



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

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

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

Welcome to Double Cross. This is the world of traitors.

By: Digger - VERSION: 1.0

The world has changed.

This new world is much like what you are familiar with, yet at the same time so wildly different.

It is a not so distant future earth. The world has become more dangerous, has experienced a little more conflict than before, and has fallen a little farther into the darkness. The change blindsided humanity, when a mysterious virus spread across the globe and infected most of the human race. Among the infected, there are the Overeds - super-beings wield unique powers.

The virus' spread was kicked off when an archeology team stumbled upon ancient ruins in the Middle East. Thought to be a totally undiscovered key to a forgotten past in the Middle East, excavation began right away. Unfortunately, the gathered artifacts and research would never see the light of day.

A conflict broke out in the region, and the archaeologist team fled with as much of their findings as could be gathered...During the flight back to the United States, however, the plane was shot down. The team went missing and the secrets within the plane were lost in the darkness... Strangely, neither the local armies nor the

rebellion in the region had weaponry capable of shooting down the plane at the time, so even the reason for its destruction was lost.

What isn't a mystery, however, was something that did escape the destruction...an ancient virus excavated from those forgotten ruins. When the plane was shot down, a sample of the virus was shot into the atmosphere and spread throughout the world via air currents, infecting the entire world.

It would be three years before the effects of the virus became apparent. Bizarre incidents involving "monsters" began occurring all across the globe, resulting in major breaches of security that the sane world could not handle. Many of these incidents involved unexplained fires, explosions, bizarre murders and ghastly acts of terrorism, all borne of creatures and people with unknown abilities.

During this time of turmoil and confusion, a thesis was sent to all of the world's governments through hidden routes, for the eyes of the world leaders only. Written by the renowned biologist Alfred J. Caudwell, this thesis discussed the existence of a virus that Caudwell named "Renegade," and brought to light what happened in the skies of the Middle East on that fateful day.

The thesis went on to explain how most of humanity became dormant carriers of the Renegade, and how carriers could become Overeds if the virus were to become active. The Professor warned that the virus could take over a carrier, and that if the carrier is unable to fight back the Renegade, he will lose his sanity and become a Gjaum, a monster that is motivated only by its impulses.

The contents of Professor Caudwell's thesis were never made public. Since most Overeds and some Gjaums look like regular people, a public announcement would cause the general public to fall into a state of paranoia, which would have certainly lead to riots and witch hunting...and what's worse, Professor Caudwell spoke of a terrorist organization that was made up of malicious Overeds and Gjaums. He argued that the global chaos is being deliberately caused by this terrorist organization, which he called False Hearts.

Between Gjaums organizing themselves and Overeds fully turning against the greater good of mankind, it seemed bleak...however, there was a ray of hope.

Professor Caudwell's thesis continued with the following declaration: "I am an Overed and with other sane Overeds like me, we will protect humanity from the Gjaums."

In order to defeat the impossibly powerful Gjaums, one would need high powered armaments that cannot be used in a city environment, at least not without major collateral damage. In order to take down Gjaums without destroying a city in the process...Overeds and their powers were needed. For this purpose, Professor Caudwell and his Overed allies formed the Universal Guardian Network. It was this act that marked the start of the shrouded battle for humanity.

You may join this battle, deny it, or attempt to survive it...but it will shape the earth and the fates of all who live on it, no matter the outcome.

+1000 Crisis Points for your troubles... and good luck out there.

This may be a quite long and difficult path to walk, so I'll create easily searchable table of "tags" to navigate this document.

***Syndrome**

***Breeding**

***Origins**

***General**

***Drop-in Perks**

***Wild Card Perks**

***UGN Perks**

***False Hearts Perks**

***Renegade Being Perks**

***Drop-in Gear**

***Wild Card Gear**

***UGN Gear**

- *False Hearts Gear
- *Renegade Being Gear
- *Companions
- *Drawbacks
- *Powers

Ah, but before I toss you in I'd be unfair if I didn't at least give you a chance to partake in the power that drives this world. Renegade's touch shapes the planet, and those here without it are on the whole, chaff before it's power.

The "Overed", those who have survived the virus, are the star players of this drama...so, here. I will allow you to become an Overed, guaranteed.

***Syndrome(0, Mandatory for Renegade Being, False Hearts):** The Renegade is a powerful virus, with its powers being manyfold and deep. However, there are certain 'packages' of power themes that crop up in conjunction with one another, and these "syndromes" in turn determine the kinds of powers you can purchase and use at the "Powers" section of the jump. Keep in mind that at least within this jump, the more powerful an ability, the stronger chance of "encroachment" and subsequent loss of identity is threatened.

Also, you do not get the powers listed in the Syndrome explanations right away, as mentioned: Taking a syndrome only guarantees you the access to purchasing those abilities.

Angel Halo: This Syndrome gives the ability to manipulate the degree of light and its refractive rate, as well as produce light from their body. 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."

Oh..right, 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, for some reason.

Balor: Named for the figure of celtic myth with an evil eye, Balor is a Syndrome that manipulates gravity. When the Balor exorcises his power, a sphere called the "Evil Eye" 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.

Black Dog: Named for a legendary black dog of british myth said to arrive with lightning, 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...in turn, it allows you to create magnetic forces as well and manipulate metal!

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, cybernetics! Black Dog users are the ones most easily able to create and utilize them, however.

Bram Stoker: It might be obvious by the name, 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...So flexible, it is!

Overeds that display this Syndrome are able to manipulate blood that has left their body, if it's left recently. 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...I suppose you could call them blood brothers? It is also possible for an Overed to modify the composition or DNA of blood and use it to heal others, if they're close enough. This Syndrome is named after the author of the nineteenth century work Dracula, appropriate for a blood-based Syndrome!

Chimaera: 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 describes the users of this syndrome pretty well.

This Syndrome transforms an Overed's body parts into the body parts of bugs or animals, taking on the claws of predators and the armor of prey. It's also possible for wings, tails, a third arm, and other non-human body parts to grow out of the body if they desire! The Chimaera Syndrome also bestows superhuman strength on top of its transformations. An eight year old child that displayed this Syndrome was able to easily lift a van with one hand, as an example of its potential...Not bad, eh?

Exile: The name Exile originates from a Japanese god banished away for his boneless appearance. 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. They can detach their body as well with ease...In addition, Overeds with this Syndrome will be able to freely move parts of their body that were originally immobile...including bones and organs. The powers of the exile are as varied as they are horrifying.

Hanuman: 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, with the power to even make one a Lord of the Speed.

This Syndrome is also characterized by the ability to manipulate oscillating waves. Those that display this Syndrome are able to manipulate frequencies by vibrating a part of their body and can create various miraculous powers 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 indian myth, a heroic figure.

Morpheus: This Syndrome offers the ability to transmute any object the user is touching into something else entirely. Fundamentally speaking, Morpheus is similar to some processes by earth insects in that it 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 other abilities that utilize a special "sand" that is a byproduct of transmutations, that they can manipulate. The name Morpheus comes from the word "morphing" and name of the god of Dreams (or "sandman") of Greek mythology.

Neumann: 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 fire on all cylinders that even mundane geniuses could never hope to match. Overeds with the Neumann Syndrome become capable of ingenious feats and enter a world of thought few if any could dream of. This skill allows some to 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, a well known genius.

Orcus: Named for the god of the dead in Roman myth, Those that display the Orcus Syndrome gain the ability to manipulate their surroundings through the release of special "particles" similar to the <Warding> power inherent of all Overed 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."

Salamandra: Heat is the basis of the Salamandra Syndrome's abilities, as could be guessed. 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...Since, well, fire and ice are only two sides of the coin, right?

This control over heat energy may also be used to enhance one's body, amazingly enough Heat may be converted into physical energy that can be used for athletic feats, or the user may adjust his body temperature when he needs to calm down and make better decisions, using the principle of cooled 'computers' working faster and better.

It was named for "Salamandra," a fire lizard. However, another legend tells that the salamandra is so cold that fire would be extinguished when it comes in contact with the animal. This Syndrome was named Salamandra as it fit the duality of its potential.

Solaris: The name was taken from a fictional planet in a novel of the same name said to inflict hallucinations. Overeds that display the Solaris Syndrome gain the ability to produce chemicals in their own bodies, essentially making them walking chemical plants. These chemicals can be used internally or be excreted from the body in various forms to use on 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, if the user so wished. With enough drugs, It is possible to create illusions that drops someone into a state of paranoia, or even manipulate memories...

Ouroboros(300 CP): ...Oh, this Syndrome is still a mystery and a rumor at this point in time...but if you're willing to pay up you can take this alarming ability. The rarity and potency of this power justifies the cost, to be sure.

The first of this Syndrome's miraculous abilities is

*Self-Evolution: Ouroboros can strengthen itself using the power of syndromes it stole from others. Much like how the introduction of a new predator will affect the evolution of a species, introducing this foreign syndrome will force pre-existing syndromes in your body to adapt and develop new abilities.

The second is...

*Power Copying: Ouroboros can copy the abilities of other Overeds. Various instances have shown that Ouroboros Overeds can copy any ability, such as

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

The last one would be alright on its own, but coupled with the previous...

***Shadow Manipulation:** Ouroboros Overeds can manipulate their shadows and use them in an offensive capacity. The Ouroboros shadow is not a true shadow, as that'd be silly. It is believed the Ouroboros shadow is that it is a flattened bodily extension that is being used by the Ouroboros strain as an outside vehicle. This is evidenced Avatars, shadows that act as "guardians" that Stand with them.

It is a potent ability to have in this world...I hope you understand.

***Breeding(0, requires Syndrome, Mandatory if you have taken Syndrome):** Gee, Jumper, why'd Renegade let you have TWO syndromes? Despite what you may think, having combinations of multiple syndromes isn't unheard of and in fact are downright common. They don't seem to get any further than 3, however. Still, there's benefits and downsides to any combination. Purebred have special abilities not available to hybrids while hybrids can synergize effectively. A Morpheus/Solaris may be a living laboratory and hospital, An Orcus/Solaris could effectively reign as a small god of their Domain as they could command both the world and the people within, mind and body, and a Black Dog/Neumann/Morpheus could be a living technological revolution, with no end of genius nor materials to make that genius happen. It all comes down flexibility vs. power.

Purebred: Purebred are the strongest of the breeds, having specialized entirely in a single Syndrome and thus being able to express it at their full potential. They are able to take "Pure" powers and have 2000 Renegade points to spend in Powers. You may select a single Syndrome from the above list and purchase powers available to those Syndromes. Not only that, but those who are Purebred find it

much easier to master the usage of their powers and creating new abilities from scratch with their Syndromes.

Hybrid: Hybrids are the most common, and the combinations of different may allow them to reach greater heights than the purebred while still being strong enough to compete with them without needing too much synergy. Hybrids find it a little harder to understand the differences and limitations of their dual powers, but are quicker than Tribrids to come up with clever ways of combining their abilities. You may select two Syndromes from the above list and purchase powers available to those syndromes with 2000 RP. You are unable to take “Pure” powers, however.

Tribrid: Tribrids have the greatest amount of flexibility, as I mentioned with the hypothetical Black Dog/Neumann/Morpheus combination, and multiple other combinations besides. However, they also lack the most “Punch” as they have their strength divided across more powers and more Syndromes. Tribrids often find it difficult to fully explore the uses of all their powers, as often there’s a massive learning curve just being able to understand how the different powers interact.

You may select 3 Syndromes from the above list and purchase powers available to those syndromes with 2000 RP. You are unable to take “Pure” powers, same as Hybrids.

***Origins**

Drop-in(0): A newcomer to this world, you have woken up in City N Public Park(Yes, I know. Roll with it.) Next to you is a duffle bag of essentials for a week and a travel brochure...The world is your oyster from here on out. Will you involve yourself in the shadow war of the Overeds or will you make your own path in this world? The choice is yours, as it’s always been.

Wild Card(0): You awaken either in an apartment(I’ll provide you a few months of pre-paid Rent, don’t say I never did anything for you) in downtown City N as an

unemployed adult or you'll awaken to the sound of your parent/legal guardian trying to get you ready for school.

You live an ordinary life in what for a long while seemed to be an ordinary world...however, those carefree days are soon to be shattered by the weight of the world, if they haven't already.

If you're an Overed, then you're certainly are an Illegal Overed, one who is not a part of False Hearts nor licensed as an agent of the Universal Guardian Network. Still, you have the potential for greatness within you...if you reach out to that power inside without losing yourself to the madness.

UGN(0): The Universal Guardian Network is a conspiracy, stripped of all pretenses. It is an organization that hides the truth from people, and works in the shadows to keep the most brutal of beasts and terrorists out of the eyes of the public while defending the innocent from fear and death not known since the days of hunter-gatherers. However, it is for good reason. Overeds and Gjaums can resemble humans, and the fear of the unknown, of average people capable of becoming a supernatural murderer or monster would tear the public apart...and in the face of the threats of Renegade, humanity MUST stand together. While human wars were horrific, the fate of mankind was never quite in the balance. When faced with a form of war that would threaten the extinction of the world, mankind backed off as a whole. However...if the Renegade virus and its beasts win, then the sons of Adam will either be cattle or dead. Anything is worth avoiding that fate. Anything.

False Hearts(Requires Syndrome, 0): Long before the UGN ever existed, False Hearts was lurking in the world's shadow. They were a secret society of Overeds, lording over the Renegade's powers. Although nowhere near as large as they are now, False Hearts was still a formidable organization. Power is everything for False Hearts. It determines who rules and who serves, who lives and who dies. At best, the organization is a meritocracy. At worst, it is in a perpetual cycle of totalitarianism and anarchy. Despite the hazards of being a False Hearts member, you stay. For despite all the danger, there is opportunity, even hope.

The members of False Hearts want what they could not have, or hope that one day they will get back what they lost. You signed up knowing the world would hate you, but....The world is unfair and does not care for you, nor should you care for it. If the world cannot give you what you want, you will have to take it. That is the promise of False Hearts: Freedom and opportunity to express potential society would withhold from you.

Renegade Being(Requires Syndrome, 300): 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 an appearance that can be called mystical.

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...and you, my friend, are among their number.

Since they are a sentient form of the Renegade virus, Renegade Beings are more capable of controlling the Renegade powers than the average Overed and have special abilities at their disposal that are rarely seen in normal Overed.

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, returning to the baseline insanity of the Renegade. Renegade Beings only recently established themselves as a sentient life form and are still developing as a species, their future uncertain...An organization known as Xenos is foretold to arise soon, but that fate is not written in stone. As a member of a species yet to define themselves, you can author the fate of the Renegade Beings. Keep this responsibility in mind.

Perks

All 100 perks are free for their origin and the rest are discounted.

***General:**

If I Go Crazy...(0): Will you still call me superman? The term “Lois” was derived from Lois Lane, and her humanizing effect on Superman is the origin of this phrase, often used by Illegal Overeds for the people in their life that keep them anchored to humanity. You’ll find now that relationships with others will help to stabilize your sense of self, as well as increase your willpower by a considerable degree. It may not seem like much now, but it can be the difference between losing your mind and turning into a Gjaum or even just losing your way and becoming a metaphorical monster.

Strange Neighbor(200): All across the globe, Renegade Beings are beginning to awaken. Of the ones that are awakening, the collaborator-types are causing a lot of commotion.. This is understandable... after all, wouldn’t you panic if an alien sentient being just appeared inside you?

You were no exception. When you discovered your Renegade Being...things got really bizarre. But! Now that you have overcome that period of confusion, a friendship and partnership has grown between you and the Renegade Being that lives inside of you, And thanks to him, you can now use your powers in ways that are impossible for normal Overeds! People have always said that two heads are better than one. Who knew they were so right? You can now take an “Origin” power normally locked off to Renegade Beings for free with this power, but you can only take this perk once.

Fullblooded(400, requires Syndrome, discounted Purebred): You possess a strangely pure strain of Renegade, able to display the full powers of a single Renegade Strain with purity. The effects of this depend on if you have Breeding: Purebred or not.

*If you have Pure breeding, you can take every Renegade Power for your syndrome at a flat 50% discount(100s become 50s). Not only that, but encroachment gain/mental stress in using the powers for your Syndrome is reduced to almost half its normal rate.

*If you are a Hybrid/Tribrid, you may now purchase Renegade Powers labelled with the PURE tag despite not having Pureblood.

Specialist(200, must have Breeding:HYBRID or Breeding:TRIBRID): Ah, well then. You’ve really focused in making the most of your Renegade capabilities, as now

you can receive a 50% discount on all Renegade Power purchases from the “Power” section of the jump, applicable to all Syndromes you chose with Breeding.

Demi-Breed(300, must have Breeding:TRIBRID): Ah? Well, well, well...aren't you a special snowflake. You have broken through the previously unbreakable limit of how many Syndromes can be in a single person and with each purchase of this you may select another Syndrome in addition to those you already possess and purchase powers from it as if you were a Tribrid. You do not get any extra Renegade points for this.

Avatar(100, requires Syndrome): The Renegade swirling within you has cannibalized a bit of your potential here in order to empower itself. With each purchase of this you gain 100 Renegade Points to spend in the Powers section of the jump.

***Drop-in Perks**

Cover(100): You're able to take on the guise of a functioning member of society pretty well. That is to say, you can with a few faked licenses and the right clothes, convince people you're totally a Doctor and treat you as such. Of course, make sure you have some way of avoiding that bluff being called...

Work(100): You'll find that faking it until you can make it is a valid strategy! As long as you're actively performing a task you have no experience in, acting out as something without the skills to back it up, that your intuition is strong enough to make up the difference and even allow you to learn that task with ease!

Catalyst(200): Traditionally, a catalyst is a special material that participates in a chemical reaction, but is not consumed in the process. In Renegade sciences, the term is used to refer to viruses that stimulate not its host's abilities, but the abilities of others...You're much like a Catalyst in that sense. You can stir on and improve the abilities of others, using your friendship or rivalry to spur them on to new heights of ability.

Living Dead(200): You once died, and the experience has changed you forever....The death you experienced may be a physical, mental, or social in nature, but no matter the case, you found that once you returned to the living, you lost so much. You are now a free person, but the experience has made you tougher to kill. You'll take a lot more punishment than you would have before, mentally and physically, and now loss stings a lot less as you can find it easy to move on and 'detach' from things you would have once clung to desperately.

Hounds of Tindalos(400): You think that people wouldn't find the truth, no matter how many bodies were left by False Hearts or how many the UGN wiped clean of their knowledge to hide the evidence of Gjaum on such a wide scale? The Overed leave a mess wherever they go, and some civilians are tired of it. Tindalos was an organization started by civilians who managed to rally together a number of smaller task forces by civilians looking into the tragedies of the Renegade phenomena, and now you are a high ranking member if not being looked to as a potential leader. This grants you a wide array of information and assistance networks as well as even a good amount of militant civilians(since many of Tindalos' members are police officers or military officers stationed in the various Cities)...and in the future, organizing together mundane humans to rise and struggle against powered individuals and do so effectively is a simple matter for you.

Counter-Renegade (400): Renegade is capable of many things, but like all viruses some can build an immunity. And where there's immunity, some are even able to produce a vaccine, or a cure to combat it. You are such a cure, as you are able to produce an anti-virus for Renegade and use it offensively, harming the beings of Renegade such as Overed or Gjaum and weakening them. It appears that handling such a powerful virus has made your body's immune system overall powerful, as it can create a functional (though not perfect) antidote and antibody for any virus or poison you encounter within the hour, as long as you can survive during the meantime.

Blue Queen(600): There was once an artificially created Overed known as the Blue Queen, who's greatest power was that she could create Overeds by awakening their dormant Renegade with no chance of death. Now, that power is in your hands. You are a walking font of the Renegade much like a Renegade Being, but unlike them you have both the care and fine control to withhold the Virus within yourself until you wish to grant someone the "Gift." When you do, they'll become an Overed with random breeding and syndromes, though with time and expertise you could even control which Syndromes appear(Breeding appears to be inherently random). At the peak of your ability, you could go so far as to craft Renegade Beings, finding the 'right' objects or concepts that are receptive to Renegade and producing the Being from them at your own will.

Living Legend(600): You've just got that aura to you, you know? You're a living legend, pal! Your face and name are known throughout your profession. Well...if you aren't already, you're soon to be. You have the fame and charisma to become a star of whatever talents you hone, and you can easily reach the levels of stardom and charisma where if you want something...you get it. Be it through cajoling, heavy amounts of cash, some unsubtle namedrops or using your connections, if it exists in this world, you can find SOMEONE to give it to you...though the price may be high, literally or figuratively. Still, today, a star is born and you can easily expect to have people both in awe, horror and wonder of you when you show up, with fanclubs being a given.

***Wild Card Perks**

Returner(100): With the Renegade, one can achieve beastly strength, gain pseudo-immortality, or even harness the powers of time and space. However, in exchange for such Power, an Overed's sanity is slowly eroded away as the virus takes its toll on their mind and identity. The body and mind are closer than many see, and as the body becomes monstrous the soul may shift as well. This is the understanding you reached about the violent impulses that you feel. Many much more able and powerful than you have fallen and become Gjaums...You, however, haven't. You have a life that you cannot throw away, filled with friends you can not abandon. As the weight of the world washes over you like a hurricane, the

image of what you cherish most will keep your soul and body human easily, giving you mental strength and more specifically, a resistance to the encroachment of Renegade.

Guardian(100): You have devoted yourself to protecting others, and would rather suffer than to see someone else be hurt, perhaps driven by your love for your friends or perhaps simple acknowledgement that other's safety is more important than yours ...but your commitment to your duty is fierce. You can easily intercept and take the brunt of attacks meant for others, sending your body into overdrive to take the punishment.

Singularity(200): You are a Singularity, some quirk of nature or fate has made it so that you 'draw in' spectacular things by just being around. Simply put, for you? Today is certainly not a repeat of yesterday, and tomorrow will definitely not be a repeat of today. You'll find coincidences and strange fortunes(though not necessarily good or bad) pile up around you. One example of a Singularity's adventures began with helping an old lady across the street, who so HAPPENED to be a wealthy philanthropist that allowed him to inherit a mansion. Within that mansion was an ancient renegade being, and when he fled to go find help he discovered one of his childhood friends was a False Hearts agent sent to investigate into the Mansion. This happened over the course of about a week. You can expect a series of windfalls and crises to fall into your lap, but even the crises are more of the "Dangerous opportunity" type! As a reassurance, nothing you'll experience will be immediately lethally dangerous, though no guarantees it won't escalate to that point depending on what route you go down. Of course, this crazy noisy bizarre life might grate on you, so you can opt to 'toggle' this perk's effect at your own whim.

Socially Networked(200): Well, it's high time you made some friends. With this, you now have a habit of picking up some very...quirky pals in your journeys both here and beyond. Firstly, other 'special' empowered types tend to come into your life on fairly friendly grounds, and while on the whole they're inexperienced they are usually fairly eager to grow and have a good capacity for it. Secondly, you can

make friends with some very...intensely focused people. Right, focused. Mostly they're big fans of anything to do with superpowers or magic, and if those things are real they tend to meticulously track, compare, and use their collective intelligence to figure out who would win in a death battle. Or just to argue which Overed agent of False Hearts is the best girl. They're a bit weird with that. Still, their zeal can't be faulted and they often will at least will be able to puzzle out how abilities work(or a good guess at it) with enough information.

Special One(400): You have strong feelings for a certain someone...stronger than what most people would ever feel for another person. These may be positive feelings like love and loyalty, or they may be negative like anger and hate, both can stir on your passions in the right mindset. The recipient of these feelings is your Special One, a person who occupies a unique place in your heart. You can choose a Special One and designate another one whenever you want, though switching between Special Ones is painful and inflicts a penalty in the time between them...as well as causing a period of weakness from the heartache of detaching from someone so important to you. Your Special One can give you a boost of strength just from thinking of them, a second wind if you're tired. If you're fighting for(or against, if they're a true nemesis) a cause that your Special One feels strongly about then you can keep that strength going for an entire battle without stopping and even once in that fight strike with such ferocity and viciousness that you can hit your target as if they'd dropped their guard entirely. If they'd be threatened by those who would take them from you, this becomes phenomenal power that allows you to fire on all cylinders indefinitely, only to collapse once their safety is guaranteed. Yes, this works on Nemesii too. You're the only one allowed to defeat them, after all.

Miracle Breed(400): By some quirk of genetics and biology, your body is phenomenally wonderful in accepting foreign agents and integrating them into itself with no issue...this isn't even limited to Renegade either. Many viruses, parasites, chemicals and other such agents that usually like to play havoc with the human body settle in and find your body a wonderful home, growing stronger from your wondrous biology and becoming less overtly lethal as to treat you like

an incubation pod. This has it's upsides and its downsides, but it means that these normally killer infections have a chance to become symbiotic.

Renegade Crystal(600): Either by your own will or by accident, this Crystal has fused itself somewhere onto or inside your body. The Renegade Crystal - also sometimes called the "Philosopher's Stone" - is a colony of the Renegade that has seeped into a piece of ore in an act of self-preservation. The Crystal has the ability to drastically strengthen Renegade abilities by making the virus more active. Only the Adapted - people that have an affinity for the Crystal - are the only ones that can control the crystal's destructive power. Non-Adapted that receive the Crystal often die or become Gjaums...but you're an Adapted. This Renegade Crystal is a potent source of energy you can call upon for many things, and even those who have have not taken Syndrome can use it to increase their prowess both physical and mental by magnitudes by stimulating the Crystal within them for bursts of power. However, it will tax your willpower and mental strength in the process.

Lost Number(600): While before it could have been that you were a product of fate and luck, now it's apparent you aren't just some ordinary person. No, you're a superior being. Or an attempt at one, at least. Perhaps you remember the training and experiments performed on you before you escaped or were freed by a sympathetic scientist, or maybe you remember nothing about what made you this way. Either way, you are a cut above the common stock, even for an Overed! Your natural body is strong, fast, durable enough to battle weak Gjaum and Overed even without being enhanced...You're at least peak human, if not beyond that. You also have a great mind, not quite approaching a Neumann's yet but far closer than any other non-Overed ever has approached. This is amplified if you've become an Overed as well, being a genius even among Neumanns and a powerhouse even compared to other Chimaeras. However, you do not come with the skills to make full use of your intelligence or strength...not yet.

***UGN**

Leadership(100): In times of crisis, the Universal Guardian Network must stand tall and proud to show that mankind will not be held hostage under the terror of

shadow and death! You are a particularly distinguished leader, thankfully, and can easily convince people you have the best idea of what to do to solve problems and if you desire, you've even earned yourself the position of a Branch Chief of UGN: City N division.

Back-up(100): No man is an island, entire and whole. You've learned this, and you already have (and can easily create) a network of resources to call upon in times of crisis. If you want a preexisting network, the UGN's conspiracy has available to it a number of services available, such as armories, cleaners, memory manipulation and transportation. This one comes with some strings attached, however, and you can easily use the Guild's criminal network instead or take the time to forge your own connections.

Stable Subject(200): The Renegade is very difficult to control, especially when an Impulse occurs...Many veteran agents of the UGN have succumbed to their Impulses and went on rampages. But you? You can keep it cool and controlled. Your expertise and iron will is such that you can calmly and coolly stare down the unknown and horrible, as well silence your own ego, desires and fears for a time to complete your mission. You may not be able to outrun the devil forever, but you have the power to with enough gumption turn to him and say: Not today.

Harmonizer(200): It's clear to anyone that Renegade takes a toll on those who use it, mentally and physically, but it's not the only power in those vast infinities that does. Many abilities seem to harm the user's willpower and body...but as a member of the Universal Guardian Network you need to ensure your allies can keep fighting. You're willing to shoulder their burden, aren't you? This allows you to 'transfer' the negative side effects and the damage that using certain powers inflicts on their user to yourself. For example, if an ability would drain your willpower to use, or cause mental sanity damage, you could take on that burden from the person using it as long as you could see them and hear them. In this universe, it means being able to shoulder the Encroachment of others...but I'm sure you can find other uses.

Successor(400): A single ability has been passed down to you, and you carry on a single will....You are the successor of a technique that has been continuously passed down since ancient times.

While other children were playing in the mountains or in their rooms, you were in a dojo or a study going through training so painful and intense you could have coughed up blood and cried your heart out. All the time you spent forging your being through heat and hammer has beaten that skill into your very being, making it a permanent part of you.

You can choose to either hone a single style of combat(you can take any mundane art, or hone an existing non-mundane art as long as you already know it) with this intensity to create an 'Unleashed' form of that style or to choose to take on a 'Genius' mode in which your mind's power goes up a notch or two. While in "Unleashed Form" that martial art is such that if it were a mundane art like Taekwondo as a non-Overed human you could with speed and discipline actively fight through Warding and threaten a lone Overed combatant, or an entire platoon of mundane combatants who outgun you. Those who use the "Genius" mode are able to surprise Neumanns with the deduction of Sherlock married to the scheming of Moriarty. However, in both cases, a mere human's body or mind taking on this level of power will inevitably leave you reeling and struggling to stay conscious after the initial burst of power...and those days of coughing blood will return again.

Ancient Renegade(400): Ah...this explains a few things. You have had a LONG time to set things up, haven't you? You are a wanderer all alone in this world, as you are a timeless immortal who has been on this world for centuries. There was a reason why you were removed from the flow of time, but you can no longer remember it. Too much time has passed in this lonely world of yours, and your memories have become faded...However, it means you truly are a master of the long game, with the mentality to handle the weight of the ages and the mental ability to understand how long centuries and millennia truly are as well as truly comprehend such long term thinking. You can also expect to have ironclad and

exclusive resources hidden away for you wherever you go, as if you'd already lived in that world for a while....you do put the "Old" in old money. Even if you'd never entered a world, it appeared that your arrival was anticipated as these resources and connections tend to be left for you to take advantage of.

High Status(600): An organization is like a living being; each member is a cell and each section an organ. Each part only exists to realize the will of one...and that one is you. Perhaps you are a high level political figure, or the heir to a powerful conglomerate...what matters is that with a word, countless number of people will carry out your orders. With the invisible power of authority, wealth, and influence, you make the world move, able to acquire objects and information of high value as well as render the services of damn well anyone you please unless they truly have no worldly connections or desires.

As well, you gain the ability to understand the capacities of your underlings and their applications for your purpose, as well as a charisma that inspires belief in your words, for those who follow you to see your goals as justice.

True-born(600): A step up from Successor-hood, you have truly taken the time to be forged from the ground up as a tool of justice. As a person you were broken down into your base materials and built up again as a greater being. You may make the selection of body/mind shown in the "Successor", except that the level of skill you gain from it is not "only" in Unleashed/Genius form, but your base level of competency at all times. If you choose to hone your body in combat, as well, you can choose up to 3 different styles of combat to hone as such.

This DOES stack with Successor...A Trueborn Successor is a terrifying thing to witness in battle, an otherwise biologically mundane human able to threaten a company of armed soldiers with their bare hands and even put the fear of death into strong Overeds with much the same. Much like "Successor", this is not a matter of physical capability but your skill being on a level that humans only imagined being capable of.

***False Hearts Perks**

Avenger(100) : You have someone you utterly despise, for what they've done or even simply for standing in your way. You can only declare Vengeance on one person at a time until they are dead, defeated, or surrender but until then you have a strong intuition on how to make their life hell...what to target to cause them anguish and how to push their buttons in such a way to incite the pain and anger much like they (might have, depending on how justified this hatred is) inflicted upon you.

Item Master(100): The False Hearts organization may be able to call upon the underground of the world for supplies, but individual cells can't always count on their superiors being able to provide. Self-sufficiency is a core strength of False Hearts, and you are an excellent example. Through begging, borrowing, and stealing your heart out you could scrounge together a month's worth of supplies(at base, food and water though extending to ammunition and gasoline depending on where you are) for a terrorist cell even in rural or wild areas, though obviously being in civilization allows you to acquire a lot more and more diverse kinds of supplies.

Destructive Child(200): Compared to UGN Children, FH Children go through a more efficient (or inhumane, depending on how you interpret the word) development program....Experimented upon, put through vicious and rigorous trials where death is a constant companion, they have lost the important parts that make a person human....but these Children wield power that normal Overeds cannot match. You may have experienced all this, or you may have simply grown up with a bloody life that no laboratory could quite replicate....either way, you did have one lesson learnt from the school of hard knocks: How to break things. You can find the most destructive uses of your powers and abilities you've got on you, and recklessness will increase how much more destructive(Though their power will not be boosted, this is learning how to channel power to be its most destructive, not making destructive abilities more powerful)...however, do note I never said these methods would be practical. Or safe.

Super Soldier(200): No one expects you to be able to play the Great Game of espionage with the UGN, or research information on targets or assets. People only expect brute force from you, which is something you can easily provide...Killing is your talent, after all. Even a simple kitchen knife in your hands can hack through trained soldiers and warriors with an unnerving ease, and you can use your aggressive and malicious attitude to make your strikes and movements in battle both swift and mighty.

Spy(400): It takes more than brute force to take control of this world... In the modern world, information is power. So he who controls the flow of information...well, suffice to say: You have taken enormous amounts of information and buried them in the darkness, as well as brought out close-guarded secrets under your eye. Criminal records, enemy intelligence, paper trails of individuals...The list of information you have erased, stolen, and warped goes on and on. There are many ways to accomplish this, and you have a great amount of knowledge on what methods you'll need to get the job done. Some people can be bought, others must be brainwashed, others must be tortured...and well, you know what they say about dead men and their tales. At times, you are more valuable than a whole combat unit...and a lot more terrifying.

Demi-Crystal(400): You are in the possession of a Demi-Crystal implanted into your body, a man-made Renegade Crystal. However, no organization has been able to create a crystal that matches the power of a true Renegade Crystal...This is at it's peak can only reach half of what the Renegade Crystal can. However, you have one because despite the lack of power, it has a cost much more easily paid for some: Unlike Renegade Crystals, Demi-Crystals extract their price not in your sanity or strength of mind, but blood. You can ask this stone of power for a boost in strength about half of what the Renegade Crystal would give you, but instead of stretching your mind to the limit it simply damages your body during its use. Again, a price some are much more willing to pay than gambling their identity.

Undead(600): This is a title given to those within the ranks of False Hearts who have done the seemingly impossible: reach an Encroachment Rate of over 100% and kept their sanity...to an extent. Often they're already very unstable individuals, and some cynically note that perhaps the reason for their Undead status was that they were already a step away from Gjaum anyhow. In any case, you hold within you the meaning of a true Undead: The ability to face down corruption and madness and tame it to your will, though controlling it is a far off dream. You are able to fight back against corruption and evil by channeling it into power, as long as you can continually battle the darkness and screaming void tempting you to lose control, you'll be able to stay in charge. The Abyss may gaze into you, but you can make damned sure it finds no weakness inside.

Shadow of the Gjaum(600):

You're barely human, and being on the hair's edge of monstrosity is enough to allow you to access powers of delusion, the Gjaum's solipsistic might. Pick an "impulse", and it will determine the power you may use, taken from the abilities of Gjaum to turn madness to power...as well as the impulse you must sate to regenerate its usage.

RELEASE - The impulse to 'free' things from their lot...be it from imprisonment, their family life(by devouring their family), or their obligations to society(by giving them power but making them outcasts). To use this ability, you must irrevocably 'free' someone from something for one use before doing so again.	Fool's Contract: You may make the wishes of a person other than yourself come true, however they will be warped beyond the person's intent and exact a price even you may not be able to control on them.
BLOODSUCKING - The impulse to drink the blood of others, humans or sentient beings are all you feel	Blood Bride - You may take the corpse of a person and fully resurrect someone as a thrall as if they'd never

pleasure from draining. One person's lifeblood will do to use this once, though you'll have to take the time to fully exsanguinate them.	died, obedient to you, however if something important to them 'snaps' them out of their obedience, their death is soon to follow.
HUNGER - The everpresent desire to feast, you need to eat at least enough to feed an entire family of 6 to use this power once.	Depths of Hunger - You may envelop someone and begin to slowly digest them, as you do, your body becomes stronger, your movements swifter, and your prowess greater. You become all-around better during this process, is the easiest way to put it. If they die or are fully digested, you lose this benefit...but it takes a full 10 hours of digestion for someone to fully die and dissolve.
SLAUGHTER - The desire to murder the weak, you must kill a helpless, defenseless or otherwise incapacitated person in cold blood to use this ability once. (Someone tied up and unable to defend themselves would count, as well as a sleeping person)	Impulsive Slaughter - You may, simply put, send a wave of murderous intent that finishes off the weak and injured. Those at full fighting ability and health will be knocked to a bloodied and injured state(working at strongest on people as strong as Overeds), and those already injured or dying will be slain in a moment.
TORTURE - The desire to inflict pain on others, you must spend a full 8 hours(they don't need to be continuous) inflicting all manner of	Absolute Shackles - You may implant a kind of 'geas' into someone you have at your mercy(if they're not a mundane human, such as an Overed) or simply someone you can speak to if

agonies on a sapient being before being able to use this ability once.	they're a mundane human, an unbreakable command that will cause almost invariably lethal internal damage to the person who breaks this command.
BATTLE LUST - The desire for the fighting to never end, you must spend at least an hour in constant battle with (a) worthy opponent(s) to use this ability once.	World of Battle - You can bring down the mental walls of pacifism and kindness to awaken the warrior in people. Everyone around you(in the same radius as if you were using <Warding>) both Overed and not becomes overtaken by the desire to prove their strength, willing to throw away their lives in glorious combat. They will fight, and fight, and keep on fighting until they're either snapped out of it or dead.

***Renegade Being Perks**

Humanity's Neighbor(100): Renegade Beings and humanity are irrevocably interlinked, though Renegade may infect anything, only humans are able to cause the evolution of the virus and further its future. As such, you need to be able to blend in....now, you can. Renegade Origin gives you a possibly nonhuman form to begin with. If you're current a non-humanoid creature in body or form, you are able to change yourself into an attractive humanoid version of that creature that keeps all of its strength and abilities. Furthermore, you can change to a fully human disguise form with none of that creature-form's strengths, though you

mercifully can keep whatever vestigial parts of that non-humanoid form you wish to keep when entering that disguise form.

Born of Renegade(*Free, Mandatory and Exclusive Renegade Being*): **Get 2 powers (total, they can be taken from the same Syndrome or split up between two Syndromes if you are a hybrid/tribrid) worth 400 RP or less from your chosen Syndromes for free**, and gain an “Origin” Power on top of that reflecting your ‘true’ form and the form you default to without Humanity’s Neighbor.

Origin: Animal This power represents your bestial origins. You may have been born from an animal, or can take the form of a naturally-existing or mythological animal(as you may have simply originated from tales of a mythological animal being infected by Renegade.)	You have natural weapons on par with machetes and other sharpened blades, able to swing and bite with enough strength to tear through riot gear as
Origin: Colony This power represents your origins from a colonial life form. You may have come from a coral reef, a culture of mold or the combined will of a forest.	You are many, yet one. Thus, that which would shift the mind of one becomes a drop in the ocean of the mind of many...You are able to use your nature as a plural being to mitigate or even negate the effects of mental attacks or emotionally based effects, while also diffusing toxins and intoxicants by dividing them amongst your constituent parts.
Origin: Cyber This Power represents your origin from a network’s programming or from the infection of machines.	You are able to speak to machines and use your natural charisma to convince them to do what you desire.

Origin: Human This Power represents a Renegade Being's origin from a life form that is humanoid in appearance or origin. Self-aware Red Servants(such as those produced by Bram Stoker), Renegade crafted with human form and Renegade-borne clones with a conscious fall in this category.	Renegade Powers are much easier for you to use, and you can use them with much less mental stress and risk of being corrupted by the negative sides of Renegade.
Origin: Plant This Power represents your birth from a plant life form. This Being may have come from plants like a tree or plain of grass, or from a life form that's plant-like in appearance.	You are able to use the plants around you as eyes and ears(metaphorically speaking), amplifying your senses and taking sensory input with greater efficiency.

Origin: Mineral This Power represents a Renegade Being's origins from rocks, elements, crystals or other similar inorganic objects.	You are extremely tough, able to strengthen your body's thickness to the level of dense concrete and stone at will.
Origin: Legend Renegade Beings with this Power originated from rumors, urban legends or the unified imagination of humanity.	As a creation of the minds of others, you are able to tap into the collective unconscious of humanity as a source of genius and thought for momentary flashes of insight.

Unseen Talker(200, Requires Syndrome): The Renegade virus is an unholy terror for the sheer virtue of being near omnipresent in humanity, and of appearing to have a will of its own. As a being tuned to the Renegade virus, you are able to take advantage of this...The power's effect is dependent on if you are a Renegade Being or not.

*Renegade Beings are able to access the knowledge of all non-Overed who have the potential for their 'strain.' (for example, an Ouroboros/Black Dog Renegade would only be able to collect information from those who were not Overed but have the potential to transform into Black Dog Overed, or Ouroboros Overed)

*Overed who possess this can only tap into the memories of those they've personally infected with Renegade and who have not become Overed.

Either way, it gives you a large swathe of mankind from which to draw information, potentially...use it well.

Heartless Memories(200, Requires Syndrome): Renegade transcends biology, chemistry, even the ever-present laws of physics...Why not the laws of death? If you're able to touch a body part from someone who died while infected with Renegade(including Overed), you can 'speak' to them, as their personality will be

reconstructed from what the virus in their body was able to gather. Their memories may be hazy, but they will for the purposes of the conversation be the same person.

Hazard Call(400,Requires Syndrome): As helpful as the Renegade Virus can be, it should be remembered: If it's too active within anyone, they're going down the path of Gjaum and losing their identity. Thus, being able to 'control' this rate of Encroachment makes you both a great ally and a terrible enemy. You are now able to 'balance out' Encroachment(the amount of control the dark side of Renegade has over people) between you and another, either transferring Encroachment from yourself to others(those uninfected by Renegade will be immediately infected and those who are dormant will awaken to either die or become Overed) or taking on the Encroachment of others onto yourself.

Renegade Smite(400,Requires Syndrome): You can make the wrath and power of the Renegade a truly physical thing, using nearby 'dormant' Renegade(such as that in mundane humans and the surrounding life forms here, this is replaced with whatever you infect with your own strain later on) to physically manifest and bolster your attacks and strikes with vicious power.

Divinity(600, Requires Syndrome): Whether Gods once walked the earth is of debate, but Renegade Beings and Overed do make excellent explanations for their existence in myth. For their credit, some Renegade Beings are able to give VERY good impersonations of myth, even those not borne of Legends...You have the power of those that would be named "Divinity." You are able to "burn" the Renegade around and within you to produce a massive natural disaster(be it quake, fire, or howling storm) that destroys buildings and decimates the weak, with only the most stout of Overeds and the heaviest artillery(an Abrams won't cut it, even) being able to weather the storm. However, you need time to perform this miracle again as the Renegade virus you burnt within you needs time to propagate again, and the virus that was expended as fuel in the surroundings needing to spread once more as well.

Reincarnation(600, Requires Syndrome): The power of renegade does allow for contact with the memories of the fallen, but even more so...It may with the right efforts even resurrect the dead(though perhaps only facsimiles with false memories, depending who you ask.) You are able to infest a body part you could use "Heartless Memories" on with Renegade and with great mental strain(which would bring about a good deal of Encroachment within this world) you could reconstruct the dead person as a Renegade Being with the Human origin. However, despite their power they may not fully identify with their past self. Memories may be hazy and depending on how complete or incomplete they are, they may feel like a different person with a stranger's memories. Either way, however, with effort you can spread your kind by feasting on the remains of humanity. It's almost eerily symbolic...

GEAR

You gain 300 CP to spend on this section only. Consider it a welcoming gift to a world of traitors.

All items are discounted for their origin, with the 100's free, same as the perks.

***Drop-In Gear**

FHG-666(100): A False Hearts handgun that is powerful, accurate, and easily concealed, It's a popular sidearm in the underworld and is a large source of False Heart's funds. This gun was supposedly developed using technology that cannot be found elsewhere in the world, as can be seen by the subtle but helpful targeting sights that give a good indication of when to fire(taking bullet drop and other similar factors into account).

Living Coat(100): Created by a long-forgotten Morpheus user, it lives on beyond its master.

This sentient coat is infected with an EX Renegade and seems to live in order to please its wearer. It is able to absorb Renegade virus within your body or in the surrounding areas to change its design, color, and even the thickness and

protectiveness of itself. It can't get any thicker than a bulletproof vest, but otherwise it's a very versatile and helpful tool.

Breaker(200): Ever since the Gjaum arose from the ashes of that archaeological team's plane above the Middle East, mankind has searched desperately for ways to fight back. This is one such method, popular amongst the upper echelons of Tindalos who were able to acquire the failed prototypes of the "Breakers", small hairpin-sized tools that can 'detonate' Renegade cells within a life form. Against the right targets, they're devastating. You get 5 and can make more with samples of Renegade as a base, but...I should warn you. While the detonation can't be easily resisted, they often are at their strongest a crippling blow, and only work at their peak vs. Gjaum or Renegade Beings. The explosions are too small to do massive damage unless used with high concentrations of Renegade, higher than most Overed ever reach. Still, they're a cheap and effective deterrent for those monstrous foes.

Fallen Rifle(200): Another fruit of research to fight off the monstrous spawn of the Renegade virus, this assault rifle has a less overtly destructive but still potent effect when used against infected foes. The bullets that come with this weapon and only effectively work in this weapon are infected with an anti-virus for Renegade, which can spread to other ammunition. When an Overed or Gjaum is struck with these 'anti-virus' rounds, their body locks up as the virus violently fights it out in their system, meaning they often suffer from slower reflexes and lessened strength as they fall ill due to the attempting purification of their body by the 'vaccine' rounds.

Panacea's Fruit(400): Grown in an Orcus-user's garden, this fruit was among many experimented upon in "Heaven's Orchard." This fruit can restore someone from near death to full health when eaten whole as the inert renegade within the fruit acts to begin stitching their wounds together, and if that weren't enough the seeds within the fruit can be given a dose of active Renegade to form into fully-grown fruit within minutes.

Attack Helicopter(400): Overed this, Renegade that. Screw it, sometimes you just need overwhelming firepower! YATTA! Of course, the Railgun was created with the help of a Black Dog user but otherwise...In any case, This is a fully functional helicopter, complete with a high powered chaingun and multiple missile pods placed onto the sides. Of course, on top of this is a powerful Railgun attached to it that is capable of slagging M1 Abrams in a shot...with a heavy cooldown period to let the heat created from such a powerful shot die down, of course. Don't worry about ammo or refueling it, that'll be taken care of when you aren't paying attention. Just ride with the valkyries on this baby.

Red Nightmare(600): A cocktail of special crystals and chemicals formulated by an exceptionally powerful Neumann/Solaris/Morpheus, this liquid is able to bolster your biological abilities(anything your biological form could do already, such as making the breath of fire-breathing species more intense or sharpening a predator's claws a great deal) by a significant magnitude for a period of time(usually about 8, 10 minutes), non-addictive and with no chance of encroachment unlike some other abilities the Renegade brings about.

Irreplaceable Treasure(600): A hummingbird egg-like object that brings sanity and soothing to even the most ravaging Renegade beasts, it takes on the form of a small cherished item of whoever gazes upon it. It acts as a beacon of humanity that allows for those who were far thought gone to feel as if there was a chance for them to live in peace, and soothing the predatory or wild instincts of even thoughtless beasts as they feel oddly safe. There have been records of even 200% Encroached Overeds being brought back to sanity by viewing and holding the Treasure, as well as raging Gjaums being pacified and fleeing in shame from the sight of the Treasure. This can even bring sanity to those who are not ravaged by the Renegade...It's a wonderful treasure, peace of mind. Keep it well.

***Wild Card Gear**

Guardian's Glove(100): This is one glove of a pair said to make you a great hero if used together. This Glove is infected with an emotionally-reactive strain of EX

Renegade, that enhances the wearer's durability noticeably when they feel a sense of 'protectiveness' towards others, or loyalty.

Damage Glove(100): The counterpart to Guardian's Glove, this is the second of the hero's glove set. This Glove is infected with an emotionally-reactive strain of EX Renegade, which reacts to the anger and desire to defeat a grave foe within its user...increasing their physical strength to that of at least 5 men as well as giving a similar boost to the speed of their combat reflexes.

Rider Leathers(200): A set of motorcycle leathers complete with a red scarf, these leathers are durable enough to keep you in one piece after a horrendous spill on a motorcycle as well as giving you an odd sense of fearlessness. This isn't recklessness, you can understand risks and act accordingly, but you have a greater capability to put aside your fear to do what you feel is right...and apparently the world seems to smile on this urge, as these leathers also make things go your way a little more than usual while you're wearing them.

Totsuka Blade(200): This blade was developed by False Hearts, but was discarded when they realized that outside of Chimeras(who had much better options in store for them) there was nobody strong enough to lift it and use it effectively. Their trash is your treasure, however. More of a giant chunk of vaguely technological steel than a blade in terms of size., it's able to cut an engine block with a swing...but that swing requires at least 5 normal people lifting it to use it with anything resembling ease. You may find a use for it, however.

Superior Bike(400): Another project, though this one is made by the Guild(a powerful criminal empire), this one is a prototype fusion of two very effective motorcycles they use for transportation. The Linear Bike(crafted by a Black Dog/Morpheus) was very smooth and with automatic systems could be driven safely and effectively by a rank amateur even at ridiculous speed. This was combined with a Blade Bike purchased from False Hearts which boasted at speeds exceeding 300 MPH(they didn't account for nor care about non-Overed drivers) and blazing acceleration. The result? An extremely fast yet maneuverable bike

that almost drives itself.

Mystic Eye(400): Created as a way of granting the sight of an Angel Halo(though accidentally, as the original creators were a faction of conspiracy theorists who desired to create sunglasses to identify Overeds...who they believed to be aliens or alien hybrids), these are a pair of mirrored aviator glasses that allow you to see and sense things with the equivalent of an Angel Halo using one of their abilities. The Mystic Eye allows you to see with your bare eyes things that would require special and unique pieces of equipment to see(Such as soundwaves, infrared, x-ray, or zooming in your sight at an absurd amount of precision.)

Black Diamond(600): How this Diamond came to be is a mystery, as it seems to have been formed from a superheavy and dense inert form of Renegade. Simply put, while holding this diamond in your hand, you may focus intently and channel a large amount of willpower into it to 'stop time' for all inanimate objects and mundane humans(such as non-Overed here, though the distinction is harder to find outside of this world.) The range on this is that of the power <Warding>, and it is a potent ability, however there are caveats. Objects that are destroyed during this 'stopped time' are restored after the time is restored, and those who are injured or killed during the stopped time also are restored as if nothing had happened. It seems that this is an unchangeable nature of this 'stopped time', but it still allows you to perform some amazing feats if used correctly. Put your trust in this gemstone, for a few more moments on the clock.

Advanced HUD(600): Another lost prototype, eh? Aren't you special..This was a tactical device meant for a UGN Child that since turned rogue, it resembles a motorcycle helmet at first...however, it is outfitted with intensely detailed sensors and processors to ascertain situations with the clarity of a genius, bolstered by access to a backup of UGN's vast database stored onboard the HUD itself. It will actively point out incoming threats as well as do its best to analyze the powers and abilities of those threats, with the information it has. The HUD is never intrusive and with this suite of programs, you'll never be at a loss on the battlefield when it comes to understanding the tide of an ever-changing war.

***UGN Gear**

Cross Thrust(100): The agents of UGN are part of a conspiracy, a regrettably necessary one. Thus, being able to conceal your intent to fight and your weapon from the world is an asset. This epitomizes that mentality, as what appears to be an innocuous walking cane...that hides within it the capability to become a vicious spear, undetectable until the moment you twist the handle on the cane and the point is revealed! It's a lightweight weapon and easily concealable, of course, and you can even pick what kind of wood it's made out of! (Something inconspicuous and harmless would be appreciated, however.)

Black Card(100): Ah, a little under the table, huh? Well, UGN does have...resources, as you can tell. This small black credit card is indicative of you possessing an account with the mysterious handler "Charon", who can acquire UGN assets(armory, vehicles, food, research data, etc.) for a fee as well as acting as your teller for an indiscreet money transaction service and even a moneylending service...just don't ask what'll happen if you can't pay back. It's not pretty for most folks.

Exotic Car(200): What? You can splurge, you're working to save the world, aren't you? This is what it sounds like, an amazingly durable imported car that cruises like a dream, almost every luxury you could imagine fitting into anything smaller than a limo is here for you, and repairs as well as refills on whatever luxuries you use here are on the house. Because you're worth it.

Reaper's Book(200): It might be best to know thy enemies if you're hunting down the most elusive targets in this world...and luckily the UGN's gathered a bunch of nasties for you to knock down if you desire. This is a list of targets currently underneath UGN investigation, a hit list of the most dangerous targets in this and whatever world you go to...and if that isn't enough, it's even so kind as to tell you who would pay you(and what they'd pay) to take these nuisances to society out.

Der Freischütz(400): Some people simply need to go down to keep the peace...Used for the proper purpose, a bullet can save hundreds. This is a tool of that bloody peace. It's an anti-materiel sniper rifle with minimal sights, but it doesn't need sights. See, the bullets that it comes with are infected with a form of EX Renegade that allows the rounds to move of their own accord, feeding off of your intent to kill and seeking the target. These bullets will do whatever they can to chase down their prey, with their only limitations being unable to stop moving and being unable to make sharp turns.

Sky Kid(400): The miracles of the Overed are no longer simply relegated to the field of biology, oh no. This fine machine is a rarity in this world, as simply put: It is a functional jetpack, utilizing safely-harnessed kinetic force to propel you through the sky. A Neumann overed's dream made painstakingly real, this device provides a level of mobility otherwise outside of the hands of mundane humans...with no need to power it whatsoever! A science fiction jetpack with all that implies in an otherwise mundane world, as if Renegade hadn't made enough possible already.

World Egg(600): A mysterious orb, it was said to have been found in the same inquiries that revealed the nature of the Ouroboros syndrome. This doesn't seem like a tangential detail, as it possesses abilities that directly correlate to manipulating and devouring Renegade around you. This "World Egg" is capable of producing a <Warding> field similar to the ability of the Overed without needing to be infected by Renegade, however...It does more than simply knock out people who are not empowered. Even those who would be immune to the powers of <Warding> feel their power drained from them, as this World Egg either saps their Renegade from their bodies or simply drains a good portion of their physical stamina and energy away and making it difficult for them to fight at full capacity. Not only that, but otherwise mundane humans vulnerable to <Warding> are immune to that power as long as they hold this Egg.

Universal Guardian Suit(600): The battle against the Gjaum and the wicked Overed of False Hearts requires greater amounts of technology to combat it, and this is the first step in the next phase of combat technology! This full body armor

is equipped with an intelligent AI that is able to assist in motions and provide inhuman reaction times to better outpace your superhuman foes here. If it weren't enough for that, the armor itself is amazingly durable. It was made from an amalgamation of bomb disposal unit designs- able to withstand a point blank detonation unscathed-and then was streamlined and made maneuverable as well as easy to fight in as to not hold back Overed and combatants used to melee battles...Tough, intelligent, non-restrictive. Settle for nothing less than the best.

***False Hearts Gear**

Innocent Blade(100): Sometimes, a blade can carry an intent to murder with the same intensity as the man who wields it, and it is clear with this knife. If you use melee-based Renegade powers with this combat knife, it lessens the stress and Encroachment of that power on your mind as well as acting as a focusing implement for the power to make it more precise!

Call System(100): An advanced piece of technology, this "Call System" can be attached to any vehicle you like to auto-pilot it towards your current location. It can even seize control of non-motorized or electronic vehicles, just...don't ask how. The system isn't very smart, however, and is only really good for retrieving vehicles.

Anti-Renegade Armor(200): A protective kevlar vest with 'vaccine' Renegade infused into it, it protects from blades and bullets just fine...but the most important feature is that it lessens the impact from offensive Renegade Powers, absorbing some of the force and redirecting it around. For example, a Salamandra fireball would be extinguished fairly easily and direct strikes utilizing Renegade would become vanishingly easy to tank...though that doesn't stop that Orcus from simply collapsing the ground underneath you to try and dispose of you.

R-Overdrive(200): A small armband filled with hyperviolent doses of Renegade, this wicked device can use the predatory Renegade within itself to 'excite' the virus in your body and 'transform' you into a Gjaum for short periods of time,

giving monstrous power but rendering you mindless and berserk in the period of time it is active. May be mildly addicting.

Devil Gun(400): False Hearts sees Overeds as a superior being, so despite the name this gun is considered a charitable blessing. This semi-automatic pistol is much like the FHG-666 from earlier, however it comes with with infectious ammunition. While firing the gun gives mental stress and Encroachment to Overeds, those who are struck by the gun's rounds will quickly either gain Encroachment(as Overeds) or become infected with a hyper-aggressive strain of the Renegade virus. It's a good way to indirectly deal with difficult opponents, though perhaps a bit cheap.

The Rainbow Connection(400): False Hearts, as a terrorist organization, has many connections with the underworld and a particular interest of many Cells within the organization is the usage of chemicals and drugs. You get a few samples of their more fascinating advancements and the tools to start developing more...and an interesting thing to note is that they don't require Renegade in their use. No sir, just normal anime chemistry here.

-Gold Beast: A drug that increases physical strength and durability, a modern human civilian taking this drug is capable of denting cars with casual swings of their fists for a few hours, as well as being able to fling refrigerators as projectiles.

-Gray Sacrifice: A drug that allows the person taking it to perfectly fake their death, even counting as already dead for supernatural abilities that detect life.

-Rainbow Talent: A collection of different pills that, when used(usually choosing the right pill for the job), gives a large boost in competence in almost any skill at the cost of severe headaches and a risk of brain hemorrhage...only if you use it more than 3-5 times a day, though.

-Violet Power: I lied about the chemistry not being Renegade-related, though it seems that this one doesn't so much possess or inject doses of Renegade as much as that it can alter the parts of the mind Renegade targets, easing the effects of Encroachment on a person.

Steel Giganto(600): False Hearts is heavily invested into technological research, and while they can be subtle as any terrorist cell...well, they mostly enjoy their work subverting society, and this is a heavy indication of that urge. Simply put, this is a giant 8 legged tank that is able to skate around and climb on walls, armored with dense metallic plating crafted by a Morpheus Overed that is capable of surviving point blank bombing runs by the most advanced military on the planet and armed with a rapid fire energy cannons on both 'arms'(it resembles a Tachikoma in a sense, if that helps) as well as twin missile pods on its back. It's a wonderfully crazy war engine that only the diabolical minds at False Hearts would create.

The General's Regalia(600): The more knowledgeable cells of False Hearts are trying to advance the cause with their expertise in technology, and it seems that much like how the UGN has created a battle armor, they have created an armor specifically to capitalize on the power of the Virus. It has 3 components, this "Regalia." The first is a suit of Evolving Armor, armor that adapts and reacts to the usage of your Renegade Powers to better increase their effectiveness. Black Dog users may find the suit shifting to become more conductive, or Chimera users will see that the suit is able to grow and expand to match their mutating forms, and even Exile users can find the armor trying to adapt to their strange abilities by segmenting and stretching alongside their wearer. The second component is a pair of Reaper's Gloves, which allow you to 'focus' the Renegade Virus into your fingertips and either absorb it from surfaces or people you touch...or infuse it into others, as well as acting as an excellent focus point for your Renegade powers to channel through as it amplifies a small dose of power into quite a bit. Finally, the MASK-ED system allows the entire suit to be cloaked and disguised as civilian clothing, as well as allowing the wearer to appear as different people.

***Renegade Being Gear**

The Noble's Formal Wear(100): An old artifact of the past, a great Count was said to wear this set of wondrously fabulous clothing. It's greatest asset besides being showy and excellently tailored is that it will react to your desires(changing color,

changing style and growing or shrinking to fit your fashion tastes) by extracting a small bit of blood from you as a price.

Mimir's Memorandum(100): It is a sad state of affairs for Renegade Beings, but sometimes secrets must be kept yet shared...this was a tool by a middle eastern Renegade Being to do such a thing. This book that can be set with hidden messages , and the Renegade inside it can be keyed to show these messages and pages only when in contact with a person who's DNA or biological traits match those you designate beforehand.

Cherished Steed(200): As you may already know, it is not impossible for non-human Renegade Beings and Overeds to exist, as this creature shows. A Renegade Being found near Mount Sinai and called the Lord of the Mountain, this ageless, tireless, and powerful horse is swifter than motorcycles and cars at full gallop and is loyal to you alone. They may yet be slain, but can regenerate from a single droplet of their original Renegade virus remaining.

Dusk Mantle(200): Subtlety and subterfuge are the tools of the hidden observers of mankind, as exemplified by this seemingly harmless cape of cloth. The Dusk Mantle reacts to Renegade and can become as thick and protective as steel on command, as well as set to react in accordance to danger, being a comfortable yet effective method of protection.

Twisted Kingdom(400): It seems that the Renegade Beings, able to avoid the ravages of age, can become lonely themselves and desire a place to call home...and this is one way that they combatted loneliness. This a miniature toy kingdom with functioning toy people living within it, it's about the size of a castle town and some surrounding villages in case you're curious. Near the top of the royal castle, you can use a small renegade pinprick to create a toy 'avatar' to mentally project into and live within the kingdom. Of course, this goes two ways, as you can prick a pin over the garrison of the kingdom and 'funnel' Renegade into it (risking Encroachment and causing mental stress) to produce weaponry

and soldiers from the toy kingdom(enlarging them to 'life size') to assist in combat, though they're pretty stuck at medieval mindsets.

Hamlin's Flute(400): The Renegade Beings do not have humanity's best interests in mind, even if they do need the human race for some strange purpose...However, controlled humans may be useful instead of having to talk things out, so some enterprising Xenos member created this. This is a flute that when played, allows you to awaken and take control of people who were knocked out by a dose of <Warding> as your servants. They can break out, eventually, but it takes hours for the effects of Hamlin's flute to wear off even if not actively being played.

Secret Alchemy Tome(600): As you might have been able to guess, many of these artifacts are created from the use of Renegade in extremely focused and fine ways, but the methods to do so are frustratingly unintuitive...however, there is a hope. This is a tome that holds within it encrypted secrets towards the use of Renegade in creating objects of great power such as the aforementioned Twisted Kingdom. Once the code is cracked, inside is a very extensive set of notes on which powers react well and hold up well as Renegade items as well as well-worn rituals to infuse objects with Renegade-based abilities.

Alpha Trance(600): Renegade Beings seem to possess a need for humanity, and more to the point, Overed for their collective goals to be made real. While they are able to produce them in a crude manner by large doses of Renegade Virus, this often leads to a useless Gjaum more than anything. However ,the few Renegade Beings that would form Xenos(an organization serving the will of the Renegade) developed this: a drug that allows for the safe and easy creation of Overeds. It was based on data produced by an experimental Overed called "Blue Queen." You get a few doses of this drug, though be warned using it on existing Overed is a guaranteed way to get a Gjaum.

***Companions**

A Call For a Friend(0): You can create or import up to 3 companions for free, each one able to take “Syndrome” and “Breeding” as well as having 600 CP to spend. They get the full amount of Renegade Points from their Breeding.

You are (not) alone(100): With this, you may import/create a single companion with all the benefits of “A Call for a Friend.”

***Drawbacks**

There is no Drawback limit.

Melodramatic(+100): You have an unstoppable compulsion to narrate and talk about your life as if your words and mindset were written by someone deliberately trying to sound like an overwrought anime cliché. You even will wax poetic about your abilities and how powerful they are in mythic tones, though considering how overblown they tend to be nobody will thankfully use this against you. You can also cut it out when it'd actively harm you to continue doing so(such as monologuing in combat without moving) but it won't stop you from trying to do things dramatically and stylishly.

Heartaches by the Number(+100): You've just been hurt too many times, and now it's hard to feel truly attached to others. Your companions will drift away from you during this jump and any friends you try to make here will be fairweather. You'll be quite a loner during this, and any rejections from would-be friends or allies will sting quite a bit in their honest dislike or disinterest in dealing with you. This has a slightly more serious effect too, you can't benefit from “Loises” while in this jump no matter how hard you try which makes using Renegade powers without a powerful will a risky proposition.

Trail of Tragedy (+200): There is a ‘quirk’ in some cases of the Singularity phenomena that skew the coincidences and ‘luck’ of those who possess it to go into dangerous and heartbreaking situations. You're now one of these “Black Cats”, no matter where you wander you're drawn into situations where your

resolve and hope is tested and often today's friends may be tomorrow's enemies...or victims. This world holds a grim melancholy as everything you do to help(and you will be compelled to help by the effect of being a "Black Cat") will end up in vain or simply escalate the situation. You're a walking misfortune.

The Jumper Thesis(200): When Caudwell made a thesis on the Renegade Virus a little while ago, he also had found a strange file awaiting him as well. Simply put, this file details both the nature of your journey across the multiverse as well as whatever abilities and items you have. He was able to study and make a reasonable thesis of this information and disseminate it alongside the information on the Renegade. Simply put, this means anyone "in the know" about the Renegade virus is also aware of you and your nature as an extradimensional entity. Whether or not they'll do anything about it depends on exactly what you possess.

Some crazies might try to attack and experiment on you if you're a newbie, but if you have something really potent like say, a magical ability to cure something like Gjuamhood...you'll be getting popular really soon.

Addicted to Power(400): You get a rush from it, watching the earth plummet! You have a sickening addiction from feeling your Encroachment rise, and you have to fight every minute not to exercise your CLEARLY unmatched power over those who disrespect you...or don't immediately suck up to you. You DO have the ability to stay lucid up to 500% encroachment with this drawback, but if you can't somehow get it down below 100% before the end of the jump your chain is over.

Renegade Jumper (400, cannot take if this is your first Jump in a Chain): The Renegade infects all. Why wouldn't it take root in your very core? Now, all of your abilities run on the principles of Renegade and count as Renegade Powers for all intents and purposes. This includes racking up Encroachment, being weak to Anti-Renegade arms/armor, your abilities being mimicked by Ouroboros and of course your sheer power being able to be used offensively against you by Renegade Beings with powers such as Renegade Smite. Luckily, they also gain the ability of

Syndrome Powers to be toggled on and off, so...You may benefit from doing so depending on your might.

World of Traitors(600): Shortly after your arrival, Professor Caudwell will make a stunning revelation, televised to all. He will reveal the existence of Gjaum and Overed to the worldwide general public as well as the existence of a conspiracy to hide it from the world. Simply put, the information disseminated with his thesis will become public knowledge. You will black out for a month, and come back to a world gone to hell. The stress and panic from such a world-shaking revelation caused nearly the entire planet to Awaken, either dying en masse or becoming Overed. Of the 40% of humanity that survived the mass Awakening, almost 60% of them have become Gjaum immediately and hope is quickly becoming a scarce phenomenon. Only the tireless work of Morpheus and Orcus Overed(who risk becoming Gjaum but are necessary for the remnants of mankind to survive) keeps the remaining settlements alive. The weight of this dying world is placed on you, now. For 10 years you must survive this wasteland where much of humanity died and monsters with unreal power roam the earth, and ensure that mankind survives. If the population of non-Gjaum humans(Overeds count) ever drops below a stable breeding pool, the hope of the world has been lost and you must return home immediately.

The Renegade Revolution(600): The Renegade Virus owns this world, almost every inch. Land, sea, sky, all are saturated in its particles. For viruses, this is the closest thing to heaven that could be attained. All things on this world are shaped by the actions of the miracle virus...but you? You don't belong here, and this treacherous planet is far, far too aware of it. It is going to remove the foreign contaminant, one way or another. The Renegade Virus(mercifully, not your own or those of your companions) actively despises you and will use every tool at its disposal to ensure you are now longer defiling its rightful world. Overed and Gjaum alike are driven berserk by your presence, blessed by the crusading Virus with the ability to draw upon their full power as if Encroachment was no object to them. The virus will continuously evolve and create new Syndromes or combine and improve its existing Syndromes to counteract your abilities and strike where you are weak.

The world itself will vomit forth Renegade Beings born from the animals, the plants, the earth and even from the noosphere(the realm of thought where Legend-type Renegade beings are said to be conceived) as weapons against the invader. You will arrive in a world that can create monsters, heroes, and even those with the powers of gods...and that very world will despise you. Good luck.

End of Adventure

You've done well to survive this long, with your mind intact.

It was certainly an eventful stay, no matter what else could be said.

For now...Your choices.

***Go Home:** If you became a Gjaum(stayed at or above 100% Encroachment for longer than 24 hours) or were killed by the many hazards of this world, this is your only option. Otherwise, perhaps you're homesick?

***Stay Here:** Maybe the danger of this world awakens a thrill in you, or you simply have grown fond of those trying to survive in such a wild world. For your dedication, I will grant you another 1000 CP to spend here and an ability only the most ancient and powerful of Renegade Beings receive: True Immortality, the ability to regenerate and recuperate from any Renegade in the world no matter how violently you were torn asunder.

***Move On:** You have other places to be. From here on out, you may choose to have any world you enter have a dormant supply of Renegade waiting somewhere for you, allowing you to recreate this world's events and provide a source of Renegade Virus for your various abilities...If you so wished.

***POWERS**

Cannot be taken without also taking Syndrome.

All purchases are made with Renegade Points given by Breeding.

All powers may be learnt through trial and error...though some powers may be dangerous to test. All 'active' powers also increase your "Encroachment", a measurement of how corrupted your mind and body have become by the Renegade Virus.

As a general rule, all 100-point powers give miniscule amounts of Encroachment, approximately 1-2% per use. All 200 powers give about 5-10% per use, all 400 powers are 15-20% per use, 600 powers are 30-35% per use and 1000-point powers are approximately 50% Encroachment per use. Mental fortitude, Loises(as defined under the perk "If I Go Crazy") and willpower can mitigate Encroachment gain, and Encroachment rate drops to 0% after a full night's rest with no interruptions. At 100% Encroachment, you will be at risk of turning into a Gjaum as this state will erode your sanity at a steady and frantic pace.

You can still lower it by focusing on your "Loises" or utilizing anything else that can enhance your sanity to bring it down to normal levels, but being above 100% Encroachment and resting will NOT drop your rate down to 0% Gjaumhood is a loss condition for the jump and is irreversible.

Encroachment cost for constant effects only occurs every 24 hours, and you may turn off any constant effects you have on you at any time.

Post-Jump, Encroachment is no longer an issue and instead this simply creates a mental pressure on you capable of creating headaches and past 100% risking you collapsing in fatigue.

Common Powers:

These are purchasable by all Syndromes.

Warding(0): A power all Overed have, it is in part why Overed are such a dangerous threat to all non-specialist forces. Overed are able to produce a specialised substance and disperse it into the air for a good size, enough to cover an entire floor of a multi-story building, or the size of a regulation basketball court. Mundane humans without protection against "Warding" will be knocked unconscious instantly. Overed, empowered humans, non-human creatures and

those with anti-“Warding” gear(which does exist) will be spared. It ensures that Overed are unhindered by the resistances and strength of mere humans.

Shame(100): For those who fear carrying the scent of the Overed on them, you can very minutely ‘muffle’ your internal Renegade and come off as a completely normal human being. You are still not affected by “Warding” in this state, though this may act as a clue that you aren’t ordinary to those actively paying attention to see who is knocked out and who isn’t.

Superhuman Metabolism(100): Your body is a cut above humanity in a few respects now, the most prevalent of which is that you recover from minor injuries and diseases (e.g. The common cold, paper cuts, basically anything that wouldn’t actively threaten your life or limb) quickly and metabolize drugs/alcohol faster. This does come with an increased burning of internal calories with it, for good or ill.

Resurrection(200): A protective power of the Renegade, this is the power of regenerating wounds such as severed limbs, with the strength to regenerate from even the smallest smidgens of Renegade Virus and the scraps of flesh left from an explosive. However, its potency comes with the price tag of gaining a noticeable amount of Encroachment.

Those who would regenerate lost arms would take a moderate hit, but those who would be revived from scraps of flesh or a bloody mist would almost certainly become raving Gjaum near immediately, with their lucidity being a precious commodity. Even after this jump, the mental trauma and shock of such a violently stressful regeneration would send even a centuries-old Ancient Renegade Being into a comatose state. **(I.E, even though it’s a 200-point power it has Encroachment that scales to how much damage you regenerate. Restoring from bloody mist would be 90-100% gain immediately.)** Even if your mind was strong enough to handle such a thing, doing it repeatedly over the span of a few hours makes the regeneration much sloppier...Do not be surprised if that arm you tried to mend back onto your body becomes almost leprous, if you’ve had to regenerate it multiple times in the past hour...

Superhuman Staredown(200): You can intimidate lesser beings by giving off a powerful gaze, your intimidation increasing by a large factor even if you were an otherwise harmless-looking person.

Calm Down (400): When it all seems too much, you can allow yourself to just let go. With this power, you can take a dose of Encroachment/mental fatigue as you constrain your raging Renegade and subconscious mind, to then afterwards let your worries and problems go. This has a soothing effect and it even reduces Encroachment gain to a third of it's usual intake while you're in this soothing state. Going into a combative or violent state will break this relaxation, however.

Enhance Body(400): As an Overed, you are considered a next step in evolution and this superior body is only the beginning! If you weren't before, You're now at just beyond peak human strength with toughness comparable to that of someone in full blown riot gear while buck naked. Not quite enough to stand point-blank of a C4 Detonation, but enough to take some bullets or even an RPG blast, and keep on trucking.

Restrain Command (600): Perhaps this is an extension of something like the "Calm Down" ability, but you can now stifle and muffle the Renegade of all those around you as well as inflict the effects of "Calm Down" in a range similar to "Warding." By doing this, you can prevent people from beginning a combat or being able to use their Renegade abilities as they simply feel oddly blissful and content.

Whirlwind of Action(600): While "Enhance Body" is capable of making you strong and tough, this power allows you to start off with a speed capable of outrunning motorcycles...on foot. You have equally strong reflexes as well, meaning alongside "Enhance Body" you would be able to approximately outrun any non-Hanuman Overeds as well as outlast any Overeds who's Syndromes don't directly enhance or empower their bodies.

Angel Halo:

Weapon of Light(100): A basic expression of the Angel Halo, the Angel Halos are able to manifest solid light into their hands to form weapons both melee and ranged, as well as produce momentary shields to defend themselves. However, it

takes an intent focus on the fight to do so and breaking this focus will let the light scatter into its normal form once more.

Stardust Rain(100): A well known power of the Angel Halos, they may create pinpoint beams of light from their extremities or the air around them from refracting light in arm's length from them, the intensity and strength able to melt through bulletproof glass at first. Of course, with training, you could be tearing through thick steel armor with ease.

Anticipation of Battle(100): The understanding of Angel Halo's ability to enhance the senses, this is a mix of experience and instinct that allows you to use your senses as a sort of 'precognition' in combat, being able to read the micromovements in your opponent's muscles in just enough time to see how they're moving and what their intent is.

Crystal Eyes(100): A more specialized method of using the Angel Halo's exceptional senses, the user concentrates and allows their senses to magnify, being able to hear and finely understand sounds within at least a mile radius as well as of course, see with telescopic accuracy for miles as well. The user is slightly vulnerable in this state, but only if they are unable to keep situational awareness due to the influx of sensory data. Luckily you will get basic protections against anything that'd normally cause you immense pain/discomfort due to having magnified senses, such as loud noises or searing bright light being amplified.

Hypnotic Light(200): A certain technique normally only discovered through intense research, you are able to produce lights in certain patterns that bring people into sluggish and distracted as well as suggestible states if they gaze for about 5 seconds at them directly, and the lights themselves are very alluring to look at for those who aren't explicitly knowledgeable about what they do. If you knew actual hypnosis, this would be a good way to get them into a state where it'd be easy to work with them. Otherwise, it's an amazing way to dispatch of unaware enemies or throw off a furious attacker.

Spotlight(200): A more easygoing use of the powers of Angel Halo, this can be used to create light sources out of thin air via refracting light with your body and

airborne Renegade connected to you, then focusing it in special ways. The light sources can be of any color you light and fly around within line of sight from you. If you focus and train your ability to manipulate this, you can even create light projections onto the sky or create moving images and display movies from thin air. Good enough projections might actually serve as good illusions if you can keep the facade.

Angel's Mantle(200): Your skill over light manipulation means you can now use it to take on disguises, shifting light particles around your body to change your appearance as people's eyes receive the look of a different person. It's not as strong at first, as it's difficult to finely tune particles in radically different ways, so disguising as other beings roughly your shape and size is what you're capable of at base. Refining this technique may allow you to appear to be objects or creatures smaller or larger in different shapes and sizes, though completely disappearing is another closely related technique.

Absolute Solitude(200): The Angel giveth, and the Angel Taketh away. Creating light is an ability of the Angel Halo, but that also means removing and hoarding light from others. You could 'drain' the light from around people leaving them in what to them seems to be an impenetrable darkness...It starts off as being able to render a single tennis court-sized area dark, but with training and focus being able to shadow an entire city block or even a city is within the scope of this power.

Light of Oblivion(400): While Stardust Rain may be able to create an array of beams, you learnt quality is better than quantity. You've learnt the techniques to create thick beams of light rather than the potent pinpricks of basic beams, capable of melting through concrete and steel with ease just at the beginner's level. With years or even a decade of fine-tuning, heat and light akin to that of an intense thunderstrike can be condensed into a powerful beam of destruction.

Invisible Reaper(400): A refined technique to shift photons, this allows you to do the relatively complex process of 'hiding' something, making something appear to be completely invisible by constantly manipulating light to match the images of the world around you...This can be applied to yourself, or others, or even objects nearby. Simply put, it is a very well-practiced invisibility.

Multi-Image(400): While the technique of Invisible Reaper can make something that's there appear to be missing, you can do the opposite and create false images of things that aren't there, momentarily. The strongest example of this is to create illusionary doppelgangers from light, to throw off opponents and to gain an advantage. You can even refine this technique and combine it with "Weapon of Light" or "Mirror Shield" to create solid doppelgangers, though keeping them up constantly requires a good deal of your focus and energy...and they'll probably not be much stronger than your average Overed.

Mirror Shield(400): An extension of the technique of "Weapon of Light", this allows you to solidify light into a shield capable of reflecting back projectiles and either defending against solid melee attacks or shattering into deadly shrapnel on impact with said strikes. For the more clever Overeds, it's not out of the question to use these shields as platforms or walls if need arises.

Blacklight(PURE, 600): The light may illuminate the way, but it can also steal the sight from your eyes. Angel Halos with this power are able to take their control over their enhanced senses to a wicked extreme...Striking a person with a bolt of this "Blacklight" will steal their senses, allowing you to see what they see, hear what they hear, and at your will drive them into sensory deprivation, this control over them lasting as long as either you both shall live.

Judgement By Light(PURE,600): The Light may bring joy, but light and heat are close brothers and where one goes the other may follow...You can bring upon a pure judgement upon the unworthy, infusing all light around you (within the range of the "Warding" power) with an immense power, protecting yourself and those you mentally deem worthy from the intensity...for approximately 2 minutes. This light is capable of reducing mortal men to ashes within the minute, and in the wake of such a powerful light those who look upon the landscape around would wonder if a nuclear detonation took place.

Midnight Cinema(600): A mastery over manipulating Light, you could produce grand and intricate illusions complete with even sound and smell by manipulating Renegade in the air to produce sonic waves and chemicals to complete the illusion. You could make buildings that don't exist appear to rise from the ground, or create a detailed UFO sighting as a silver disk flies through the air, the

possibilities of what these illusions could be used for are limited by your imagination.

Third Eye(PURE, 1000): The most powerful expression of the Angel Halo's sensory abilities. There's a theory that posits if every piece of matter is affected by other matter, then it should be able to extrapolate the state of the world from what you see now. This power relies on a similar principle, with the Angel Halo's senses becoming so powerful it becomes nearly clairvoyance, able to sense and notice events halfway across the world as well as use the expanded equivalent of "God's Eye" to predict events using this level of sensory mastery.

Balor:

Little Evil Eyes(100): A basic power of Balor, this is the capability of commanding the "Evil Eyes" produced by Balor to shift gravitational forces. They're extremely dense black spheres that can float around within 50-60 feet, they're not very fast either but they can be used as vectors for any powers the Balor is able to use, acting as 'proxies' as well as being able to automatically use any Powers the Overeds knows to defend their master.

Deflection Sensory(100): By being aware of gravity's deflection, the Overed can sense where people are in his surrounding area and what direction they are moving in. This works best in places where gravity is strong, like planets...that won't be a problem here unless things get really bizarre, but it's something to note.

Tyrant's Throne(100): It's something every Balor Overed likes to come up independently, this is the technique to manipulate gravity so that one floats while moving. Moving at a leisurely pace without being fettered by gravity is the mark of true power, after all! Unfortunately it's rather slow way to move...about walking pace.

Stick(100): The subtle manipulation of gravity, this allows you to force things to stay attached to you even if you let go...or for them to act as if they were right-side up even if otherwise. An overed holding a full wine glass in his hands while hanging upside down would not spill a single drop as long as this power was

active. It also can be used to make your hair 'hang' in certain directions, or your sleeves/loose bits of clothing to stay stuck in whatever position you like them to.

Repulsion Field(200): The Overed creates a field of outward force in order to repel opponents, it's a strong outwards force but it strains the user's body and can be overcome with anything capable of breaking through a repelling force with a consistent force of earth's gravitational pull. Not the entire planet's pull, mind you, just its force on objects.

Repulsion Arrow(200): By using an Evil Eye as a focus, you could use small but intense bursts of power to launch objects smaller than the baseball-sized Evil Eye at high speeds through pure repulsive force. Using nails and coins as the ammunition for an impromptu railgun is a possibility with this technique.

Dimension Gate(200): Gravity can be used to warp space, as many theorists will tell you, and by using an Evil Eye as the focus you know the secrets to creating static 'gates', dimensional warps that allow you to go back and forth between two areas instantaneously. Unfortunately, it needs to be done with utmost focus and peace, using it in the middle of combat is asking to be targeted and the disruption from being struck is sure to interrupt any progress you could have made.

Invisible Hand(200): A more controlled method of using repulsive force, you are able to create a 'hand' of pure gravity to manipulate things, with the same amount of force and power behind it as "Repulsion field" to strike things or lift them into the air.

Pocket Dimension(400): By folding space and time in certain ways, you know the technique to creating a personal pocket space wherever you like. You could 'fill in' a space of reasonable size, such as a 'phantom floor' between two floors on a multi-story building, or fit a basketball court-sized recreation room inside a closet. You can leave these static, but they can be discovered by others if you do so.

Time Sorcerer(400): By twisting gravity to accelerate the flow of time, you can 'age' non-ambulatory objects(plants for example would be affected, but not a living hare) at a fast pace for whatever means you see fit. Instantly aging cheese or wine, rotting away unwanted objects, weakening buildings...it's a multi-functional tool, to be sure.

Black Hammer(400): A fearsome weapon against almost any foe, you can target a foe by focusing on them and produce a crushing gravitational pressure on them constantly. However, you have to stay intently focused, and you only can begin the crushing force with the power of “Repulsion Field” or “Invisible hand.” However, if you stay still and continue focusing for a half minute you can ratchet up the force to pressures matching that of the deep ocean, pushing all but the most durable of enemies to their limit.

Underworld Cage(400): A less intense but more widespread application of the same principles as “Black Hammer”, you can create a wide area of intensified gravitational pull. While you can’t produce crushing forces like Black Hammer, you are able to intensify existing gravity to twice or almost three times its normal strength, leaving all but the mightiest or most determined foes feeble and unable to move.

Time Freeze(PURE, 600): Simply put, you are able to put your Evil Eyes into an overclocked spin and with intense gravitational manipulation force time to ‘stop’, sending all things within the range of the “Warding” ability into a stasis-like state. The first expression of this is called “Static Field” where you move at normal pace for a few minutes, however, every 10 minutes spent in this state sends a radically painful shock through your body’s systems, risking your heart bursting as your mortal frame tries to reconcile being under the intense stress of the stopped time. A safer expression of this ability is the “Time Casket”, which can be used reflexively to stop Time for seconds to dodge or avoid otherwise lethal strikes.

Black Hole Destruction(PURE,600): You may ‘detonate’ and then implode an Evil Eye at the risk of taking on great Encroachment to create a miniature “Black Hole”, whether or not it is the real thing is unsure but it is a vortex that is able to drag objects and people into it. Whatever happens to those caught in the depths of its void, is unsure, but they’re usually never seen again. However, this ability has no discretion and the longer it is left active the larger it will grow. An indiscriminate vortex that would swallow you with it, if you are not vigilant against its power.

Sky Castle(600): You may use this technique to take an area as large as a city block into the heavens, leashing it free of gravity’s tyranny. It will float up as high as you

desire, though it has a hard time escaping the atmosphere. As long as you live and you allow the “Sky Castle” to remain, you may leave it hanging for almost eternity.

The Emperor’s Time(PURE, 1000): By using a principle similar to that of Time Freeze, you are able to slow time to a crawl in non-stressful situations(such as not being performing a rushed task or in the middle of combat) for as long as you desire, being able to have a full night’s rest in what seems to others to be less than a minute or research and relax at your own pace with no distractions...with not even the treacheries of aging to assault you while you’re within this slowed time.

Black Dog:

Lightning Fang(100): The most direct application of Black Dog’s power, you are able to run a current through your body capable of shocking others, which can be channeled through metal melee weapons or used to enhance your own physical attacks as well.

Human Power Plant(100): By running electricity through your body, you are able to activate machines that require electricity to run simply by touching them even if they’re unplugged or their batteries are completely empty.

On Air100): By internalizing and decoding signals in the air, Black Dog Overed can use this ability to mentally receive wireless signals as comprehensible data or broadcast images and sounds they’re currently experiencing to be received by wireless devices. They may also do the same for wired devices and signals by touching the bare wires of the system’s cables.

Short(100): With a similar basis as the power of “Human Power Plant” you are able to deliberately overload an electronic device’s systems with power in order to render it inoperable or destroy it, however it will drain your own stamina and risk heavy Encroachment to do so for large systems such as city-wide power grids.

Radio Wave Jamming(200): An extension of the “On Air” technique, you can create electronic countermeasures with your own body, breaking apart wireless and radio signals into an undecipherable mess and breaking apart communications in about a half-mile’s radius.

Electronics Master(200): You can manipulate electromagnetic forces with a fine touch, able to read from and write to any electronic data storage format such as a USB stick, hard drive or a DVD without the use of any devices, simply via physical contact with the storage.

Lightning Spear(200): Now, your skill over gathering and producing bioelectric power is such that you could gather your electricity into miniature bolt of lightning and fling it as a projectile, sending out enough voltage to strike non-Overed men dead in a flash with this ability.

Stun Bolt(200): If you're not looking to kill people, you could be a bit more gentle and create lesser effects that manifest the same way as "Lightning Fang" and "Lightning Spear" with electrical power similar to that of a taser. While they'll be in pretty heavy pain, they'll certainly survive albeit stunned for a bit from the zap they've just experienced...Of course, tougher enemies may need a few good zaps to go down.

Magnet Force(400): Electricity and Magnetism are very much hand in hand as anyone can tell you, and now your control over electricity has given you the capability of magnetic control as well. You are able to draw or repel metallic objects as well as manipulate metal objects from a distance as if you were holding them, with fine precision as if your very hands had a hold onto it.

Thor's Hammer(400): Where there's lightning, there's thunder. You are able to create powerful sonic 'thunderclaps' by using specially controlled bursts of electricity, and in turn you can amplify existing electrical attacks such as "Lightning Spear" to produce these thunderclaps on contact with their targets and take out those standing around them.

Poltergeist(400): No matter how much your mastery of Magnetic Force or electricity is already, you've managed to either research or luck into a way of operating mechanical and electronic objects from almost a mile away with a mix of using magnetism and electric pulses to do so. You could operate computers, or commandeer vehicles, or interface with any technological device as long as you're aware they're there and can get within a mile or two of the device. Unfortunately this does not give you complete control if they have anti-hijacking measures in

place such as security systems or require passcodes to unlock. However, this does let you do some rather impressive tricks such as hijacking enemy Drones or driving pursuing cars into walls.

Cyber Arms(400): Your natural affinity for electronics means you can integrate them into your body, and you can choose any or all of these benefits at once if you like:

- *You can replace your arms with powerful cybernetic arms capable of bending steel and punching holes into heavy war machines.

- *You are able to replace your legs with cybernetic variants capable of carrying you at the speed of sports cars and motorcycles

- *You may implant an existing non-enchanted weapon you already possess into your body that can never be removed from you without tearing it from you like a body part.

Domination(PURE, 600): You are a god of technology, and it will kneel before you. You can take control of a city block-sized area's worth of technology and communication devices wholly, able to force security systems and alarms to serve you as well as having a constant mental feed of any sensors and cameras set up in this area. You can shut down any communications in this area as well as control them, being able to monitor any communications made through means YOU allow. Your only weakness is that to initiate and stay in this state, you have to enter a meditative trance as your mind operates and controls metal as well as electricity.

Avatar of Thunder(PURE,600): You are a god of storms, and all will kneel before you. You are able to create thunderstorms that span the course of a city at will with this power at the cost of taking heavy encroachment, directing and controlling where the lightning will strike with powerful precision as well as being able to strike yourself with lightning to amplify any electrically based powers you possess.

Hard Wired(600): You have fully become one with technology and have a suite of powerful cybernetic enhancements integrated into you that you can equip and swap between with some downtime, though only 3 at a time.

*A subdermal plate capable of tanking RPG shots with ease and protecting your internals with shock absorption gel pads.

*A Linear Cannon, a miniature railgun that fits in your arm and can reduce to slag an attack helicopter or armored personnel carrier in two shots.

*An monomolecular Arm Blade that can fold in and out of your arm at a moment's notice for ambushes or surprise attacks.

*A "Wire Package" through your body that takes advantage of your Black Dog nature to send impulses through your muscles, enhancing combat reflexes as well as allowing you to perform advanced melee techniques instinctively.

*A Lock-On targeting system that allows you to identify and fire at enemy weak points with mechanical precision.

*An artificial Renegade Incubator that allows you to excite and enhance Renegade abilities at the cost of risking further Encroachment.

Metal Fusion(PURE, 1000): The synthesis of man and machine has become so potent that you are able to do it without even needing to adjust the machines to fit a human body. You are able to take technological or mechanical devices and objects and envelop them in a liquid metal that now resides in your body, constantly powered and excited by your bioelectricity. You can replicate the functions of devices you've absorbed by producing them from this 'biometal' and if you've taken "Cyber Arms" or "Hard Wired" can even use the raw materials and metal you eat this way to restore your vitality and use said materials to fortify your form.

***Bram Stoker:**

Bloody Attack(100): The signature attack of Bram Stoker, you are able to solidify and manipulate your blood(once it's out of your body) to launch as projectiles at your enemies, striking with the force of armor-piercing rounds as they do.

Blood Reading(100): You can 'read' blood (and mysteriously enough, tears) to get information such as age and gender of the one who spilled it, as well as what emotions or situation they were in when it was spilled. You can also 'smell out' the trail of those who spilled that particular blood.

Bloody Sculpture(100): While they're too brittle to be used in combat or defensively, you can create objects by spilling some blood, shaping it and solidifying it into a solid red crystalline substance. Might be nice to make a statement in your own blood...or it might come off as unnecessarily edgy.

The Emperor's New Clothes(100): The basic training of creating Red Servants, you can spill droplets of blood to spawn these Servants. They are as fragile as Blood Sculptures but they're loyal and sycophantic, and will readily sing your praises. They have the same appearance as Red Servants created by the similarly named Power.

Red Servant(200): By spilling a measure of your own blood, you may produce a loyal Red Servant. They are pure red featureless mannequins, the size of an ordinary human, and count as Overed for the sake of Powers such as Warding. They're not as strong as an Overed on their own, being without powers and simply having the combat capabilities of a trained soldier. They're also not very intelligent and require your commands to act in anything resembling wise behavior. However, you can use this ability over and over again to produce more and you can command them with ease.

Blood Burn(200): Your blood is on fire! Literally, it's burning blood! You can choose to ignite your own spilled blood into an intense heat (That of thermite burning) to make it more dangerous for powers such as "Bloody Attack" or the weapons created by "Crimson Regalia." I'd just...take care to not do so with the blood already in your body.

Crimson Regalia(200): Now, this is what you were thinking of. You are able to use your own spilled blood to form weaponry and armor around yourself, durable enough to take on a UGN Squadron opening fire upon you and strong enough to slice through their riot armor with ease...and of course, any powers that enhance your blood will make it that much greater.

The Thirsting Lord(200): The power that inspired this archetype's name, Bram Stoker Overed who know this technique are able to 'drink' the spilled blood of others and absorb it into their own bloodstream with no issues, both healing the

Overed as well as being able to use the appropriated lifeblood as further ammunition for Bloody Attack or to create new Red Servants.

Embrace(400): Another power that inspired the vampire-based moniker, you may channel spilt blood into a wounded or recently killed body to mend its wounds and restore that person...often called the Embrace of the Vampire, it's believed legends of vampires making others were derived from Bram Stoker users reviving the recently slain or those who they had drained of blood.

Army of Fools(400): For the lazy or those short on time, you can do an advanced version of a Red Servant summoning combined with "Emperor's New Clothes". With the same amount of blood and time as a single Red Servant you could create a group of 10...but they're even more single-minded than normal Red Servants and only exist for less than a minute, they exist to do a single mob rush on their target with whatever powers you grant them or their own two fists.

Blood Bonds(400): You have invested into the power and strength of your Red Servants, giving them a number of unique spins from their normal baseline. Just for taking this at all, you can now change the aesthetics of your 'bog-standard' Red Servant as long as their capabilities aren't affected by this aesthetic, i.e if they have wings unless they take "Bat Wings" they are vestigial. This will effect the aesthetics of all Red Servant-based powers including Red Servant, Army of Fools and Emperor's New Clothes. This is a single uniform change, mind you. You can also choose 4 of the following abilities and apply them to your Red Servant abilities. This can be purchased twice.

*Undead Doll: You can shape the forms and aesthetics of any individual Red Servant, molding their red body like clay and changing both color and shape of their form. You can even make them look like dead ringers of already existing people if you can remember their looks well enough!

*The Wise: Your Red Servants(save for those created by Army of Fools) are all now able to act autonomously and act on their interpretation of your commands, as well as being able to use tools and technology if it serves their purpose.

*Howling Horde: Your retinue is vast, for a reason. You can create 10 Red Servants where you would normally create 1(multiply the amount of Red Servants

any given Power creates by 10), and they all remain at the same level of effectiveness as the original power designates.

*Red River: Your Red Servants are mighty, and are as quick, tough and durable as a peak human warrior. This is pure physical strength.

*Moonless Night's Curse: Your Red Servants would die for you, and they are willing to demonstrate this by using this new power. Red Servants you have created can be detonated with the force of stick of dynamite at your command, sacrificing themselves to further your cause.

*Bat Wings: Fly, my pretties! Fly! You can command your Red Servants to take to the sky, using whatever method of flight is appropriate for their aesthetics to fly around.

*Fool's Equipment: Your creations are armed, your Red Servants can be created with basic weapons such as rifles and blades with which to battle your enemies.

*Mock Warrior: The Red Servants you create are well versed in combat, either as skilled as a trained soldier or approximately a quarter of your own experience, whichever is higher. Combine this with "The Wise" and they're not only a quarter experienced, they actively learn new techniques and can carry this knowledge across iterations.

Night Devil's Domain(400): Your control over your blood flow is such that you can still your heartbeat to almost nothing, giving you an amazing dexterity as well as allowing you to have a serene self control, your every movement seeming as if choreographed for efficiency.

Scarlet King(PURE, 600): Your blood is the source of your power, and your power is boundless. You may spill blood freely, as your body seems to never run out as long as you're using it for the sake of a Bram Stoker Power...If you had the intent and time, using such an ability to create an army of Red Servants could be an easy affair.

Genes of Destruction(PURE,600): Blood is the flow of life, and your control over it has allowed you to shorten life. Much like how healthy bloodflow allows for unaging, your blood can be used to attack others and force them to age by manipulating their genes. Your control over your individual blood cells also allows

you to perform minute operations within the bodies of others using your blood and to both help and harm them on a cellular level.

Sinister Blood(600): You are a bloody god, and your control over blood has extended past your own. You may use your own lifeblood to 'taint' the blood of others and use your powers by using their "tainted" blood, instead of your own. You may also use any powers that affect your blood on "tainted" blood. This does include "Blood Burn"...

Eternal Life(PURE, 1000): Much like the Vampires of old, you don't die easily. Now, you can easily survive any injury save for complete exsanguination as your blood will solidify into whatever parts are needed to operate. Also, every 5 years, when you would die, As long as you have enough of your blood or "tainted" blood existing in the world to make a Red Servant, you can resurrect yourself as a Red Servant(or 10 Servants if you have taken "Howling Horde" in Blood Bonds.) This form has any powers you have given your Red Servants as well as your non-biological(including Renegade) abilities. Regenerating your body is as simple as absorbing a few gallons of blood to get the necessary energy.

Chimaera:

Physique Maintenance(100): Your control over your body has given you a beast's metabolism, and no matter what they eat or how much they rest a beast is not allowed to become weak and fat. No matter what you devour or your level of activity you will always stay in prime condition, fit and ready to act. Not only that, but you'll find that this has a strange effect of making your hair (and fur if you're either transformed into a beast or somehow already have bestial traits) so soft and lovable that those who touch it can't help but have their hearts melted.

Hunting Style(100): By tapping into the carnivore side of your body, you have a natural and brutal instinct to hurt and kill, able to know the best method of using what god has given you to slay others.

Dormant Genes(100): All life is related and stemmed from the same source, a common thread. Renegade's power, Chimera especially, now allows you to explore what could have been by unlocking the potential of the Common Ancestor in your genes. You can shapeshift into any terrestrial animal for a full

day before needing to rest as a human to use it again, fully cognisant of your situation as if you were a human and with all the capabilities and weaknesses of that animal. If you'd be killed in this form you return to your original self at about a quarter of your usual vitality. It'd be pretty embarrassing to die as a house cat, eh?

Beast Eyes(100): You're not quite able to change your entire body yet, but this is the first step. You can create animal sensory features and minor features such as eyes or ears from your body, either to look cute or to use their sensory abilities to an extent.

Intelligent Beast(200): Humanity is a tool-using animal. It's not QUITE unique in that respect, but you could count the ones that have reached even our ancestor's level yet on one hand. Still, being able to use tools as a predator would be a strong way to get the drop on cocky hunters, wouldn't it? Now you have a mix of intellect and slight changes to your physiology to allow you to operate objects and tools meant for humans even as say, a Tiger. Show them you're a clever girl!

Sky's Ruler(200): Take flight! You can produce a pair of powerful wings capable of lifting even a human into the air, and with such strength that if you wanted to carry someone along while you were flying, you could! You're also quick in the air, able to fight effectively despite the new 3rd dimension to worry about.

Ocean's Benediction(200): Dive, dive, dive! The oceans have blessed you, and you are able to create both gills and fins to swim through the waters with ease. You even can take on the biology to survive heavy water pressure like that at the bottom of the ocean, though it seems to only activate when in liquid water proper.

Complete Therianthropy(200): The most iconic ability of the Chimera, your body in its entirety twists into a 'battle form', complete with claws capable of mincing through armed/armored humans as if they were weak rabbits and both the might and durable hide of a rampaging rhinoceros. Become a walking force of nature!

Hell Beast's Roar(400): There are said to be notes in the human mind associated with predators and the fear of death, or of being stalked and eaten. Your voice can be infused with these notes now, and by giving a massive roar you can send all

but the bravest of souls quivering in their boots as their inner animal understands they are in the presence of a predator, and react accordingly.

Ogre's Might(400): With strength comparable to that of an angered elephant, you can change your limbs to have an animalistic might and heft to them.

Unfortunately this is difficult to use with mobility powers of “Sky’s Ruler” and “Ocean’s Benediction” but it’s worth it for the power you can attain.

Dragon Scales(400): Your skin/hide can become bulletproof as well as resistant to all sorts of weaponry...your innards even become girded against shockwaves if need be! This allows you to even tank the shells of an abrams tank without flinching, though if you keep taking those hits you’ll find that any shell can crack. Still, more than enough time and more than enough toughness to take down anything lesser.

King of Beasts(400): As the epitome of an Alpha, your body is able to overcome any non-supernatural(as in, those not created by magic or something akin to Renegade) toxins and poisons as well as clear away Powers and effects that would alter your mental state.

Ultimate Therianthropy(PURE, 600): The ultimate life form has manifested! Or rather, something that could be mistaken for it. You are capable of calling upon the features and abilities of all animals on Earth both living and extinct to a certain extent, replicating them in your body as well as improving them to scale to your human size. The strength of an ant, the quickness of a hummingbird, the jaws of an alligator and the claws of a raptor...All of them are within your grasp, and amplified by the might only humans can grant these animalistic features.

Proof of the Feral Beast(PURE,600): A Mysterious Time Stream fills your body with the power of Evolution. Okay, not really. It’s just stemming from a body made to survive and adapt, but...Once in a decade, when you would die, you resurrect at full ‘health’ as well as sporting a new biological adaptation to what killed you...though this has to be something that a living organism could possess without explicitly supernatural/magical abilities.

Mighty Therianthropy(600): A stronger version of “Complete Therianthropy”, it allows you to create nearly monomolecularly sharp claws and horns, as well as

give you the strength of a raging locomotive. Your hide becomes comparable to a battleship's hull as well.

Titan Therianthropy(PURE, 1000): While humanity won its place in the world by creating the strongest tools and greatest mind, the previous kings of the world kept hold on the planet by having the grandest and strongest bodies. With this, you cannot lose, as you have both the mightiest mind and the mightiest body....you now can grow anywhere from 200 to 400 feet in size with all the strength and durability needed to operate at such a scale, a titan You can combined this with any other "*Therianthropy*" abilities you possess as well.

Exile:

Multi-Tool Fingers(100): With the power to manipulate your flesh, you can transform your fingers into keratin and bone-based versions of the contents of a toolbox or swiss army knife, as well as produce master keys from your flesh as well.

Elastic Limbs(100): The muscle, skin and bone in your arms and legs gain the consistency and elasticity of rubber, allowing you to stretch your limbs out for a wide variety of attacks and utility purposes. Rubberhosing isn't just for cartoons!

Nail Sword(100): The difference between your nails and the claws of beasts are nil, and keratin can be used to produce very lethal weapons if honed. Now, you can instantly give your nails fine edges, allowing them to be used as combat knives of the sharpest degree and giving even predators such as wolves or tigers a run for their money.

Dancing Hair(100): The powers of Exile allow you to shift anything in your body, even the dead and unliving hair on your head. You can now manipulate and grow hair from your body to become finely powerful strands, akin to steel cables, perfect to ensnare your enemies. If combined with "Nail Sword", you can even render your hair into a monowire-like material and slice ensnared foes to bits!

Unyielding Flock(200): Your body is so easily manipulable you don't even need to keep it all in one place! You now are able to detach your limbs and extremities from your body and still operate them as if they were still attached to you. Even a good disarming won't keep you down, as your hand will cartoonishly walk on two

fingers to reattach to your form...or leap at the rude jerk who separated it from your body! As an extra bonus, sensory organs still work. The walls have ears, indeed.

Distorted Body(200): You'd be surprised how easy it is to survive all kinds of blows and attacks when your body yields to the force. Much like the willow tree, you bend but do not break in the windstorm. Upon contact with danger, your body will change its density in the way that'd make it easiest on you to survive. Physical force will be met with rubber-like flesh, explosions will be met with a spongy material, and upon getting shot with bullets you'll feel the flesh density change to that of cotton candy so that the bullets pass through without bringing or breaking anything. Never said it'd be a perfect defense, just the best that could be done by changing your density.

Weapon of Bone(200): Even if they take your weapons, you're never truly unarmed! You can rip bone from your body to produce a weapon(melee or ranged...bone gun!) and use it effectively. This is better if you can already make your body dangerous, such as with "Nail Sword."

The Twisted's Protection(200): Why bother with an infected or useless piece of meat? Just chuck it! Now, you can concentrate all of the various sicknesses, or bad chemicals, or infections, or any other nasty things into a single place in your body so you can then slice that part off and fling it away. Of course, doing this too often is bound to get you running out of biomass...

Object Transformation(400): Your body is so easily manipulable you can even squish and squash yourself to resemble an inanimate object. Don't ask how you twist and change your skin to resemble a wooden desk's texture. The details would be too gross to really share. In any case, you're inanimate while in this form but can easily exit out of it. A good way to perform some unconventional stealth, eh?

Ultra Bomber(400): The human body holds within it a lot of energy, but some cowards are too afraid to show it all. Why not let it loose? You can now detonate your body parts with the force of about 3 sticks of dynamite, whether or not they're attached to you. You're not getting that body part back, though, so make

sure it's something you're not going to miss...or something already detached from you. May I suggest using "Unyielding Flock" as part of it, in some sort of horrific play on the term "Rocket Fist"?

Absorption(400): Man, it sure is tiring throwing away and detonating all that biomass. You could probably do well to find an easy way to regenerate it, right? Well, here you are. You can absorb non-living biological matter into yourself to regenerate wounds, or missing body parts if done in enough volume. You'll need to eat about 3 pounds of biomass to regenerate one pound, but it does let you regenerate an arm by eating enough cheeseburgers so it can't be that bad, eh?

Hollow Body(400): A refinement on the "Distorted Body" technique, you can now reflexively shift your body out of the way of attacks, shoving your vital organs out of the way and forcing your body to detach or twist or deform in order to dodge blades and bullets. The good ol "Make a hole in your stomach where the bullet would go to avoid the shot" technique. Just like the cartoons!

Another Self(PURE, 600): A clone of your own! Now neither of you shall be virgins! You are able to use detached body parts (whether by cloning or by actually detaching them off) to create a copy of yourself, independent but tied to you the same way that "Unyielding Flock" is. It only has your biological abilities, but is still willing and able to act as your proxy for whatever you have planned.

Elusiveness(PURE,600): Your control over your own body is such that you could safely render yourself into a liquid or gaseous state and still retain enough control and cognisance to reform on the other side. No prison can hold you down, and no fort can keep you away, as you slip through the cracks in a very literal fashion. You can even keep this up indefinitely compared to "Transmission", which only allows you to stay liquid for a short amount of time.

Transmission(600): The most refined version of the theories that Distorted Body and Hollow Body, this allows you to temporarily become a liquid to avoid physical strikes and weave through your opponent's strikes. You cannot stay liquid for long, however.

Fusion(PURE, 1000): A technique both uplifting and horrifying, the user may share his powers with another by placing himself into the internal organs of another

person. In turn, if the person is an Overed you can access their abilities and use them to benefit you. Another selfish use of this is to perhaps use a tougher Overed as a living armor. While this can be resisted, they'll have to defeat you in a battle of will in order to eject you from their body.

Hanuman:

Lightning Speed(100): The most basic ability of the Hanuman, you are capable of running, jumping, and moving at the speed of a bullet while still maintaining control as well as the mental capacity to move fluidly and more or less in control while at this speed.

Air Instrument(100): Another ability of the Hanuman is to create sonic waves and manipulate them...this is a fun and easy way to use that capability, by creating music and instruments out of thin air and conducting this phantom orchestra to your amusement.

Dazzling Voice(100): You can use your control over sonic waves to mimic the voices of others, or even make nonhuman sounds from your own voice if you desire. It's a fun party trick, at least.

Basic Research(100): Keep an ear to the ground, they say. Well, your skill over sound means doing so is a simple matter! You can gather sounds from across a mile radius and sort through the mentally, allowing you to hear anything from hushed whispers to loud boasts across the entirety of that area.

Shadow Run(200): Your speed is such that things like "surface tension" and "gravity" are no longer obstacles to your movement! As long as you're running in a full sprint, you can travel seamless over water and across walls or ceilings due to your intense speed and light foot.

Silent Space(200): By using your control over sound, you 'muffle' sonic waves and prevent an area within the range of "Warding" from making noise.

Active Sonar(200): You can use the principles of echolocation in order to send out inaudible sonic waves and bounce them back, able to detect people and locations around you though unable to see what they look like.

Battle Beat(200): Experienced Hanuman users can tell you that every battle has a 'beat', a rhythm that every combatant offers to the overall 'song' of the battle. By following this 'beat', Hanuman users can increase their reaction time and almost use a combat precognition, able to follow the 'song' of the combat and disrupt the beat of their opponent's flow. Of course, if all that seems a bit hokey, this ability can boil down to you being able to use this 'beat' to time your attacks for greater damage and effectiveness, honestly.

Shadow Images(400): Your speed is legendary, and now you can move with such alacrity that you can leave convincing phantom images in your wake, confusing your foes and allowing you to take them off-guard with whatever strikes you desire.

Roaring Claw(400): You've learnt to use your Sonic manipulation in accordance with your combat skills, now able to produce oscillating sonic waves around your fists and feet that vibrate so intensely they can melt through matter by dislodging molecules apart.

Fury(400): You've learnt how to focus your strikes in conjunction with your speed, and now you can use your speed to effectively strike 20 times in the span of time a person would usually be able to get one strike in. While this could be feasibly accomplished with just Lightning Speed or Shadow Image, this allows you to seamlessly integrate your existing martial arts and combat skills to operate at supersonic speeds.

Wind's Messenger(400): You now can amplify your voice and carry it on the wind, sending private messages only you and your target can carry on from miles ahead with no chance of interception.

Earth Shaker(PURE, 600): Your mastery over Sonic Waves has let you quake the very earth, you can touch the ground and create a certain frequency to cause the earth to rumble and with it, bring the works of mankind to their knees. It's also a good way of bringing down overwhelming numbers to a more manageable size.

Swift and Deft(PURE,600): You've reached an unreal speed, not the peak of this Syndrome's power but a very venerable position indeed, able to move around at Mach 5 with all the advantages that gives you and you have the mental capacity

and immunity to getting pasted by your own speed necessary to survive moving at such speeds.

Sound Wave Tuning(600): Sound and sonic waves have a strange effect on humans, even beyond merely the physical effects of waves on their biology. With this, you can create a number of strangely supernatural frequencies that can have the following effects:

- *Brain Shake: You physically shake, rattle and roll the opponent's brain, stunning them and risking confusion as their systems are jostled.

- *Cheer: You encourage and give a physical ability as well as mental processing skills to people who hear you cheer them on.

- *Hard Beat: You can give someone the energy to perform a single powerful 'attack', as if the high note of a song.

- *Angel Voice: Your voice and music soothe people's minds and allow them to keep their sanity even in the face of Gjaum-hood.

- *Fracturing Frequency: A sonic wave capable of seeking weaknesses and fractures in nonbiological objects, it can be used to weaken or even destroy rock/metal/glass with sound alone.

Whirlwind(PURE, 1000): You have achieved a highly prized tier of speed, where your body is capable of moving so fast that almost all other living things appear to stay still, though some machines may reach your speed. You are also able to create sonic 'booms' at will, powerful gales of force to strike your foes that are created simply by your movements. However, your form unlike before is not quite built for this speed. If you touch something while at this sheer speed, there's a good chance of either you, the object, or both of you being destroyed as you collide at such a speed that the force could possibly kill you.

Morpheus:

Ultimate Chef(100): You are able to create a crystal chrysalis, and in a puff of rainbow dust as the crystal collapses reveal a fine dish that you pictured in your mind. While your power will create the ingredients prepared just as you imagine them, do note that you have to know the recipe in the first place.

Almighty Instrument(100): Morpheus' basic power is to create, and create you shall. You can create a basic household item such as a radio, a television, a lamp, or a power tool using the crystal chrysalis method mentioned in "Ultimate Chef." However, this is limited to common generic items as such you'd find on the shelves of a big box store. Still, it's handy isn't it?

Component Analysis(100): Your ability to create items also allows you to understand them, and this will let you understand the chemical processes and components behind an object in your hands. You can analyze tools, drugs, or all kinds of things at a touch.

Forgery(100): By understanding the ink printing processes and various legal codes allows you to 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...Er, for good reasons I hope.

Infinite Weapons(200): A Morpheus Overed is never unarmed, as they are able to make whatever they need at a moment's notice. Now, you can instantly convert the materials around you into functional weapons such as swords and guns, creating throwaway weapons at a whim.

Reinforce(200): By gathering together the crystal chrysalis material around your equipment, you can strengthen your armor and weapons to something more durable and stronger than diamond, using a principle similar to aggregated carbon nanorods.

Customize(200): As the lord of all items, you can make objects change their shape to fit your desires. You may create a crystal cocoon around an object in your hands to change its physical shape and various parts of its features(such as aesthetics, weight, and depending on the item little things such as the grip on a sword or the sights on a gun) to fit your needs for the task at hand, changing the item on a fundamental level to be unique for that moment's necessity.

Psychometry(200): You can, at a touch, 'read' an item and understand both what it has been used for in the past in a vague sense(While objects do yield to you wholly, they're also not really smart and may have problems telling people apart

without knowing them for a long time) and how it wants to be used to its greatest efficiency.

Folding(400): You are able to conceal objects by 'folding' them as if they were paper, making them thin and lightweight to carry though they're useless in this 'folded' state, and living creatures within whatever you fold will almost certainly die with no understanding of what eldritch geometries just killed them.

Gold Alchemy(400): A simple and effective power, you have obtained the ability to transform any kind of matter into pure gold by wrapping it in a crystal cocoon, same as any other Morpheus power. You have obtained the vaunted ability the alchemists of old claimed to seek!

Instant Bomb(400): You have already touched this item! You can within seconds infuse that rainbow crystal onto any non-living object and convert it into a potent bomb with the force of a brick of C4, and then mentally detonate it.

Heal(400): By creating a crystal cocoon in your own wounds and the wounds of others, you may restore lost body parts and recuperate their wounded flesh.

Bond Break(PURE, 600): As the god over objects and items, you are able to touch a nonliving object smaller than a battleship and reduce it to pure rainbow sand, destroying it in a moment. Your judgement is mighty indeed...

Law of Alchemy(PURE,600): A perfect control of Morpheus' creation abilities, you are able to use any at-hand materials such as the air to create any material that you know the structure of. As long as the you know the molecular structure, you can create anything from water to metal and medicine from thin air at a moment's notice.

Rainbow Sand(600): While Rainbow Sand is the leftover materials from a crystal cocoon, you can waste not and manipulate it with fine precision, able to use it to both attack and defend as it fits together extremely well...perhaps even 'recycling' it into new objects and materials with your brilliance?

Kingdom(PURE, 1000): Your kingdom will rise. You are able to create a massive 'palace' or 'labyrinth' within an area the size of a city block, a series of buildings and walls perfectly shaped and styled to your desires. Reign from a kingdom truly your own.

Neumann:

Doctor Doolittle(100): Your perfect mind has allowed you to master all languages on the planet Earth as well as allowing you to even communicate with animals in subtle but effective ways.

Photographic Memory(100): Your memory is without fail, you are able to recall everything you've seen and heard with an alarming alacrity and have the mental capacity to deal with such a large store of memories...as well as the ability to selectively block out your memories to make room in case that ever becomes an issue.

Black Market(100): You can play the less intelligent members of the human race(i.e a good amount of them) for chumps, being able to manipulate and make deals with enough intricacy and planning that you could seemingly get things for free or find large amounts of money almost dancing into your pockets, playing the market as if it was your sandbox.

Walking Encyclopedia(100): Simply put, you have a vast amount of knowledge and it shows. You've done your homework, that's for sure. Any knowledge that you could find by searching through the confines of libraries on mundane earth, you have memorized and ready to recall at any moment.

Intercepting Bullet(200): You understand that the greatest defense is an impeccable offense, and putting that into action is a simple matter. You are a master at parrying, interrupting, and redirecting attacks by using measured amounts of offense as a counter. You could even save an ally by shooting a bullet out of the air at just the right time, using your amazing mental processing speed and accuracy to do so!

Genius' Insight(200): While having knowledge is well and good, you can go further and extend your genius to that of not just recollection, but active innovation. Your ability to expand upon and build new knowledge from knowledge you already possess is genius level, allowing you to see and build connections between knowledge and information you possess that were seemingly invisible to all other eyes.

Weak Point Detection(200): You are able to read enemy performance and patterns in the middle of combat with great accuracy, being able to judge with an 85% success rate what their normal tactics are as well as both the strengths and weaknesses of that combat style. This in turn allows you to dynamically change your style in response and attack them where they're weak!

Paranoia(200): Your mastery of the mind has allowed you to begin to manipulate others, allowing you to instill fear and confusion into people...a mix of gaslighting, hypnosis and brilliant plans is all it takes to send people into a spiral of terror and despair.

Perfect Performance(400): Your muscle memory is as infallible as your mental memory, and now you are a single repetition learner when it comes to purely physically based skills such as martial arts or a certain method of freerunning. If you find more efficient ways of performing these tasks, you can even seamlessly integrate the best parts of the various methods you learn into a greater whole.

Instant Plan(400): It's rare you're caught off guard, and the world will know it. You can in times of stress have a flash of genius and come up with a plan to counteract the situation as if you'd had an hour or two to think up of the plan. This may not be perfect, however, as this doesn't let you go back in time and set things up beforehand...but it does allow you to think on your feet with wonderful effectiveness.

Mars' Blessing(400): Martial knowledge is among your skills, and you are just as ready a scholar for it as any other field of study. You have knowledge of every mundane art of combat as well as the combined tactical genius of hundreds of years of war inside your mind, able to understand and contextualize any conflict with that history in mind.

Hypnotic Words(400): You know just what buttons to push to get what you want, able to disarm people with your charisma as well as spur people on into a furious battle...or send them into a defensive and cowardly state. Your understanding of the lesser mind's emotional states is top notch.

Undefeated Genius(PURE, 600): Your tactical ability is transcendent, and those you command in battle are at 2 to even 3 times their normal effectiveness, each

soldier and warrior under your command being as powerful and good as 5 men of the same power under a lesser commander. You will show them why the mind reigns over matter!

Absolute Prediction(PURE,600): Your calculation and skill in ascertaining possibility is such that you could predict the rise and fall of nations years ahead and your enemies will find it nearly impossible to surprise you...You'll find that by paying close attention to the pieces in play, that you'll never be at a loss for the next move. All according to plan...

Fountain of Inspiration(600): The greatest form of intelligence is that which can be given to others, and in turn your intellect 'rubs off' on people, they're better students and often will have flashes of intelligence where they seem to have a measure of your knowledge. What a wonderful mentor you must be, eh?

Organizational Breakdown(PURE, 1000) The designs of men and mice are yours to toy with. You can enter a state of intense focus where your mind will act almost in overdrive, and your social skills in this state allow you to perfectly trace out the strands of the world around you...and you can play these strings with an unnerving ease. Bringing down or usurping small countries in the matter of a week is child's play in this state, though the longer you stay in this "mastermind" state, the greater your sanity is strained.

Orcus:

Law of the Underworld(100): The most basic power of Orcus, you can spread a specialized form of particles in the range of "Warding" to then designate as your "Domain." **All other Orcus powers require this power to activate, as they rely on using these particles to manipulate things within your Domain.**

Telekinesis(100): Show them your control over your Domain! By agitating and manipulating the particles spread over objects in your domain, you can lift and manipulate objects from a distance. If it's in your Domain, it's fair game, and you can easily carry and move it around in that space.

Crushing Jaw(100): You use the particles buried into the ground of your Domain to shape the earth, forming giant stalagmites instantly to strike and pierce at those who would defile it.

Earthy Gold(100): The earth is a provider, and by using your control over the soil of your domain you could produce convincing ‘fakes’ of any object or item you desire, though they’re hardly functional and can only pass surface level inspection.

Verdant Domain(200): Your domain is one that encourages life and growth of plants, and in turn these plants serve you! You are able to give a powerful dose of nutrients to any or all plants in your Domain(causing them to grow up to 10 times their normal size and strength) and control them, manipulating them to become lethal whips or thorny restraints...or for the more peaceful, producing all kinds of fruits and flowers. After all, these plants would like nothing more than to please the master of the Verdant Domain.

Sharp Ears(200): The Domain is where you are lord, and the lord knows all. You can access the memories of non-Overed people and animals within your Domain to gather information and knowledge, their eyes and ears as good as your own.

Crumbling Earth(200): The earth is your ally, and those who anger you will find themselves swallowed by its wrath. You can cause the ground and earth within your Domain to break apart underneath your foes, forcing them onto the ground you ALLOW them to stand on. After all, this Domain is yours. They shouldn’t walk where the master does now allow them.

Animal Tamer(200): All of God’s creatures in your Domain are yours to command, and you can force all non-sapient animalistic beings in your Domain to serve your will. As before, their eyes and ears are your own, and commanding them to strike or act in the shadows is no issue.

Rising Earth(400): The dirt and soil struggles to defend their Master. With knowledge of this technique, you are able to create great walls and platforms from the ground of your Domain, and even trap your foes in great earthen cages at your whim!

Cat’s Path(400): The Domain is kind to its Lord, and it helps you however it can. With this, you can travel from one point in your Domain to any other point almost instantaneously, using strange paths only a Master is privy to.

Fairy Hand(400): All of your Domain is your personal assistant, and to those ends the Domain will actively animate and come to life in order to attend to your needs

or assist you in your endeavors. Need to clean your home? Simply create a Domain there and animate the dishes and brooms to wash themselves! In the middle of a tense situation with thugs and need some backup? Animate that parked car to drive at your assailants and run them down! You may almost seem like a wizard with how the world seems to attend to you at hand and foot...

Arrow Raindrop(400): The skies themselves are now your ally, as if to join its sister the Earth. You can force things in the air above your Domain(about 300 feet up) to come down forcefully, as well as flinging up heavy pieces of debris to come down upon your enemies within your Domain. For a true master, you can even condense moisture in the air to lethally powerful 'raindrops' to strike down your foes from above.

Nerve Hijack(PURE, 600): Did you think humans were free from the control of the Master? No, not at all. You can now control non-Overed or otherwise mundane sapients within your domain to serve your will, with much the same abilities over them as "Animal Tamer." Why would only animals and plants bow to one who shapes the earth?

Absolute Space(PURE,600): Your Domain is your own, and it now enhances you in a particular manner. All of your physical and mental capabilities are boosted by an amazing amount while within the bounds of your Domain, making you seem like true nobility...after all, you become a superior being within your kingdom, that seems worth of the term "noble."

Perfect World(600): A perfect world is the one that your Domain strives for, and it seems to achieve this your foes must be slain. Your Domain will now actively change itself and shape whatever materials it has to slay those you consider foes, becoming a deathtrap in any way possible. Fruits will begin to produce poison, the earth will shape itself into spikes and pits, and vehicles will chase them down. Even animals and plants will become feral beasts and carnivorous plants to see the enemies of their Master killed...though your control over them is given up during this point. If you've ever wanted to put someone in an "Everything Trying to Kill you" scenario, you've come to the right place.

Law of Power(PURE, 1000): Ah, this is...this is bad. At least for your enemies. You can now empower whoever you like with the abilities of "Absolute Space", as well

as inflict penalties and fatigue on those in your Domain! Mortal humans who would defy you in your Domain could even(if weak of spirit or body) die on the spot for their impudence.

Salamandra:

Law of Ice(100): The first of the twin powers of Salamandra, you are capable of draining large amounts of heat from the world around you and creating ice from seemingly nowhere, as well as being able to shape the ice to your desires and use it to strike your enemies.

Law of Fire(100): The second of the twin powers of Salamandra, You are capable of producing intense heat in the world around you and igniting fires from seemingly nowhere, even controlling this flame and being able to use it offensively.

Heat Adjustment(100): A moderately mundane use of your power, but, you can adjust the temperature in both the air and of specific objects with a fine precision. It might be considered a waste of power to simply cool your drinks with ice power, but you know would if you could.

Heat Haze(100): By adjusting the heat in the air, you can mask your activities and hide yourself behind a powerful shimmering “heat haze” that is near impenetrable to see through with the naked eye!

Fire God's Rage(200): As the god of fire, you are now immune to the heat of even hot magma! However, that isn't all...You're actually more EFFECTIVE on fire! That's right, your body reacts to heat so well that when exposed to flames or heat lethal to humans, your strength and speed are boosted by a great amount!

Cerebral Adjustment(200): The brain is a computer, and like any computer temperature affects its operation. You can now adjust the temperature of your own brain with a good amount of control, able to make it 'cool' to stay under control or 'heat' it up to fire up your emotions...Though I'd advise not boiling your thinker too hard, or freezing it solid. Unless of course you can already survive it, then don't mind me.

White Heat(200): Your fists are burning white! That is NOT a metaphor, you're actually able to heat your fists and feet up(without hurting yourself of course) to the point of melting metal with each punch, simple as that!

Cryopreservation(200): Wow, Renegade is really something. You now are capable of a scientific miracle, perfectly preserving someone in a special kind of ice to keep them alive indefinitely and in a dreamless sleep. However they need to be asleep, unconscious or completely helpless as even the slightest bit of resistance will spurn this power's cold embrace.

Blizzard Breath(400): A simple power, though very strong in its direct usage. Simply put, you create a powerful burst of subzero temperature gale-force winds, spreading snow and ice around you to freeze your enemies. This also comes with the technique to channel this burst of ice to a single 'cone' spreadshot in any direction you please.

Ice Citadel(400): With the Law of Ice, you are now able to shape with deliberation and control massive constructs of solid ice. This ice is extremely durable as well, it'll last days on end in bright sunshine and heat, the only thing that would be able to melt it would be direct application of heat such as blowtorches or bonfires. Must be nice to have a winter wonderland on command, eh?

Catastrophic Flames(400): Fan the flames ever higher! You can create a scorching indiscriminate inferno in a moment, enough in the initial burst to set an entire multi-story building ablaze in a moment and able to spread across the expanse of a city block within minutes. Show them the force of a natural disaster on two legs.

Blade of Ice and Fire(400): It takes a true master to combine both ice and fire into a single weapon, but you've learnt how to keep the two opposing forces working as one. While a simple application of this is to make a sword solid as an iceberg wrapped in the heat of forest fire, you could make all kinds of paradoxes, such as searing hot ice or chillingly cold flames. Temperature is your plaything, after all.

Weather Manipulation(PURE, 600): By manipulating hot and cold currents, you are capable of shifting the weather of an entire large city's area at a moment's notice. You could even manifest this on a personal level, creating miniature

thunderstorms or tornados as well as using constant gale-force updrafts to fly through the air.

Disintegration(PURE,600): The most intense form of heat possible, you can produce a thin beam of energy that immediately heats up the insides of the target with the power of earth's molten core, which for all but the most impossibly durable of enemies is a certain death.

Cross Burst(600): The combination of heat and cold can create Energy, and it is this energy you can use to your own ends. You are now capable of creating a pure dense form of energy known as "plasma" around you, it is superheated but can be manipulated to provide energy for yourself or others if need be...It's also extremely effective as a projectile, tearing through metal and flesh as if it barely existed.

Burst Break(PURE, 1000): The most powerful 'burst' of the ones I've given you, this is a purely destructive power that allows you to create an explosive force field of "Plasma" from 'Cross Burst' that extends the area of a city block. I don't need to tell you that this is a devastating last resort method when surrounded by enemies...or a way to render the innocent as chaff before your heat.

Solaris:

Energy Water(100): The Solaris Overed are wonderful doctors, as you can guess by their ability to synthesize chemicals! You're no different, as you can now with special vitamins and minerals synthesized by your body infuse liquids such as water or tea to be tasty, healthy, and energizing! This isn't quite medicinal, but it is good for the body.

Magical Scent(100): Your body begins producing pheromones and scents in the air that make you both pleasant and engaging to be around, this 'perfume' you create within yourself being extremely appealing to people of all kinds!

Bacteria Manipulation(100): Your skill over chemicals and medicine allows you to, with your will alone, manipulate bacterial environments. You can adjust your power to kill off harmful bacteria, or have perfect control over distillation and

fermentation. Just in case you wanted to break into the brewery business, eh? You can also empower your immune system as well.

Soundless Voice(100): It's...a little strange, but you can communicate with people in a very intimate manner. By creating a specialized and unique blend of chemicals inside your body, you can produce a drug that when sniffed or imbibed by the person you designate, will give them an intense hallucination of whatever you wish to communicate to them! It's like an email...in the form of a bad trip. Huh.

Summoned Herd(200): If you ever wanted to be a Disney princess...You can now put out pheromones capable of calling up animals and small insects around you, or to swarm other people. The usual use of this from other Solaris Overeds is...biological armor to intercept attacks. What the hell? Either way, you smell great to small animals and insects and if you like having them around, this is the way to do it.

Perfect Antibody(200): Your body, due to being a walking chemical plant, can easily combat any non-Renegade or supernatural diseases in the span of a day(if it doesn't kill you first), leaving you healthy at all times! In addition to that, you can afterwards synthesize effective vaccines for whatever diseases you defeat in the form of pills or in liquid form.

Corrosive Fingertip(200): Your body is capable of secreting a powerful acid from its pores, allowing you to ruin metal and stone(and flesh) at the touch of your fingers. Remind me not to shake your hands...

Poison Fog(200): The mercy of a Solaris is a pleasurable heaven, but her wrath is a painful hell. You're capable of producing a deadly miasma from your pores that, when breathed in, renders people into a painful paralysis that if not cured or shaken off quickly will suffocate and kill its victims. How cruel.

Spiralling Despair(400): Using a cocktail of psychotropic chemicals produced from your pores, you inflict horrible hallucinations of the victim's deepest fears and regrets into their minds. Do I need to explain what that does to them?

Irresistible Voice(400): By lacing your pheromones with a subtle chemical that loosens inhibitions and skepticism, you can make people follow your commands

simply by asking really, really kindly and smelling extremely nice. It's almost too easy.

Water of Pain(400): Of course, for those who will not listen you can make them listen...with force. This is a potent acidic and toxic mix that can eat away flesh on contact and spread across human skin within seconds, as well as burn through a solid steel rod in 15 seconds...You can produce it as a standalone liquid or spit it if you like, with lethal consequences if you do.

Valkyrie's Guidance(400): You create a mix of steroids, adrenaline, and various energizing chemicals to allow someone to break through their limits and unlock the full potential of their body, even if it means they tear their muscles in the process or simply go overboard and lose control. However, you can regulate this "Valkyrie" drug a bit to give less potency but more control as well.

Hi-End Production(PURE, 600): The term "walking pharmacy" is an understatement. You are able to produce the highest quality drugs and poisons from your body possible, enhancing the potency of your other Solaris abilities and even being able to replicate drugs you've personally taken into yourself with your natural processes.

Untreatable Disease(PURE,600): You can create a custom-built brand of disease within your own form and inflict it as a plague upon the world, while its capabilities are limited to that of a mundane virus or sickness you can combine as many different symptoms as you like, for maximum suffering.

Childhood Friend(600): The ultimate expression of the mind-altering effects of the Solaris syndrome, you may use a mix of amnesiac chemicals and hallucinogens to implant false memories into others to alter their perception of reality, even convincing them that you were their childhood friend or a close family member.

Puppeteer(PURE, 1000): The most blatant invasion of the sanctity of the mind, you can utilize an aggressive mix of hallucinogenic materials, amnesiacs, mind-altering pheromones and other nasty things to convert someone into a ready and willing servant, being able to command and control them with but a wave of your hand and a specialized fog of pheromones to let them understand your intent. The closest that Overed get to unambiguously complete mind control.

Ouroboros:

Shadow Puppetry(100): Your power over your shadow allows you to create a shadow and change its shape/size, as if you were toying with shadow puppets. This allows you to have the ever intimidating effect of having multiple shadows.

Walking Silhouette(100): The jump from 2 Dimensions to 3 isn't too hard, apparently, as now your shadow(or shadows you can create) can become a physical 'mass' that interacts with matter easily.

Starving Shadow(100): Your shadow normally would only be able to strike at things to harm them, but now it can 'envelop' and eat away at substances as if it was a powerful caustic acid. What happens to them? Nobody knows.

Shadow Diver(100): A shadow is often someone's only true companion, following them through their lives. By speaking to these lifetime companions, you can learn about strangers. Ouroboros allows you to 'read' the shadow of an object or person, allowing you to sense their emotional state as well as their overall personality.

Shapeless Shadow(200): As if you needed to be connected to a shadow to have control over it! You are able to detach your shadow from yourself to wander freely without you, and you can both access their 'senses' as well as change their form into helpful tools such as you'd find in a toolbox.

Primordial Blue(200): The everchanging adaptive nature of the Ouroboros has allowed you to take on a new power, stealing from another Syndrome. You may buy this and take any 100-point power from any other Syndrome. This can only be purchased once.

Primordial Red(200): The everchanging adaptive nature of the Ouroboros has allowed you to take on a new power, stealing from another Syndrome. You may buy this and take any 100-point power from any other Syndrome. This can only be purchased once.

Primordial Yellow(200): The everchanging adaptive nature of the Ouroboros has allowed you to take on a new power, stealing from another Syndrome. You may buy this and take any 100-point power from any other Syndrome. This can only be purchased once.

Mystic Mirror(400): The best defense is a great offense, but why make your own when you can simply borrow? You can create a ‘mirror image’ of your opponent performing the same attack they’re using to assault you, allowing the attack to be canceled out by parallel and similar force!...Though a big enough hit might have collateral from such a powerful impact.

Primordial Purple(400): The everchanging adaptive nature of the Ouroboros has allowed you to take on a new power, stealing from another Syndrome. You may buy this and take any 200-point power from any other Syndrome. This can only be purchased once.

Primordial Orange(400): The everchanging adaptive nature of the Ouroboros has allowed you to take on a new power, stealing from another Syndrome. You may buy this and take any 200-point power from any other Syndrome. This can only be purchased once.

Primordial Green(400): The everchanging adaptive nature of the Ouroboros has allowed you to take on a new power, stealing from another Syndrome. You may buy this and take any 200-point power from any other Syndrome. This can only be purchased once.

Ruler’s Crown(PURE, 600): As the reigning predator among the Syndromes, Ouroboros allows you to truly reign in the powers ripped freshly from the other Syndromes. If you have any “Primordial” powers, you can amplify their strength and even mimic the abilities of their original Syndromes to an extent, though at a very weak level. At the strongest you’d only be able to learn the capabilities up to the 200-point Powers of those Syndromes, but it does give you quite a bit of flexibility if you use this correctly.

Primordial Black(PURE,600): The everchanging adaptive nature of the Ouroboros has allowed you to take on a new power, stealing the crown jewel of another Syndrome. You may buy this and take any 600-point power(including PURE) from any other Syndrome. This can only be purchased once.

Eternal Evolution(600): Your Renegade is not content with simply staying static, and now you are able to forcibly ‘burn’ large amounts of the Renegade Virus in a forced purge of your systems. This leaves only the strongest strains and cultures

of it alive in your body, which while weakening allows you to 'enhance' the durability of your Renegade virus against anti-virus and anti-renegade weaponry as well as burning off Encroachment as the virus is tamed within your form

Renegade Absorption(PURE, 1000): The full predator power of Ouroboros revealed, if you perform a lengthy process on a helpless yet living Renegade Beast/Overed, you may fully devour them and the Renegade Strain living within them to gain a measure of their abilities. You would have to devour the equivalent of 10 "Pureblooded" Overeds(20 Hybrids and 30 Tribbrids, of course) of a strain to learn one of it's 100-point powers permanently(with each subsequent tier doubling the necessary sacrifice of the previous, such as 10-20-40-80 for Pureblooded), but with patience and savagery you may be able to truly display your status as the eternally devouring lord of the Overed.