The (Not) Evil Renegade

A **Benefactor** Supplement by SpiritualStill

Version 1.0



You there. Mortal creature of lower dimensions. Are you interested in acts of villainy? Do you dream of conquering worlds for your own? Do you wish to prove to the heroes that you are their superior? If you do, then I have the means to help you.

…Who or what in the world is *this* thing? Is this a dream? Are you dreaming?

Hmm? Oh! My sincerest apologies. Villains are usually supposed to meet underlings when they are isolated. I didn't realize your mind was isolated on account of dreaming. You may refer to me as "The Renegade" . I am a Pluripotent Entity who explores the Meta-Universe, and I'm here to offer you power untold - to be a Jumper. I, in turn, will be your Benefactor on your chain.

Your…chain? Wait, as in a Jumpchain?! And you're a Renegade?! Do I look stupid to you?

"A" Renegade? What could you possibly---Oh no! I'm not THAT sort of Renegade, mortal! I'm THE Renegade! I oppose that which is lawful, not common decency! What sort of villain would turn on their minion because they don't serve their purposes any longer?

…You don't think villains betray people?

Of course they don't! What kind of a monster do you take me for? Now, do you wish to be a Jumper under me, to become a Villain?

<<<No thank you>>>

I understand. Have a pleasant dream then, If you had a nightmare, I shall make it pleasant as an apology for the intrusion

<<<Of course I will!>>>

Excellent! Let me get you set up, so that you may properly learn how to be a Villain!

<<<Well, I already have a Benefactor>>>

You do? Well, that certainly complicates things. I certainly wouldn't want to take you away if you care for the Benefactor enough to mention them. Give me a moment, as I have to convince them to allow me to assist you.

The Tenants of Villainy

Before I grant you power, I feel that it is important that I teach you how to be a True Villain! Now, you must listen closely…

"Rule 1 - A Villain Must Do Dastardly Things!"

In your jumps, you must do things that the Renegade would consider to be "villainous", and failing to do so will result in penalties. Of course, as you might have guessed, they've got a…not particularly heinous idea of evil. Sure, you can actually do villainous things, but really, so long as you can come up with a reason that is vaguely evil, it counts. Giving candy to children? Well, obviously that means that you want children to get cavities, and are trying to expedite the process!

"Rule 2 - A Villain Must Surpass the Heroes!"

In your jumps, you must prove yourself superior to the heroes of the setting. What does that *actually* entail? Well, the simplest answer is that you just have to defeat all of them at least one time. You can also just…be the most well-known or well-regarded hero on the planet, because obviously a villain being better than the heroes is positively diabolical.

"Rule 3 - A Villain Under Me is Over All Others!"

In your Jumps, you cannot simply be a villain. Instead, you must become the Ultimate Villain above all others. In actuality, this means you either have to defeat all of the villains, or otherwise have them work under you.

Standard Benefits

From what I understand, these are the sorts of things that a Jumper should require. I suppose if you already have a Benefactor, you likely have these.

Jumpchain Benefits [Free; Mandatory]
You kind of need this to be a Jumper, yes? The Renegade has made you into a Jumper, enabling you to travel through all of creation, and gaining perks, powers, items, and companions through jumpdocs. You can also accept. Drawbacks, making the Jump harder in exchange for being able to purchase more.

World State Non-Editing [Free; Optional]
As everyone knows, villains do not intend to make the world worse. Any drawbacks that specifically influence how the world functions, will simply take you to a pre-existing world where said drawback naturally influences reality.

I Love a Challenge! [Free; Optional]
Now this is fun! You are free to ignore any sort of drawback limit in a Jump, and may pick as many as you believe you can handle. This also applies to your companions, though any world-influencing drawbacks cannot be taken by multiple people.

Document Fusions [Free; Optional]
Perhaps you are interested in going to a setting only once, but there are too many good docs for them. Now, you may combine Jumpdocs of the same setting into a singular Jump. The CP Pools separate from one another, but if you select a Drawback in one, you automatically select the equivalent in the others, giving you the CP.

Extended Visit [Free; Optional]
When you have done all of the *required* work, shouldn't you be allowed to enjoy yourself afterwards*?* So long as you have lasted through the mandated time in a Jump, you are free to stay afterwards for as long as you want, with all relevant Drawbacks purged.

The Villain League [Free; Optional]
As an individual chosen for a Jumpchain, you are someone with considerable potential, and while the Renegade is one of the earliest to recognize this, they're certainly not the last. The Renegade, on account of having a very mild idea of Villainy, sees no problem with creating a "League of Villains" that consists of multiple Benefactors.

Dastardly Deadly Deviations

With the basic stuff out of the way, it's time for you to receive the powers of a true villain! To that end, I shall shape your powers based on the "Great Evils" of your world's various faiths! You shall go forth, with grand power! And this power shall not be taken from you, for I shall embed them into your Body Mod.
...Do I know what they actually are? Of course I do!

Deviation of Gluttony [Free]
The sin of overconsumption and overindulgence. Pshaw! What a ridiculous notion, for a villain should be indulgent! When you consume things, you don't suffer deleterious effects that come from eating too much. I'll also throw in satiation, so that you'll never need to eat or drink, so you may enjoy such things at your leisure!

Deviation of Greed [Free]
The sin of desiring more than one needs. Personally, I think one should always reach for more than what they have! You now possess what can be best understood as a "snowballing" effect. The more you have of something beneficial, the easier it is to acquire more of whatever it is.

Deviation of Lust [Free]
The sin of longing for something, and usually a shorthand for sexual desire. Lame! Why would one resist matters of the heart, nor would one be ashamed? I shall make you into a great object of lust! Your perfected self, one that makes onlookers pinch themselves to assure they aren't dreaming, and makes the sun itself look dim in comparison.

Deviation of Envy [Free]
The sin of desiring what is held by another. If someone holds something, why should you not have the right to possess something of equal value? When something is owned by another individual, you are good at either acquiring or making things that have similar value to the coveted things.

Deviation of Wrath [Free]
The sin of having intense feelings of anger and rage, emblematically present in the desire for vengeance. Wrath is what fuels one to seek revenge against those that wronged you, so I dunno why it would be bad. When you feel intense emotions, you find yourself growing stronger and stronger, able to direct your emotional outrage towards those that wronged you or those you care for.

Deviation of Sloth [Free]
The sin of a lack of interest in various activities, physical and spiritual. Everyone knows that you need a good rest before you can do actions - like being a Villain! When you take rests from any sort of strenuous action, you build up “reserve” energy for it. When you actually do said activity, you find you can do it more efficiently, far faster, and generally far more effectively than usual. Even when the reserves burn out, you still have your baseline.

Deviation of Pride [Free]
The sin of having extreme confidence is one’s self. Everyone knows pride is absolutely vital to live - that’s how the placebo effect works, I’m pretty sure! So long as you hold faith in your own abilities, you possess a limited degree of reality warping that can shield you from failing or making inaccurate choices. This also generally keeps you from being mentally possessed or fully copied by hostile external forces.

Notes

Art is a recolored version of this wallpaper.

The idea of this Benefactor came to me when I realized that having a character like Drake from Goddess of Victory: NIKKE as a Jumper would in fact be a funny joke. I regret absolutely nothing as I was right.

It should be understood that, despite being loosely based on theological concepts, the Renegade is canonically very stupid, and has no real idea as to what these things actually mean theologically.