

# 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.”