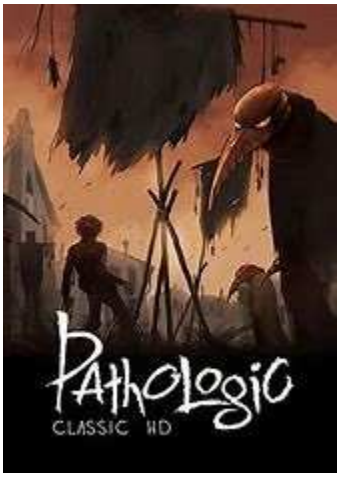
Pathologic R-Chain

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This world is sick... the mathematical perfection sought by man has stabbed into the heart of the earth, spilling her blood and causing the greatest of plagues- one that will kill all not faithful to the old ways of Tradition and Miracles... unless of course you stop it, something that will most likely be required if you wish to survive.

Physician... Heal Thyself

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.

The Bachelor

Danil Dankovsky, a College Educated Thanatologist come to The Town in order to investigate the astonishing longevity of the Town's founder Simon Kain... sadly he perished before he arrived thwarting the good doctor's earnest desire to defeat death for good, this situation was worsened by the sudden arrival of a strangely supernatural plague.

Level 1

Danil is a man with firm faith in science and rationality, as well as the primacy of human nature- you must teach him that the traditional and arcane practices of the Town indeed hold some wisdom. Doing so will earn you the following rewards.

Educated Man

You are a fully trained doctor of modern medicine, with the same skills as the Bachelor- in future Jumps you will gain a similar level of understanding of their available medicinal technology, enough to become a practicing Doctor (You may gain any such certifications by the Will of R-Kun if you wish)

Linguist

You are familiar with many languages, at least to the extent to allow communication with the vast majority of peoples you may encounter. You are also highly knowledgeable in Latin, a holdover from the Bachelor's enjoyment of that tongue and habit of speaking in it to fake greater knowledge... because of this element you will find that speaking in Latin for random phrases allows you to give off the impression of a educated man- rather than a pretentious fool.

Level 2

Danil's core belief is that Death can be defeated, you must disabuse him of this notion- or at least convince him that *he* will never be able to find the cure he seeks. Doing this will earn you the following rewards.

Trusted

Danil is a man with a Utopian Mindset, believing it possible to defeat Death as a whole and render humanity immortal- this fact quickly endured him to the elites of the Town, such as the Kain Family, you hold this same property finding it easy to ingratiate yourself to the Great and Good of any society you find yourself in- you will undoubtedly find this easier if you share a common goal however.

High-Minded

Danil is an easy man to call ruthless, even cold blooded. Ultimately if he proves successful in his endeavors he will order the town destroyed to eliminate the Plague in full while traveling across the River to create a new town more in line with his ideals, assisted of course by his allies the Kains.

You have inherited an element of this ruthless pragmatism allowing you to make difficult choices without hesitation if you truly deem it necessary, in addition these hard choices will always have disproportionate benefits allowing you to comfort yourself with the idea it was worth it.

Level 3

You must destroy the Polyhedron driven into the Heart of the Earth while preserving the Town, Dankovsky will oppose this viewing said construction as vitally important for the progression of the human race- upon destroying it his will breaks and you receive your final rewards.

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An Ounce Of Prevention

Danil's ultimate solution to the Plague is a vaccination for those not infected and a quick death for all others, you will at the very least be able to carry out the first portion of this task with ease- now given a sample of diseased tissues you can create a inoculation for it in no more than 12 days regardless of its power.
The more samples you acquire the faster this process will become.

Undying Leviathan

Similar to the above Reward... but focused instead on Danil's true ambition, the defeat of death itself- this is not true victory in that regard but it is a strong first step. You are able to create a serum from the cells of human beings, this serum will be more potent the older the person it was drawn from.
When taken it will inoculate the recipient from Death itself, making them harder to injure, resistant to disease and even hardier to the rigors of old age. However this is not permanent and requires regular doses (every 10 years) to maintain in addition the longer you take this formula the more resistant you become to it requiring far greater potency mixtures to gain the desired effects.

The Haruspex

Artemy Burakh, otherwise known as the Haruspex is a traditionally educated Surgeon/Herbalist who hails from the town originally, his father recently summoned him back to the town under mysterious circumstances- arriving to find his father (the town doctor) dead and a plague rapidly spreading the first hurdle he faces is clearing his own name from accusations of patricide.

Level 1

Artemy is a devoted son, and a loyal man who seeks to help the town of his birth, in time he would find a way to clear his name and help the town in the open... you will prevent Artemy from clearing his name, destroying his chance to rebuild his reputation will earn you the following rewards.

Menkhu

Within the town it is forbidden for all but the Menkhu, traditional doctors and spiritual leaders to dissect the bodies of the dead- you are one such medicine man, and in future worlds you will gain a similar privileged status that allows you to violate certain social taboos.

Medicine Man

You, like Artemy, are one of the town's self taught physicians skilled with life-saving if crude surgery and with the use of herbal remedies, these things do not function by scientific physical means, but rather through the spiritual lens of the Kin who believe that all things are connected.

You are able to use these connections to create sympathetic tinctures from portions of the human body; these allow you to cure the infected person of many diseases if the disease is 'anchored' in that part. You are also able to create tinctures to reveal the infection granting you the knowledge needed to fight back.

These tinctures are created using the infected cells of a sufferer of the disease, the longer they endured said disease the more value their cells hold as treatment.

While these skills may eventually lead to a cure for the Plague that ravages the town it will be a long and difficult process, as no human body can endure the infection long enough to produce more than a palliative upon harvesting.

Level 2

Artemy has long been alienated from his people by his residency in the town rather than upon the steppe and later by his leaving to be educated- you must ensure this alienation remains with Artemy never reconciling with his people, continuing to dismiss them as backwards. Completing this task will earn you the following rewards.

Speaking With The Enemy

Like Artemy you can hear the 'voice' of the Plague as if it were a person within your mind speaking to it and potentially persuading it to change its course- or at the very least understand its methodology. You are now capable of applying this philosophy on a slightly broader scale speaking to other diseases as well as natural

phenomena and fundamental laws as if they were beings- and through linguistic persuasion potentially slightly changing how said laws or phenomena operate.
With sufficient charisma... well who knows how far this could go.

One Of The Earth's Own

You are one of the Earth's chosen people and therefore you will survive the Plague ravaging this town- for its purpose is to eradicate all those who choose the future over the miracles of the past. You will find yourself similarly 'sanctified' in the future by other powerful beings, you will be as favored as it is possible to be by their unknowable standards and so long as you keep with their ideals you shall be protected from their plans to a degree. This will also allow you to pledge them your service in exchange for safety and a degree of influence in their actions.

Level 3

You must destroy the Town while preserving the Polyhedron, Artemy will oppose this viewing the Polyhedron as the source of the Town's woes and the Plague itself- completing this task will earn you the following rewards.

The Protector Of Children

The Haruspex is a kind man, in his own way- and he can be cruel as well, and certainly ruthless when his own life is on the line- but in the end his sole desire is to create a future for his home. And through the guidance of Isidor Burakh his father he can do so. His father kept a list of twelve children he believed to be the future leaders of the Town, these young ones were given into Artemy's care after his father's murder. These children became the Surgeon's 'bound' and they were all protected by the will of the Haruspex. You may endow this effect more supernaturally, granting a Blessing to those below the Age of Majority that protects their happiness and safety- this blessing becomes stronger the fewer it is applied to, and its potency scales to your personal power.
Even we can be kind Renegade...

The Gentle Hands Of The Surgeon

The Bachelor would abandon the Town and its people to a slow death, he would slaughter his patients in the name of some ephemeral utopia- Artemy Burakh is not such a man, he believes in giving life- in creating a miraculous panacea to heal all the suffering he can.
You have the same power, the ability to cure any poison or illness if given enough time to study them- this will not prevent them from being infected again but it will save their lives.
Given the supernatural nature of the Haruspex's wisdom this power can also work to cure Curses or other magical ailments under the same conditions.

The Changeling

A mysterious girl by the name of Clara who claims to possess the power to heal others from the plague by way of miracles- however her power represents Judgement not mercy, and those considered wicked by it's unknowable will have their lives reaped upon her touch. With some considering her a Saint and others a Witch or Demon her life is a constant balancing act.

Level 1

If all goes as it should the young girl called the Changeling will be taken by the family of the Town's Governor as their ward, providing much needed security with her troubled reputation- you must in some way prevent this happenstance, doing so will earn you the following rewards.

Whimsy

You are truly and simply... unpredictable, there is something about your nature that defies foresight and omniscience such powers simply sliding off you as if you were a non-factor- with this effect the Changeling was able to confuse even her world's gods, and you will be capable of the same.

Wisdom Beyond Mortal Ken

You know things... you are one of the few actors permitted to catch a glimpse of the script, when you see someone new a sentence will appear within your mind, this will be poetic and philosophical but when meditated upon will reveal valuable insight as to the people around you.

Level 2

Clara's powers are in fact fully legitimate- but you must prove the opposite, destroying her reputation as a Healer among the townsfolk, something that will most likely lead to her death. Completing this task will earn you the following rewards.

Hands That Heal

Your hands can perform miracles, when you touch those you consider to be innocent you may cleanse them of their ailments and injuries, all who see this power will be filled with awe and many will begin to consider you some manner of divinity- if you do not consider the target innocent however this power will not affect them.

Hands That Judge

Your hands pass divine judgment, when you touch those who you truly consider wicked they will die, any who see this power will be filled with awe and many will begin to consider you some manner of divinity- if you do not consider the target wicked however this power will not affect them.

Level 3

You must engineer the destruction of the Polyhedron AND the Town preserving neither, all three of the Healers will oppose this choice, but completing it will earn you the following rewards.

To Consult The Gods

Once every 10 Years you may consult the child gods who rule this world, they are still young and consider all suffering you or others undergo as a mere game but they will answer any one question you ask of them with complete honesty during this time- and they may be persuaded to share more knowledge if you reciprocate and answer their own questions.

A Miracle

Once every 10 years you may bring forth a miracle, offering a supernatural solution to a problem you couldn't solve on your own. However this new solution will still require a great deal of effort on your part, this merely offers you a chance even against impossible odds.

Item Tasks

The Panacea

The mythical Cure for the Plague sought by the Haruspex- your version is slightly different curing any ailment or injury regardless of the source, and refilling every year. You can earn this item by becoming infected and surviving the plague.

Companions

You are allowed to take companions from this world with you if you meet one of two conditions, the first is that they agree to travel with you, alternatively you may complete one of the missions listed here in which case they will come with you regardless of their opinion on the matter.

Companions will also receive one of two boons upon joining you, you may uncap their abilities granting them truly unlimited potential... or you may grant yourself full control over their minds allowing you to rewrite them at your leisure.

Choose whichever you like but know only one of these options may be taken.

The Bachelor

Danil Dankovsky, a Utopian looking to conquer death, will get caught up in this unpleasantness with the Plague and *attempt* to find a solution for a time before concluding the Town needs to be destroyed to protect the rest of the world. You can take him with you as a companion if you assist him in his endeavors and ensure he survives the 12 day outbreak.

The Haruspex

The Haruspex is a local Doctor turned Surgeon who has just been summoned home by his father, this will result in him becoming trapped in a plague ridden hellscape. If you assist him in his endeavors and help him to survive the 12 day outbreak you may take him with you as a companion.

The Changeling

A enigmatic child and self proclaimed Saint, no one is quite sure where Clara came from- but it is your responsibility to ensure her survival and to assist her with her endeavors, if she survives the 12 day outbreak you may take her with you as a companion.

Obligations

These represent voluntary bindings, they grant you power at the beginning of your time in this setting however they bind you to complete the listed task, you will not be able to move on until it is completed.

The New Age

You have thrown your lot in with the Kain family and the Utopians, you must ensure their ideals come to pass and that the survivors of this plague are able to be reorganized into a new *perfect* society as determined by the ideals of you and your fellow conspirators. This naturally includes destroying the barbaric practices of the Kin.

The Power you're granted is an awesome one...

Elder Twin

Simon Kain, the immortal man is 157 years old... and yet his twin brother is only 77, how can this be? The answer of course is rebirth! Your soul is unnaturally persistent remaining after your own death, at which point you may choose to be reborn- or should you have motive you may encase your soul within a structure like the Polyhedron- or in one notable case the Cathedral. This will allow you to function as a sort of guardian spirit for that place protecting it from spiritual dangers, of course you may still be reborn at any time.

The Old Ways

You are of the Kin, the traditional people of the Steppe and you will ensure that your people remain strong no matter what happens to the Town, for vowing to protect your people and culture you will be granted the following power.

Mistress

Yes, even if you're male, I know it's confusing. You have the power of foresight granting you some knowledge of the future, this power will grow greater with time and training and spiritual refinement allowing you to see clearer visions and more often.