

Renegade Cheat Sheet

Renegade: The only thing Renegades have in common is that they oppose the Hierarchy. For as many Renegades as there are, each has a different view and reason for their Renegade status. Most renegades can be divided into four basic categories:

- **Political Dissidents:** Freedom fighters; oppose Hierarchy rule as a whole, but want to replace current government with their own form; many often form “Circles” that have some discipline & levels of authority, however, the overall feeling of distrust prevents most attempts at unification.
- **Philosophical Idealists:** Anti-Hierarchy, but also just as much fighting against other ideological Renegades. This group is primarily made up of abolitionists, Civil Rights activists, feminists, environmentalists, pro-lifer and pro-choice advocates, gay rights supporters, and anyone with a cause in Life. Blindly devoted to their goal and rarely see the validity of other causes; Rampant disorganization, “Circles” forever doomed to division.
- **Fugitives:** Escaped thralls, thieves, members of disbanded guilds, black marketers, and outlaws; “Circles” based on mutual survival: whoever is strongest, rules a group. A few known for heroic bravado against Hierarchy, more known for violent and savage acts against other wraiths.
- **Situational:** Lack any real political or social motivations for opposing Hierarchy, simply hate authority of any kind. “Circles” based on “like” of each other, lack unity.

Some Common Ideas: Opposition to any Hierarchy government; Cynical attitudes toward Transcendence, it’s irrelevant to their aims and purposes; indifferent to anyone’s beliefs in it. Mutual survival needs sometimes dictate cooperation toward a common (immediate) threat, though these fragile alliances disappear after the threat. No common code of conduct, though many Circles operate on the basis of “owed favors.” Trust no one completely.

Renegade Councils: Several Councils are rumored, but none confirmed:

- **Council of Cerberus:** Sole purpose is to purge the Renegade movement of anyone who might harbor sympathy for the Hierarchy; destroy anyone they suspect of doing this.
- **Renegade Council:** Many attempts have been made to create one, however they always fall apart due to inner dissension or outside assault after a short period.
- **Renegade War Council:** Group of Organizers claiming there is a general Renegade uprising about to occur; no proof of any Renegades organized to do this.
- **Necropoli Councils:** Many Necropoli have a Council of at least 1 type of Renegade from each group. Most of these groups are little more than social or information networks, though some are more sinister.

Arcanoi: Many Renegades develop “forbidden” or discouraged Arcanos, such as: Embody, Outrage, Pandemonium, or Puppetry. This even further puts them in a dangerous opposition to the Hierarchy. Any wraiths knowledgeable in Usury will almost certainly be hunted by Stygia’s Legions.

Stereotypes: **Hierarchy:** Oppressive power mongers; **Heretics:** Fanatics and “loonies”; **Supernatural Creatures:** “cool”, good company but be careful; **Living:** Using them is an interesting refuge from being dead, but beware of ghost-hunters. A real “high.”