....102
Awaken....174
Awakening Chart....68
Awakening Electricity....121
Backtrack....279
Bacteria Environment Manipulation...217
Bad Statuses....297
Balance Break....164
Ball Lightning Shield....121
Barricade of Blinding Heat....206
Barrier Cracker....123
Base Encroachment Rate....57
Base Stats....22, 254
Basic Research....165
Bat Ears....167
Bat Wings....135
Battle....282
Battle Beat....160
Battle Formation....392
Battle Instinct....143
Battle Reinforcements....392
Beast Eyes....140
Beast's Intuition....147
Beast's Malice....142
Beast's Pride....143
Beast's Scent....147
Beast's Strength....141
Berserk....298
Berserker....215
Bizarre Fingertips....157
Black Hammer....108
Black Hole Destruction....114
Black Hole Gate....114
Black Hole Summoning....113
Black Light....104
Black Market....180
Blade of Vengeance....144
Blazing Fort....200
Blind Sheep....213

Blinding Dash....98
Blitzkrieg....186
Blizzard Breath....201
Blizzard's Protection....204
Blockade....291
BloodBonds....131
Blood Bullet....128
Blood Burn....133
BloodControl....128
BloodofDestruction....131
BloodReading....137
BloodRelations....128
BloodSculpture....136
BloodWarhorse....132
Blood Wedge....129
Bloodletting....136
BloodlettingSpores....213
Bloody Attack....129
BloodyBanquet....129
Bloody Net....129
Blow Away....142
Blue Demon....203
Blur....98
Boa Tail....143
Body....22
Bond Break....400
Bone Gun....154
BoneSword....154
Brain Hack....152
Brain Hijack....402
Brain Shake....164
Brand of the Cursed....153
Break Away....291
BreakingPoint....184
Burning Soul....206
Burst Break....403
Caged Area....193
Calamity Smash....225
Calculations....184
Calm Down....222
Campaign....359
Cannibalize....152
Cat Eyes....147
Cat's Path....197
Centaur Legs....140
Cerebral Adjustment....202
Chaotic Fate....389
Character Growth....270
Character Growth Chart....84, 272
Character Loss....267
Character Rebuild....90
Check....253
Check Score....254
Cheer....160
Childhood Friend....217
Cleanup Process....288
Climax Phase....267
Code Deciphering....186
Coercion....389
Combat System....182
Combining Powers....300
Common Powers....218
Communication Control....395
Complete Therianthropy....140
Component Analysis....177
Concentrate....219
Confusing Blow....192
Connections....242 - 243
Constricting Domain....195
Construction Character Creation....23, 72
Corpse....130
Corrosive Fingertip....212
Corrosive Red....130
Cosmic Inflation....114
Counter....185
Cover (Action)....305
CoverDefense....219
Create Armor....172
Create Shield....172
Crimson Armor....131
Crimson Sword....131
Criticals....256
Critical Shot....183
CriticalValue....256
Cross Attack....132
Cross Burst....205
Crossbreed....73, 75, 78
CrownofThorns....212
Crushing Jaw....190
Cryopreservation....207
Crystal Eyes....98
CrystalSword....171

Crystallize....175
Customize....170
Cyber Arm....122
Cyber Leg....118
Damage....295
Dance of the Mindless....134
Dancing Hair....151
Dark Matter....109
Dark Spiral....112
Dash....82, 289
Dazed....298
Dazzling Voice....167
Defense Support....184
Deflection Sensory....115
Delusive Scent....210
Demon's Shadow....113
Destructive Arrow....129
Devil String....154
Devoted Gears....136
Devoted Shield....386
Dice Rolls....255
Difficulty....254
Dimension Gate....115
Disintegration....206
Distant Voice....166
Distorted Body....154
Distorted Domain....193
Distorted Retribution....110
Divine Beast Attack....145
Doctor Dolittle....187
Dodge (Skill)....22
Dodge (Check)....294
Domain Adjustment....194
Domain of Despair....196
Domain of Domination....192
Domain of Vengeance....196
Domain's Guardian....194
Domain's Shield....193
Domain's Voice....195
Dominating Particles....196
Domination....395
Dormant Genes....147
Double Creation....172
Double-Duel....183
Dragon Scales....144
Earth Fang....190
Earth Shaker....163
Earth's Protection....191
Earthy Gold....197
Elastic Arm....150
Electrical Convergence....119
Electromagnetic Induction....119
Electromagnetic Wall....121
Electromagnetic-Response Armor....123
Electronics Master....125
Element Transformation....400
Elusiveness....398
Embrace....130
Emotion Change....276
Emotion Charts....70 - 71
Encounter Chart....67
Encounter Chart (Renegade Being)....89
Encroachment Cost....299
Encroachment Rate....273
Encroachment Rate Bonus....274
Encroachment Rate Increases....273
Enemies....376
Energy Meister....201
Energy Water....217
Energy Wave....162
Engagement....289
Enhance Action....221
Enhance Mind....221
Enhance Physical....221
Enhanced Growth....197
Entangle....152
Environmental Damage....307
Escape....291
Eternal Life....133
Evasion....385
Event Horizon....110
Evil Eye of Solitude....111
Experience Charts....63 - 66
Experience Chart (Renegade Being)....88
Experience Point Distribution....271, 367
Extra (NPC type)....360
Extra Arms....146
Eye of Argos....141
Eyes from Heaven....98
Eyes of Light and Darkness....102
Fairy Hand....191
Fall Down....405

Fan Out....181
Festival of the Twisted....150
Fiend's Shield....112
Final Blaze....205
Final Flash....104
Fire and Ice Sword....204
Fire Cage....203
Fire Formation....203
Fire God's Rage....200
Fireproof Body....207
Fire's Blessing....201
First Strike....161
Fist of Darkness....108
Flame Blade....200
Flame Ring....205
Flames of Hatred....202
Flaming Bullets....201
Flaming Disaster....403
Flash....161
Flash End....393
Flash Gaze....103
Flashing Plasma....124
Flight....305
Flying Debris....142
Folding....176
Food of the Dead....214
Fool's Equipment....135
Forgery....177
Form Change....170
Formless Sword....192
Forsaken Land....105
Fountain of Knowledge....180
Fracturing Sound....163
Fragrant Fresh Blood....136
Frenzy....210
Full Defense....221
Full Installation....123
Full Power Attack....145
Full Scratch Character Creation....23, 83
Furious Heart....404
Fury....162
Fusion....156
Gale Sword....162
Game Master (GM)....358
Genes of Destruction....134
Genetic Shift....274
Genius' Insight....180
Genocide Mode....171
Giant Growth....155
Giant's Axe....109
Giant's Life Force....143
Gigantic Mode....170
Giganto Lance....176
Glass Sword....102
Goddess of Victory....185
God's Eye....102
Gold Alchemy....174
Grapple....143
Gravity Area....394
Gravity Guard....112
Gravity Swamp....110
Green Whip....194
Guard (Action)....294
Guard (Stat)....294
Guard Crush....183
Guest (NPC Type)....359
Guiding Flower....191
Gun of Light....101
Hand of Light....103
Handling....194
Hard Beat....160
Hard-Wired....122
Hatred....298
Hawk Wings....141
Hazard Call....226
Heal....173
Healing Water....213
Heartless Memories....226
Heat Adjustment....206
Heat Barrier....204
Heat Haze....203
Heat Haze Robe....101
Heat Perception....207
Hell Beast's Roar....142
Hell's Coffin....130
Hi-End Production....216
Highly-Saturated Oxygen Bubble....167
High-Speed Regeneration....390
Hollow Body....156
Horned Ogre....144
Hound's Nose....105
Hit Points (HP)....78, 296

Human Power Plant....125
Humanity's Neighbor....224
Hundred Guns....172
Hunting Style....140
Hyper Toughness....220
Hypnotic Light....101
Ice Bindings....202
Ice Citadel....204
Ice Cloister....200
Ice God's Sorrow....201
Ice Protection....200
Ice Scythe....202
Ice Shield....204
Ice Tower....201
Ice Wall....203
Immortality....405
Immortal's Grace....130
Impenetrable Defense....184
Impulse Check....267
Impulse Chart....69
In-Battle Movement....289
Incapacitation....296
Inferno....205
Infinite Weapons....172
Info (Skill)....22
Initiative....78, 285
Initiative Character....285
Initiative Process....285
Inspiration....180
Instant Adaption....397
Instant Bomb....171
Instant Retreat....386
Instant Retreat II....386
Intelligent Beast....140
Intercepting Bullet....185
Interrupt....186
Intimidation....222
Investigations....312
Invisible Domain....197
Invisible Hand....111
Invisible Minion....120
Invisible Reaper....102
Ionocraft....118
Irresistible Words....212
Items....227
Jamming....192
Judgment by Light....104
Kamaitachi....162
Key-Free Traveling....157
Keystone Formation....191
Killing off Characters....296
King of Beasts....145
Kingdom....400
Knight Rider....194
Knowledge (Skill)....22
Last Action....185
Lasting Loises....57, 280
Law of Alchemy....176
Law of Fire....207
Law of Ice....207
Law of Power....195
Law of the Underworld....192
Liberating Lightning....119
Life Blood....132
Life Curtain....153
Life History....56
Life Increase....387
Life Increase II....387
Life Representative....136
Life Shield....214
Light Bow....100
Light of Destruction....100
Light of Oblivion....99
Light Speed....165
Light Speed Sword....100
Lightning Attack....119
Lightning Fang....119
Lightning of Fate....395
Lightning Prison....120
Lightning Spear....120
Lightning Speed....161
Lightning's Blessing....118
Light's Protection....103
Lightweight Customization....122
Lightweight Mode....170
Limit Removal....165
Limited Immortality....221
Little Evil Eyes....109
Little Happiness....223
Lock On....141
Lois Creation....57, 275
Loose Tongue....214

Lost Neighbor....402
Loyalty to the Master....133
Luck's Protection....193
Machine Morph....175
Machine's Voice....196
Maestro's Memories....174
Magic Words of Destruction....213
Magical Scent....217
Magnet Force....121
Magnetic Barrier....121
Main Game....265
Main Process....285
Major Action....287
Mark of the Twisted....152
Marksman....109
Mars' Blessing....185
Mars' Defense....144
Material Synthesis....175
Max Voltage....123
Melee (Skill)....22
Melting....203
Mental Command....182
Mental Invasion....398
Metabolism Control....187
Metal Fusion....121
Midnight Cinema....393
Mighty Hand of Creation....176
Mighty Therianthropy....146
Mimicry Mask....157
Mind....22
Miniscule Dust....99
Minor Action....286
Miracle Drop....215
Mirror Coat....102
Mirror Shield....103
Miscellaneous Items....244 - 247
Misdirection....101
Mock Hunter....135
Mock Swordsman....135
Monstrous Cannonball....135
Moonless Night's Curse....135
Move....82, 289
Move Distance....82
Multi-Attack....156
Multi-Image....103
Multi-Tool Fingers....157
Multi-Weapons....182
Mutant Transformation....389
Mutant's Walk....156
Nail Sword....151
Nameless Blade....141
Negotiation (Skill)....22
Nerve Hijack....195
Neutralizer....213
Night Devil's Domain....134
Non-Playable Character (NPC)....359
Noon Star....105
Object Transformation....157
Obsidian Armor....194
Ocean's Benediction....146
Ogreish Fighting....182
Ogre's Attack....142
Opening Phase....267
Opposed Check....259
Optical Lens....99
Organism Infiltration....157
Organizational Breakdown....401
Origin Chart....62
Origin Chart (Renegade Being)....87
Origin: Animal....224
Origin: Colony....224
Origin: Cyber....224
Origin: Human....224
Origin: Legend....225
Origin: Mineral....225
Origin: Plant....225
Oscillating Sphere....163
Other-Worldly Genes....155
Overdose....215
Overlord....195
Pagan God's Heart....113
Pain Editor....122
Paralyze....171
Paranoia....401
Player Character (PC)....15
Penetrate....171
Penetrating Attack....163
Perception (Skill)....22
Perfect Antibody....211
Perfect Control....175
Perfect Performance....187
Perfect Room Temperature....207

Perfect Success....223
Perfect World....195
Personal Data....56
Petrify....171
Photographic Memory....187
Physique Maintenance....147
Piercing Arm....151
Pinpoint Guard....391
Pinpoint Laser....100
Plasma Cannon....205
Player Character (PC)....15, 18
Pleasurable Fragrance....216
Pocket Dimension....115
Point-Blank Shot....183
Poison Blade....210
Poison Fog....211
Poltergeist....123
Post-Action....284
Power Arm....145
Power Defense....222
Power Formation....191
Powers....18, 78, 92
Pre-Action....284
Pre-Game....263, 361
Pressure....298
Preta Tamer....152
Primal Ways....165
Procure (Skill)....22
Procure Checks....311
Profiling....187
Progression Events....365
Proof of the Feral Beast....397
Proof of the Hell Beast....146
Protective Sand....173
Psychometry....174
Puppeteer....215
Pure-Breed....73, 75, 78
Qinggong....167
Quick Blade....109
Quick Dash....220
Quick Movement....386
Quick Start Character Creation....23, 27
Rabbit Ears....104
Radio Wave Jamming....125
Raging Shout....164
Rampart of the Void....112
Range....95
Ranged (Skill)....22
Rapid Beat....166
Ravenous Fists....150
RC (Skill)....22
Reactions....288
Reaming Claw....144
Reaper's Eyes....111
Reaper's Needle....151
Recommended Lois Relationship....57
Recovery....184
Red River Valet....132
Red Servant....131
Redshift World....108
Reflecting Laser....100
Reflex Response....388
Reflexes....220
Refresh....221
Reinforce....170
Renegade Being Creation....85
Renegade Smite....226
Repulsion Arrow....113
Repulsion Field....112
Repulsion Hammer....110
Repulsion Jump....108
Repulsive Dinner Table....398
Research Master....223
Residual Lightning....120
Restoration....387
Restrain Command....220
Resurrect....219
Revival....387
Ride (Skill)....22
Riding a Vehicle....305
Rigor....298
Ripple Formation....165
Rising Earth....193
Roaring Claw....162
Robe of Light....103
Rollback....112
Roll or Choice (ROC)....14, 56
Round....282, 284
Ruler of the Bloody River....130
Ruler's Command....391
Ruler's Eyes....391
Sacrifice....396

Sand Barrier....173
Sand Blade....173
Sand Shield....173
Sand's Blessing....173
Sand's Protection....172
Savings Points....310
Scarlet Blade....128
Scarlet Death....129
Scarlet King....134
Scenario Creation....364
Scenario Handout....263, 362
Scenario Lois....362
Scene....265
Score....254 - 257
Sculpture's Voice....212
Sealing Curse....133
Secondary Stats....26, 78
Secret Ingredient....217
Secret Pocket....125
Security Cut....125
Self-Destruct Mechanism....124
Sense....22
Serpent's Moves....153
Servants....307
Servant's Awakening....396
Setup Process....284
Shadow Image....161
Shadow Run....161
Sharp Ears....197
Shining Blade....99
Shock Absorb....220
Short....125
Shrinking Earth....190
Silent Space....167
Simple Powers....92
Sinner's Shackles....212
Siren's Song....163
Skills....22, 80
Sky Castle....394
Sky's Ruler....141
Sleep Powder....214
Social....22
Soldier Network....222
Sonic Attack....162
Sonic Boom....163
Soul Alchemy....175
Soul of the Beast....145
Sound Wave Tuning....164
Soundless Voice....217
Space Compression....108
Space-Time Rip....394
Speed Force....166
Speed Up....220
Spiral Attack....155
Spiraling Despair....216
Spotlight....105
Springy Shield....154
Stage....407
Stardust Rain....100
Start Dash....161
Static Space....111
Stealth....305
Steel Body....143
Steel Horse....122
Stick....114
Still Garden....110
Stillness....225
Stock Acquirement....388
Stock Points....81
Stocked Items....310
Storm Tower....399
Stun Bolt....120
Sub-Syndrome....73, 79
Summoned Herd....214
Support Device....175
Support Fire....181
Supreme Fur....147
Surprise Hit....183
Swift and Deft....166
Swift Posture....392
Sword of Life....155
Sword of Light....101
Syndrome Stat Chart....74
Syndromes....18, 21, 73, 92
Tablet....211
Tactical Decision....181
Tactics....181
Taint....298
Takeover....226
Tapping & On-Air....124
Target....95
Targeting....183

Telekinesis....197
Texture Change....177
The Emperor's New Clothes....137
The Emperor's Time....115
The Lord's Blessing....99
The Lord's Right Arm....99
The Thirsting Lord....128
The Twisted's Protection....153
The Undead's Doll....131
The Voiceless....132
The Walls have Ears....155
The Wise....132
Third Eye....393
Third Watch....123
Thorn Constraints....192
Thor's Hammer....120
Time Casket....113
Time Freeze....113
Time Sorcerer....115
Timing....94
Titan Therianthropy....397
Titus....277
Titus Bonuses....278
Trailer....263, 361
Tranquility....210
Transmission....155
Transporting Others....306
Tri-Breed....73, 75, 79
Trigger Events....366
Troop (NPC/Enemy Type)....360
Tyrant's Arm....111
Tyrant's Law....109
Tyrant's Throne....115
Ultimate Appraisal....187
Ultimate Chef....177
Ultimate Therianthropy....145
Ultra Bomber....151
Undefeated Genius....186
Undermining Voice....404
Underworld Cage....111
Unseen Road....402
Unseen Talker....225
Untouchable....401
Untreatable Disease....404
Unwavering Heart....202
Unyielding Flock....153
Valkyrie's Guidance....210
Variable Weapons....182
Vehicle....240, 305
Vehicle Morph....174
Vitality-Up....222
Voice of Restoration....216
Void Pitfall....110
Waiting....285
Walking Encyclopedia....180
Wall Bypass....177
Wall of Malice....142
Wall of Silence....399
Warding....219
Warrior's Knowledge....184
Water of Pain....213
Weak Point Detection....182
Weapon Installation....122
Weapon Link....118
Weapon Mastery....222
Weapons....230 - 235
Weather Manipulation....403
Whirlwind....399
White Heat....204
Will (Skill)....22
Wind's Messenger....160
Word of Fear....212
Work....19, 73, 74
Work Charts....76 – 77
Work Chart (Renegade Being)....86
World Destruction....391
Wriggling Bullet....152
Wriggling Swamp....153
xD10....14
Yggdrasil's Leaf....193

DOUBLE CROSS
THE 3RD EDITION
CHARACTER SHEET

Character Name		Player Name	
		Spent XP	

Age		Gender		Zodiac	
Height		weight		Blood Type	

Work		Cover	

Breed	Syndromes		Sub-Syndrome

Stats

Body		Sense		Mind		Social	
Melee	Lv	Ranged	Lv	RC	Lv	Negotiation	Lv
Dodge	Lv	Perception	Lv	Will	Lv	Procure	Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info:	Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info:	Lv
	Lv		Lv		Lv		Lv

Life History

Origin		
Experience		
Encounter		
Awakening		Encroachment Rate
Impulse		Encroachment Rate
		Base Rate

Max HP

Body x 2		Mind		
	+		+20=	

Stock Points

Social x 2		Procure x 2		
	+		=	

Savings

Initiative

Sense x 2		Mind		Item		
	+		−		=	

Move

Initiative			
	+5=		m

Dash

Move			
	×2=		m

Lois

Relationship	Name	Emotion (Positive)	Emotion (Negative)	Titus
		☐	☐	☐
		☐	☐	☐
		☐	☐	☐

Powers

No	Power	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Note
-	Resurrect	1	Auto	-	-	Self	Close	Refer	-	
-	Warding	1	Auto	-	Auto	Scene	View	0	-	
1	Concentrate:	2	Major	Syndrome	-	-		2	-	
2										
3										
4										
5										
6										
7										
8										
9										
10										

Weapon

Item	Type	Skill	Acc.	Act. Power	Guard	RNG	Stock	Notes
Total								

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Notes
Total						

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Total				

Combos

Name	Condition	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
	Under 100%	Dice	Crit. Value	Atk. Power	Notes			
		+_ (Encroach Bonus)						
		Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
	Above 100%	Dice	Crit. Value	Atk. Power	Notes			
		+_ (Encroach Bonus)						

DOUBLE CROSS

RECORD SHEET

Character Name

Player Name

GM

Game Date

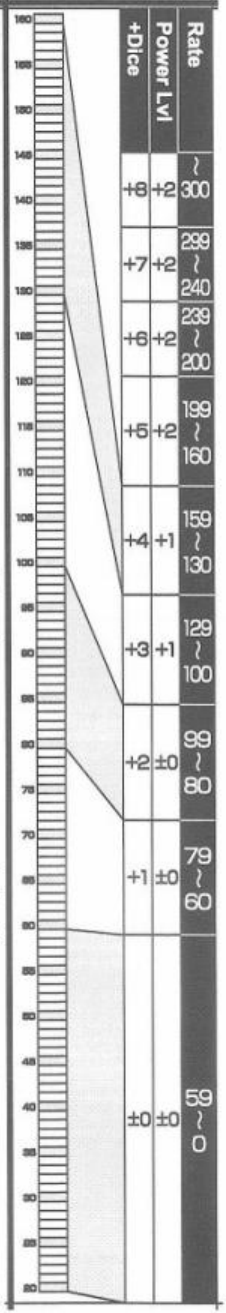
Scenario

MEMOS

HP

Encroachment Rate

Encroachment Bonus



Loises

Relationship	Name	Emotion (Positive)	Emotion (Negative)	Titus	
		☐	☐	☐	☐
		☐	☐	☐	☐
		☐	☐	☐	☐
		☐	☐	☐	☐
		☐	☐	☐	☐
		☐	☐	☐	☐
		☐	☐	☐	☐

Refer to the Lois section of the Rulebook for information on how to use Tituses.

Experience Points

Played to The End		1 Pt ☐
Achieved Session's Goals		___ Pt ☐
Final Encroachment Rate	0 - 30%	2 Pt ☐
	31 - 50%	3 Pt ☐
	51 - 70%	4 Pt ☐
	71 - 99%	5 Pt ☐
	100% ~	3 Pt ☐
Backtracked with 2x (Loises) dice		3 Pt ☐
Rolled a second time during Backtrack		0 Pt ☐
Good Role-play		1 Pt ☐
Helped other players		1 Pt ☐
Helped advance the game		1 Pt ☐
Helped set up a place and time		1 Pt ☐

Total ___ Pt

GM's Signature

DOUBLE CROSS

SESSION SHEET

GM	
Game Date	
Scenario	

	Character	Player	Initiative	Notes
1				
Syndrome		Work/Cover	EXP. Earned	
2				
Syndrome		Work/Cover	EXP. Earned	
3				
Syndrome		Work/Cover	EXP. Earned	
4				
Syndrome		Work/Cover	EXP. Earned	
5				
Syndrome		Work/Cover	EXP. Earned	

MEMO:

÷3= (Rounded Down)

Handled scheduling and/or acquiring a place to play ☐

GM's experience

What is the Price of Power?

What would you do if you had superpowers? Would you still use them if they cost you your sanity? If someone you cared for was in trouble, would you risk your humanity and use your powers to save them?

All of the above questions will be answered in the world of Double Cross. Select Powers from twelve different categories and use them in the fight against superhuman psychopaths and sociopaths.

The world's balance could break at any moment, and you are one of the few that can protect the defenseless. Just remember that no matter how powerful you become, the only thing that keeps you humane is the bond with the very people you are protecting.

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