(Your Setting) R-Chain

By: You

[Flavor Text]

[Preamble- these are the basic rules of R-Chain. I've been tinkering with these for over a year]

You are a Renegade, a follower of R-Kun and therefore you are unbound by the Rules of the Chain, you may stay in this setting as long as you wish and leave at any time- should you choose to return after leaving you may choose whether you return to the same timeline you visited previously or a new one.

R-Kun does not offer Perks, he lacks the power to do so but you can earn Perks and Items to assist you through the completion of Missions by completing a mission you earn all associated rewards, these are yours to do with what you please- you may take as few or as many as you desire and you may impart them to companions instead of yourself if you wish.

In addition you may complete them multiple times, should you choose to travel to other world lines and begin again.

As some missions may seem mutually exclusive, you should know that completing a mission of a higher 'level' allows you to claim all rewards from lower levels without needing to complete those tasks.

(Characters: Pick characters to write missions for, these should be of increasing difficulty and reward)

Level 1 - Minor changes, maybe even potentially positive for the character depending on your methods

(Minor rewards based on the affected characters, low power think 100-200 CP Perks)

Level 2 - more major sabotage, almost impossible to do morally and damage control will be required if you value the health/happiness of the characters

Medium Power Rewards, think 400 CP Perks

Level 3 - They will never recover from this

Valuable rewards. Think Capstones

Item Tasks

(When you want items, there is a mission in some way linked to the item in question, once the mission is completed the item is given to the Renegade and Fiat Backed)

Companions

(When you want to include companions, they get a uncapper for free- or you can trade it away for the ability to rewrite their minds at will + absolute loyalty, they don't have to agree to travel with you but the tasks to get them as Companions should be helpful to them)

Obligations

(Essentially scenarios- you get power up front but in exchange you agree to performing some kind of setting altering task)