



# HEROES FOR THE WORLD

READY MADE CHARACTERS  
FOR SCION SECOND EDITION

SCION  
SECOND EDITION





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FOR SCION SECOND EDITION

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# COLWYN "LITTLE" MAO

**Background:** The youngest child of an interracial marriage — Colwyn's father is a Chinese fisherman and former Guardian Angel, his mother is a black American who owns a Michelin ranked New York seafood restaurant — lives with his family in Staten Island, a place the young Scion calls home even after his Visitation. Colwyn had a happy and fulfilling childhood, surrounded by loving, supportive family, friends, and classmates. While in elementary school he made a name for himself by hosting (as well as starting and finishing) rap battles on the playground. Kids from all over the neighborhood would congregate to hear Little Mao spit fire.

As he grew up, Colwyn picked up several other hobbies, falling in love with comic books, fighting games, wuxia cinema, and keeping current with the hip hop charts. At his father's insistence, he enrolled in martial arts and took up the study of Bagua Zhang. Little Mao prefers not to carry weapons; having a gun can only escalate violence, and he trusts his skill with fists if someone wants to do him harm.

One day after school in tenth grade, Colwyn was picked up by a different family member. This "uncle" turned out to be his adoptive divine parent, Fuxi, who revealed that the young man was now a part of the Shen, and there was so much work to do. The God has stayed consistently involved in his young Scion's life, helping wherever he can, from homework to college applications to finding exactly the right beat to drop into Little Mao's latest remix. Some of these things Fuxi is better at than others, but Colwyn loves and appreciates his adoptive father's effort regardless. Perhaps more importantly, Fuxi has also introduced Colwyn to the Staten Island branch of the Wudang Clan so the Scion could learn Daoist practices. Little Mao quickly learned that he excelled at intercession: the process of being a go-between for spirits and humans — a skill invaluable among the Shen and their sprawling

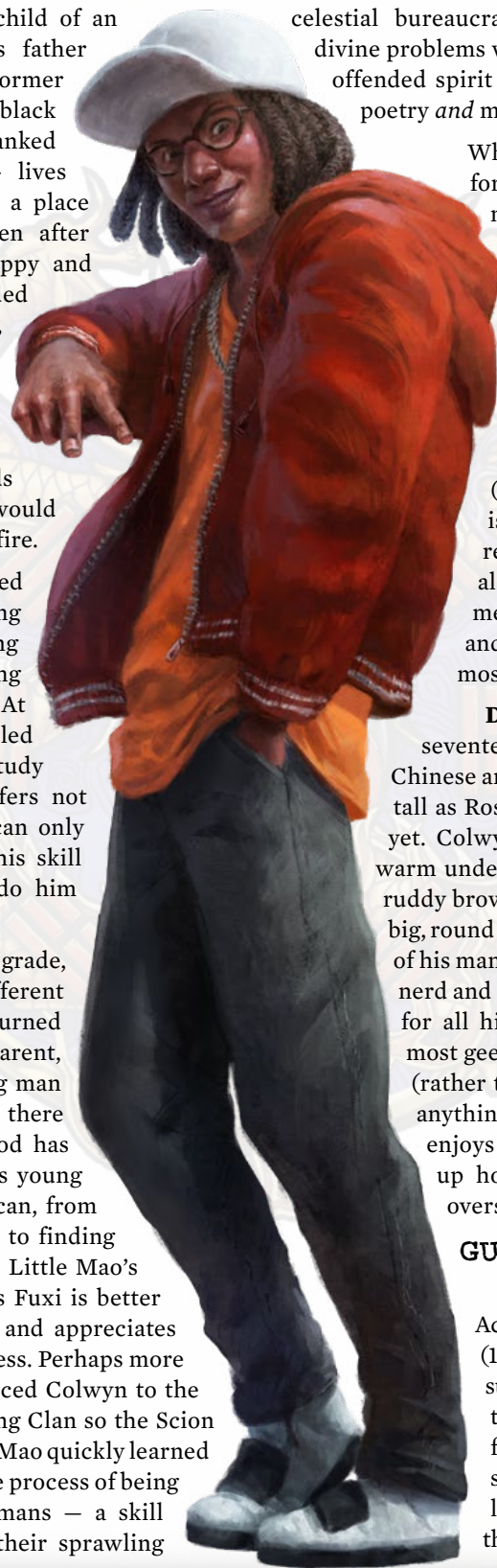
celestial bureaucracy. Sometimes, he's solved these divine problems with a friendly rap battle, calming an offended spirit down with an offering that is both poetry and music.

When he's not acting as an intercessor for the divine or facing down mythological threats with his friends in the Band, he's working on his career as a professional DJ. Little Mao has a wildly popular YouTube channel featuring all his remixes ("Like, comment, subscribe!") and a growing social media following. His fans travel from all over to see him perform in clubs in the city (but not on a school night). "Little" isn't just his Chinese nickname or a reference to his age and height, it's also his stage name. He's the youngest member of the Band, just seventeen, and is treated like a little brother by most of his Bandmates.

**Description:** Little Mao is a seventeen-year-old young man of mixed Chinese and black descent. He's short, about as tall as Rose, but insists he's not done growing yet. Colwyn's skin is a mid-tone brown with warm undertones; he has dark brown eyes and ruddy brown hair he keeps in dreads. He wears big, round glasses and is never seen without one of his many snapback caps. Little Mao is a total nerd and loves to dress wearing paraphernalia for all his favorite fandoms. Though unlike most geeky types, Colwyn loves bright colors (rather than a daily black t-shirt) and wears anything loud and eye-catching. He also enjoys wearing comfortable clothing: zip-up hooded sweatshirts, baseball tees or oversized t-shirts, and jeans.

## GUIDE

**Demigod of Confucius:** Asset Skills: Academics, Leadership; Guide Stunt (1-3s): Gain an Enhancement equal to successes spent to the next action you take in the current session to either follow instructions or advice from someone of higher Tier than you, or lead or advise someone of lower Tier than you; Purview: Order; Calling; Sage.





## RELICS

**Red String of Fate:** Little Mao may have one additional Fatebinding Condition beyond his dots in Legend.

**Jade Seal:** Purview: Order; Motif: *"I'm going to need that in triplicate."*

## KNACKS

**A Purpose:** Little Mao has dedicated himself to the purpose of defending the weak. Whenever he takes an action to further this purpose (such as sticking up for kids getting bullied, to stopping a mythological monster from hunting mortals), he gains Enhancement 1 to all applicable rolls and to any Stunts, including Stunts gained from Knacks.

**A Warning:** Little Mao can sense the presence of danger. You can double the successes on any roll you make for him to detect ambushes or discern if someone means harm. Spend a momentum to do this unless Little Mao is protecting his charge.

**Presence of Magic:** Little Mao always knows when he is near an object or place of magical or sacred significance. The player may ask the Storyguide if an object would meet the criteria, and they must answer honestly: "yes" or "no." He does not need to roll Occult to identify magical items.

**We Go All Night:** When Little Mao works on a creative project (recording a remix, editing a video) he can work without ceasing for one full day. He must rest for a day after completing this work.

**Wireless Interface:** Electronic devices respond to Little Mao without him needing to touch them. They must be powered on and functional, but Colwyn can use one device (his phone, his tablet, his laptop, or even his turntable or soundboard) with his hands free. If he takes other, unrelated actions (such as fighting), he must make a mixed action roll.

## PURVIEWS

**Artistry (Musical Instruments):** Little Mao can express himself through his music to communicate with anyone, even if they don't share a language. This can also bypass Complications that would be applicable for rolls involving ordinary conversation (such as avoiding being overheard). Only the intended recipient of the message can perceive it.

**Tianming:** He ignores all Complications from bureaucratic delay, from red tape to long lines at the DMV, or any other impediment to functional bureaucratic institutions.

## BOONS

**Celestial Promotion (Tianming):** Little Mao imbues 1 Legend and targets himself or another person and grants them a title under the authority of Heaven such as "Peerless Foe" or "He Who Smelt it, Dealt It." This title is a Condition that is apparent to everyone who encounters the character. It provides +2 Enhancement on all actions to make plans but

imposes +2 Complication when it offends or displeases those working with the target. A character who dislikes their given title can resolve the Condition by making a dramatic action with significant consequences for their duties. If Little Mao recovers his spent Legend, the title ends.

**Heartfelt Expression (Artistry):** When Little Mao performs, he imbues 1 Legend and rolls Presence + Legend vs the target's Composure + Legend, and instills the performance with his current emotional state or feelings that inspired it. Any character that witnesses his performance increases their Attitude by 1 which does not stack with any other shift. The Attitude shift persists, even after the performance has ended.

## BONDS

- **Donnie Rhodes:** Camaraderie 1
- **Horace Farrow:** Camaraderie 1
- **Omolara Muhammad:** Friendship 3
- **Rose Aishquaykezhick-White:** Friendship 1
- **Yukiko Kuromizu:** Camaraderie 1

Little Mao loves his Scion family. As he's something of a little brother figure to the other Scions, Colwyn harbors no negative feelings towards any of his Bandmates. He loves Donnie's sense of humor (and all the trouble Donnie encourages him to get into), plus Donnie likes to go to clubs, likes his music, *and* is subscribed to Colwyn's YouTube Channel. Donnie has promised to help Little Mao pick up girls. Or boys. Whatever.

Horace is like another father. Little Mao's dad is pretty great, but he loves his adoptive Band dad, even if he's gruff and cranky and fights with Omolara. Colwyn appreciates what he's trying to do and the way he shows he cares regardless, and they have a strong emotional bond, even if it's subtler than others.

One time, Omolara said she'd kill a man for him and then specified it didn't need to be a man. Little Mao is appreciative of his bold, dangerous new big sister and loves spending time with her. While they don't live in the same borough, they also don't live that far apart, so Little Mao makes time to visit and she does the same. She helps him with his studies, especially history and economics, and is always encouraging him to further his art and push himself.

Rose and Colwyn bond over their mutual ability of intercession. He doesn't talk to many folks who understand the importance of what he does — Rose not only appreciates his skill, but also has done the same and frequently coaches him through tips and tricks for dealing with spirits.

Yukiko recognizes fighting potential in Little Mao and they train together, sharing their differences in fighting styles. Little Mao is impressed with her unarmed combat skills and thinks she kicks serious ass. He enjoys their sparring sessions and knows he has a lot to learn from the seasoned fighter.



# SCION

## ORIGIN

Colwyn "Little" Mao

Name

Chronicle

Fuxi (Shen)

Player

Parent

### SKILLS

<input checked="" type="checkbox"/> Academics	●●○○○	<input type="checkbox"/> Medicine	○○○○○
<input type="checkbox"/> Athletics	○○○○○	<input type="checkbox"/> Occult	○○○○○
<input checked="" type="checkbox"/> Close Combat Internal School Boxing	●●●●○	<input checked="" type="checkbox"/> Persuasion Rock the Mic	●●●●○
<input checked="" type="checkbox"/> Culture Street Knowledge	●●●●○	<input type="checkbox"/> Pilot	○○○○○
<input checked="" type="checkbox"/> Empathy	●●○○○	<input type="checkbox"/> Science	○○○○○
<input type="checkbox"/> Firearms	○○○○○	<input checked="" type="checkbox"/> Subterfuge	●●○○○
<input type="checkbox"/> Integrity	○○○○○	<input type="checkbox"/> Survival	○○○○○
<input checked="" type="checkbox"/> Leadership	●●○○○	<input checked="" type="checkbox"/> Technology	●●○○○

### ATTRIBUTES

MENTAL		PHYSICAL		SOCIAL	
POWER	Intellect* ●●●●○	Might* ●●●●○		Presence* ●●●●○	
FINESSE	Cunning ●●●●○	Dexterity ●●○○○		Manipulation ●●●●○	
RESILIENCE	Resolve ●●○○○	Stamina ●●○○○		Composure ●●●○○	

### PATHS

- ☐ New York State of Mind
- ☐ Martial Arts Master of Ceremonies
- ☐ Intercessor between Heaven and Earth
- ☐ (Pre-Visitation Scion)

Effects:

### DEEDS

- ☐ Short
- ☐ Long
- ☐ Band

### VIRTUE

○○○○○

### KNACKS

A Purpose

### CONTACTS

### CALLING

Guardian ●○○○○

### MOMENTUM

□□□□□□□□□□

### HEALTH

- ☐ Bruised +1
- ☒ Bruised +1
- ☐ Injured +2
- ☒ Injured +2
- ☒ Maimed +4

Taken Out

### NOTES

Birthrights: Followers: Wudang Clan (Heavy, Consultant) 4 (Access, Archetype, Mob, Savage)

Movement Dice: 5

Defense Roll: 2



# SCION

## HERO

Colwyn "Little" Mao

Name

Chronicle

Fuxi (Shen)

Player

Parent

### SKILLS

■ Academics	●●○○○	□ Medicine	○○○○○
□ Athletics	○○○○○	□ Occult	○○○○○
■ Close Combat Internal School Boxing	●●●●○	■ Persuasion Rock the Mic	●●●●○
■ Culture Streek Knowledge	●●●●●	□ Pilot	○○○○○
■ Empathy	●●○○○	□ Science	○○○○○
□ Firearms	○○○○○	■ Subterfuge	●●○○○
□ Integrity	○○○○○	□ Survival	○○○○○
■ Leadership	●●○○○	■ Technology	●●○○○

### ATTRIBUTES

MENTAL		PHYSICAL		SOCIAL	
POWER	Intellect* ●●●●●	Might* ●●●●●	Presence* ●●●●●		
FINESSE	Cunning ●●●○○	Dexterity ●●○○○	Manipulation ●●●○○		
RESILIENCE	Resolve ●●○○○	Stamina ●●○○○	Composure ●●●○○		

### PATHS

New York State of Mind	□
Martial Arts Master of Ceremonies	□
Intercessor between Heaven and Earth	□
	□

### DEEDS

Short	□
Long	□
Band	□

### BIRTHRIGHTS

Followers: Wudang Clan (Heavy, Consultant) 4 (Access, Archetype, Mob, Savage)

Guide: Demigod of Confucius

Relic: Red String of Fate I; Jade Seal 2

Legendary Title: Sculptor of Rhyme □

### VIRTUE

Yin ○○○○○ Yang

### KNACKS

A Purpose, A Warning, Presence of Magic  
We Go All Night, Wireless Interface

### CONTACTS

### LEGEND

● ○ ○ ○  
□ □ □ □

### MOMENTUM

□ □ □ □ □ □ □ □ □ □

### HEALTH

□ Bruised	+1
□ Bruised	+1
■ Bruised	+1
■ Injured	+2
■ Maimed	+4

### CALLINGS

Creator	●●○○○
Guardian	●●○○○
Sage	●○○○○

### BOONS/PURVIEWS

Artistry (Musical Instruments)(Heartfelt Expression)

Tianming (Celestial Promotion)

Taken Out

Movement Dice: 5

Defense Roll: 2



# DONNIE RHODES

**Background:** The first time Adonis Rhodes met his father, the man held him at arm's length. Quite literally: Adonis's pudgy, baby legs kicked at the wealthy, shipping magnate's wrists while he held the boy away from him as if he were a gold-digger's attempt at a payday. Only the gold-digger was the man's adulterous ex-wife, blond bombshell Deedee Afroudakis. But, as two identical pairs of stormy-blue eyes stared at each other, there was no denying paternity.

Adonis spent the next twelve years raised by other people. Nannies and personal assistants mostly but sometimes he stayed with families he didn't know for weeks at a time. He had all the privileges wealth could provide, but what he longed for most was love. He once asked his preoccupied father about his absent mother. His father's cheeks turned red with anger. "She was a burlesque-dancing bad idea after a long weekend in Vegas. Gods, I hate that city." They never spoke of it again.

In his teens, Adonis was old enough to know better but decided he didn't care. If neither of his parents loved him, money would buy him happiness. His string of rebellious adventures left a trail of broken hearts from empty trysts with men and women of various ages and occupations, all the while vying for his father's notice.

And when Adonis turned twenty-one, instead of a card or gift, he received a letter with a check from a lawyer. His father had disowned him, disinherited him, and dissolved his trust. The check had a significant number of zeros, but there weren't enough zeros in the world to soothe the pain of rejection. In the same week, his long-estranged mother came to him. She knew about the check and told him she was the reason for it; his father wanted nothing to do with her, and she had told him that she wanted to be in Donnie's life again. Donnie, unsure what to

do, accepted his mother, and learned first-hand how fickle she really was. Feeling confused about what love really was, he left her side to explore his own feelings.

A year-long, worldwide bender ended with him slumped over a café au lait he couldn't pay for in the south of France. He never guessed that one lousy pick up line would lead to an entirely new life. *Si le verbe aimer n'existait pas, je l'aurais inventé en te voyant.* When Adonis lifted his head to see who was speaking to him, a beautiful waiter with olive skin and dusty-brown eyes smiled. He introduced himself as Percy.

They had four months together of tangled sheets and sweet nothings. Of holding hands and sharing stories. Of honesty, acceptance, and kindness. Of being in love. Donnie, as Percy affectionately called him, learned how to live like a "regular person". He even got a job at the café where they met. But, a part of Donnie knew he was still running away, living a fantasy instead of the life his mother wanted to give him. So, as soon as he saved enough to return to the States, he said goodbye.

**Description:** Donnie is the very picture of a Greek sculpture. Tan, smooth skin covers hardened muscles. Stormy-blue eyes speak of the sea, and dark brown hair glints with sun-kissed highlights. Gifted with the ability to roll out of bed looking fabulous, whatever his attire, be it jeans and a t-shirt or a thousand-dollar suit, his clothes appear custom tailored to fit.

However, Donnie doesn't always tell the truth. Sometimes, it's easier to spin a tale of woe instead of sounding like the bad stereotype of an over-privileged hot guy whose daddy doesn't love him. He knows how to charm, persuade, and play on other people's emotions.

When honeyed words or tears can't do the trick, under each arm sits a gold plated Browning M1911 pistol.





## GUIDE

**Muse:** Asset Skills: Culture, Science; Guide Stunt (1-3s): Gain an Enhancement equal to successes spent to the next action you take in the current scene using your chosen Skill specialty. If that action fails, gain an extra Momentum.; Purview: Artistry (All); Calling: Creator.

## RELIC

**Icarian Wings:** Donnie can spend a point of Legend to fly for the rest of the day. He can spend a point of Momentum to move two range bands instead of one with a single move, but he can't rush or disengage while flying.

## KNACKS

**Lover's Intuition:** Be it a brief handshake or a bear hug, when Donnie touches someone, he gains a deep understanding of their romantic life. He may ask who or what the character loves, the character's paramours, who the character is close to, and who the character is crushing on. Donnie rolls his Knack Skill and spends one success per additional question.

**Wireless Interface:** Donnie can utilize a number of electronic devices in the same Field as him equal to his Knack Skill without touching them. If he tries to do other things while communing with the technology, use a mixed action roll.

**Vigil:** When Donnie stands watch over a person, place, or thing, he doesn't need to eat or sleep. He gains this benefit as long as the protected target remains within his sight. He can only keep one vigil at a time.

**Center of Attention:** This immortal Knack allows Donnie to be the center of social attention. If Donnie needs to talk to someone at a party, combat a Titan, or talk to a deity, the right person is bound to show up.

## PURVIEWS

**Artistry:** The Artistry Purview belongs to Gods renowned for their mastery of storytelling, dance, and poetry. This includes other forms of art, as well. Donnie can express himself through an artistic performance and communicate with anyone, even those with whom he doesn't share the same language. Donnie can also use this to bypass Complications that would normally apply to rolls made through ordinary conversation.

**Metamorphosis:** The mythos of the Theoi is replete with tales of transformation. Gods take the shapes of humans, animals, weather, geography, and even abstract forms such as thoughts or emotions. They also transform others, turning foes into beasts, lovers into flowers, and heroes into constellations. This Purview governs both kinds of transformations, allowing Theoi Scions to emulate their

parents' mutability. Donnie can conceal his true identity, ignoring any Complications while he disguises himself.

**Beauty:** The Beauty Purview depicts the transcendent grace and allure of those Gods known for their epic appearance. In addition to divine heights of physical attraction, this Purview reshapes beauty itself as a fundamental force, granting blessings that manifest inner beauty or strip away the good looks of foes. With Beauty Purview, Donnie may attempt a Feat of Scale when influencing someone with sheer outward attraction. This includes seduction and cutting someone down with a withering glare.

## BOONS

**Change Shape:** By spending 1 Legend, Donnie transforms himself into something else. This transformation is perfect in detail and undetectable through non-magical means. Donnie gains +1 Scale on all actions with a single Physical Attribute of his choice, any special forms of movement, or natural attacks the shape may possess, and any miscellaneous abilities the Storyguide determines based on the shape.

**Visage Great and Terrible:** Through his divinity and imbuing 1 Legend, Donnie instills absolute terror in his enemies. Trivial targets automatically flee from Donnie, and others face a +2 Complication when attempting to hold their ground.

## BONDS

- **Colwyn "Little" Mao:** Camaraderie 1
- **Horace Farrow:** Rivalry 1
- **Omolara Muhammad:** Camaraderie 1
- **Rose Aishquaykezhick-White:** Friendship 2
- **Yukiko Kuromizu:** Friendship 2

Donnie's abandonment issues cause him to have a difficult time trusting people, so it sometimes feels to the others like he has one foot in and one foot out of the Band. His relationship with Little Mao is peaceful enough, as they seem to enjoy similar musical tastes, and that's about it.

His bond with Horace is especially fraught because Donnie seems to have something to prove. Yukiko often plays the role of peacemaker. Donnie, as a result, is quickly learning to appreciate her for it; neither of them trusts easily, and both have an innate understanding of what it means to be the outcast and underdog. When they work together, their friendship grows.

When he's relaxed, Donnie is able to put aside the greater conflict that surrounds them, and enjoys the company of Omolara and Rose. Omolara's natural flair mirrors that of his own, and Rose appears to genuinely want to help everyone, which apparently includes this former jet-setting playboy with abandonment issues.



Defense Roll: 2



# SCION

## HERO

Donnie Rhodes

Name

Chronicle

Aphrodite (Theoi)

Player

Parent

### SKILLS

<input type="checkbox"/> Academics	00000	<input type="checkbox"/> Medicine	00000
<input checked="" type="checkbox"/> Athletics	00000	<input type="checkbox"/> Occult	00000
<input type="checkbox"/> Close Combat	00000	<input checked="" type="checkbox"/> Persuasion <u>Getting My Way</u>	00000
<input checked="" type="checkbox"/> Culture	00000	<input checked="" type="checkbox"/> Pilot	00000
<input checked="" type="checkbox"/> Empathy <u>Getting to Know You</u>	00000	<input type="checkbox"/> Science	00000
<input checked="" type="checkbox"/> Firearms <u>Small Arms</u>	00000	<input checked="" type="checkbox"/> Subterfuge	00000
<input type="checkbox"/> Integrity	00000	<input checked="" type="checkbox"/> Survival	00000
<input type="checkbox"/> Leadership	00000	<input type="checkbox"/> Technology	00000

### ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect 00000	Might 00000	Presence 00000
FINESSE	Cunning* 00000	Dexterity* 00000	Manipulation* 00000
RESILIENCE	Resolve 00000	Stamina 00000	Composure 00000

### PATHS

- ☐ Jet-Setting Playboy
- ☐ Model-Actor-Whatever Barista
- ☐ Hound of Aphrodite
- ☐

### DEEDS

- ☐ Short
- ☐ Long
- ☐ Band

### BIRTHRIGHTS

Creature: Virgil, the Golden Retriever 4, Guide: Muse 4  
 Followers: Centaurs (Heavy, Entourage) 5 (Archetype, Defensive, Helpful, Savage, Tough),  
 Relic: Icarian Wings 2  
 Legendary Title: Steward of the Heart ☐

### VIRTUE

Egotism 00000 Kinship

### KNACKS

Lover's Intuition, Wireless Interface, Vigil,  
 Center of Attention

### CONTACTS

### LEGEND

● ○ ○ ○  
☐ ☐ ☐ ☐

### MOMENTUM

□□□□□□□□□□

### HEALTH

☐ Bruised +1  
☐ Bruised +1  
☒ Bruised +1  
☒ Injured +2  
☒ Maimed +4

### CALLINGS

Creator 00000  
 Guardian 00000  
 Lover 00000

### BOONS/PURVIEWS

Beauty (Visage Great and Terrible)  
 Metamorphosis (Change Shape)

Taken Out  
 Movement Dice: 7  
 Defense Roll: 2



# HORACE FARROW

**Background:** Horace's mother, Isola, gave birth to him on the side of the road after a particularly vicious pothole left her and her sister stranded on Route 3 in the Little Egypt area of Southern Illinois. Cyrus Farrow, a park ranger making his way to Cairo from Thebes, had the honor of welcoming the boy to the world. A year later, he married Isola and adopted Horace as his own. And for a time, life was simple but good.

Horace spent his early teenage years earning extra cash as a local farmhand. He enjoyed early mornings milking cows and summers in the fields. He liked how wet, fertile earth felt between his fingers and the sweet smell of corn in the air. The soft crackle of cornstalks growing faster than their husks put him at ease. It was nature's music, and he could listen for a lifetime.

He saw his future with the salt-of-the-earth families who employed him, working the land and raising his own family. But that dream disintegrated the night his aunt and uncle showed up at the house unexpectedly. They were all at the kitchen table while his aunt Neffie sat next to her husband Seth and cried and carried on about how they'd gotten themselves in a mess of trouble with the law.

They thought Cyrus might pull some strings seeing as how a park ranger was a police officer of a sort. He didn't disabuse them of the notion, but he didn't agree to talk to anyone either. Instead, Cyrus insisted they eat, get some rest, and that they would revisit the subject in the morning. Seth agreed.

The bang of gunshots woke Horace up the next morning. He scrambled down the hall to his father's office where he grabbed a shotgun. From the kitchen

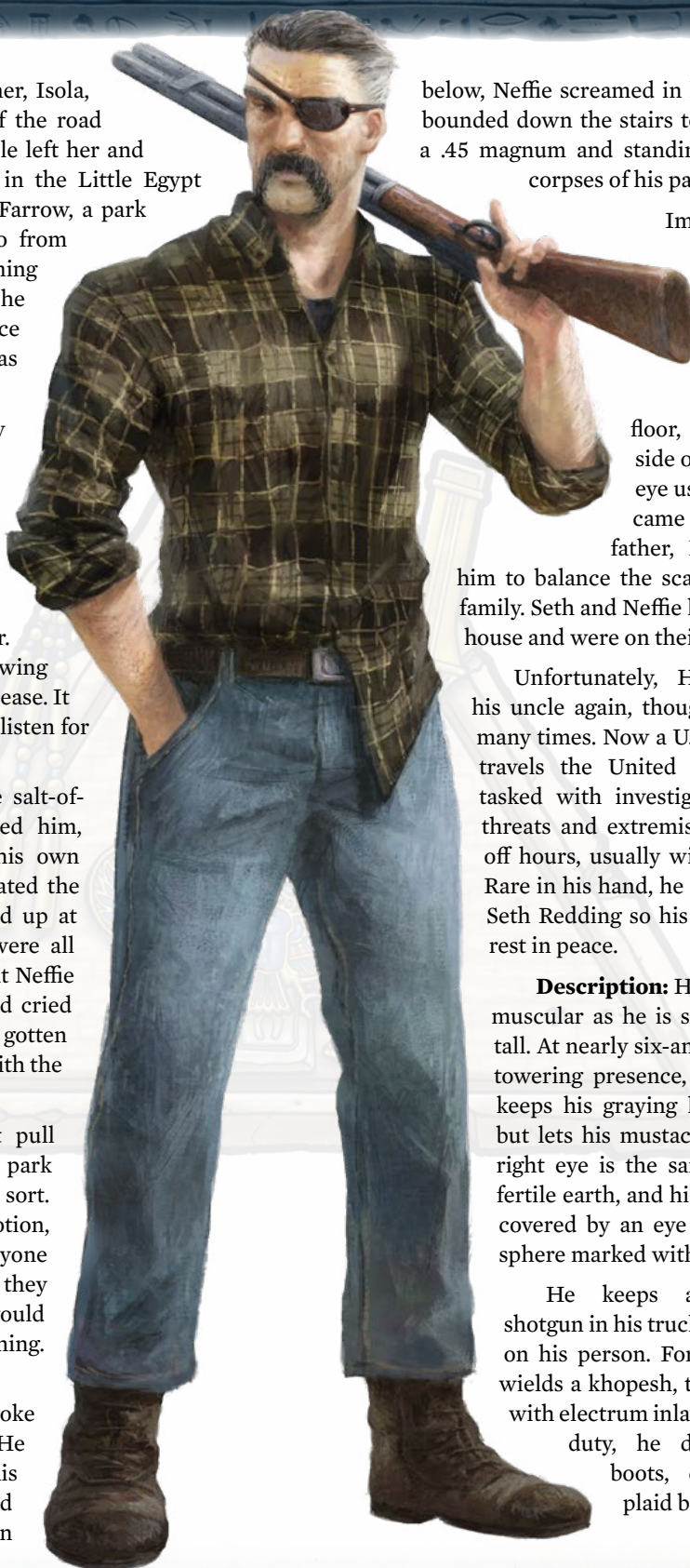
below, Neffie screamed in holy terror. Horace bounded down the stairs to find Seth holding a .45 magnum and standing over the bloody corpses of his parents.

Immediately, they drew on each other and fired. Horace should have died, but while he lay bleeding on the floor, clutching the left side of his face where his eye used to be, a stranger came to him. His real father, Heru, commanded him to balance the scales and avenge his family. Seth and Neffie had already fled the house and were on their way to Cairo.

Unfortunately, Horace never saw his uncle again, though he's come close many times. Now a U.S. Marshal, Horace travels the United States, specifically tasked with investigating supernatural threats and extremist cults. During his off hours, usually with a glass of Eagle Rare in his hand, he searches for sign of Seth Redding so his parents can finally rest in peace.

**Description:** Horace isn't so much muscular as he is solid and extremely tall. At nearly six-and-a-half feet, he's a towering presence, stoic and still. He keeps his graying hair cropped short but lets his mustache grow thick. His right eye is the same deep brown as fertile earth, and his left eye, when not covered by an eye patch, is a marble sphere marked with hieroglyphs.

He keeps a double-barreled shotgun in his truck and a .45 magnum on his person. For delicate work, he wields a khopesh, the blade decorated with electrum inlays. When on official duty, he dresses in leather boots, denim jeans, and plaid button down shirts.





## GUIDE

**Ghost of Duat:** Asset Skills: Empathy, Survival; Guide Stunt (1s): The Storyguide reveals the presence of one verbal deception, mystery, or concealed secret present. You don't learn details about what it hides.

## RELIC

**Quill of Ma'at:** When Horace uses the pen to write the true name of someone he's interacted with in the last 24 hours, it will come to life and write the following truths: their Calling, their Virtues, and their most destructive or dishonest current Aspiration or Drive.

Additionally, Horace may imbue a Legend when writing a true name, and for as long as he has Legend imbued, he reduces the Scope to influence that person by 1 as long as the influence relies on shame, blackmail, or judgement based on the information Horace knows about the person.

## KNACKS

**Biggest Threat:** When Horace wants to intimidate his enemy, he can make a Knack Skill roll. Success means his foes must target him or suffer a +2 Difficulty to attack anyone else.

**Captain of Industry:** When Horace takes command of a situation, he reduces the Difficulty of all actions taken by the group based on a successful Knack Skill roll. For every two successes, he reduces the difficulty of all actions taken by the group he commands by 1.

**Fearless Presence:** This immortal knack allows Horace to truly inspire his people. While in his presence, all followers are immune to panic and never flee the situation. So great is his power that his friends and allies will storm the gates of hell or take on a deity directly, doing so without fear or complaint.

**Sentinel:** Horace can choose a group of trivial targets to protect. When he does so, he gains +1 Enhancement to protect them and both he and the group gain +1 Defense as long as they are in the same range band.

## PURVIEWS

**Heku:** Practiced by the Netjer and their followers, Heku is a traditional magic that originated in Ancient Egypt. It holds dominion over rebirth and the afterlife, exerting power in the form of sekhem, an external life force, and through the many facets of a given soul. This includes Ren (name), Ib (heart), Sheut (shadow), Ba (personality), Ka (vital essence), and Ha (the sum of all these). With Heku Purview, Horace holds power over those whose Ren, or true name, are known to him. So long as he knows their real name, Horace has Enhancement of + 2 on rolls to gain knowledge or understanding of them.

**Order:** The Order Purview holds power over those things that bind societies and civilizations together. This

includes the sovereignty of rulers, the authority of judges and lawgivers, and other institutions that maintain order within society. With Order Purview, Horace can sense the laws that govern any present jurisdiction. With this, he can ascertain whether a given course of action is legal, making him immune to mortal law enforcement.

## BOONS

**Code of Heaven:** After imbuing 1 Legend, as long as Horace explains a law accurately, people know it to be true. For example, if Horace declares someone innocent of a crime, they will likely walk free. If Horace infers someone's guilt, then individuals are more likely to bring them to justice and gain +2 Enhancement to do so.

**Nothing but the Truth:** By imbuing 1 Legend, Horace strikes divine terror into the hearts of liars. An affected individual can't lie, omit the truth, or make misrepresentations of a material fact.

## BONDS

- **Colwyn "Little" Mao:** Familial 1
- **Donnie Rhodes:** Camaraderie 1
- **Omolara Muhammad:** Rivalry 2
- **Rose Aishquaykezhick-White:** Camaraderie 1
- **Yukiko Kuromizu:** Friendship 3

Horace is something of a surrogate father figure to the other members of the Band. The oldest of the group — and believing himself to be the most disciplined — Horace often assumes a leadership role. He executes this with varying levels of success. In a party of equals, with each serving a different deity, such hierarchies are hard to maintain. Horace often finds himself chasing after other members of the Band.

This interaction is most pronounced with Little Mao, as he feels like he needs to ride herd on the younger Scion. Colwyn seems to accept his direction easier and faster than the others, and he's grown to see the young man as his adoptive child. As Horace attempts to teach and guide the rest, including Little Mao, he invariably clashes with Omolara. The two are old veterans surrounded by younger Scions, and both view the world very differently. While Omolara's alpha tendencies lean towards action, Horace almost always advises caution.

He often struggles to interact with Donnie who can't stand to be parented by anyone. Horace finds his manipulations distasteful and his natural bravado disingenuous, but also understands this comes from Donnie's deep fear of abandonment and struggle with his own father.

When it comes to Yukiko, Horace feels a strong kinship with her, as both lost their fathers at an early age. This makes him naturally protective of her, and she, in turn, often defers to his judgement.



# SCION

## ORIGIN

Horace Farrow

Name

Chronicle

Heru (Netjer)

Player

Parent

### SKILLS

<input checked="" type="checkbox"/> Academics	00000	<input type="checkbox"/> Medicine	00000
<input checked="" type="checkbox"/> Athletics	00000	<input checked="" type="checkbox"/> Occult	00000
<input checked="" type="checkbox"/> Close Combat Street Fighting	00000	<input type="checkbox"/> Persuasion	00000
<input type="checkbox"/> Culture	00000	<input type="checkbox"/> Pilot	00000
<input type="checkbox"/> Empathy	00000	<input type="checkbox"/> Science	00000
<input checked="" type="checkbox"/> Firearms Heavy Pistols	00000	<input checked="" type="checkbox"/> Subterfuge	00000
<input checked="" type="checkbox"/> Integrity Meditations	00000	<input checked="" type="checkbox"/> Survival	00000
<input checked="" type="checkbox"/> Leadership Leading the Team	00000	<input type="checkbox"/> Technology	00000

### ATTRIBUTES

MENTAL		PHYSICAL		SOCIAL	
POWER	Intellect 00000	Might 00000		Presence 00000	
FINESSE	Cunning* 00000	Dexterity* 00000		Manipulation* 00000	
RESILIENCE	Resolve 00000	Stamina 00000		Composure 00000	

### PATHS

Farm Hand	<input type="checkbox"/>
US Marshal	<input type="checkbox"/>
Scion of Heru	<input type="checkbox"/>
(Pre-Visitation Scion)	<input type="checkbox"/>
Effects:	

### DEEDS

Short	<input type="checkbox"/>
Long	<input type="checkbox"/>
Band	<input type="checkbox"/>

### VIRTUE

00000

### KNACKS

Captain of Industry	

### CONTACTS


### CALLING

Leader 00000

### MOMENTUM

□□□□□□□□□□

### HEALTH

<input type="checkbox"/> Bruised	+1
<input checked="" type="checkbox"/> Bruised	+1
<input type="checkbox"/> Injured	+2
<input checked="" type="checkbox"/> Injured	+2
<input checked="" type="checkbox"/> Maimed	+4

Taken Out

### NOTES

Birthrights: Creature: Falcon 4

Movement Dice: 7

Defense Roll: 2



# SCION

## HERO

Horace Farrow

Name

Chronicle

Heru (Netjer)

Player

Parent

### SKILLS

■ Academics	●●●●●	□ Medicine	○○○○○
■ Athletics	●●●●●	■ Occult	●●●●●
■ Close Combat Street Fighting	●●●●●	□ Persuasion	○○○○○
□ Culture	○○○○○	□ Pilot	○○○○○
□ Empathy	○○○○○	□ Science	○○○○○
□ Firearms Heavy Pistols	●●●●●	■ Subterfuge	●●●●●
■ Integrity Meditations	●●●●●	■ Survival	●●●●●
■ Leadership Leading the Team	●●●●●	□ Technology	○○○○○

### ATTRIBUTES

	MENTAL		PHYSICAL		SOCIAL	
POWER	Intellect	●●●●○	Might	●●●○○	Presence	●●●○○
FINESSE	Cunning*	●●●○○	Dexterity*	●●●●○	Manipulation*	●●○○○
RESILIENCE	Resolve	●●●○○	Stamina	●●○○○	Composure	●●○○○

### PATHS

Farm Hand	□
US Marshal	□
Scion of Heru	□
	□

### DEEDS

Short	□
Long	□
Band	□

### BIRTHRIGHTS

Creature: Falcon 5, Guide: Ghost of Duat 3  
Relic: Quill of Ma'at 3

Legendary Title: The Tempered Lawgiver □

### VIRTUE

Balance ○○○○○ Justice

### KNACKS

Biggest Threat, Captain of Industry, Fearless Presence, Sentinel

### CONTACTS

### LEGEND

● ○ ○ ○  
□ □ □ □

### MOMENTUM

□ □ □ □ □ □ □ □ □ □

### HEALTH

□ Bruised	+	1
□ Bruised	+	1
■ Bruised	+	1
■ Injured	+	2
■ Maimed	+	4

### CALLINGS

Guardian	●○○○○
Leader	●●●○○
Warrior	●○○○○

### BOONS/PURVIEWS

Heku

Order (Code of Heaven, Nothing but the Truth)

Taken Out

Movement Dice: 7

Defense Roll: 2



# OMOLARA MUHAMMAD

**Background:** Omolara's family immigrated to the United States from Nigeria in the mid-1980s and settled in Harlem, New York. The Muhammad family was devout Sunni Muslim, but also honored their ancestral roots, actively practicing Yoruba tradition alongside their other faith and saw no conflict between the two religious practices. While they were well-off in their home country, the family struggled to make ends meet after their arrival in the States, so Omolara — born shortly after the family's arrival — grew up knowing the hardships of poverty. Despite these financial struggles, Omolara made it into Brearley School via the Prep for Prep program.

While at the Brearley School, she excelled at her studies through a combination of determined hard work and natural talent, eventually rising to the top of her class. Omolara graduated with honors, a distinguished and accomplished student, and went to study economics at Columbia University on a full scholarship. When she wasn't hitting the books and working hard academically, Omolara was in the pool, swimming competitively. Like her studies, between hard work and talent, she received an equal amount of athletic acclaim. The water always called to her; there was nothing in the world quite like its embrace.

After she graduated, Omolara was hired immediately by a bank in Harlem. While working at the bank she uncovered extensive corrupt practices that were cheating people in the neighborhood through inflated interest rates on loans that were little more than a scam. The bank was falsifying records and creating fake accounts in order to turn a profit on fees, creating a bubble doomed to burst and put her friends and neighbors out of their homes. She blew the whistle on her corrupt superiors and spoke truth to power, knowing this would likely mean the end of her career. With pressure mounting, Omolara turned to the best

stress-reliever she could think of: swimming. While doing laps at the gym, a stranger approached her and struck up a conversation. As they spoke, the stranger revealed herself as Oshun, Omolara's divine mother. She praised her daughter for being brave and righteous and encouraged her to continue to do the right thing, now with the power of a God behind her. She swore to Oshun that she'd always protect her community first and foremost.

Omolara returned home after her Visitation and revealed her true nature to her family first, and then neighbors, and then the whole community. They threw a celebration for the Godling in their midst, a joyous party lasting several days full of music and dancing. The people of her neighborhood have supported their Scion ever since.

Omolara is the Orisha of the Harlem River, so chronicles that include her as a character are best if centered in the Bronx, or at least New York City. However, between her divine abilities and mortal finances, Omolara has the means to travel anywhere an adventure might take her. Storytellers and players should not feel limited to confining the character to one location.

**Description:** Omolara cuts a tall and imposing figure with an athletic swimmer's build. A natural leader, she radiates calm and natural authority, which drives others to listen to what she has to say. She keeps her hair natural, avoiding straighteners or dyes, either in a free, voluminous mane or — time permitting — in braided rows or locks. Her skin is lustrous, cool-toned, and midnight-dark to match her deep brown eyes. As a teen and young woman, she used to wear a hijab but after the culture shift following 9/11 she stopped, though recently she's changed her mind and started wearing it again.





Omolara is always dressed to kill in an outfit perfect for whatever occasion, from weddings to funerals to throw-down-drag-out fights with monsters and Titanspawn. She chooses the best designer brands, coordinates impeccably and won't hear a word of objection about her footwear in combat. She can run in these *and* kick your ass, so don't try her.

## GUIDE

**Ifa Diviners:** Asset Skills: Persuasion, Occult; Guide Stunt: (1-3s): Gain an Enhancement equal to successes spent on the next roll you make in the current session to solve a complicated puzzle or problem; Purview: Moon; Calling: Liminal

## RELIC

**Sacred Drums:** Purview: Artistry; Motif: *The sound of thundering rain*; +2 Enhancement to actions to sway or try to make people see reason.

## KNACKS

**Damage Conversion:** When Omolara medically attends to another, she downgrades their Injury Condition by one level of severity: from Maimed to Injured, etc. Bruised injuries heal completely.

**Master of the World:** While Omolara is within a Field, she can define up to three points of Enhancements (for her allies) or Complications (for the enemies), or some combination, within the space she can perceive. They must be reasonable for the Field — for example, Omolara can declare that there's a shotgun hidden behind the bar (providing Enhancement to Firearms rolls), but cannot state that the restaurant has a stash of grenade launchers on the second floor. The Storyguide has final say on what is reasonable but should not prevent a player from using this Knack.

**Not a Fighter:** As long as Omolara does not attack enemies in a fight, they won't attack her directly. She also gains +1 Enhancement to disengage and withdrawal rolls. She must have a partner or Followers present for this Knack to apply.

**Eternal Genius:** When Omolara unravels a mystery or tackles a complex problem on a massive Scale, she can imbue a point of Legend rather than spending Legend to invoke her Legendary Title as a Feat of Scale.

## PURVIEWS

**Fortune:** The purview of Fortune encompasses curses, blessings, and the power of chance and fate. Whenever Omolara interacts with someone, she immediately senses any Fatebindings they may have. She can also identify when another character uses a Boon or a Knack to manipulate Fate, even if the effect cannot normally be perceived. For the purposes of a Knack, this includes any time a player character spends Momentum to power it, or if an antagonist fuels an ability with Tension.

**Gun:** The signature purview of the Orisha allows the God to take possession of their followers through their

trancelike ritual songs and dances. Through this purview, Omolara can tell whether any mortal she encounters is possessed by a spirit or deity and is able to identify who or what is possessing the person. She can attempt to exorcise the spirit or God via a Clash of Wills.

## BOONS

**Dance with the Divine (Gun):** Through a scene-long ritual, Omolara invites one of the Orisha to share her body, gaining access to their innate powers and marvels, or can invite an ancestor to do the same, treating it as a Guide instead. This boon can only be ended when the spirit is ready to depart, though they do not overstay their welcome.

**Nine Lives (Fortune):** Luck allows Omolara to survive impossible accidents and fires. She gains an additional die to the initial Defense roll during a scene, and Enhancement +2 on any roll where she might suffer harm as a direct result of failing it.

## BONDS

- **Donnie Rhodes:** Camaraderie 1
- **Yukiko Kuromizu:** Camaraderie 2
- **Colwyn "Little" Mao:** Friendship 3
- **Horace Farrow:** Camaraderie 1
- **Rose Aishquaykezhick-White:** Friendship 1

Little Mao is another little brother to Omolara. She can't help her big sister instincts and Colwyn evokes that feeling in her whenever they spend time together. Omolara loves his music and his YouTube channel and has come to see him perform a few times (but never on a school night). Whenever Little Mao needs a ride to an adventure, Omolara is the first to offer.

Omolara considers Donnie a friend, if sometimes a tiresome one. She's worked hard to get where she is and does her best to not roll her eyes when he talks about how hard things have been for him. Once he gets his head out of his ass, he's a decent person and a loyal friend, and that goes a long way with her.

She butts heads with Horace because that damn man does not want to do *anything*. He says he's "advising caution", but that's just an excuse for inaction. Omolara believes the best approach is to act and act decisively — that your first instinct is always best. He likes to think of himself as a leader, but what leader doesn't direct action by doing? What kind of leader sits back and *waits*? Despite this, Omolara grudgingly admits that his judgment is excellent, when he does commit to making a decision it is more often than not the right one, and that's hard to dispute. If only it didn't take him damn near a century to come to that conclusion.

She feels a fondness for Yukiko and respects her ability to get shit done. Every group needs someone willing to bring the fight to the enemy. Rose is cool too, and Omolara bonds with her over their understanding of the divine. The Manitou *get it*.



# SCION

## ORIGIN

Omolara Muhammad

Name

Chronicle

Oshun (Orisha)

Player

Parent

### SKILLS

■ Academics Economics	●●●●●	■ Medicine	●●●●●
■ Athletics Swimming	●●●●●	■ Occult	●●●●●
□ Close Combat	●●●●●	■ Persuasion	●●●●●
□ Culture	●●●●●	□ Pilot	●●●●●
■ Empathy	●●●●●	□ Science	●●●●●
□ Firearms	●●●●●	■ Subterfuge	●●●●●
■ Integrity A Hard Sell	●●●●●	□ Survival	●●●●●
□ Leadership	●●●●●	■ Technology Mobile Devices	●●●●●

### ATTRIBUTES

MENTAL		PHYSICAL		SOCIAL	
POWER	Intellect* ●●●●●	Might* ●●●●●		Presence* ●●●●●	
FINESSE	Cunning ●●●●●	Dexterity ●●●●●		Manipulation ●●●●●	
RESILIENCE	Resolve ●●●●●	Stamina ●●●●●		Composure ●●●●●	

### PATHS

Daughter of Harlem	□
Wall Street Wistleblower	□
Harlem River Orisha	□
(Pre-Visitation Scion)	□
Effects:	□

### DEEDS

Short	□
Long	□
Band	□

### VIRTUE

●●●●●

### KNACKS

Master of the World	

### CONTACTS


### CALLING

Sage	●●●●●	□□□□□□□□□□
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### MOMENTUM

### HEALTH

■ Bruised	_____	+1
■ Bruised	_____	+1
□ Injured	_____	+2
■ Injured	_____	+2
■ Maimed	_____	+4
Taken Out		

### NOTES

Birthrights: Guide: Ifa Diviners 2, Relic: Sacred Drums 2

Movement Dice:	9
Defense Roll:	3



# SCION

## HERO

Omolara Muhammad

Name

Chronicle

Oshun (Orisha)

Player

Parent

### SKILLS

■ Academics	Economics	●●●●○	■ Medicine		●●●●○
■ Athletics	Swimming	●●●●○	■ Occult		●●●●○
<input type="checkbox"/> Close Combat		○○○○○	■ Persuasion		●●●●○
<input type="checkbox"/> Culture		○○○○○	<input type="checkbox"/> Pilot		○○○○○
■ Empathy		●●●●○	<input type="checkbox"/> Science		○○○○○
<input type="checkbox"/> Firearms		○○○○○	■ Subterfuge		●●●●○
■ Integrity	A Hard Sell	●●●●○	<input type="checkbox"/> Survival		○○○○○
<input type="checkbox"/> Leadership		○○○○○	■ Technology	Mobile Devices	●●●●○

### ATTRIBUTES

	MENTAL		PHYSICAL		SOCIAL	
POWER	Intellect*	●●●●●	Might*	●●●●●	Presence*	●●●●○
FINESSE	Cunning	●●●●○	Dexterity	●●●○○	Manipulation	●●○○○
RESILIENCE	Resolve	●●●○○	Stamina	●●●○○	Composure	●●○○○

### PATHS

Daughter of Harlem	<input type="checkbox"/>
Wall Street Whistleblower	<input type="checkbox"/>
Harlem River Orisha	<input type="checkbox"/>
	<input type="checkbox"/>

### DEEDS

Short	<input type="checkbox"/>
Long	<input type="checkbox"/>
Band	<input type="checkbox"/>

### BIRTHRIGHTS

Followers: Capoeira Players (Heavy, Entourage) 3 (Archetype, Group, Smooth),  
Guide: Ifa Diviners 4, Relic: Sacred Drums 4

Legendary Title: Clever Numbermancer ☐

### VIRTUE

Tradition 00000 Innovation

### KNACKS

Damage Conversion, Master of the World, Not a Fighter,  
Eternal Genius

### CONTACTS

### LEGEND

● ○ ○ ○  
□ □ □ □

### MOMENTUM

□ □ □ □ □ □ □ □ □ □

### HEALTH

<input type="checkbox"/> Bruised		+1
■ Bruised		+1
■ Bruised		+1
■ Injured		+2
■ Maimed		+4

### CALLINGS

Healer	●●●●○
Lover	●●●●○
Sage	●●●●○

### BOONS/PURVIEWS

Fortune (Nine Lives)  
Gun (Dance with the Divine)

Taken Out  
Movement Dice: 9  
Defense Roll: 3



# ROSE AISHQUAYKEZHICK WHITE

**Background:** Rose descends from a mixture of Native American heritages. Her family traces its roots back to Ojibwa, Metis, and Ottawa nations. She's a Turtle clan member and enjoys reflecting her heritage through symbol expression in her clothing and accessories. Ever since she was a toddler, the Manitou have spoken to Rose. Her mortal parents knew this habit of babbling (and eventually talking) to thin air was more than just imaginary friends. When young Rose would say things like "it's going to storm, the wind told me" (and was never wrong), her parents made certain to listen and believe her. They have always been supportive of Rose's hobbies and work, from her art to her fight against bad Manitou. Even though she's all grown and off saving The World, the Band knows they can always get a warm family meal with the Aishquaykezhick-Whites.

She had always been an artsy kid, loving to work with her hands. In elementary school she made clay sculptures displayed by her teachers, and in junior high she excelled in her shop class. In high school, she went to v-tech part time, where she learned the craft of masonry. Besides a creative drive, the Manitou whispered to her of constructions and the songs of stones, and their voices helped guide her hands to create beautiful works of art and stonemasonry.

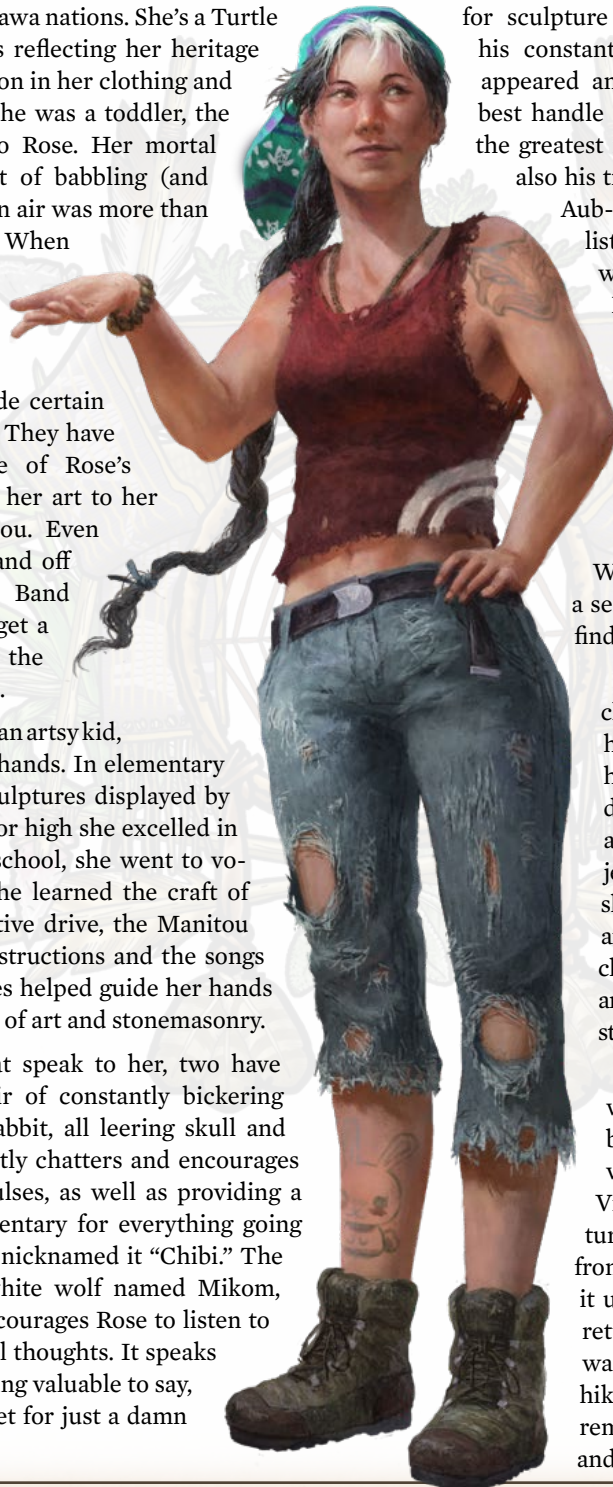
Of the Manitou that speak to her, two have stuck around like a pair of constantly bickering guides. One is a dead rabbit, all leering skull and matted fur, who constantly chatters and encourages Rose to follow her impulses, as well as providing a running sarcastic commentary for everything going on around her. Rose has nicknamed it "Chibi." The other, a stately, snow-white wolf named Mikom, provides counsel and encourages Rose to listen to her calmer, more rational thoughts. It speaks only when it has something valuable to say, or to tell Chibi to be quiet for just a damn minute.

One day, shortly after her graduation from high school, she stood out in her yard preparing a block of marble for sculpture and arguing with Chibi aloud when his constant yammering stopped. A strange man appeared and offered her suggestions for how to best handle the stone; his advice revealed not only the greatest inspiration she would ever receive, but also his true nature as her divine father, Cheeby-Aub-Oozoo. He commended her for always listening to the Manitou and heeding their words, when many others shut them out. Her father urged her to keep listening and to use that power to protect others.

In her adulthood, Rose became a bricklayer and sculptor by trade, working as a mason when seasonal work is available and selling her art in galleries in the off-time. Lately, her days have been filled with fighting Wendigo and bad Manitou, and that's put a serious cramp in keeping regular work or finding the right woman.

**Description:** As a member of the Turtle clan, Rose enjoys wearing turtle images on her clothes and accessories — on t-shirts, hats, subdued bracelets and earrings. She doesn't dress in a stereotypical Native style, as she doesn't care much for Native-style jewelry, piercings, or tattoos. Rose knows she has other ways to honor her heritage, and prefers to present as more masculine, choosing subtle over flashy. Her only tattoos are an anime-style rabbit on her ankle and a stylized wolf head on her shoulder.

She's a little above average height with brown eyes and long dark hair kept back in a braid and away from her work via a colorful kerchief. Shortly after her Visitation, a section of hair near her part turned stark white and tends to poke out from under the kerchief. She's tried to dye it unusual colors, but after a day it always returns to its normal shade. Her regular wardrobe consists of well-worn jeans, hiking boots, and t-shirts with the sleeves removed — anything that's easy to move in and won't get in the way of hard labor. Rose





likes to accentuate this rugged style with a little bit of color and flair, to express her artistic side.

In conversation, Rose always seems a little disconnected, like her mind is occupied or elsewhere. This is a side effect of her liminal connection to the World, and Chibi's incessant commentary.

## GUIDE

**Chibi and Mikom:** Asset Skills: Empathy, Persuasion  
Guide Stunt (1-3 successes): For each success you may ask the Storyguide one detail about a Field or Storyguide character which must be answered honestly, such as: *where is the nearest exit* or *what is the bouncer's Attitude towards Rose?*

## RELIC

**Hill-Striding Moccasins:** Purview: Epic Dexterity;  
Motif: *No hill too steep, nor too far*; Rose reduces the rank of all Complications by 1 to avoid difficult or dangerous terrain features.

## KNACKS

**Apex Predator:** When Rose is pursuing someone of a lower Tier, she is more resilient to their attacks. If her target attacks or otherwise attempts to hunt her in return, they increase the difficulty of Stunts to do so by 1. If the target is her quarry, then it increases an additional +1.

**Experienced Traveler:** Whenever Rose travels to a new place, she quickly picks up the social norms and mores, along with enough language to get by. She gains +1 Enhancement to all rolls to blend into the culture, which applies before the roll. Rose also always knows exactly how to dress and behave herself at any major social function (such as a wedding or a funeral).

**Eyes in the Blinds:** Rose spends a Momentum to invest some of her attention into a token (a turtle figurine she's fond of). She may place this token anywhere in a field and observe from it remotely as if she were present. This lasts for one in-game day or for a session of play, whichever ends first. If the token is destroyed or moved, the effect ends. The difficulty to notice the token is 1 (Hunter dots).

**Eye for an Eye:** After Rose suffers an Injury, she may spend a Momentum to inflict an Injury of the same severity on the enemy that attacked her. She may only reflect attacks that target her directly.

**Unerring Delivery:** Rose can send a message via another person — usually Mikom, Chibi can't be trusted — who instantly delivers it to the target. This functions even if Rose is not in The World or is somewhere that modern communication couldn't reach.

## PURVIEWS

**Death:** Rose can see and communicate with all forms of undead and shades that are normally imperceptible and/or incomprehensible. In addition, she can perceive entryways to the Underworld.

**Dodaem:** Once per scene, Rose may ask a Manitou for its favor, which grants +3 Enhancement to relevant rolls

for the scene. In return it asks for a favor. If the favor is not honored, Rose loses the Enhancement.

## BOONS

**Dream Quest:** (Dodaem) When Rose sleeps, she can imbue 1 Legend to be visited by her dodaem Manitou. Her player may ask the Storyguide any of the following questions

- Where do I need to be?
- What should I be on the lookout for?
- What is the cause of this problem?
- What is disturbing the dodaem Manitou of this area?

Following the Storyguide's directions grants +3 Enhancement to all actions taken to get where you need to be to solve the problem, but not on rolls to resolve it. For example: Rose gains +3 Enhancement to track down the Wendigo, but not on rolls to fight and kill it.

**The Way of All Flesh:** (Death) Rose imbues 1 Legend to drain the life force out of her target. All attacks against this target gain the Aggravated tag, and their ability to resist the Inflict Damage stunt is treated as 1 lower for the purposes of resisting Injury. Alternatively, she may use this Boon to banish all trivial undead within Short Range. Doing so does not cost Legend.

## BONDS

- **Colwyn "Little" Mao:** Friendship 1
- **Donnie Rhodes:** Friendship 2
- **Horace Farrow:** Camaraderie 1
- **Omolara Muhammad:** Friendship 1
- **Yukiko Kuromizu:** Rivalry 2

Donnie lets his guard down around Rose and quits acting like a braggart. She genuinely wants to help him and sees the real pain underneath everything he does to pretend it doesn't hurt; it bothers her that others are willing to write it off as privileged white boy nonsense. It does help that she isn't attracted to him in the slightest, and they've bonded over their mutual queerness. He loves to talk, and she loves to listen, and that makes them great friends.

She bonds with Omolara over their mutual understanding of The World, and with Little Mao in their skill at Intercession. Maybe someday she'll get him to teach her how to rap that well too. Of everyone, Little Mao sometimes also talks with Chibi, for better or worse.

Rose and Yukiko often find themselves in conflict: they're both natural loners and skilled combatants, but they can't agree on the specifics of how to fight an enemy. Yukiko prefers a direct, brutal route — all thunder and fury and driving wind — and is the type to kick in the door, guns blazing. Rose thinks that approach is idiotic and will end in the Scion of Susano-O getting her dumb ass killed one day. She prefers a subtle, swift approach: observe, then act — and don't get murdered. Horace sometimes steps in to break up their disputes, and the few times the two can get along is when the eldest Scion is providing strong leadership and guidance.



# SCION

## ORIGIN

Rose Aishquaykezhick-White

Name

Chronicle

Cheeby-Aub-Oozoo (Manitou)

Player

Parent

### SKILLS

<input type="checkbox"/> Academics	00000	<input checked="" type="checkbox"/> Medicine Triage	●●●●00
<input checked="" type="checkbox"/> Athletics Thrown Weapons	●●●●00	<input checked="" type="checkbox"/> Occult Manitou	●●●●00
<input type="checkbox"/> Close Combat	●●0000	<input type="checkbox"/> Persuasion	000000
<input checked="" type="checkbox"/> Culture Sculpture	●●●●00	<input type="checkbox"/> Pilot	000000
<input checked="" type="checkbox"/> Empathy Communicating with Spirits	●●●●00	<input type="checkbox"/> Science	000000
<input type="checkbox"/> Firearms	000000	<input type="checkbox"/> Subterfuge	000000
<input checked="" type="checkbox"/> Integrity Resisting Influence	●●●●00	<input type="checkbox"/> Survival	000000
<input type="checkbox"/> Leadership	000000	<input type="checkbox"/> Technology	000000

### ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect ●●0000	Might ●●●●00	Presence ●●●●00
FINESSE	Cunning ●●0000	Dexterity ●●●●00	Manipulation ●●●●00
RESILIENCE	Resolve* ●●●●00	Stamina* ●●●●00	Composure* ●●●●00

### PATHS

<input type="checkbox"/> Daughter of the Stones
<input type="checkbox"/> Spirited Stone-working Artist
<input type="checkbox"/> Walker Between Worlds
<input type="checkbox"/> (Pre-Visitation Scion)
<input type="checkbox"/> Effects:

### DEEDS

<input type="checkbox"/> Short
<input type="checkbox"/> Long
<input type="checkbox"/> Band

### VIRTUE

00000

### KNACKS

<input type="checkbox"/> Experienced Traveler

### CONTACTS


### CALLING

Liminal ●00000

### MOMENTUM

□□□□□□□□□□

### HEALTH

<input checked="" type="checkbox"/> Bruised	+1
<input checked="" type="checkbox"/> Bruised	+1
<input type="checkbox"/> Injured	+2
<input checked="" type="checkbox"/> Injured	+2
<input checked="" type="checkbox"/> Maimed	+4
Taken Out	

### NOTES

Birthrights: Guide: Chibi and Mikom 4

Movement Dice: 9

Defense Roll: 4



# SCION

## HERO

Rose Aishquaykezhick-White

Name

Chronicle

Cheeby-Aub-Oozoo (Manitou)

Player

Parent

### SKILLS

<input type="checkbox"/> Academics	00000	<input checked="" type="checkbox"/> Medicine Triage	●●●●0
<input checked="" type="checkbox"/> Athletics Thrown Weapons	●●●●0	<input checked="" type="checkbox"/> Occult Manitou	●●●●0
<input type="checkbox"/> Close Combat	●●●●0	<input type="checkbox"/> Persuasion	00000
<input checked="" type="checkbox"/> Culture Sculpture	●●●●0	<input type="checkbox"/> Pilot	00000
<input checked="" type="checkbox"/> Empathy Communicating with Spirits	●●●●0	<input type="checkbox"/> Science	00000
<input type="checkbox"/> Firearms	00000	<input type="checkbox"/> Subterfuge	00000
<input checked="" type="checkbox"/> Integrity Resisting Influence	●●●●0	<input type="checkbox"/> Survival	00000
<input type="checkbox"/> Leadership	00000	<input type="checkbox"/> Technology	00000

### ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect_____●●○○○	Might_____●●●○○	Presence_____●●●○○
FINESSE	Cunning_____●●○○○	Dexterity_____●●●○○	Manipulation__●●●○○
RESILIENCE	Resolve*_____●●●○○	Stamina*_____●●●○○	Composure*____●●●○○

### PATHS

Daughter of the Stones	<input type="checkbox"/>
Spirited Stone-working Artist	<input type="checkbox"/>
Walker Between Worlds	<input type="checkbox"/>
	<input type="checkbox"/>

### DEEDS

Short	<input type="checkbox"/>
Long	<input type="checkbox"/>
Band	<input type="checkbox"/>

### BIRTHRIGHTS

Creature: Animikii 4, Guide: Chibi and Mikom 4  
Relic: Hill-Striding Moccasins 3

Legendary Title: Spirited Whisperer ☐

### VIRTUE

Pride 00000 Dream

### KNACKS

Apex Predator, Experienced Traveler, Eyes in the Blinds,  
Eye for an Eye, Unerring Delivery

### CONTACTS

### LEGEND

● 0 0 0  
□ □ □ □

### MOMENTUM

□ □ □ □ □ □ □ □ □ □

### HEALTH

<input type="checkbox"/> Bruised	+1
<input checked="" type="checkbox"/> Bruised	+1
<input checked="" type="checkbox"/> Bruised	+1
<input checked="" type="checkbox"/> Injured	+2
<input checked="" type="checkbox"/> Maimed	+4

### CALLINGS

Liminal	●●●●0
Hunter	●●●●0
Judge	●●●●0

### BOONS/PURVIEWS

Death (The Way of All Flesh)  
Dodaem (Dream Quest)

Taken Out  
Movement Dice: 9  
Defense Roll: 4



# YUKIKO KUROMIZU

**Background:** As a *sansei*, an American-born woman with Japanese ancestry, Yukiko Kuromizu was a born outsider. Her Okinawan mother and *nisei* stepfather raised her on a Honolulu naval base where the other school kids ostracized her. They'd stare at her in class and during recess, as if they sensed something different about her. When her Lieutenant stepfather wasn't offshore, he tucked her in at night and reassured her that the other kids were just jealous because she was special.

She didn't feel very special. When Yukiko looked in the mirror, all she saw was a weird girl taller than all her classmates, and the kids at school reminded her regularly. They'd call her Sasquatch, Yeti, Chewy, or whatever giant, hairy, mythical beast was in fashion that week. Regardless of the names they called her or the paper wads they spit into her hair, Friday always came. The weekend was her refuge.

On the weekends, Yukiko and her parents would explore their Hawaiian paradise. They'd do any number of activities like canoeing, kayaking, snorkeling, fishing, and sometimes simply hiking. It was a relief to be in nature. It was impossible for her to be taller than the palm trees. The ocean waves never called her nasty names. And her parents' affectionate laughter was a reminder that they loved her and each other.

The last time Yukiko saw her father, he kissed her forehead and squeezed her so hard she couldn't breathe. They said he'd be gone for a six-month tour. It turned out to be forever. Overnight, a warm home full of laughter became a silent, bereaved mausoleum. Grief turned her mother into the ghost who haunted it.

The years passed slowly and nothing changed, including the smoldering rage she swallowed daily for fear of further upsetting her mother. Even into high school, Yukiko suffered torment. On the anniversary of her father's death, one girl struck the final match to turn Yukiko's rage into a fiery blaze — the next thing she knew, she was punching the girl over and over again. It took three people to pull Yukiko off her bruised and bloodied classmate.

She thought that would finally earn her some peace. Better to be feared than loved. Yet, that would not be the case. So, she graduated early and left Hawaii for Japan. On her seventeenth birthday, she stood on the sands of Okinawa. The salt spray stung her nose as cold water rolled over her bare feet with the tide. She had come to find the part of her identity tied to her mother and remember what it was like to love nature. Instead, a surfer approached her walking on the surface of the ocean. He introduced himself as Susano-O, her real father.

Since then, Yukiko has used her nature to travel the globe. She has driven a

motorcycle down Mount Fuji and ventured into the deep oceans off the coast of Kagoshima. She has fought Titans in L.A. and dragons in Shanghai. She is as her father made her: adventurous, fearless, and constantly at war between her confrontational temperament and the authorities which govern her life.

**Description:** Yukiko stands over six feet tall with jet-black hair and midnight colored eyes. Her smile is rare, as is her voice. When not saving the earth, she runs a failing boxing gym in L.A. and, by necessity, wears a lot of athletic apparel. However, she travels in leathers when it's time to thrust her sword into something.





In combat, Yukiko wields Kusanagi-no-Tsurugi, the Grass Cutting Sword. According to legend, Susano-O pulled Kusanagi-no-Tsurugi from the tail of an eight-headed dragon he slew and later presented it to his sister, Amaterasu. The blade then fell into the hands of a Japanese prince, and from there, the blade vanished into history. Later, Susano-O reclaimed it and passed it on to his daughter on the white sands of Okinawa. It has a straight, double-edged blade, emerald green in color.

## GUIDE

**Tengu:** Asset Skill (Close Combat) Guide Stunt (successes equal to opponent's Defense): Next time your opponent attacks you at close range, you may immediately make a reflexive Close Combat counterattack afterward.

## RELIC

**Kusanagi-no-Tsurugi, the Sword that Cuts Grass:** Purview: Sky; Motif: *Who controls the battlefield rises on wings of valor*; Tags: Lethal, Melee, Versatile; Yukiko may use the Grass-Cutter Stunt whenever she inflicts a successful hit. *Grass-Cutter (1-3s)*: Create or suppress one feature in the Field Yukiko is in with a value equal to the successes spent. The effect lasts for an equal number of rounds. The feature must be within the bounds of what controlling the wind or cutting with a blade could accomplish.

## KNACKS

**Army of One:** This immortal Knack allows Yukiko to fight outnumbered and without penalty. So long as there are more opponents present than Yukiko and her band, she gains half her Legend, rounded up, as an Enhancement to all attacks. When fighting a greater force as a Feat of Scale, she may invoke her Legendary Title and imbue Legend instead of spending it.

**The Biggest Threat:** When Yukiko makes a show of force or tries to intimidate an enemy, she can grab their attention with a Knack Skill roll. With success, the target must focus their efforts on Yukiko and suffer a +2 Difficulty when attacking anyone else.

**Master of Weapons:** Yukiko chooses a favored weapon. When she wields it, she adds additional Tag points equal to her Warrior Calling.

**Smoke and Mirrors:** Once per scene when Yukiko would be Taken Out, spend Momentum to negate the damage that would have taken her out and move her one Range band away from her attacker. She leaves behind a brief outline of herself which crumbles to dust the next round.

## PURVIEWS

**Water:** From ancient wells and municipal waterworks, to flowing rivers and vast oceans, this Purview governs all water. It rules the ebb and flow of the tides, the sustaining and cleansing power of fresh water, and the untold perils of crashing waves and the deep sea. With Water Purview, Yukiko can breathe underwater and swim effortlessly. Yukiko is also immune to pressure or temperature while underwater.

**Yaoyorozu-no-Kamigami:** Every physical object, animal, and human soul is one of the kami. Even natural phenomena, abstract concepts, and ideas are kami. This Purview holds sway

over the proverbial "Eight Million Gods," allowing them to be interacted with and propositioned in order that they might perform miracles at the Scion's request. With Yaoyorozu-no-Kamigami Purview, Yukiko can speak with the kami of objects and animals. This allows her to communicate with them and possibly influence them. Objects and animals have positive Attitude 2 towards Yukiko by default.

## BOONS

**Appeasing the Kami:** Yukiko entreats the kami of an object with a show of decorum and respect. When in the hands of an ally, the object's Enhancement increases by 1 point. When in the hands of an enemy, the wielder suffers a +2 Complication.

**Sink Hopes:** Yukiko overwhelms another character with the sensation of drowning. Even though they know they can breathe, they either panic or despair as they feel suffocated by an endless crushing darkness. All rolls made by the target involving Social or Mental Attributes suffer a +2 Difficulty. Any target submerged in water or at risk of becoming so, is also penalized Physical Attribute rolls.

## BONDS

- **Colwyn "Little" Mao:** Camaraderie 1
- **Donnie Rhodes:** Friendship 3
- **Horace Farrow:** Camaraderie 1
- **Omolara Muhammad:** Camaraderie 1
- **Rose Aishquaykezhick-White:** Rivalry 2

Yukiko has an independent spirit, and her temper can often get the best of her. But, her passionate commitment to a goal is also a great strength for the Band. Yukiko has become a mentor to Little Mao, who seems somewhat in awe of the slightly older Scion. She teaches him how to fight, and finds herself, surprisingly, actually enjoying the experience.

She views Horace as a skilled leader but finds herself conflicted when he acts fatherly toward her. Regardless, she defers to his leadership, albeit begrudgingly. When she puts aside her stubbornness and obeys Horace, it irritates Donnie, with whom she has grown close. The two often pair up on smaller assignments, both being natural outsiders. However, their friendship has never escalated romantically. Yukiko remains haunted by her ghosts, and Donnie is still hung up on someone named Percy.

Omolara and Yukiko have a mutual understanding and respect each other's methods. Omolara, who often tries to ride herd in contest with Horace never seems to step on Yukiko's toes, and the other woman respects Yukiko enough to stop her fighting with Horace when Yukiko steps in with a no-nonsense approach to a situation.

Of all the Band, Yukiko's relationship with Rose is the most complicated. The two are both natural loners. Both are skilled combatants, focused in their determination and lethal in their execution. While Rose prefers stealth, Yukiko insists on direct, offensive tactics. This puts them at natural odds with each other and usually ends in arguments over who knows best how to attack their target.



# SCION

## ORIGIN

Yukiko Kuromizu

Name

Chronicle

Susano-O (Kami)

Player

Parent

### SKILLS

<input checked="" type="checkbox"/> Academics	●●○○○	<input type="checkbox"/> Medicine	○○○○○
<input checked="" type="checkbox"/> Athletics <u>Thrown Weapons</u>	●●●○○	<input type="checkbox"/> Occult	○○○○○
<input checked="" type="checkbox"/> Close Combat <u>One-handed Blades</u>	●●●●●	<input checked="" type="checkbox"/> Persuasion	●●○○○
<input checked="" type="checkbox"/> Culture	●●○○○	<input type="checkbox"/> Pilot	○○○○○
<input type="checkbox"/> Empathy	○○○○○	<input type="checkbox"/> Science	○○○○○
<input type="checkbox"/> Firearms	○○○○○	<input checked="" type="checkbox"/> Subterfuge	●●○○○
<input checked="" type="checkbox"/> Integrity	●●○○○	<input checked="" type="checkbox"/> Survival <u>Tracking</u>	●●●○○
<input type="checkbox"/> Leadership	○○○○○	<input type="checkbox"/> Technology	●●○○○

### ATTRIBUTES

	MENTAL		PHYSICAL		SOCIAL	
POWER	Intellect*	●●●●●	Might*	●●●●○	Presence*	●●●○○
FINESSE	Cunning	●●●○○	Dexterity	●●●○○	Manipulation	●●○○○
RESILIENCE	Resolve	●●●○○	Stamina	●●○○○	Composure	●●●○○

### PATHS

Troubled Child	<input type="checkbox"/>
Boxing Gym Owner	<input type="checkbox"/>
Sword of Susano-O	<input type="checkbox"/>
(Pre-Visitation Scion)	<input type="checkbox"/>
Effects:	

### DEEDS

Short	<input type="checkbox"/>
Long	<input type="checkbox"/>
Band	<input type="checkbox"/>

### VIRTUE

○○○○○

### KNACKS

The Biggest Threat	

### CONTACTS


### CALLING

Warrior ●○○○○

### MOMENTUM

□□□□□□□□□□

### HEALTH

<input type="checkbox"/> Bruised	+1
<input checked="" type="checkbox"/> Bruised	+1
<input type="checkbox"/> Injured	+2
<input checked="" type="checkbox"/> Injured	+2
<input checked="" type="checkbox"/> Maimed	+4
Taken Out	

### NOTES

Birthrights: Followers: Kitsune (Heavy, Consutant) 3 (Access, Archetype, Unruly),  
Guide: Tengu 1

Movement Dice: 8

Defense Roll: 2



# SCION

## HERO

Yukiko Kuromizu

Name

Chronicle

Susano-O (Kami)

Player

Parent

### SKILLS

<input checked="" type="checkbox"/> Academics	●●○○○	<input type="checkbox"/> Medicine	○○○○○
<input checked="" type="checkbox"/> Athletics <u>Thrown Weapons</u>	●●●○○	<input type="checkbox"/> Occult	○○○○○
<input checked="" type="checkbox"/> Close Combat <u>One-handed Blades</u>	●●●●●	<input checked="" type="checkbox"/> Persuasion	●●○○○
<input checked="" type="checkbox"/> Culture	●●○○○	<input type="checkbox"/> Pilot	○○○○○
<input type="checkbox"/> Empathy	○○○○○	<input type="checkbox"/> Science	○○○○○
<input type="checkbox"/> Firearms	○○○○○	<input checked="" type="checkbox"/> Subterfuge	●●○○○
<input checked="" type="checkbox"/> Integrity	●●○○○	<input checked="" type="checkbox"/> Survival Tracking	●●●○○
<input type="checkbox"/> Leadership	○○○○○	<input type="checkbox"/> Technology	●●○○○

### ATTRIBUTES

MENTAL		PHYSICAL		SOCIAL	
POWER	Intellect* ●●●●●	Might* ●●●●○	Presence* ●●●●○		
FINESSE	Cunning ●●●○○	Dexterity ●●●○○	Manipulation ●●○○○		
RESILIENCE	Resolve ●●●○○	Stamina ●●○○○	Composure ●●●○○		

### PATHS

Troubled Child	<input type="checkbox"/>
Boxing Gym Owner	<input type="checkbox"/>
Sword of Susano-O	<input type="checkbox"/>
	<input type="checkbox"/>

### DEEDS

Short	<input type="checkbox"/>
Long	<input type="checkbox"/>
Band	<input type="checkbox"/>

### BIRTHRIGHTS

Kitsune (Heavy, Consultant) 3 (Access, Archetype, Unruly)  
Guide: Tengu 1, Relic: Kusanagi-no-Tsurugi, the Sword that Cuts Grass 3

Legendary Title: Undeclared Blade ☐

### VIRTUE

Sincerity ○○○○○ Right Action

### KNACKS

The Biggest Threat, Master of Weapons, Smoke and Mirrors,  
Army of One

### CONTACTS

### LEGEND

● ○ ○ ○  
□ □ □ □

### MOMENTUM

□ □ □ □ □ □ □ □ □ □

### HEALTH

<input type="checkbox"/> Bruised	+1
<input type="checkbox"/> Bruised	+1
<input checked="" type="checkbox"/> Bruised	+1
<input checked="" type="checkbox"/> Injured	+2
<input checked="" type="checkbox"/> Maimed	+4

### CALLINGS

Creator	●○○○○
Trickster	●○○○○
Warrior	●●●○○

### BOONS/PURVIEWS

Water (Sink Hopes)  
Yaoyorozu-no-Kamigami (Appeasing the Kami)

Taken Out

Movement Dice:	9
Defense Roll:	2



## BONDS OVERVIEW

The dynamic of the Band lends itself well to specific partnerships. Horace and Omalara are the natural leaders of the group with Rose and Yukiko functioning as direct combatants. This leaves Little Mao and Donnie to act as support when on missions. Just as each Scion has their own personality, each brings their own take on how to perform their role, which often grates on their counterpart.

Horace and Omalara are the two oldest Scions. When facing a specific threat, Horace is practical and patient, while Omalara is more direct and commanding. The risks Omalara takes irritate Horace, but Omalara insists the old man is cautious to a fault. The two argue often. Since neither of them want to harm morale, they try to keep these arguments private. Occasionally, they are less successful than they'd like when keeping these debates away from prying ears — much to the popcorn-eating pleasure of the rest of the Band. It has spawned an endless stream of “Mommy and Daddy are fighting again” jokes. That said, their disagreements rarely become toxic or rude. Despite their different perspectives on command, the two do respect each other.

As loners and obvious combatants, Yukiko and Rose also do not particularly mix well. Rose is a cunning hunter. Yukiko is a direct, and angry, hurricane. So long as a firm hand accompanies them, the two are a devastating pair; when left to their own devices, they clash. Each does what she feels she must to accomplish a particular end. They can often convince Donnie or Little Mao, who prefer to let other people make decisions for them, to take one side over the other.

Donnie calls Yukiko a dear friend and gets along well with Little Mao and Omalara. When looking for some shenanigans in the city, Donnie is the best wingman. He always seems to understand the need of the hour. Late at night, after a hard day of fighting, he will let his guard down for Rose, whom he is slowly learning to trust.

Little Mao, the youngest of the Band, is still figuring out what it means to be a Scion. He's able to see the world through the eyes of his Bandmates, drawing strength from each of them. He has learned wisdom from Horace and guidance from Omalara. He's learned to master how to navigate a city from Rose and how to fight from Yukiko. Donnie is giving him tips on how to chat people up at parties, to great success — and a few epic failures. Donnie calls these “teachable moments.”

With fewer than six players, a well-balanced team can be put together with three players each taking on a role of leader, combatant, or support. For combat heavy stories, pick a leader, a support character (or both), and Rose and Yukiko. For more social stories, Donnie and Little Mao take center stage with a leader and either combatant (or both) as back up muscle. Unique situations call for Horace and Omalara to work together, particularly when mysteries need solving or when a plot favors the wisdom of experience. Add anyone else in the Band for extra pairs of hands.

## STORY HOOKS

The following are some hooks which you can use to get your story started.

### DUNGEONS & SCIONS

If the players are brand new to games outside of the world's most popular tabletop RPG, ease them into a different style of play by beginning with something they'll find familiar. There's no need to throw folks brand new to the series, or to Storypath games, head first into the deep end. If all they know is dungeons, traps, monsters, and loot, Storyguides can present a starting scenario that contains all of those things.

Take the idea of delving into a hidden, dangerous place and add a heaping helping of mythology. What is the Band after? Which of their divine parents or associates has sent them on this quest? What kind of “dungeon” might they be headed into? Storyguides might consider setting the scenario in a lost Teotl ruin, or a temple to a forgotten God murdered by the Aesir, or having the Band infiltrate an opposing pantheon's sacred space (though this particular hook should not be without consequence). Plunging into dangerous magical places to deal with dangerous mythological creatures and recover lost divine items is peak Scion, so don't shy away from it.

However, use this as an opportunity to teach the players about the World and the kinds of people and creatures found in it. Encourage them to return Relics (and other treasure) to their rightful owners, to talk to the monsters they find, and to look for solutions to problems outside of raw violence. Let this beginning hook lead into other things. Take their choices and allow them to branch out into a longer, connected narrative, and use that opportunity to guide the group towards a different approach to play.

### THE STORY OF “RAGNADRUNK”

Of all the Titanspawn of the Aesir, chief among them is the giant with the flaming sword, Surtr, who will bring forth the flames to engulf the World during the Twilight of the Gods. The Titan remains bound within his Primordial-self, Muspelheim, a realm of fire and an Emanation of supreme power and malicious nature. The Aesir fear killing the giant will destroy the Primordial. So, they've settled for sealing him within Muspelheim and aggressively destroying lesser fire giants. That said, some Jötnar of Muspelheim have escaped their fiery realm and find themselves in various places throughout the Nine Worlds of the Aesir cosmology — including Miðgarðr. But, when the Jötnar enter a drinking contest with Eric Donner in Bergen, things go horribly and drunkenly awry.

Most Jötnar are some form of Titanspawn, but some inherit a cruel contempt for humanity rather than a vaguely malicious indifference. The residents of Muspelheim are such creatures. They walk the world disguised as large and unpleasant mortals, earning their keep as enforcers or thugs for hire and viciously beat on mortals for fun. When not



spreading woe and misfortune, they enjoy congregating in bars and taverns, which is where they met Eric Donner.

Eric Donner, Scion of Thor, isn't known for his humility or his finesse. Empowered by the God of Thunder to track down Loki, Eric attempted to engage the Jötnar in conversation and sought to loosen their tongues with copious amounts of alcohol. After a few rounds, it was evident this task was going to take some time. As the Jötnar bragged with each other about how much they'd destroyed that day, or how many mortals they made cry, a bored Eric Donner got out his iGjallar to play some Mead Mash Saga. While the iGjallar is an excellent time waster, it is fashioned after Heimdall's Gjallarhorn, the great sounding horn that summons the Gods and signals doom. Doom because, according to legend, the Gjallarhorn will herald the beginning of Ragnarok.

Well, after about the eighth round of drinks, Eric accidentally turned off Do Not Disturb and, apparently, may not have selected the best ringtone for his notifications. Three text messages later, the intoxicated Jötnar misinterpreted the blaring iGjallar for the Gjallarhorn and the Twilight of the Gods. Spurred into action, the fire giants assembled their weapons and prepared for the end of the world. The stampede that followed rendered Eric Donner unconscious. Who's to say what happened to his iGjallar? When he woke up, it wasn't on him any longer.

Storming Miðgarð, the Jötnar have traveled various paths to cities across the globe, and the Band must deal with them before they destroy the World. Locating them is simple enough, given their relative size and obvious destructive nature, but dealing with them, rescuing Eric Donner, finding the iGjallar, and then convincing Eric to change his ringtone, will prove to be a challenge.

## BATTLE OF THE BANDS

A rival group of Scions has challenged the Band to competition! Ask the players to define other Scions who might want to challenge their characters. Players are free to add or change details besides those provided on the Ready-Made Character sheets. These Scions could be from rival pantheons, enemies from grade school who also discovered their divine parentage, jealous siblings or cousins, or unrelated envious strangers — whatever the players find the most compelling. Each of these opposing Scions has a similar or directly counter skill-set to the Band. Don't use this as an opportunity to specifically negate the characters' abilities (unless, of course, the players enjoy that kind of playstyle; Storyguides should choose whatever best suits their group's tastes.)

They challenge their rival(s) to a competition relevant to the skill they share or oppose: Horace's rival might challenge him to a marksmanship contest, Yukiko's to a sparring contest, Little Mao's to a rap battle, Rose's to produce a work of art, etc. They might also intimately know the Band's strengths and instead challenge them to a contest they know the team has no skill in: Omolara to competitive sheep-shearing, Donnie to timed hot dog eating, Little Mao to basket-weaving, and so on. If taking this route, leave room for negotiation so the Band

isn't entirely out of their element. Maybe they get their rivals to agree on only a few contests of weaknesses.

Whatever they choose, the rivals have decided upon this method of conflict resolution to avoid a clash without collateral damage. Either their divine parents or something from their past is in conflict with the Band. Ask the players for ideas about what this might be and weave those stories together to make something everyone can enjoy. The rivals know they could just throw down, but hey, they live here too, and there's no need to put mortal lives in danger when they could just show off.

Once the conflict is over, keep the rival Band around and allow them to reappear at exactly the right (or wrong) times. Maybe the characters will bond with their rivals (including mechanically) and create an interesting, ongoing plot thread through the chronicle.

This is a fun, over the top way to express The World to the players and showcase that it's a place where Scions are not some mythical secret, but instead everyday people who have lives, families, enemies, and places they call home. It also allows for high drama and conflict without having to resort to violence.

## CORPORATE GREED

This hook focuses on pure human greed. Pick a huge corporation (real or fictional, as suits the tastes and style of the play group) that is targeting an area with selfish, unregulated business practices: spilling factory chemicals into a watershed, bulldozing over the habitats of endangered species, building an oil pipeline known for leaks through a community's water supply, etc. Either through requests for aid or a personal drive to do the right thing, the Band arrives to stop this from happening. Given many Gods' inherent connection to nature, it stands to reason that Oshun or Susano-O might be personally invested in seeing this problem resolved. Either of Rose's Manitou guides might lead the Band to the problem as well. The Storyguide should choose how the players are connected based on their choice of characters.

How they solve this problem is entirely up to the players. The Band is equipped with a variety of interesting approaches for dealing with the harm that comes from unchecked corporate greed. This could be as complicated as turning Omolara's business know-how on the corporation, coupled with Horace's terrifying leadership and Donnie's irresistible manipulation,; or a more straightforward approach like that they can't keep bulldozing a forest if their bulldozers have all been destroyed. Taking physical action (up to and including violence) is an equally valid option. Depending on the tone the Storyguide wishes to set, the players may or may not face potential legal consequences for destroying harmful corporate equipment, but they're just as capable of getting out of trouble as getting into it. Make it clear that even if the law disagrees, busting up stuff actively destroying the environment and making life worse for everyone around is the *right thing to do*.



## TOO REAL?

Only engage with this if your players find the idea of dealing with this sort of reality in a “punch it in the face!” way cathartic. This kind of content is good to review in a session zero. Players who have had real experiences protecting water sources or watching a company destroy the environment around them might find turning such an experience into an RPG adventure hurtful or diminishing. They might also find it a good way to relieve heavy emotions. Talk about it with your players first and decide from there.

## FOLLOW THE MONEY

Set up this hook to develop a more intrigue-based plot and allow the characters to interact with the Intrigue part of the Storypath system. Someone has moved into one of the Band members’ communities and has begun to implement programs that are economically damaging the area. While the Corporate Greed hook is about going in guns blazing to stop wrongdoing, and In Need of Intercession frames equal fault between mortals and the supernatural, this hook places a Titan or rival God as its antagonist.

Why does a God or Titan need money? Simply put: they don’t, but they *do* need power and followers. By creating economic desperation, the God or Titan hopes to drive people into their worship and has dispatched followers (enemy Scions, Titanspawn) to ensure this happens. The prices of necessities rise, jobs leave the area, gas prices spike, while infrastructure crumbles — everything that makes daily life more difficult. Depending on the level of tension the Storyguide wishes to establish, by the time the Band realizes or has been notified that something is going wrong, the roots of this plan have already spread. While usually this kind of change takes years, the God or Titan is using power to accelerate the process, leaving humans desperate and confused.

The Band must dig into the problem, trace the money and corruption, and uncover who (or what) is causing these problems. This is an ideal time for the whole Band to work together: Horace can leverage his background in law enforcement; Omolara has economic know-how; Little Mao has the power of Tianming to cut through red tape; Rose can see meddlesome spirits; Donnie can sweet talk anyone and get the Band where they need to be; Yukiko is here to break a knee or two. Give all the characters a chance to shine and to contribute to the solution.

At the end of the money trail, the Band must decide how to eradicate the corrupting influence and rehabilitate the community. While beating the crap out the God’s or Titan’s agents can be cathartic, and fun as hell, don’t just let the players stomp the baddies and then walk away. The hook isn’t quite over yet. Offer them a chance to stay in the town or city and restore what was destroyed. Just because the Band beat the stuffing out of the source of the corruption doesn’t mean the damage done is magically reversed. Give them an opportunity to do some good and to apply their own powers to making a difference.

## THE GHOST OF HECTOR

In ancient times, Greeks sailed across the Aegean Sea and laid siege to the fabled city of Troy to take possession of a woman named Helen. For 10 years the Greeks and Trojans warred at the behest of the Theoi Gods all because of two little words: *tei kallisti*, translated from Greek meaning “to/for the fairest/most beautiful”. These two words sparked a feud between Hera, Athena, and Aphrodite the likes no celebrity feud could possibly rival. It left thousands of mortals and a dozen epic heroes dead.

Everyone took a side. Gods fought by proxy, blessing their champions and cursing their enemies. They would inspire a warrior to his greatest moment of *Arete*, better known as exceptionalism, during one-on-one combats — face-offs so superior the armies of both sides would stop battling to watch. One of these heroes was noble Hector, Prince of Troy and favored by Aphrodite. After a case of mistaken identity, Hector believed he had killed Achilles, the greatest known warrior of the time and son of the Goddess Thetis. In reality, Achilles’ lover Patroclus had donned the unmistakable armor created for Greek hero by Hephaestus and had taken on Hector himself.

Achilles’ honor and heartbreak demanded satisfaction. Soon, Hector found himself, once again, in single combat. He asked Achilles for a pact that whoever won the duel between them would allow the dead man’s body be cleansed and given all the proper funeral rites. Achilles refused, shouting, “There can be no covenants between men and lions, wolves and lambs can never be of one mind, but hate each other out and out and through. Therefore, there can be no understanding between you and me, nor may there be any covenants between us, till one or other shall fall.”

Achilles, filled with hate and rage, slew the beloved Hector. But Hector’s death was not enough for Achilles. He tied the good Prince’s corpse to the back of a horse so it would drag it around the city gates and then left it to rot outside the Greek tents. It was only after King Priam entreated Achilles directly that he returned Hector’s remains to his father.

This is the legend of the Iliad, but what is unknown is how Hera, in her continued hate, delivered the soul of Hector to Tartarus before his family completed the funeral. Hector still dwells there, caged among the Titans and the particularly wicked. Along with Sisyphus and Tantalus, Hector endures a daily punishment. Each morning he wakes in time to see his wife, Andromache, and his son, Astyanax,



dragged off by the Greeks. He spends all day giving chase. And the moment he is about to take Andromache's hand, a thousand horses trample him.

Aphrodite learned of this travesty and has asked her Scions to free the brother of her beloved Paris. The Band must find a key to Tartarus and travel to western Turkey, to the remains of the ancient city of Troy, in search of a Gate. If they can find it and travel to the Greek Underworld, they must deal with the Hundred-Handed — Briareos, Kottos, and Gyges — who guard the gate in the name of Zeus. There they must rescue Hector's soul, through either brute force, cunning guile, or wise diplomacy.

## IN NEED OF INTERCESSION

In this story hook, a spirit causes trouble and devastation in a mortal neighborhood. On the surface, it looks like the troublesome spirit is haunting an area: causing strange, fearful occurrences or property damage. The residents of the community have done their best to appease it, but nothing has worked, so they turn to a higher power: the Band. Ask the players who the characters might know in this neighborhood. Little Mao and Omolara both have connections to their home communities and this is a good opportunity to center a few sessions on them. Their friend contacts the Scions to come investigate before someone gets seriously hurt.

Give the players an opportunity to investigate the supernatural occurrence. This is an opportunity for Rose and Donnie to shine: let them talk to other humans and spirits. As the players proceed, it comes to light that this isn't just a spirit causing trouble — it's angry. Here's where Little Mao or Rose comes in. It's time for some intercession.

Allow the characters some time to find and talk to the spirit. Whatever kind of spirit the Storyguide decides is the culprit is certainly willing to speak with associates of the divine (as they did not cause this problem), but it's still furious. Someone in the community has broken a long-term agreement with the spirit and has ceased to hold up their end of the bargain, whatever that may be. Since this is an adventure about intercession, both parties are a little at fault, and a compromise must be reached. When deciding what it is the mortals have been lax about, avoid anything outright malicious. Perhaps the elderly groundskeeper who maintains the spirit's shrine has fallen ill and no one else has picked up the slack; maybe the young restaurateur who always presents offerings has gone on vacation and simply forgot to tell the night manager to leave a little bit of leftover food out. Whatever they've done, it's not cruel or neglectful, just mortal weakness — plain and simple. The spirit struggles to accept this, of course, and lashes out. Together the players must decide how they're going to deal with the problem, and help both parties reach an amicable conclusion.

If at all possible, do not present violence as an option. There's always that one person who is a hammer and wants to treat the whole world as nails, but remind them that they'll have plenty of time to smash something later.

## IN THE NAME OF GAUL

In 58 BCE, Gaius Julius Caesar, Proconsul of Rome and a self-professed Son of Venus, took ten legions north of the Italian Peninsula into the lands of Gaul. Caesar and his legions fought the barbarian tribes for eight years, culminating in the siege of Alesia. Caesar and his army of sixty thousand soldiers built roughly eleven miles of fortifications around the city in an attempt to force a Gallic surrender by starvation. King Vercingetorix and eighty thousand barbarians defended Alesia, and soon other tribes learned of the Roman invasion, sending armies to assist their Gallic brethren. They surrounded the Romans and created a new front of the battle. To counter this, Caesar constructed a second set of fortifications. This second wall, encircling the first, was thirteen miles long and suddenly the besiegers found themselves besieged. When Rome completed the construction, they faced eighty thousand soldiers within the protected city and one hundred and fifty thousand soldiers beyond their outer wall. Outnumbered four to one, the Romans, through a combination of superior tactics, sheer tenacity, and outright luck, ultimately proved victorious.

The Gallic Wars were more than a series of battles between Rome and various Gallic Tribes. They were a war fought between the Theoi and Nemetondevos Pantheons. The Theoi used their Scions to orchestrate events both within the Roman Senate and via key military campaigns. Meanwhile, the Nemetondevos strengthened their various tribes with Scions of their own including Vercingetorix of the Arveni, Brennus of the Senones, and Viriathus of Lusitania. As a result, Alesia eventually fell. With the execution of Vercingetorix, the Theoi supposedly annihilated the Nemetondevos. However, some suggest they were lost to history or at least wanted to avoid discovery because, in actuality, a few managed to survive.

Two thousand years later an archaeological expedition near ancient Alesia, located above modern Alise-Sainte-Reine in France, uncovered a shrine to several ancient Gallic Gods. These Gods included the Matronae, Belenus, and Taranis. The Matronae, more commonly referred to as "the Matrons," were a triad of mother goddesses, similar to the Greek Fates or the Norse Valkyrie. Belenus was associated with the sun and was honored annually with a fire festival on May 1st. Finally, humanity worshipped Taranis as a God of rain, storm, and thunder. And this discovery launched a new appreciation for the Gods of Gaul, ushering in the return of the Nemetondevos.

The Gallic Scions, strong once more fueled by centuries of hatred and a thirst for vengeance hunt down and assassinate the sons and daughters of Venus. Their revenge results in the death of those allied with the Theoi, or those who profited from the fall of Alesia.

Within several weeks, they killed a Scion of Venus in Monaco. Next, they assassinated a Scion of Parvati, a Vedic Goddess of Love, in Chennai. Finally, they murdered a Scion of Het-Heru, Mother of the Netjer, in Alexandria. The Gods of multiple Pantheons come together to summon the Band. They want this matter resolved with finality and empower



the group to investigate the shrine of Alise-Sainte-Reine, protect any Scions of Venus, and destroy the Nemetondevos.

First, they traverse the globe, investigating the recent Scion assassinations. With clues left behind identifying the culprits, they make their way to the shrine of Alise-Sainte-Reine, and discover the reemergence of the Nemetondevos. Finally, with the Holi festival of love nearly underway in India, the Band recognizes a ripe opportunity for the Gallic Scions and travel to Asia in order to stop the impending attack. Guarding the various assembled Venus and Vedic cults, the Band must confront the Nemetondevos once and for all.

## REVENGE OF THE YAMATA-NO-OROCHI

In the Kami Pantheon, Susano-O's sister, Amaterasu, banished him from Heaven. To win his return, Susano-O decided to complete an epic quest. He wandered the seas, discovered new planets, and defeated a great dragon through trickery.

The Yamata-no-Orochi, an eight-headed serpent of Koshi, is associated with water and presents itself as a large, wingless, serpentine creature with clawed feet. While it can't fly like Western dragons, it can swim exceptionally well. Along with eight heads and eight forked tails, the Yamata-no-Orichi stretches some thirty feet — though according to the Kojiki, the "Record of Ancient Matters" and the oldest extant chronicle of Japan, its length extends over eight valleys and eight hills. Its skin resembles wet cement, dark jade in color, with cherry red eyes, scarlet tongues, and grey whiskers.

It dwells in underwater caves and caverns in the Sea of Japan, venturing forth only to hunt humans, its preferred prey. So when Susano-O learned it was consuming the daughters of the Province, he was determined to slay the monster. Only he knew brute force would not defeat a creature as powerful as Yamata-no-Orochi. It would require cunning.

He ordered eight vats of sake rice wine be placed along the fence. The monster took the bait and began to consume the sake. Susano-O took advantage of the distraction, severing each head and tail. When he sliced into the fourth tail, he discovered a sword, the Kusanagi-no-Tsurugi, which he presented to Amaterasu to secure her forgiveness.

Numerous emperors passed down Kusanagi-no-Tsurugi until it landed in the hands of Prince Yamato Takeru no Mikoto in the first century C.E. The sword earned its name in Prince Takeru's possession. The young Prince found himself trapped in a large field by a warlord and surrounded by fire. To escape, Prince Takeru cut the grass to remove the fuel from the flame and discovered Kusanagi-no-Tsurugi's power to control the winds. By corralling the fire, he defeated the warlord. Unfortunately, soon after he lost the sword to the ocean after a tsunami ripped it from his grip.

From there, the sword moved from Scion to civilian alike, except a dark fate tended to follow its wielders. The

Yamata-no-Orichi would not let its treasure go so easily, hunting those who possessed it in order to reclaim it. Most of its previous owners did not escape the maws of the dragon, but eventually, it returned to Susano-O who passed it down to Yukiko Kuromizu.

Yukiko's story is one self-discovery as Yamata-no-Orichi hounds her. Upon discovering the sword's origin, she must travel to Echizen Province for answers. An underwater cave houses the mystery of the connection between Kusanagi-no-Tsurugi and Yamata-no-Orochi, and why destroying this eight-headed serpent will only weaken the very sword she wields.

## SOUL STEALERS

The Netjer practitioners of Heku are concerned with the state of one's soul above all else. They believe an individual is made up of multiple parts, which include the Ren (name), Ib (heart), Sheut (shadow), Ba (personality), Ka (vital essence), and Ha (the sum of all these).

Ba and Ka make up the actual soul, like two halves making a whole. The Ba is one's personality or their mind at work, encompassing their humor, ideas, and beliefs. In hieroglyphs, a bird with a human head represents Ba. Meanwhile, Ka is their vital essence or their life force, sometimes represented in ancient Egyptian hieroglyphs by a very little person standing next to the same person drawn much larger. Those who follow Heku believe that at death the soul splits. One part, Ba, flies off every morning to keep watch over the deceased's living family. The other part, Ka, enjoys life in the Land of Two Fields. At night, Ba recognizes Ka as the person's metaphysical double and they return to the mummified body in the tomb in order to rest.

That is why the preservation of the corpse is so important. The reason for extensive and elaborate preparation for the afterlife is to ensure the Ka has a home while it continues to live on forever. And Ka needs the same nourishment as a person. Painting of food on the walls of tombs and symbolic offerings feed the Ka with the life force it needs. Without all the component parts resting peaceful within the individual's properly prepared body, the Netjer system of life and death breaks down in unpredictable and often terrible ways.

If Ka or Ba get lost, the person ceases to exist for all of eternity unable to watch over their families or enjoy the afterlife. A force is at work stealing the Ka of humankind and preventing them from rejoining their corresponding Ba, resulting in all being lost.

A cult of Set, empowered by his vision and assisted by his Scions, has begun collecting the aimlessly wandering Ba for his own purposes. For Set believes in teaching hard lessons, and believes that people cannot follow Ma'at unless they have truly learned the meaning of justice. The cult targets the unworthy, resulting in restless ghosts, troubled families, and anxious deities.

Wesir and Heru have reached out to their Scions to hunt down this cult. They hope to remove Set's influence over them and to rescue the captured Ba. Horace leads the way while the Band determines what force is stealing the





Ka and causing this separation. This investigation leads them toward recently desecrated cemeteries, consultations with Netjer seers, and interviews with restless ghosts. This leads to a climax in which the Band confronts the cult of Set and those Scions currently aiding it. In the aftermath, the Band can consult the deities of the dead to learn the spell necessary to reunite the parts of the soul with their bodies and return order to the dearly departed.

## ZOMBIES, RUN!

Inspired by classic monster movie plots, someone (who may or may not be connected to the Band) has tried to control or use a mythological creature and it goes horribly wrong. The creature doesn't have to be zombies, though a horde of shambling undead is an evocative and popular image. It could be any creature from the mythology of the Band's respective pantheons, or another mythological monster entirely. Whatever it is, the creature is loose in the Band's current location (or home base) and is causing unchecked destruction and hurting people.

How threatening and disastrous this is should be determined by the group's comfort level. If they enjoy the idea of a campy giant monster movie where it smashes through buildings with little harm to civilians, then roll

with that. If they prefer a more realistic edge, to bring a level of horror to the story, then take that angle. Whatever the Storyguide chooses as a threat, keep it monstrous: something that the players can feel okay beating up. There's no moral quandary in this story hook — there's a monster breaking stuff and hurting people, and the good guys need to stop it. Not every plotline has to be deep.

While this is an ideal time to allow the combat-focused characters (especially Yukiko) time to shine, don't forget to give the less violence-focused characters an opportunity to investigate who might be behind unleashing the monster and to get civilians to safety. Maybe there's an ancient ritual that will return the monster to sleep or banish the horde of undead. There are lots of interesting possibilities to explore in this scenario beyond "beat up the monster."

Let this action-packed storyline open up further plot threads. Was unleashing the monster a mistake or did the culprit do it on purpose? If it was a mistake, what sort of dark and terrible power was the culprit dabbling in? Who put it in their hands? Have they been framed? If they did it on purpose, why? Who's supporting their villainous plans? This prompt won't answer those questions. Do whatever best suits the choices made by the players and the tone of the campaign the Storyguide wishes to set.



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*“My mother once told me that nothing in this world moves because you will it to. You must bend yourself to your own will, and through that, you can find that the world moves with you.”*

— Yukiko Kuromizu

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