

Jackals & Hounds

A Game of Conflict and Mysticism Throughout the Reign of Man

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Introduction

The Universe is not what we think. Each tiny part and aspect of the Universe is connected in a very real way with every other part and aspect. Life Energy especially is not simply a force that once used, is then dispersed at death. These Life Energies are often remixed and renewed to further the metaphysical engines that drive existence.

Occasionally these life energies maintain their original form and come back into a new form again and again. Eventually such Life Energy will begin to tap the full potential inherent in it's Form. When this happens they call it Second Awareness. One becomes aware of Self for the second time.

"I am Human but I am also... more."

However, for every Action there is an equal and opposite Reaction. This reaction often involves the creation of Intelligence through Devolution. In this case, if we define Evolution as the attainment of Enlightenment then we can say that Devolution is the attainment of Absolute Instinct.

Mankind has an Adversary and he does even realize it. The Second Ones, those Humans who have had their Second Awakening, came from Egypt in the Fourth Dynasty Period. It was not long before they became aware of one another and the fact that they were in essence, Immortal. Snefru was their leader and even today he is an active member of the Invincible Children of Ra or the Hounds, as they are known.

As they came to power, the Hounds realized that they did indeed have an Adversary. They called them the Jackals and these beings were determined to push man in the direction of Instinct rather than Reason.

Eventually Egypt's power waned and the Hounds battled the Jackals over many thousands of years. In time the conflict came to the Americas and took on a different theme: Knowledge versus Ignorance. Although the Hounds did not think Man was ready to know there were Immortals among them, they did try get as much information out to them as they could. This time however, the Jackals controlled the government and power players and did their own best to keep mankind from discovering these secrets of enlightenment.

Progress was inevitable and the Hounds were able to push mankind out into the stars. As a last desperate course of action the Jackals began to influence an Alien species know only as the Accusers. These creatures lived over a thousand light years away towards the Galactic Core and the Jackals pushed them to expand and explore, not for the purpose of gaining knowledge but for the purpose of destroying it. This final battle came to a head on the planet Narmer in the Xi Scorpius 5 system.

On this degenerate and dying world the last of the Hounds battle not only the Jackals but the Accusers as well. All this takes place among the detritus of Mankind who care nothing of metaphysics but only their day-to-day survival.

Episodic Play in Three Different Times

The idea behind Jackals & Hounds is that each Persona exists simultaneously in three different time periods: Fourth Dynasty Egypt; Twenty-first Century America; Twenty-seventh Century Narmer. Each Persona has a base of power in each Time Frame and has the ability to initiate and conclude Conflicts in different Time Frames.

Jackals & Hounds is designed to be a game of small conflicts. Miniscule wins and losses that constantly change the physical and meta-physical landscapes of the three Time Frames. When the Game Master, who acts as both Impartial judge and Adversary strategist, gains control of the scene, he or she introduce a new dramatic theme or new twist on a current theme. It is also the Game Master's job to keep each session on pace so that there is some structure and to ensure that each session feels like part of the same series. This can be a series of stories, TV Shows, or even novels.

Design

Jackals & Hounds is a game born of the 2005 Game Iron Chef competition. To that end the following information is reproduced for the benefit of those judging.

Game Iron Chef Theme: Ancient Egypt – 4th Dynasty

GIC Ingredients: Invincible; Accuser; Companion;

GIC Limits: The system makes use of designer-created cards: Not Tarot or Trump Cards

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Part I. The Persona – Immortal Children of Ra

Step 1: Power In Time

Each Persona gets 18 Points to distribute between

- Past (Egypt)
- Present (America)
- Future (Narmer)

No Time Frame can have less than 2 or more than 8 Points in it.

System Note: If a Persona gets down to 1 Power in a Time Frame he or she cannot Initiate Scenes or Conflicts in that TF. If a Persona gets to 0 in that TF, then he or she slips out of time there and his or her avatar is in limbo until summoned by someone. This someone COULD be another Persona controlled by either the players or the GM. So yes a Jackal could summon a Persona as well.

If a Persona goes to 0 Power in all Time Frames, they have been lost and snuffed out. Their Avatars become mundane and often insane.

Step 2: Avatars

Avatar creation is fairly simple. It is just the physical host that the Hound resides in. It can be either gender (or hermaphroditic) and look however the Persona wants. However, a pale skinned red haired Celtic super model MIGHT look out of place in ancient Egypt. Part of Avatar creation is also choosing a mundane life for the Avatar. Slave, King, rock n roll singer, starship pilot etc...

The Avatar has all the skills necessary to do it's job, whether as prince or pauper. It is generally very charismatic however, even if not physically comely. The aura of the Hounds draws people to them.

Egypt: Generally Dark skinned, generally Middle Eastern or Nubian (black) skinned. Dark hair, which is often short or bald. It is certainly possible to be a member of another Mediterranean ethnic grouping.

America: Anything goes honestly.

Narmer: Humanity has transformed somewhat. Cybernetics are common as are mutations. Feel free to be a lil more creative with your form.

System Note: An Avatar cannot be changed even if a Persona goes to 0 Power in a Time Frame and is brought back. However, if the Persona has the Card – Power of Set, they can play it and change their persona. This costs 1 Power though. Also, Avatars can die from mortal weapons and means. If so the body can be regenerated but it can be hard to explain why someone who was dead has come back.

All Avatars can take three "wounds" from mortal weapons before they are "killed." This in essence means three failed contests versus someone wielding mortal weapons unless they use the Invulnerable to Mortal Weapons Power.

Since Immortal weapons attack the Persona and not the Avatar itself, they have no visible affect on the Avatar.

Step 3: Horus Companion

Just as the two gods Horus and Re became connected, so did Horus gift some of his power to each of the Hounds. This manifests as a companion of some sort. The Horus Avatar however, never changes once its form is chosen. It can be anything from an animal, to a ring or inanimate object, to a Human of unremarkable visage. In every Time Frame its form is the same so if you choose something odd, it could stand out. The Horus is one part database of information and one part familiar. Although it cannot Summon its Hound, the Companion can hold Skills or Powers for the Avatar and can speak to any other Hound or Horus Companion.

System Note: The Horus Companion does not disappear unless the Persona is completely lost. Then it also becomes a mundane object or being. Since it can communicate across Time Frames, the Companion can warn other Hounds of dangers to its Persona although in differing TF.

Step 4: Skills & Abilities

'Skills' is a generic kind of term and has two meanings in Jackals & Hounds. The first are the Avatar Skills which are never spelled out but are appropriate for the occupation of the Avatar. The second are skills specific to the Persona, which are available to ANY of the Avatars. Also, the Horus

Companion's general skill level can be purchased up, its base level is 2.

Abilities & Powers are interchangeable words. It basically describes the metaphysical and supernatural abilities that each Persona possesses. Every Avatar has access to these powers and abilities.

So a Persona has 30 Points to spread among their Avatar Skills, Persona Skills, and & Supernatural Abilities. These are detailed below.

System Note: Any Persona Skill or Ability can be instead or also given to the Horus Companion. Also, to change the power level of the campaign, you can raise or lower the amount of initial purchase points.

Part II. Mechanical Considerations

D4by3

All resolution in Jackals & Hounds is done by the use of a single die roll. This includes Skills, Abilities, and all Conflicts. Contests are generally single roll events though occasionally, in the case of a chase or physical combat, it may take more than one set of rolls to gain a satisfactory outcome.

Contests

Basic Information

The basic roll made in Jackals & Hounds is a simple $1d4 + (\text{Skill or Ability}) + \text{Special}$. The Persona (Player or GM Controlled) with the highest roll wins. If two people tie for the highest, then those two people continue to roll to break the tie. It is important to note however, that anytime a d4 is rolled, Consequences occur.

Consequences

When a die is cast, it actually affects a Persona in two ways. First he or she may win or lose the current Contest. This has obvious results. They either do or do not succeed in what they were attempting. Secondly, the Persona may gain or lose Power in this Time Frame. Power is fickle and always fluctuates, so when a Persona acts, she may succeed but still lose some of her Power. On the other hand, she may fail in her attempt but gain some power from it.

Power Fluctuation

1 Persona loses 1 Power in this Time Frame
2 Status Quo

3 Persona Gains 1 Power in this Time Frame
4 As 3 above, but Persona also pulls a Heirglyph (Card)

Combined Contests

When two or more Personas on the same "side" of a Contest come together, it can boost the power of their roll. In this case, one Persona is the Pharaoh and all others are the Princes. To be able to support the Pharaoh, the Prince must have a relevant skill or ability.

For example: Sally's Avatar in the Future is a doctor. Karl's Avatar is a cyberneticist and Jenny's is a mutie bar dancer. Karl, can be a prince to Sally but Jenny could not.

However, a Persona without a relevant skill may become a Prince by sacrificing a point of Power in this Time Frame and this gives a +3 Bonus to the Pharaoh for the length of the contest. All other Princes add their relevant skill modifier to the Pharaoh's roll.

Scenes & Game Flow

Jackals & Hounds takes place in a series of connected scenes where Personas vie for power and control mostly against the Jackals but sometimes against each other. As enlightened as the Invincible Children are, they are at heart, still Human. Thus they have fickle desires and a sense of arrogance that often puts them at odds with one another.

Added to this is the fact that some Personas are more powerful in a certain Time Frame (TF) than others and this can lead to cooperation (or competition) through the changing of scenes.

Taking a Scene

At the beginning of every session, unless it ended in a cliff hanger or the GM wishes to pass to one of the Players, the Game Master creates the first scene and the first conflict. This will often set the tone for the session. (More on this in Part IV).

When a Persona goes to take (or steal some would say) a scene, he or she must adhere to three (3) rules:

1. The new scene MUST be in a new Time Frame
2. The Persona must declare one Conflict / Contest to be resolved in the scene

3. The Persona must set the scene by describing what is going on and who is with him or her at that moment

Now a Persona may try and take a scene at any time, even in the midst of an extended Contest, as long as no rolls are pending. Essentially once the participants in the contest go to throw some dice those rolls must be finished before the scene can be taken.

For Example: Sally is playing poker versus the Jackal Bond. She is losing badly. Jenny cannot take the scene while Sally and Bond are rolling dice to resolve conflicts, however since this is an extended contest (multiple rolls), Jenny can take the scene and move it to Ancient Egypt where she can try and intervene in some way on Sally's behalf.

To take a Scene, a Persona needs to do one of two things:

1. Play the Amun Hieroglyph (if held) or
2. If contested (Scene taking does not have to be contested) then the Thief (Scene Taker) must succeed in a contest, rolling D4 + Power (of the Time Frame he or she is trying to take the scene to) vs. D4 + Power (of the current Time Frame) This is usually

For Examples: Jenny has a Power of 7 in Ancient Egypt. Since she does not have the Amun Hieroglyph, Jenny has to have a Contest with the GM Hal who had taken the previous scene. Hal uses the current Jackal Power in the modern day of 5. In this case chances are Jenny will win but even in losing the contest, the Jackals might gain some power in the Modern America TF.

If another player has the Amun Hieroglyph, then he or she may contest the Scene Taking ONLY if the Thief played the Amun Hieroglyph originally. In this case it becomes Contested as in #2 above. Also, since this is a Contest, one side or the other (or both) can declare a Pharaoh and Princes.

Initiative & Extended Contests

A small word on Initiative is in order. For the purposes of most contests, the Persona or GM who initiates the contest is considered to "go first" if this becomes a necessary detail. In general though, all Contests are considered simultaneous affairs.

Extended Contests

Sometimes a Contest or Conflict cannot be ended in a single roll of the dice. In this case, the stakes become much higher as each roll of the dice can have huge affects on the Persona and indeed the Time Frame.

Bowing Out

When a Persona is in an extended contest that he or she cannot easily get out of (combat comes to mind but it is not the only possible situation) then she has the option of Bowing Out. This is a last ditch idea however, as the Persona loses 2 Power in this Time Frame and is considered to have lost the Contest with regard to the Balance of Power in the Time Frame (see **GM section on Balance of Power.**)

Hieroglyph Cards

These cards represent power from the 'Gods'. All cards have a use that is explained on their face and some may even have greater in game effects as described by these rules.

Part III. Settings

Egypt (The Past)

"This is where it all begins my Children. Among the palaces and the sand and the life giving floods we will do battle with our enemies until one of us is destroyed." – Pharaoh Snefru

The world at large knows very little about Snefru the Pharaoh other than the legacy of building he left behind. It knows next to nothing about Snefru the Hound Prophet.

Ancient Egypt was (is?) the place where the battle between Ignorance and Enlightenment began. The forces of the Jackals rose among the desert sands and foreign legions that constantly clawed at Egypt's borders. The Hounds had been living peacefully among their brothers and sisters, imparting knowledge and wisdom to them that would remain lost once Egypt herself fell.

That tragedy was a long way off, however. In the 4th Dynasty Egypt was strong and its rulers built great monuments. More than mere tombs, the Pyramids were designed to maintain the knowledge of the Hounds throughout history. Unfortunately the Jackals encouraged tomb robbers and much of the information was stolen and destroyed.

Foreigners

The Jackals of this time come in the guise of foreigners: Greeks, Assyrians, Israelites, and eventually the Romans who succeed in conquering Egypt. The last vestiges of Hound control are torn away when Egypt is converted to Islam and the Hounds are forced to scatter to all ends of the Earth.

Jackals & Hounds in Egypt

The Hounds are priests and workers, Pharaohs and slaves. Each understands the nature of how the universe works and does his or her best to make sure that Mankind becomes enlightened.

Jackals are the foreign influences who seek to steal the information and keep it from the masses. Although neither the Jackals nor Hounds display their powers openly, there is a strong belief in mystical worlds and creatures. Some of the Jackals often appear as Scorpion Men or leading armies of scarabs to destroy towns and cities.

Play in the 4th Dynasty Egypt is much closer to a fantasy setting and the GM / Players should not be surprised if they find themselves in old tombs and fighting strange beasts.



Modern America (The Present)

"Mr. President. These people have not simply vanished without a trace, as your Press Secretary has said. These people have ceased to exist and the American people demand an answer to the question: why?" –Cleopatra Monroe, 2012 C.E.

People love a conspiracy. Nowhere is this more prevalent than in America in the late 20th and early 21st centuries. Humans are sure that their government is holding something back and they

are right. The Jackals controls the flow of information and are masters at setting the Left & Right against one another. Each is sure that the media is controlled by its opponents but the fact is the Jackals have their disgusting hands on everything. Scattered and leaderless as Snefru meditates the fall of Egypt, the Hounds seem powerless to make any headway.

This all changes when an unknown Hound manages to capture pictures of "experimental" energy technology. With the Internet as their closest ally, the Hounds begin to disseminate information all across the world. Suddenly people want information as never before and legitimate organizations and governments begins to question the seemingly "occult" activity that they had so long dismissed.



Men In Black

The Jackals are the Men In Black (MIB). They come to houses, take things, hypnotize and terrorize. They appear and disappear with impunity because they have the power of the worlds last superpower behind them.

However, this is the Jackals waning moment and they are not aware of it. Mankind has broken down the doors of ignorance with the help of the Jackals and before long the old power brokers will fall.

Jackals and Hounds in America

Despite the use of the MIB legends to disrupt the flow of information, in this time period there is actually very little physical violence between the groups. Much of the battle occurs in the media and on the Internet. Even courtroom battles are not

unheard of in this day and age, especially battles over freedom of information.

The only strength the Jackals truly enjoy is their unity. Hounds have fallen into factionalism with some falling left of center politically and some falling to the right. Ultimately their love of Enlightenment wins out but the price the Hounds pay is very high indeed.

Narmer (The Future)

"If the Undiscovered Country is death, then Narmer is certainly the place we have been looking for all these years." – Aristotle Smith, 2619 C.E.

Power shifted in the 21st century away from nationalism and concern over borders to internationalism and a desire to move into space. Citizens no longer worried about where they were born as much as whom they worked for. In time the corporate entity became as important as the State and in some places supplanted it.

In 2107, the people of Earth formed the TEC or Terran Economic Community. Its goal was to raise the standard of living for every Human as well as exploring space and finding places for people to live. At first this consisted of orbital or lunar colonies but eventually the entire Solar System was colonized. Then, in 2207 the first FTL drive was tested. Mankind was set loose upon the stars and the Jackals & Hounds went with them.

Narmer itself was first colonized in 2553. It became an important space and shipping hub, connecting the two ends of the TEC together. By 2582 it was decided that although the atmosphere was breathable, Narmer itself was a dead world. So the corporations instituted Project: Giza to create a world sized city. With advanced techniques and technologies, they managed to complete it in less than twenty years. Over a billion colonists from all over the TEC came to Narmer and doubled its population. Even with all the modern facilities though, Narmer became less and less necessary as a shipping hub. FTL engines were becoming faster and could travel further. By 2608, Narmer's economy was dying and first class colonists were leaving for other, more hospitable worlds. The world city was hard to maintain, even with robots, and parts of it fell into disrepair.

It began to become a haven for the wretched parts of society and fringe scientists. In a short time, with the degrading of the atmosphere generators, the atmosphere also became dirty and oppressive. Narmer Corp pulled out of governing the system and it was left to petty corporations and

government bureaucracy. There was very little one could do on Narmer and it sank to the bottom of the TEC worlds in importance. To an outside enemy however, Narmer was still strategically placed in the middle of the TEC.

The Accusers came in 2682, destroying a TEC patrol squadron and obliterating Narmer's orbital installations. Combined TEC and corporation military forces held off the invasion but the Accusers gained a foothold on the system. Every day Accuser attack ships bomb sections of the planet. Over a million people have died on the world.

Other worlds have also been attacked but the Hounds sensed their adversary here. So they came en masse to Narmer, recognizing that this could very well be the end game of their ancient battle.

The Accusers

Xeno-Entomologists suspect that the Accusers evolved from some sort of insect on their Homeworld. Their society is matriarchal and relies on a rigid caste system to ensure survival for the race. The Accusers are over two (2) meters tall and hunched. Drones and Warriors have four arms while the Matriarchs have six. Shell coloring varies between dynastic lines but ranges between navy blue and deep purple to an almost olive color. Evolution has given them a psychic scream, which paralyzes prey (Humans) and the ability to digest internal organs quickly. Accuser soldiers often feed on the fallen during battles to keep up their enormous strength.

Jackals & Hounds on Narmer

All of the Jackals are not with the Accusers though most are. The battle between the two adversaries is often bloody and direct. Gone are most of the political underpinnings as brute force has come to the forefront. People on both sides (Human & Accuser) are also partially aware of the Jackals and Hounds among them. Beyond the super science, there is an awareness of a greater spiritual conflict.

This is also the endgame. The Jackals have turned to brute force and destruction to impose ignorance on Mankind. The Hounds have finally shown their hand and have come out to meet the challenge.

Part IV. Running The Game

The Adversary

Some consider them the Children of Set. Some consider them demons or children of the Christian Devil. In fact they are a shadow borne of our own Enlightenment. Success breeds jealousy and Enlightenment breeds Ignorance. It is a check and balance system that the Universe employs to ensure that progress goes hand in hand with experience. Inspiration must be tempered by Wisdom else the fabric of the Universe itself could be destroyed.

To this end as the pillars of enlightenment grew, so did their shadows and from this come the Jackals.

No one is sure how the Jackals were able to move the bulk of their essences from Earth to the Accuser Homeworld. The only explanation is that the Accusers had crushed their own Enlightened generations before and the Jackals were able to pick up on this node of ignorance.



Still, the Jackals are clever creatures. They will often tempt Mankind with a promise of new information, only to allow us to destroy ourselves with the new knowledge. This was the intention of the Atomic weapons programs. Jackals felt that Mankind would fall in love with the weapons and not have the wisdom to avoid their use. In this they were sadly mistaken.

Jackals will summon a Hound who has lost its power in a certain Time Frame, if only to capture or abuse it. Sometimes the Jackal will want to know what information the Hound possesses.

Impartial Decision Making

As Game Master, you will need to wear two hats throughout your campaigns. On the one hand, you

will be the impartial judge who makes sure that the rules are followed. Often situations will arise not covered by the rules and in this you will need to make fair decisions. Always stalk to your players! In a real sense you are a player too, albeit with more Personas to play. Remember that the rules apply equally to all and you should be fine.

Being a Storyteller & Adversary

The problem arises though because you should play the Jackals intelligently and cunningly. You have a great advantage many times, as you see and hear many of the Player's Personas weaknesses where as they do not hear or see yours. Make sure you horde cards and steal scenes just like they do and force them to burn their resources defensively. Keep the initiative when you can and challenge them to use all their abilities.

With enough preparation, being the GM in a game of Jackals & Hounds should be just as rewarding as being one of the Players.

Persona Advancement

The currency of experience in Jackals & Hounds is information. Rewards not only consist of tipping the Balance of Power toward their own side but in pieces of information. These pieces of information provide Skill & Ability bonuses, increases, and often times give access to new Skills and Abilities.

As GM dangle these out there and make their discovery interesting. Even make the items single use and watch and see the Personas battle over them.

Balance of Power

One mechanic not discussed in Part II involves the Balance of Power. The GM needs to keep a tally of Conflicts / Contests won by the Jackals and those won by the Hounds. As one side or the other begins to take advantage, certain things change in a given Time Frame.

System Note: A separate tally is kept for each of the three Time Frames.

One Side has 5 more Victories then the other:
+1 Power to Each Persona on that Side

One Side has 10 more Victories then the other:
Each Persona on that side draws an extra card (1 Extra Card for the GM if the Jackals have an advantage)

This cycle is repeated in increments of 5 & 10 as above (i.e. 15, 20, etc...)

The GM has the option of resetting this at the beginning of each game session OR carrying over the Balance of Power from episode to episode.

Episodic Play

Ideally, each session of Jackals & Hounds will be like an episode in a tv show, short story series, or novel series. It all depends on the length of the session and the depth of the conflicts brought to bear.

As mentioned, the Balance of Power may be a clean slate from episode to episode or it might be carried over. With it so hard to utterly destroy a Persona, it will be difficult for either a Jackal or Hound to be utterly destroyed and eliminated.

If a Persona is powerless in a certain Time Frame, this can (but does not have to) carry over from session to session as well. For the sake of ease most people would just assume that some ally summons the Persona back to that Time Frame but this is not necessarily required.

Ideally, each session should have a clear beginning, middle, and end so that it there is at least some closure, even if not satisfactory. It is generally the GM's job to set the initial Time Frame and Conflict of a given session but through discussion or as a reward, he or she may pass this to one of the Players. Indeed it may be possible to have each new session started by a different Player in a round robin fashion.

System Note: Cards held DO carry over from episode to episode.

Part V. Appendices

1. Character Sheet
2. Hieroglyph Cards
3. Skills & Abilities

Persona Name:

Player Name:

Ancient Egypt	Modern America	Narmer
Power	Power	Power
Avatar Description	Avatar Description	Avatar Description
Avatar Skills	Avatar Skills	Avatar Skills
Notes:	Notes:	Notes:

General Skills	General Abilities
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.
9.	9.
10.	10.

Possessions & Miscellaneous

Hieroglyph Cards

Note: the Cards are not fully tied in with their abilities and powers as of yet. This is the complete list however.

Amun-Ra "Rulership"	Amun-Ra "Rulership"	Amun-Ra "Rulership"
Bastet "Cats"	Bastet "Cats"	Bastet "Cats"
Isis "Magic"	Isis "Magic"	Isis "Magic"
Osiris "Death"	Osiris "Death"	Osiris "Death"
Horus "Companion"	Horus "Companion"	Horus "Companion"
Thoth "Wisdom"	Thoth "Wisdom"	Thoth "Wisdom"
Seth "Desert"	Seth "Desert"	Seth "Desert"
Anubis "Ritual"	Anubis "Ritual"	Anubis "Ritual"
Nut "Sky"	Nut "Sky"	Nut "Sky"
Geb "Earth"	Geb "Earth"	Geb "Earth"

Skills & Abilities

Note: These are not the only Skills or Abilities available to the Personas. Each GM can make up his or her own and a more exhaustive list is in the works.

PP = Purchase Point (30)

SP = Skill Point

Avatar Skills

Egypt (1 PP = 1 SP)

America (1 PP = 1 SP)

Narmer (1 PP = 1 SP)

Persona Skills

Time Frame Information (1 PP = 1 SP)

Martial Arts (1 PP = 1 SP)

Blend Socially (1 PP = 1 SP)

(More Skills to be added – some might be 2 to 1 in purchasing)

Blessings of Isis (Supernatural Abilities)

Invulnerability (to Mortal / Mundane Weapons)

Mask Self (From other Jackals and Hounds)

Summon (Fire, Air, Water, Earth, Beast, or Shadow) – These are each separate powers

Sacred Weapon (Immortal Weapon)

Track Jackals (or Hounds)

Leech Power

Summon Hound (must know name)

Summon Jackal (must know name)

Share Power (If given to a Horus Companion both the Persona and the Companion must have this power)