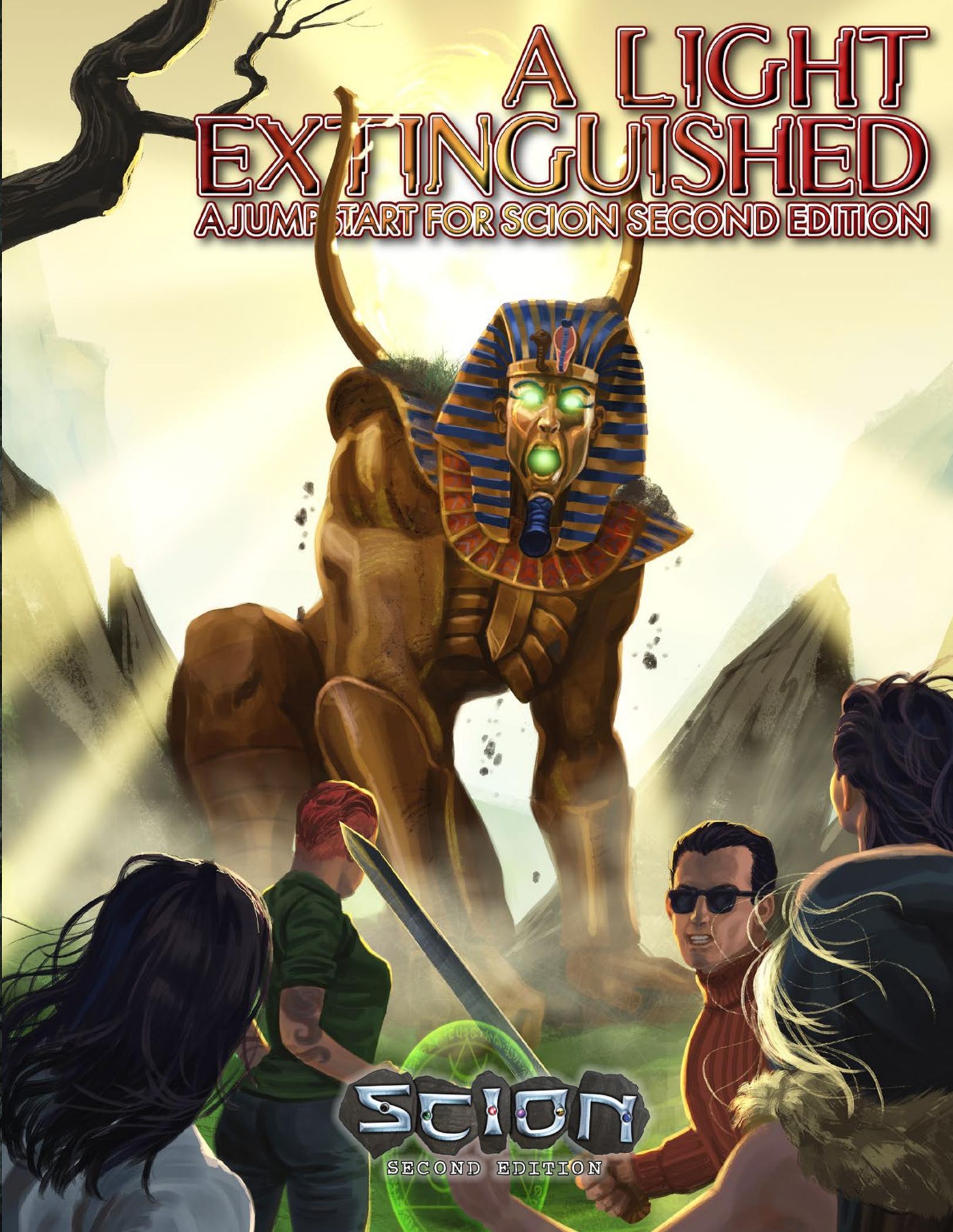


A LIGHT EXTINGUISHED

A JUMP START FOR SCION SECOND EDITION

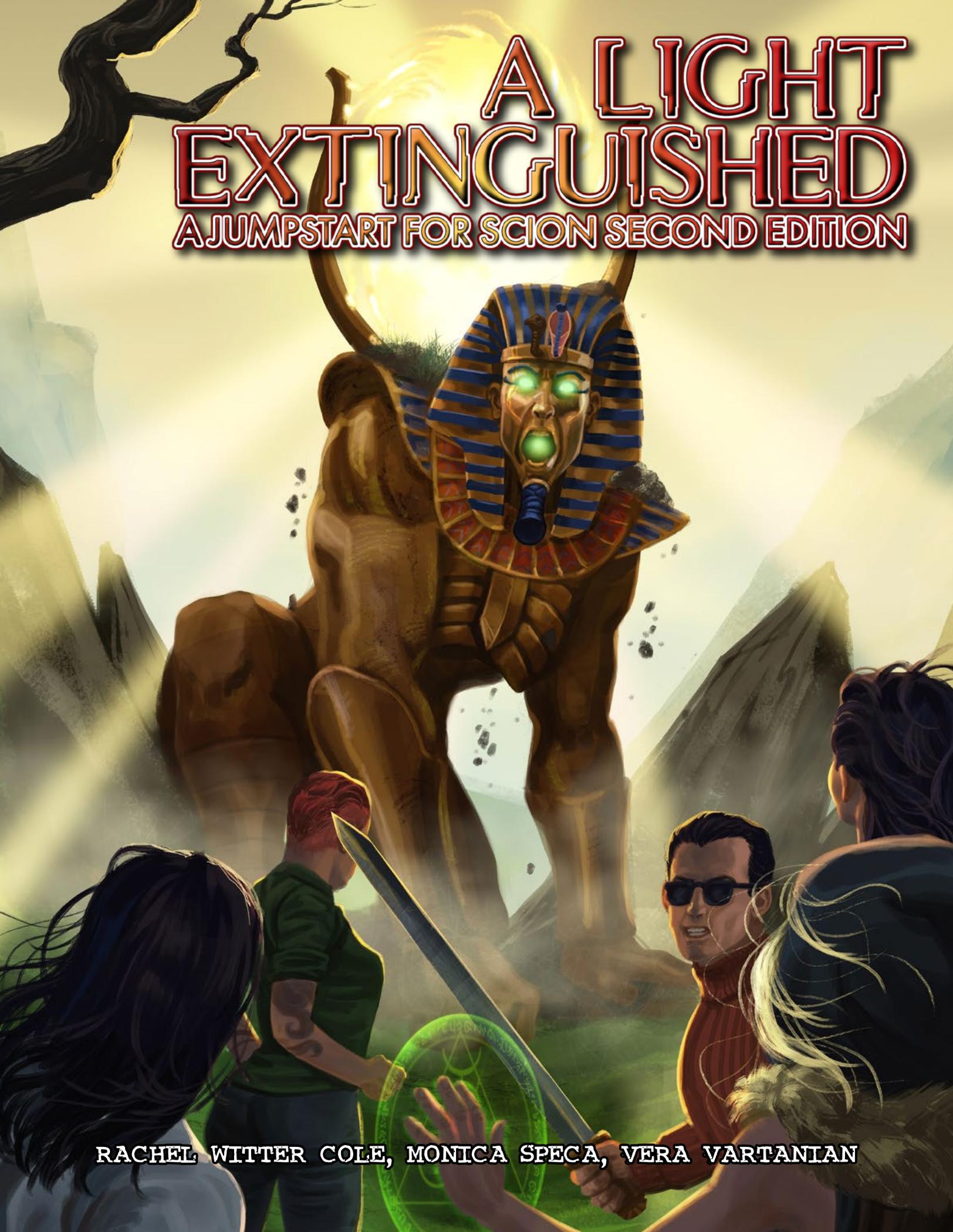


SCION

SECOND EDITION

A LIGHT EXTINGUISHED

A JUMPSTART FOR SCION SECOND EDITION



RACHEL WITTER COLE, MONICA SPECA, VERA VARTANIAN

CREDITS

Developer: Monica Speca

Written: Rachel Witter Cole, Monica Speca, Vera Vartanian

Edited: Heather Rigby

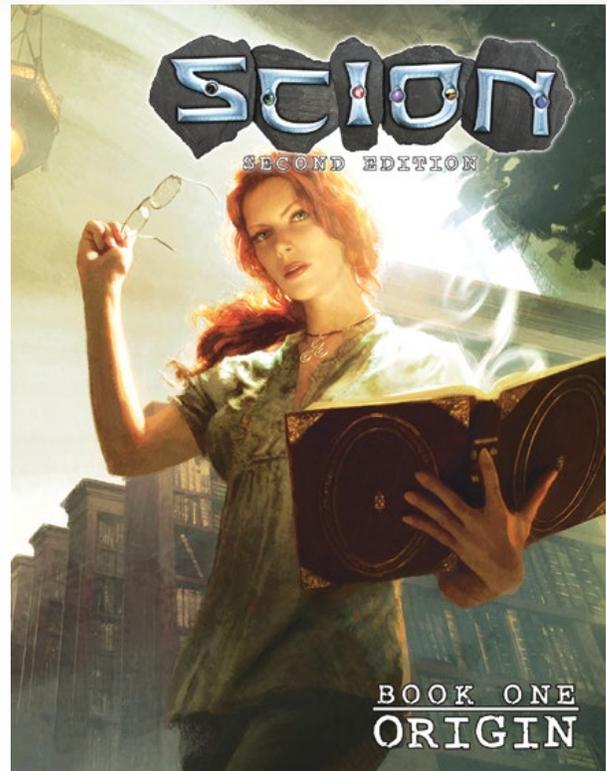
Creative Director: Richard Thomas

Art: Shen Fei, Dark Stojanovic, Andrea Payne, Aaron Riley, Patrick McEvoy,

Art Direction and Design: Michael Chaney

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INTRODUCTION

Welcome to **Scion**, a game of heroes and demigods who openly walk among mortals and clash with rival pantheons and creatures of myth. Here, all myths are true; Baldur is as real as Amaterasu. While the Gods are real, so too are their enemies, the Titans, who threaten to destroy The World. It is a storytelling game of high-octane modern fantasy with big adventures and even bigger stakes.

In this jumpstart, the characters must help solve the murder of an important member of their divine community before her killer can strike again and awaken a bright and terrible power. Someone has killed the demigod Bai Amari (known by her legendary title “the Luminary”), a well-respected, beloved Scion of Ra who has done much for the community. Who would want such a thing? Surely gracious Bai would not have many enemies? Furthermore, who could muster the kind of power needed to end the immortal life of a Scion on the cusp of becoming a true demigod? The Scion community is in an uproar. Is this a declaration of war? Who is behind this terrible tragedy?

WHO ARE YOU?

Players play the children of the Gods and tangle with their parents’ divine enemies and rivals, and deal with beasts and monsters that would threaten mortal lives. Characters are often from disparate pantheons, brought together to fight against the Titans and their influence despite existing strife and tension. The group of player characters, called a Band, joins forces and puts aside differences when bigger threats appear. Scion characters have a suite of exceptional abilities called Knacks, supernatural divine powers called Boons, and artifacts given to them by their godly parents called Relics.

THE WORLD

Scion adventures take place in its default setting, simply called the World, which is a place not unlike our modern world — minus the Gods and mythological creatures, of course. Games of **Scion** can take place in Perth, Seoul, Lagos, Belfast, or Indianapolis, but Storyguides are equally encouraged to create a fictionalized version of the real world; the magic and mystery of the divine is everywhere.

This jumpstart adventure takes place in a metropolis near and dear to the players. Ask the players where their home cities are and try to urge description out of them by engaging them in some small talk before the game. Additionally, this adventure assumes that Scions are known

to The World, both as culture heroes and as children of the Gods, and the PCs have some legends to their names.

THE DIVINE COMMUNITY

Played straight, there are plenty of hooks and leads to be found distributed among the player characters’ backgrounds and pantheons. If everyone divine and mortal can focus on cooperating, the adventure will run smoothly, the villain will be brought to justice, and those seeking the truth will be rewarded.

Unfortunately, neither Gods nor mortals are known for their cooperation.

Events on the divine stage can be as distant or as immediate as needed for this adventure. While open war is rare among the divine, the Gods aren’t above enacting hostilities through unwitting agents and pawns — Scions.

Many Gods make their demands on a need-to-know basis. As such, it’s in a Scion’s best interest to keep current on their family’s politics, lest they find themselves haplessly carrying out orders extremely unpopular with their Bandmates. Each Pantheon has their own agenda and will push their Scions to make sure the result of this investigation plays out in their favor (and, of course, make sure that none of them look complicit). Storyguides are encouraged to play up the tension and rivalries between the Band’s pantheons and create a rich and interesting background for the adventure.

ADVENTURE PACING

This adventure can be played in one session of a few hours or stretched over two or three sessions.

The investigation of the first act can be run as a complex action, with clues granted as Milestones, for a more pensive procedural. On the other hand, if you want to maintain a sense of urgency, when the PCs have spent enough time investigating, have Francisco contact them to transition to the second act.

For a more complicated intrigue in the second act, make use of the Scion suspects’ optional Extras to throw obstacles in the PCs’ way.

Finally, there is a fail-state for this adventure which intensifies the final encounter with the murderer. As this is likely to be the longest scene, if you are short on time consider running this encounter as-is, without promoting the Construct or increasing the number of mummies.



STORYPATH OVERVIEW

CORE MECHANICS

ROLLING THE DICE

Whenever a Scion character faces a challenge with a chance of failure, the player must roll dice to determine the outcome. To do this, the player determines a pool of ten-sided dice (or d10 success) that combines a Skill and an Attribute, based on the combination that best matches the challenge the character faces. This jumpstart adventure will supply suggested rolls for each challenge. Then, the player rolls the pool equal to their combined ratings and looks for any die that shows an eight or higher; this is called a **success**. The number on the die is called the **target number**. If the player rolls at least one success, she can add bonus successes from Enhancements. The player uses her successes to meet the Difficulty and overcome any Complications. If she can't generate enough successes to meet the Difficulty, she fails and receives a Consolation. A success is the basic currency of the Storypath system. Players use successes to complete challenges, overcome Complications, and utilize Stunts.

If a player rolls a 10, that die gives one success and is rolled again. This is called **10-again**, and it continues until no dice show a 10. Some special benefits provide **9-again** or **8-again**, where those die results or higher are also rolled again.

DIFFICULTY

Everything with a chance of failure has a set Difficulty, which determines the number of successes required. The default Difficulty is 1. If a character performs a Difficulty 2 action, she must roll at least two successes to buy off the Difficulty and succeed. Without enough successes, the character fails and receives a Consolation. Sometimes, the Difficulty of the challenge is caused by other characters. This is called opposed Difficulty, and it is generated by an opposing dice roll.

LEVEL OF DIFFICULTY	CHALLENGE EXAMPLE
1	Minor: Escape a pursuer.
2	Notable: Evade coordinated pursuit from trained police officers.
3	Significant: Outrun a police car on foot.
4	Major: Escape the Wyld Hunt.
5+	Extreme: Slip from the clutches of a vengeful Fury.

MIXED ACTIONS

When a character needs to do multiple separate things at once, this is called a **mixed action**. When this happens, compare the relevant pools and roll the smaller. Use successes from this pool to meet both the Difficulty and Complications of each challenge. A character can succeed at one challenge while failing another. If she has relevant

Enhancements, they may only be used to accomplish whichever task they apply to.

MIXED ACTIONS AND DIFFICULTY

Each task in a mixed action has its own level of Difficulty. If the total number of successes is too low to meet all levels of Difficulty, players can choose to fail at one of their tasks in order to succeed at the other.

COMPLICATIONS

Complications are an unforeseen consequence to success. They can be avoided by spending successes, in the same way as overcoming Difficulty, but they do not prevent a character from succeeding. They are a drawback that might cause new problems or increase the Difficulty for future challenges. Example Complication: a character climbs over the top of a barbed wire fence — she makes the climb, but avoiding injury requires a success.

Complication has its own level of severity. Players can bypass a Complication by spending enough successes to meet its level. Complications only affect successful challenges, though characters who fail may face their own consequences. It's a good way to make a challenge more daunting without actually stopping a character in their tracks.

LEVEL OF COMPLICATION	YOU TALK YOUR WAY INTO A FAVOR FROM OGMA, BUT...
1	Minor: You upset him. He won't remember you fondly.
2	Notable: He's worked out what you're really after.
3	Significant: You got the bad end of the bargain and owe him one.
4	Major: An invisible spy overheard your secret discussion.
5	Extreme: He's furious with you. Watch out.

ENHANCEMENTS

Enhancement makes challenges easier. If a player rolls at least one success, they receive bonus successes from any relevant Enhancements.

The number of successes an Enhancement provides depends on its level, which represents how powerful or useful it is on a scale from 1 to 5. A level 1 Enhancement might be wearing a stylish suit to a fancy soiree, while a level 5 might be a blessing from a God.

TEAMWORK

When one character helps another, the assisting player rolls their own pool and provides an Enhancement equal to their successes, to a maximum of 3. The two dice pools do not need to use the same Skill or Attribute, so long as the teamwork makes sense.



THRESHOLD SUCCESSES

Any leftover successes after buying off Difficulty are called **threshold successes**, and can be spent to overcome Complications or purchase Stunts.

Any threshold successes remaining indicate a general degree of success. One threshold success demonstrates flair, while two shows remarkable luck or skill, and three or more is an impressive display.

FAILURE

When a player's roll doesn't meet the Difficulty, they **fail**. Depending on the challenge, this can either mean that they fail to achieve their goals or create new problems.

Failure is never a dead end because the failing character receives a Consolation. This is a minor benefit that doesn't give the character what she wants, but advances the group's interests.

CONSOLATION

The simplest type of **Consolation** is Momentum, a resource which players can spend later for a variety of effects. Other Consolations include:

- **Twist of Fate.** Failure reveals another approach to the character's goals through new information or coincidence.
- **Chance Meeting.** Failure introduces a new character who can offer help or information, though perhaps at a price.

- **Unlooked-for Advantage.** Failure results in a level 1 Enhancement to a future challenge, though it can't benefit a second attempt at the same goal.

MOMENTUM

Momentum is a resource which players can spend to affect the game on a dramatic level. Momentum is stored in a single pool shared by all players, which can hold up to 12 Momentum at a time. Whenever a player receives Momentum as a Consolation, she adds 1 Momentum to the pool.

When a player wants to spend Momentum, they must share their idea with the table. If every player agrees, the Momentum is spent. In this jumpstart, players may spend 1 Momentum to add a single die to a dice pool, before it is rolled. The dice pool can belong to any player. Each player

THE TENSION POOL

Where player characters have Momentum, Storyguide characters have Tension: a pool of points available to the Storyguide to fuel Antagonist abilities. Base Tension is equal to the number of players + the average Legend of the group, and refreshes every arc.

In addition to Base Tension, points are added to the Tension Pool whenever a player character overcomes a Condition.

can spend Momentum on the same roll but may only do so once per roll.

BOTCH

An especially bad failure is a **botch**. This occurs when a player rolls no successes at all and at least one of their dice shows a 1. When a character botches, they fail to achieve their goal and they also suffer an additional setback. The only Consolation players can receive from botching is Momentum, but they gain 2 Momentum instead of 1.

TIME

The passage of time in **Scion** is determined by the pace of the story, just like how weeks can pass in a single episode of a TV show. The following units of time are purely narrative, but can govern the duration of certain effects such as how often a particular power can be used.

Round: A round is the length of time it takes all participants to have a **turn** while in initiative. During a round, each character uses their turn to perform actions.

Scene: A scene is a single coherent sequence of events, like an entire fight or the inspection of a crime scene. The Storyguide decides when a scene has come to its logical conclusion, and moves the story along to the next one until the session ends.

Act (Session): An act is an entire game session from beginning to end. An act can end early if the characters complete an episode mid-session.

Episode: An episode is a single story, like an episode of a television series. An episode might be completed in a single long session, or include multiple acts. A **Light Extinguished** is a self-contained episode.

THE THREE AREAS OF ACTION CONDITIONS AND FIELDS

Sometimes characters must contend with lingering problems (or enjoy extended benefits). A **Condition** is a lasting status effect on a single character, affecting the challenges they face, represented as a Complication or Enhancement (or both). If a Condition causes a character to fail, it provides 1 Momentum in addition to any gained as a Consolation.

Fields define the space in which characters take actions. Like Conditions, fields impose challenges and benefits to all characters within them. Fields contain all Range bands that pertain to a fight and are not restricted by the limitations of real-life measurements. A crowded hallway is as much a field as the open sea. The Storyguide is free to add features whenever it makes sense. Players may offer input, but the Storyguide makes the final decision.

ACTION-ADVENTURE

Action-adventure covers the elements of violence and round-by-round action.

INITIATIVE

At the start of a combat encounter, roll initiative to determine who acts first. Each player rolls for their individual character and the Storyguide rolls for hers.

A character's initiative pool is equal to Cunning + the character's best combat-related Skill. This pool represents a character's martial acumen and mental presence in the fight. Tally the total number of successes for each character, and rank them from highest to lowest. Results generated by player characters become PC slots; results generated by Storyguide characters become SGC slots. This is the initiative roster.

The players choose which of them gets to take the first PC slot, then that player decides who remaining takes the next slot, and so on. Similarly, the Storyguide determines which order her characters act in. In the event of a tie between Storyguide and player, favor the player.

ACTION TYPES

In a fight, characters can take *reflexive*, *simple*, and *mixed* actions.

Reflexive actions are done automatically and often do not require any kind of roll. Activating a Knack is reflexive unless stated otherwise. Simple actions cover anything that would occupy a character's full attention. Mixed actions follow the previously listed rules (p. 7).

ATTACK RESOLUTION

- 1 Declare the target (or targets) and choose the dice pool.
- 2 If the target is in range of the weapon, make an attack roll.
- 3 If the number of successes exceeds the target's Dodge, the attack is successful.
- 4 Apply any Stunts.
- 5 The target takes Injuries based on the Inflict Damage Stunt.

ATTACKING

Make attacks within the Range of the weapon, as described by its tags.

After selecting a valid target, make an *Attack* roll. The dice pool for melee attacks is Close Combat + Might, while Athletics or Firearms covers thrown weapons and archery or guns, respectively, and use different Attributes depending on the Range of the target.

If the successes exceed their Dodge, the attack succeeds. After, use threshold successes to apply Stunts, as detailed below and on the sample character sheets.

CLOSE COMBAT ATTACK

You strike your opponent at close range, either with or without a weapon.

Range: Close

Skill: Close Combat

Hit: Overcome the target's Defense

STUNTS

Inflict Damage (0 success+Opponent's Armor): Deal an Injury Condition to the target.

Knockdown (1 success): Knock the opponent prone.

Disarm (2 successes): Use the weapon as leverage to remove the opponent's weapon or item from their hand. Spend an additional success to knock the item into the "Near" range increment.

Seize (2 successes): Take an object held by (but not strapped or attached to) the opponent. You must be strong enough to hold the object without effort and must have a free hand.

Sunder (3 successes): You use your weapon to damage your opponent's gear (weapon, armor or otherwise), making it useless for the rest of the scene.

Blind (2 successes): The target takes an increased Difficulty of 1 on all attack actions with any weapon with the Ranged tag.

Critical Hit (4 successes): Deal an additional Injury Condition to the target.

RANGED ATTACK

Using a ranged weapon, you fire a projectile at your target.

Range: Determined by weapon

Skill: Aim

Hit: Overcome the target's Defense

STUNTS

Inflict Damage (0 success+opponent's armor): Deal an Injury Condition to your target.

Pin (Variable): Pin applies a Complication of 2 on the character's next attack. If they choose not to buy off this Complication, then they receive an automatic Injury Condition relevant to the damage type of the weapon. Spend additional successes on this Stunt to increase the Complication.

Critical Hit (4 successes): Deal an additional Injury Condition to the target.



Knock Down (successes equal to opponents Stamina): Spend successes to knock your opponent prone.

Disarm (Difficulty equal to opponent's Combat Skill): Fire a projectile at the weapon or their hand, forcing them to release their grasp. Spend an additional success to knock the item into the "Near" range increment.

THROWN ATTACK

You hurl a weapon, such as a hatchet or a javelin, with your raw physical strength.

Range: Near

Skill: Athletics

Hit: Overcome the target's Defense

STUNTS

Inflict Damage (0 success+opponent's armor): Deal an Injury Condition to the target.

Line Drive (successes equal to opponents Finesse): Spend successes to knock the opponent prone.

Critical Hit (4 successes): Deal an additional Injury Condition to the target.

Blind (2 successes): The target takes an increased Difficulty of 1 on all Shoot and Thrown attacks.

Disarm (Difficulty equal to opponent's Combat Skill): Hurl a missile at their weapon-hand, forcing them to release their grasp. Spend an additional success to knock the item into the "Near" range increment.

DEFENDING

Defense creates the base difficulty an attack must beat in order to successfully hit its target and requiring the defending player to roll the highest of their Resistance attributes. Apply the successes on this roll to generate Defensive Stunts. Defensive Stunts persist until the end of the round.

Defensive Stunts

- *Defend:* Unlike most Stunts, Defend generates successes, which an opponent must overcome in order to inflict an Injury. If this roll generates no successes, the base Difficulty to hit a character is 1.
- *Dive to Cover (Difficulty 1):* In response to a ranged attack, you move up to one range band away to reach cover established in the Field. Cover utilized by this stunt absorbs Injuries as hard armor (increase the difficulty of Inflict Damage by 1, and absorb 1 Injury).
- *Roll Away:* (Difficulty equal to opponent's Composure) Move away from the attacker one range band.

RESOLVING DAMAGE

Characters gain Conditions when injured. There are three general categories, corresponding to increasing levels of Complication severity: **Bruised** (-1), **Injured** (-2), and **Maimed** (-4). Beyond that, you're **Taken Out**. Except for Taken Out, characters don't often get Injured or Maimed,

they get **Broken Arm** or **Crushed Skull**. Be descriptive when applying these Conditions — weapons can only apply Injury Conditions that would be narratively logical. If an Injury Condition wouldn't affect your character (say, they're trying to shoot someone while suffering from a broken leg) the Condition effect or Momentum generation simply doesn't apply.

Any time the character takes damage, he must take an Injury Condition. His player chooses to take a Bruised, Injured, or Maimed Condition, if available. If none are available, he is Taken Out.

BRUISED

You're beaten up a bit.

Effect: None, beyond filling the damage level.

Resolution: Various Calling or other healing magic; otherwise, wait two days.

BRUISED EXAMPLES	EFFECT	DAMAGE TYPE
Bruised Ribs	-1 Defense	Bashing
Black Eye	Increases Difficulty of Aim actions	Bashing
Sprained Ankle	Increases Difficulty of all actions anytime the character moves	Bashing

INJURED

You have been solidly hit and are suffering from a serious, but still heroic, wound.

Effect: None, beyond filling the damage level.

Momentum: The injury gets in your way later in the scene, adding +2 Difficulty to an action.

Resolution: Healing magic, or wait two weeks.

INJURED EXAMPLES	EFFECT	DAMAGE TYPE
Minor Concussion	Increases Difficulty of all Mental and Aim actions	Bashing
Broken Leg	Halves Movement Speed, and increases the Difficulty of all Agility actions	Bashing, Lethal
Cracked Ribs	-2 Defense	Bashing, Lethal

MAIMED

You have suffered an incredibly serious, and potentially permanent, wound.

Effect: None, beyond filling the damage level.

Momentum: The injury gets in your way later in the scene, adding +4 Difficulty to an action.

Resolution: Healing magic, or wait two weeks.

MAIMED EXAMPLES	EFFECT	DAMAGE TYPE
Shattered Knee/ Shoulder	Increase Difficulty of all actions involving the shattered limb	Bashing, Lethal
Internal Bleeding	Increase Difficulty of all attacks and movement	Bashing, Lethal
Acid Burns	Increase Difficulty of all Physical and Social actions	Lethal, Aggravated

TAKEN OUT

You have been hurt enough to take you out of a fight.

Effect: You may not take any more actions in the scene in which you took this Condition. Any successful hit in a later scene has the same effect until you resolve this Condition. Add 3 Momentum to the pool when you first acquire Taken Out and for every time your definite lack of presence in the fight harms your companions. **Resolution:** The injury that caused you to be Taken Out, while no longer incapacitating, gets in your way in a later scene, adding +3 Difficulty to an action.

If a character is Taken Out, they can no longer actively participate in the fight. This doesn't mean that they've been killed outright, and the workings of Fate means that PCs will never be killed by enemies of a lower tier. It's up to the Storyguide to judge the tone of the campaign and determine whether or not a character has been permanently slain.

In extreme situations, a player can *opt to concede*. In this case, the character is voluntarily Taken Out without taking injuries first. The character takes no further damage and adds 3 Momentum to the pool as normal. Losing a fight should be resolved in the same way as a Condition, leading to a new angle in a story.

WEAPON TAGS

Tags indicate the properties a weapon has.

- **Arcing:** Against a target in cover, downgrade its rating by 1: light cover is ignored, and heavy cover becomes light.
- **Bashing:** Deal blunt force damage. This allows for the Broken and Battered Injury Conditions. It cannot be used to slice or sever objects (or limbs).
- **Concealable:** The weapon can be hidden in a pocket, up a sleeve, or inside a particularly long coat. Gain Enhancement 1 to any tasks involving sneaking the weapon into a location without someone noticing.
- **Firearm:** A gun. It must be used with the Firearms skill.
- **Long Range:** This weapon can be fired at far distances, extending its effective range to Long. These weapons increase the Difficulty of any attacks in Close and Short range bands by 1.

- **Melee:** Can only be used at Close range. It must be used with the Close Combat Skill.
- **Piercing:** Reduce a target's Armor value by 1 when dealing damage with a weapon with this quality.
- **Pushing:** After dealing Stress or an Injury Condition to an opponent you can also choose to knock them prone.
- **Ranged:** This weapon is meant to be used no closer than Medium range. These weapons increase the Difficulty of any attacks in the Close range band by 1. It must be used with either Firearms or Athletics.
- **Two-Handed:** The weapon requires two hands to use. If a character loses the ability to use one of her hands, she cannot use this weapon.

MOVEMENT

Characters utilize the following movement actions:

- **Move:** Move one Range band. This is reflexive. If an opponent fights at close range, you may need to **Disengage**. You may reflexively Move once per round. To cross more than one Range band while unengaged, roll Dexterity or Athletics + Might.
- **Rush:** Charge one Range band towards an opponent, which may be done after making a reflexive Move. If an opponent wishes to keep distance, make reflexive, contested Dexterity or Might + Athletics rolls. Ties favor the Rushing character.
- **Disengage:** Pull one Range band away from an attacker. If they relent, you do this reflexively. If they do not, make reflexive, contested Athletics + Dexterity or Might vs Close Combat + Might rolls. On failure, you must remain engaged with your opponent. This action can be taken after a reflexive Move. Ties favor the Disengaging character.
- **Rise from Prone:** Getting up from being knocked over is a reflexive action requiring no roll. If there is an opponent in clash range with a prone character, then the prone character must stand up as part of a mixed action. Standing up is an Athletics roll with a Complication of 1. If the player fails to buy off the Complication, his character takes an Injury Condition as his opponents punishes his attempt to stand.
- **Utilize Cover:** Moving to cover requires a reflexive Athletics + Dexterity roll and replaces the reflexive Move action. Cover is either **light**, **heavy**, or **full**. **Light** cover protects a significant portion of the character's body, which grants +1 Defense. **Heavy cover** protects almost all of the character, leaving only scant parts of her exposed, which grants +1 Defense and +1 Armor. **Full cover** blocks line of sight entirely, but is otherwise functionally identical to **heavy** cover. A character with full cover cannot normally be targeted by ranged attacks.

- **Withdraw:** A character fleeing combat must first Disengage, and then make Dexterity or Might + Athletics to continue to cross Range bands, as stated in the Move action. If enemies choose to pursue you, the action is then contested and treated as additional disengaging.

PROCEDURALS

Procedural play involves gathering information and solving problems with careful thought.

INFORMATION GATHERING

Over the course of a story, characters might need to gather or deduce information, which can push the story forward by suggesting the group's next course of action.

Scion divides this information into two categories: **leads** and **clues**. Leads are necessary to start or continue the plot. Since the story would stall without them, they don't require a roll. Clues offer more than basic information, and are generally a challenge to uncover and therefore typically require a roll. Clues are not essential to driving the story forward, but can hasten its conclusion or deepen the characters' understanding.

FINDING CLUES

The following basic templates suggest dice pools and the types of clues each method would yield.

- **Analysis.** Using experiments and specialized equipment to learn more about the case at hand. This method normally uses Medicine (dissection, diagnosis), Occult (mystic examination), or Science (chemical tests, material analysis) and only provides information relevant to whatever the character is analyzing.
- **Cracking.** The information needing criminal activity to unveil. This method normally uses Subterfuge (picking locks, forging ID) or Technology (cracking codes, malware) and offers information hidden by the target.
- **Interrogation.** Asking around, reading the atmosphere, or forcible questioning. This method normally uses Culture (gossip), Empathy (reading a suspect), Persuasion (questions, conversation), or Subterfuge (criminal contacts) and provides information known to others. If an interaction becomes particularly involved it may use the intrigue system.
- **Surveying.** Looking for information, such as investigating a crime scene. This method can use any appropriate Skill, from Close Combat (aftermath of a fight) to Survival (wilderness scene) and provides information about the immediate scene.
- **Research.** Using books or technology in search of useful specialist knowledge. This method normally uses Academics (history, politics), Culture (art, legends), Occult (myth, secret practices), or Science (science facts) and offers information that is generally available, if incredibly obscure or advanced.

Clues and Stunts

The more successes a character earns when gathering information, the more the Storyguide can tell them. The following Stunts allow a player to distribute their threshold successes between specific topics or angles of inquiry.

- **Extra Clue** (1 success) —The Storyguide provides the character with an additional clue, which can relate to a Skill they possess but did not use for the original roll.
- **Interpretation** (1 success) —The Storyguide offers the character some additional context or insight for understanding a clue or lead and its relevance to the story or the Band.
- **Q&A** (1 success) —The player asks the Storyguide one question about the clue, which must relate to how the character is gathering information. If the answer is irrelevant, or a red herring, the Storyguide should offer alternative information.
- **Player Inspiration** (1 success) — The player can create an entirely new fact about the clue, which his character knows. The Storyguide must approve the fact before it is accepted.

INTRIGUE

The systems for **intrigue** cover all the ways people interact with each other. In **Scion**, this social environment has two core systems. **Bonds** are the relationships characters build, for good or ill; **influence** is the manner in which people affect others' actions and feelings.

These two systems are affected by character's Attitudes toward one another.

ATTITUDE

Attitude is how a character feels about someone else. This feeling is either positive or negative and has a level of intensity. Normal Attitudes fall within the 1 to 3 range, while unnaturally intense emotions can be level 4 or 5. When one character tries to influence or bond with another character, he must consider her Attitude. If her Attitude would help his attempt, he receives an Attitude Enhancement equal to its level. On the other hand, if her Attitude would hinder this influence, she receives the Enhancement instead. If the other character has an Attitude of 0, or their Attitude wouldn't affect the influence either way, neither character receives Enhancement. If the aim of influence directly affects another character with whom the target has a strong bond, the Storyguide may allow both Enhancements to apply at once.

PLAYER CHARACTER ATTITUDES

Sometimes a character will try to influence or bond with a player character. In these cases, the player should define their character's Attitude toward the other character. The player should first decide whether their character's feelings are generally positive or negative, then



choose its level using the examples on the Attitude table as a guideline. If a player is having trouble defining their Attitude, they should start with a default level of 2.

SHIFTING ATTITUDE

Once an Attitude has been established, it should remain consistent. However, a character's Attitude can still change. The level of a character's Attitude can shift across interactions or scenes, depending on the events around them.

- **Influence** can change one character's Attitude toward another, such as by spreading foul rumors or flattering them.
- **Consolations** can improve another character's Attitude toward the failing character by one shift, whether through fortunate coincidence or because their failure is humanizing.
- **Complications** can worsen Attitudes toward the succeeding character by an amount equal to their level. Other characters might be upset by his methods, or angered by his goals.
- **Events** within the game can shift a character's Attitude appropriately.

ATMOSPHERE

Attitudes can also be modified by **atmosphere**. Atmospheres are either positive or negative, just like

Attitudes, and have a level from 1 to 3. They increase Attitudes of the same type, and reduce opposing Attitudes. If a player character is establishing their Attitude toward another character, they should include the atmosphere in their list of reasons.

INFLUENCE

Social interaction turns to rolling dice when one character needs to sway another. This is called **influence**, which allows characters to change Attitudes, encourage actions, and spread ideas. Influence covers any social action from seduction to intimidation to debate. An influence challenge works like any other.

EXERTING INFLUENCE

When exerting influence, a character uses one of these actions:

- **Encourage Behavior.** Used to make someone do (or not do) a task. Roll Persuasion or Leadership against the target's opposing pool to create an opposed Difficulty and receive a +1-3 Enhancement depending on the apparent danger or cost.
- **Encourage Belief.** Used to make someone to believe or think something. Roll Empathy, Persuasion, Leadership, or Subterfuge against an opposed Difficulty. The target receives +1-3 Enhancement depending on the absurdity of the belief. If successful,

the target receives a +1 Enhancement the next time this belief is challenged.

- **Shift Attitude.** Used to improve or worsen someone's Attitude. Roll Empathy or Persuasion against a Difficulty equal to the intensity of the target's current Attitude. If this influence is successful, the target's attitude changes by 1 shift. As a Stunt, the player can spend threshold successes equal to the new Attitude rating to change it by a second shift.
- **Shift Atmosphere.** Used to change the atmosphere of the scene. Roll Culture or Leadership at a Difficulty equal to the current atmosphere. This increases based on the size of the area in question, adding +1 Difficulty for every five people. Success offers the same benefits as Shift Attitude.
- **Read Attitude.** Used to determine the intentions and relationships of others. Roll Culture or Empathy against an opposed Difficulty. If successful, the character learns about her target's personality, motives, or relevant Attitudes.

BLOCKING INFLUENCE

A player character affected by a successful influence roll can refuse to accept the result, if it would negatively affect the story or makes them uncomfortable. If a player accepts influence which would meaningfully inconvenience their character, they receive 1 Momentum as a Consolation.

BONDS

When a deep connection drives two characters through the story, this is a **Bond**. Bonds provide advantages and downsides and cover relationships from bitter rivalry to true love. Building a Bond requires that two characters use teamwork to overcome a challenge. If their players agree, they form a suitable Bond.

Bonds create a pool of successes characters can spend for equal Enhancement on challenges to assist or support each other, to a maximum of +3. When the Bond is first created, it contains successes equal to their mutual Attitude. If they have different Attitudes, use the lower. Add successes to this pool by spending threshold successes from the initial challenge or any similar rolls later in the Story. If characters dedicate a scene to reinforcing their relationship through roleplay, they may roll a suitable social dice pool and use their successes to create or fuel a Bond.

Whenever a character takes an action which works against a Bond, it faces a Complication equal to Attitude. If not overcome, subtract an equal number of successes from the Bond pool. If the pool reaches zero, the Bond ends and the focus is no longer on the relationship (though its nature does not change). Characters can remake or change Bonds as their relationship shifts and may have multiple Bonds at once. All Bonds fade at the end of an episode.

BONDS AND INFLUENCE

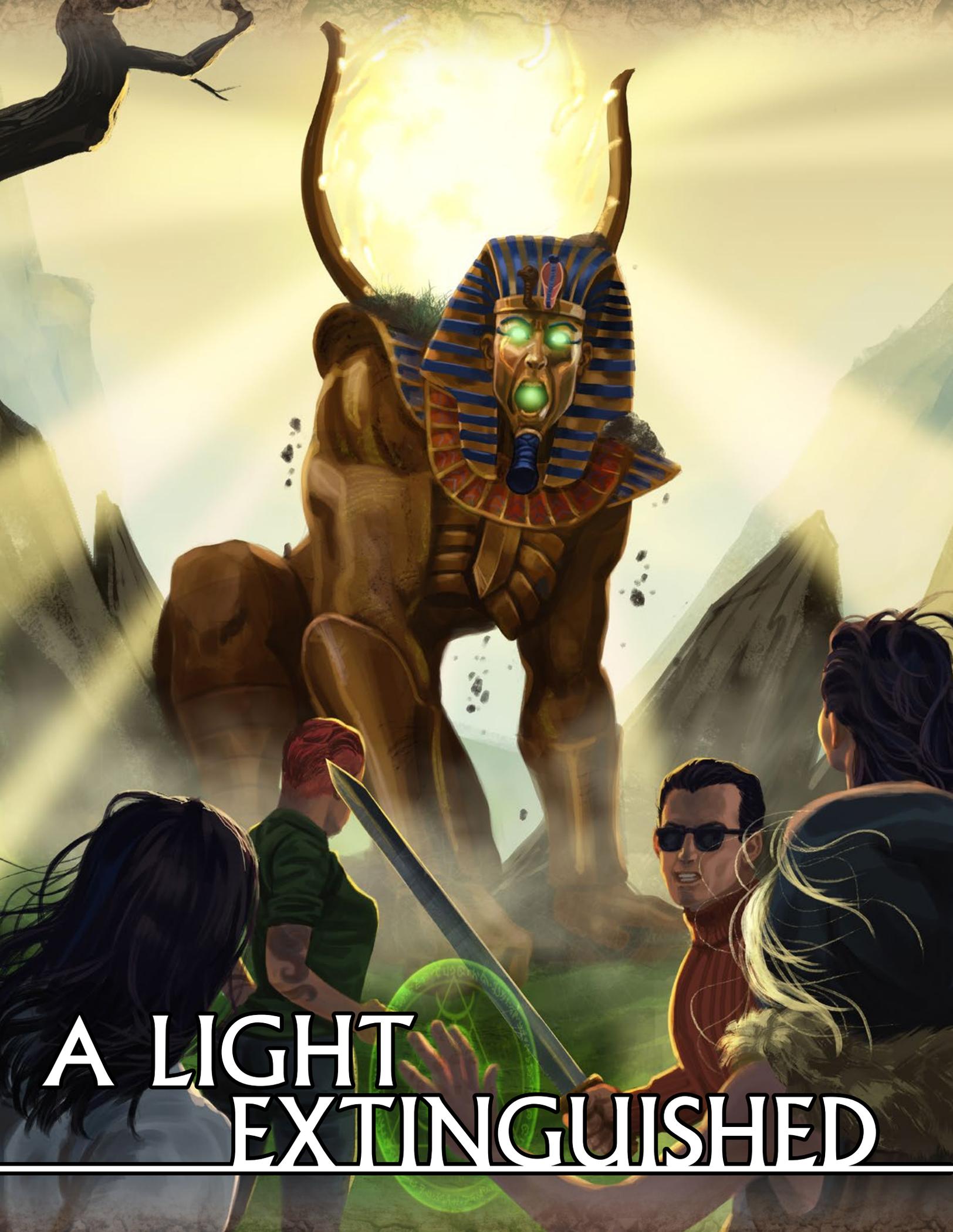
Characters facing influence that goes against a Bond can spend a success from their pool to increase the Difficulty; this increase is +1. It can increase to +2 if the Bond contradicts the influence, +3 if it would harm the Bond, or +4 if it would outright destroy it.

Bonds are always cooperative and consensual, but characters with a negative Attitude can Bond with each other. Such Bonds have negative successes in the pool, equal to the characters' worst Attitude, requiring threshold successes to "pay off" the negative pool and create the Bond. Creating a Bond doesn't alter a character's Attitude, but focuses the story on the growing change.

EXAMPLE BONDS

The following are example Bonds.

- **Camaraderie** — Create a Bond of camaraderie when characters work with each other on a long-term project or as part of an official group. These successes may be used to enhance challenges that further the group's goals.
- **Friendship** — Create a Bond of friendship when a character sacrifices their time or resources to help another out in a challenge or complex action. Successes can be used to enhance rolls taken on a friend's behalf.
- **Love** — Create a Bond of love when two characters bring their emotional connection into a mutual challenge. Use its successes to enhance rolls to protect each other or further the relationship through thoughtful action.
- **Rivalry** — Create a Bond of rivalry when two characters come together competitively, such as racing to solve a puzzle first. Use its successes to enhance rolls that outdo one another, but players should alternate spending successes.



**A LIGHT
EXTINGUISHED**

The day of the killing, the sun rises to noon and stays there, baleful and red over a startled city. Unexpected torrential rain breaks out in small areas, falling from a cloudless sky, stopping as suddenly as it began.

These are not simply signs of a World unhinged at the loss of a powerful, beloved Scion — these are omens, the tremors of Titanic influence.

Mortal law enforcement is already investigating the murder, but they need divine assistance: Whoever the killer is, they have the backing of someone — or something — supernatural. The Gods send Scions (the player characters) to their aid, in the interest of justice and their own personal motives.

Hassan al-Hakim thinks he's listening to one of those toothless anti-smoking radio ads at the tail-end of a hellish graveyard shift in the solitude of his cab when a rough, matronly voice addresses him by name and asks if he's heard from his father recently. Hel asks Hassan for a favor — as this is coming from a God, it's more of an order, but Hel has a way of making it sound like a collaboration. Something is disturbing the cycle of the souls, something that carries the stink of undeath. She wants him to look into it, and see if it has anything to do with what killed Bai Amari.

Sigrún Askrdottir hears the sad tale of the Luminary's murder in passing from the kind-hearted folk of Vanaheim. Of particular interest to them is the involvement of one of the Kami — the Vanir have been exploring friendly relations with the Eastern pantheon based on their shared appreciation of nature — but if a Scion of their queen could be caught up in something so terrible, perhaps talks of alliance should be tabled. Sigrún wonders how it is that she only now has heard this terrible news and can only conclude that her monstrous father must have taken strides to hide it from her. Believing Loki wants her far from this case only galvanizes her to act.

Rashmi Battacharya, beloved Javelin of Agni, receives her orders through the flame of her diya. Her wisdom and subtlety are required in this matter — the Devá know the death of Bai Amari must be part of a Titanic maneuver. She is trusted to comport herself with dignity and tact in the matter of proving the Teōtl Scion's innocence, as well as

probing the connection between the Tuatha's Titan-bred Scion and whichever Titan is involved. As, clearly, there must be such a connection.

Rhiannon Jernigan doesn't notice the murder of crows following her, not until an exhausted minimum-wage barista points out the black wings shrouding their windows. Only one of them is a Crow of the Morrigan — the rest are along for the ride. It croaks to Rhiannon of the murder of the Luminary, the blame unfairly heaped on a Scion of Lugh, and a short reminder of Lugh's service to her mother Brigid ages back when Brigid's husband Bres turned traitor. The Devá are likely to be involved soon, and if Rhiannon doesn't show solidarity they could strike Lugh's son with trumped-up Titan-related charges.

Emanuel Montero has followed the Luminary's career closely. Indeed, they likely exchanged communications, shook hands at fundraisers, or collaborated on the same charity projects. Her sudden, shocking murder is already enough to lay him low, but then his priest-consultant approaches with more bad news: A son of Huítzilōpōchtli, technically his nephew, is one of the high-level suspects in Bai Amari's murder. The Teōtl expect Emanuel's involvement, either as defender of this Scion's innocence, or deliverer of his punishment.

ACT 1: PROCEDURAL

The mortals approach the player characters at the scene of the crime: the Luminary's stately household. Her body has already been taken away to the coroner, but the study in which she was found shows signs of violence. Detective Alana Johnson of the Supernatural Crimes Unit is here conducting the investigation. Representative Andre Wilson is here as well — he came to visit Bai, but found her dead.

Andre and Alana discuss with the PCs who among the local Scion community they suspect: Francisco Garcia Melendez, Hikaru Yamazako, Jennifer Walker, and Keiran O'Connor. The players have time to conduct their own investigation, as well as question Andre and Alana. Allow them to deliberate over the information, roleplay with the SGCs, and suggest who they think is guilty before moving onto the next scene.

USING KNACKS AND BOONS

The characters have ample opportunity to use their powers. Knacks cost Momentum from the communal pool where noted, while Boons cost Legend which is either imbued or spent.

Imbuing Legend commits the point until the effect expires, then the Legend returns to the Scion's pool. Spending Legend removes the point entirely, until action is taken to recover it, necessary for longer Scion adventures.

Field: The Luminary's Smashed, Blood-Smeared Study

Attitudes and Bonds:

Andre: Alana (1), Bai Amari (3, Love 3), Francisco (3, Love 3), Hikaru (1), Jennifer (-1), Keiran (1), PCs (2)

Alana: Andre (1), Bai Amari (2), Francisco (-1), Hikaru (1), Camaraderie 1, Jennifer (1), Keiran (-1), PCs (2)

SCENE DETAILS

The Luminary's household is barred to everyone but law enforcement. There is nothing of note to be found outside the study.

Without the need for rolls, the PCs notice the French doors leading out to the balcony are broken, with one torn off its hinges. An expanse of wallpaper is faded. Furniture is overturned and broken. Blood is splattered across the hardwood floor.

With successful rolls, the following clues may be uncovered:

- The wallpaper faded as a result of overexposure to sunlight. The rest of the household is pristine; this must have happened in a matter of a moments.
- There are fine linen fibers detectable on every surface. These fibers are stained dark.
- The identical French doors leading *in* to the study are intact, with the key still in their lock. Whoever it was, the Luminary let them in.
- One of the blood splatters is not blood at all, but pine resin.
- There are flakes of ancient flesh on the floor around the broken French door. They feel leathery, and (if anyone is brave or foolish enough to try it) are disgustingly salty.

When questioned about the suspects, the following details may be unearthed:

- Francisco and Andre are lovers. He admits this without any shame or concern for the PCs' judgment — either for his polyamory, or his queerness. Unfortunately, the politician becomes emotional when pressed on Francisco's potential guilt. Alana finds this suspicious and asks the players to look into him.
- Hikaru's alibi seems airtight: She was in Japan and returned the day of the murder. Andre doesn't suspect her at all, explaining that the two women were inseparable and never so much as fought. Alana is unusually terse on the matter. If pressed, she begrudgingly admits that is *exactly* why Hikaru is worth questioning further.
- Jennifer is too new to the Band for Andre to know much about her but notes that Bai spent a lot of time with her. The Luminary was tight-lipped with regards to the adoptee's harrowing past. Alana thinks she's worth investigating, especially since she may have been the last person to see the Luminary alive.
- Keiran and Bai clashed constantly, and he openly hated her willingness to compromise. Andre imagines Keiran could have gotten fed up enough to kill her. Alana doesn't disagree and notes that Keiran is worth investigating but doesn't have much more to add. If asked, she admits it feels too obvious to her.

For new players, this may be out of the frying pan and into the fire for them. Use Alana to guide players through the investigation — she can point to areas of interest, assist with the teamwork action, even “discover” a clue or two if

GHOSTS AND OTHER NON-HUMAN BYSTANDERS

A clever player may take charge of the investigation by using a Boon to commune with an unconventional witness — such as a ghost, a nearby animal, or even a houseplant. On the one hand, this is an excellent use of one's Godlike power and should be rewarded! However, on the other hand, it can give the game up before it's even begun. Be sure to grant this player additional clues or insight, but impair their witness in such a way as to avoid blithely disclosing the murderer. Some fair examples of less-than-perfect witnesses include animals incapable of distinguishing humans apart or ghosts still muddled by the use of powerful necromancy.

the players are stalling. You can also encourage spending successes on specific Stunts — Extra Clue or Interpretation are useful to help understand the context of this murder. Additionally, remind players that they can always fall back on their purviews, such as using the Death purview to question nearby ghosts, the Animal purview to find unusual witnesses, or the Justice purview to detect guilt or withheld truths.

ACT 2: INTRIGUE

Each of the suspects has their own Attitudes, Bonds, and Drives, and each of them react to being questioned as a suspect differently.

If the players opt to split up and interrogate them simultaneously, run the scenes individually. Maintain engagement by jumping to another player right after a juicy revelation is made, a new obstacle appears, or some other interesting event.

INTERROGATING FRANCISCO

Francisco is expecting the player characters to call — in fact, if they linger too long, he will take it upon himself to contact *them* through Andre.

The Scion of Huītzilōpōchtli sets up a last-minute reservation at an authentic Mexican restaurant — no chimichangas here. When the Scions first arrive, they find only a handsome, affable host at the podium, who recognizes they must be here to meet Señor Francisco and directs them to his empty, private booth. It's off-hours, quiet, despite the sun glowering down from high noon. Under their questioning hums the squeak of pleather seating, dull kitchen clatters, and animated conversations in Spanish. The air is scented with cumin, cinnamon, corn and oil. Beautiful glass tile murals reflect the light in a pale rainbow.



Field: A booth in an empty Mexican restaurant

Attitudes and Bonds: Alana (1), Andre (3, Love 3), Bai Amari (3, Love 3), Hikaru (2, Camaraderie 1), Jennifer (-3), Keiran (-1), PCs (1)

Francisco first meets the players under the guise granted him by Undercover Boss. He uses his brief time with them to suss out their attitudes toward him, to try to feel out what they know of the case or already believe, and — if possible without blowing his cover — to alter these attitudes.

There is a brief gap between when the host takes his leave and Francisco reappears without his guise, allowing for players to discuss what they think so far about their suspicions of what’s going on.

Francisco’s drive for the scene is to *be found innocent of Bai Amari’s death*. He is willing to talk. A lot. Too much. About everything. Political and corporate scandals. He flits from topic to topic like a hummingbird — player characters will occasionally need to make a Social roll to get him back on task.

Without the need for influence, Francisco will say:

- He didn’t do it, and he will swear on various unpleasant things that he didn’t do it.
- He has an alibi: He bought Bai jewelry and had yet to give it to her. He shows them a golden armband in the

shape of the Eye of Ra — because of course he brought it with him.

- If anyone suggests in his presence that Hikaru is a viable suspect, he grows angry and impatient — of course she didn’t do it.
- And Keiran... well, Keiran is an arrogant, thick-headed, *pinche pendejo*. Violent. “Barely better than a wild animal...” Francisco shrugs and admits he doesn’t think Keiran killed Bai. He just can’t see him going through with it.
- He has neither heard nor seen nor smelled the presence of any undead. The idea of living dead in his city leaves him visibly rankled.
- Likewise, he’s at a loss as to the behavior of the sun. He makes a light joke about how his father must be enjoying this extra prep time for his next battle with Coyolxauhqui.
- If asked about Jennifer, he will resume his topic-a-minute chatter without answering. The players will need to make successful influence rolls against a Difficulty of 2 to encourage Francisco to speak frankly about her.
- He doesn’t want to admit he thinks Jennifer did it. He doesn’t like the implication.

- He believes coming right out and accusing Jennifer will make him look even guiltier, now that everyone believes he hates her out of jealousy.
- He *isn't* jealous. It's not *just* that he's jealous. Maybe he's jealous. Mostly, he's alarmed that Bai never told anyone anything about Jennifer — and now Bai is dead.

If the players fail their influence rolls, Francisco will keep his thoughts on Jennifer buttoned up — he'll even lie and insist he's always considered her a charming girl. As Consolation, you might reveal to the players how clearly and obviously he is lying.

The meal is over conveniently as soon as the questioning stalls. Francisco excuses himself — he has scheduled time to meet with Hikaru after this.

If Francisco is the last suspect interrogated, and the players accuse someone other than Jennifer (triggering the adventure fail-state), the players receive a call from Alana. Before they can even say “hello,” she bursts out that Hikaru is missing from her home, leaving behind a scene similar to the one found in the Luminary's study — and something terrifying is happening to a local city park.

INTERROGATING HIKARU

Hikaru is easily located: she has not left her home since she returned from Japan. She hasn't even unpacked.

The Scion of Amaterasu lives in a small, tidy home so organized that it looks un-lived-in. Everything is displayed like a showroom floor model, even her movie posters. A beautiful set of katana and wakizashi gleams on the wall — they are recognizable as movie props. The lights here are off, but pale golden sunlight streams in, catching on puffs of white fur and sending lines of deep contrast over the dismal living room. Hikaru's fluffy shiba inu, Momo, paces nervously, clearly picking up on her owner's mood. An electric kettle bubbles. The room smells like honey, an outdoor breeze, and fresh linens.

Field: Dark Home of a Grieving Shut-In

Attitudes and Bonds: Alana (1, Camaraderie 1), Andre (2), Bai Amari (3, Friendship 3), Francisco (1, Camaraderie 1), Jennifer (-1), Keiran (2, Mutual Pining 2), PCs (1). Momo's Attitude toward the PCs is (2).

Hikaru's drive for this scene is *to make sense of Bai Amari's death*. She is clearly lost in grief. The players will need to make Social rolls to counsel or comfort her before she's willing to talk. Intimidation will work, but attempting to “slap her out of it”, verbally or otherwise, increases the Difficulty of this attempt to 5.

Without influence, Hikaru will say little unrelated to her mourning. She asks how the investigation is proceeding and if she is a suspect (she responds neutrally no matter how this question is answered). She dodges queries about her Bandmates, instead murmuring about the movies she had yet to see with Bai, the questions she had yet to ask, the things she never said.

After successful influence, Hikaru opens up, relieved to have help with her pain. She will explain:

- Bai had hope in Jennifer, a hope that she could recover from her trauma. She never told anyone about the details of Jennifer's past, not Hikaru, or even Francisco.
- It's possible Jennifer did it. So much of her is still a mystery. Hikaru doesn't want to think about it.
- Francisco and Bai were quarreling more and more. It seemed like Francisco was jealous, or even afraid, of Jennifer's role in the Luminary's life. He may have dreaded that Bai would take Jennifer as a lover.
- It's possible Francisco did it. He makes poor decisions in anger. Hikaru doesn't want to think about it.
- Keiran didn't do it — of this, she is suddenly firm, even angry. She insists there is more to Keiran than he lets on.
- She has little experience with the living dead, but if asked will offer to research the matter for the players.
- She, too, is concerned with the position of the sun in the sky — clearly a Titanic omen. After a silence, she quietly wonders why Bai Amari never told anyone which God adopted Jennifer.

If the players' attempts to influence her fail, her grief will crystallize into anger at their disrespect. They have limited time and chances to smooth the situation over before she smartly shows them the door — allow these chances through Twist of Fate Consolations, by way of Hikaru letting something important slip in her anger.

When the questioning stalls, Hikaru will note that she has another appointment — Francisco asked to come see Momo in a transparent attempt to check in on her.

If Hikaru is the last suspect interrogated, and the players accuse someone other than Jennifer (triggering the adventure fail-state), as soon as the players leave her sight she is abducted in a rush of searing light and parched wind.

INTERROGATING JENNIFER

Jennifer does not answer or return any calls. Alana calls in a favor and has the location of her smartphone traced. Jennifer is holed up at a franchise coffee house, sitting in a corner facing the front entrance. She is twitchy and teary, obviously not happy to see the Scions. At the first question about Bai's death she will have a minor breakdown, apparently from grief. Suspicious players who check her authenticity can be assured her distress seems to be real but isn't entirely due to mourning.

Jennifer responds poorly to any attempts to influence her and change her mood, unless they address the real root of her anxiety — fear. At the first suggestion that she may be scared of something, Jennifer whispers, “Promise he didn't send you.” She won't say anything else until someone can offer her reassurance. At this point she murmurs that it's no longer safe here and asks the players to accompany her to a city park just down the block.

The park is small, popular, and charming. Public works is doing some grounds keeping — there is a pervasive buzz of motors and the smell of fresh-cut grass. Some hidden statue glints in the light, forgotten behind an overgrown copse of trees. Kids throw pennies into a beaten metal fountain, blazing copper with cool, blue bubbling water. Couples are walking their dogs. Sunlight glints on the underside of silver maple leaves.

Field: Charming and Popular City Park

Attitudes and Bonds: Alana (-1), Andre (-2), Bai Amari (2, Kinship 2), Francisco (-3), Hikaru (-1), Keiran (-1), the Titan Aten (3), PCs (-2)

Jennifer's drive for this scene is *to have Francisco arrested for Bai Amari's death*. She is reluctant to give clear details, owing to her overwhelming distress. Players will need to make Social rolls to adjust her Attitude before she'll begin to make sense.

Without influence, all Jennifer says are frantic variations of: "He's dangerous," "I'm next," and "I'm so scared right now."

After modifying her Attitude with successful influence, Jennifer is willing to talk — albeit carefully. The following statements are annotated for the Storyguide in case a player investigates their veracity.

- Bai was like a mother to her, or a big sister. She loved her. (This is true.)
- Francisco hated her, then he got angry with Bai, and now Bai is dead. (This is true, but she is withholding something.)
- Francisco did it. There's no doubt in her mind. She'll never forgive him. (This is false — she knows he didn't kill Bai Amari.)
- Francisco is jealous and violent. It could be because of his patron. She heard Huitzilopochtli loves human sacrifices — *female* human sacrifices. (This is true.)
- He probably has something that can raise the dead. That's a Teōtl thing, isn't it? (This is false.)
- She's scared for her life. She won't feel any better until Francisco is behind bars. (This is true, but she is withholding something.)

If asked what she thinks of the omens occurring around the city, she stutters and stammers nonsense about how Bai's death has made everything seem crazy.

If a player uses a Knack or a Boon to influence or otherwise draw the truth from her, Jennifer privately admits a protected secret: her adoptive parent is the Titan Aten; Bai kept this hidden to protect her from warhawk Scions. There is no other way to convince her to divulge this.

If the players fail their influence rolls, Jennifer will slip away. Allow them a Twist of Fate Consolation — in her place, they discover similar clues to what they uncovered

in Bai Amari's study, such as linen fibers, a droplet of pine resin, or flakes of salt-cured skin.

If Jennifer is the last suspect to be interrogated, and the players accuse her after she vanishes, anyone present at the park witnesses the awakening of the Aten's Construct in an explosive flare.

INTERROGATING KEIRAN

Keiran picks up after a few rings but makes it short — he's in the middle of a pick-up game at a popular outdoor basketball court; they'll have to come to him.

The concrete park is packed, both with athletes and an eager audience. Keiran leads Skins versus Shirts. He is handsomely scarred: a silver cut stands out on his forearm, two sleek red lines mark the lower boundaries of his chest, and a fearsome looking jagged stripe disappears under the waistline of his shorts. In a testament to his solar blood, his otherwise flammable Irish skin has done nothing under the constant sun but sweat. He's surprised and even angry to see the player characters in the crowd and continually puts off talking to them for "one more play." The air pulses with the staccato of ball-bounces and footfalls. The shouts of both athletes and fans rise and fall like a tide. Light quivers above the sunbaked concrete.

Field: A Crowded Outdoor Basketball Court

Attitudes and Bonds: Alana (2), Andre (-1), Bai Amari (2, Rivalry 2), Hikaru (2, Mutual Pining 2), Jennifer (1), Francisco (-1), PCs (-2)

Keiran's initial drive for this scene is *to avoid his grief at the Luminary's death*; this can change to *take vengeance on the son-of-a-bitch that killed Bai* depending on player actions. He's dealing with a lot, and "dealing with," here means "avoiding it by inflating his ego in an unnecessarily aggressive sport against mortals who are extremely outclassed." Keiran doesn't want to talk about Bai, and he definitely doesn't want to talk about his supposed guilt.

Players can make Social rolls to intuit he's hiding a lot of pain under all that bluster, and will need to make further Social rolls to adjust his Attitude. A calm, validating approach will work best. If the player characters try force or intimidation, he'll only get angrier, and will likely throw punches.

Once calmed (either through influence or punching it out), Keiran will say:

- Bai's death really just... took the wind out of him. He doesn't know what to do.
- He hasn't had a chance to talk to anyone about how this is messing him up. He's been thinking about checking in with Hikaru but doesn't want to bother her.
- He fought with Bai all the time, but they always worked it out. The thing is, they had a fight recently and now won't *ever* get a chance to work it out.

THE FAIL-STATE

The players may fail their attempts to obtain information — the Goddess of Luck is a fickle mistress — the dice don't always roll the way they need them. In the event that the players botch their way through the procedural and intrigue phases, *or* that they try to have the wrong suspect arrested, Jennifer has time to make her move on Hikaru and set up a far more dangerous fight than if the players caught her sooner.

- When he thinks about it, he's pretty sure "Frank" did it. He last saw Bai with Francisco and Andre.
- Undead? For real? That might be the only good news to come out of this. He loves fighting the undead.
- He doesn't know much about omens, but he admits that something has felt very wrong since Bai's death was discovered, like a kind of spiritual motion sickness.
- He demands the players keep him updated on what happens. In fact, he'll come along if they want — after this game. He's real good in a fight, *and* he watches cop films, so he knows they'll need him.

If the characters' attempts at influence fail, or they use the wrong approach with him, Keiran will initiate a brawl. No one — and we mean *no one* — present will get involved or try to

stop any Scion that wants to throw down. The good news is, if he can taunt a PC into attacking him (or if they rouse his anger and he attacks *them*), his Attitude toward them will increase by 1. If Keiran can also successfully use Knockout on them, increase his Attitude toward them by 1 more again.

If Keiran is the last suspect interrogated, and the players accuse someone other than Jennifer (triggering the adventure fail-state), the players receive a call from Alana. Before they can even say "hello," she bursts out that Hikaru is missing from her home, leaving behind a scene similar to the one found in the Luminary's study, and something terrifying is happening to a local city park. If the players relay this to Keiran, he will drop everything to come with them. Ask the players if they'd like him to help with the final fight, or if they prefer he be dramatically held up and unable to arrive at Act 3 in time.



ACT 3: ACTION-ADVENTURE

A shockwave of searing light rocks the city park where the characters encountered Jennifer. Grass is burnt, blackened. The fountain water evaporates in an instant. Witnesses flee screaming. Trees shed their leaves in one massive fall, revealing a terrifying, otherworldly artifact – the Construct of the Titan Aten. The air is hot, dry, crackling and rustling. The contrast between light and shadow is so sharp it could cut flesh.

Jennifer stands before the Construct: a towering brazen figure stooped under the oppressive weight of the Sun-Disk at its back, its face fixed in a howl of pain. Mummies rise from the dust and ash around her, and lurch forward to intercept the players.

Field: Ground Zero of a Solar Explosion

SCENE DETAILS

Jennifer's drive for this scene is *to awaken Aten's Construct and escape with her skin*. She is an adoptive Scion of Aten who has reached the end of her plan to infiltrate Bai Amari's inner circle and extinguish the light of a powerful solar Scion. At this point, she is unhinged and beyond Influence and will scream at them from behind her undead soldiers; she didn't want to kill Bai. Father told her she *had* to kill Bai. The Sun-Disk has given Jennifer her life, and she delivers life through the Sun-Disk. Maybe she can bring Bai back from the dead! Maybe when the Titan Aten is the One True Sun again, she'll finally have what she wants!

Jennifer will stick to the back ranks, behind her mummy taskmaster guards and their mindless mummy thugs,

FIELDS AND COMPLICATIONS

This is the solar finale: the knock-down, drag-out fight between the player characters and a murderer with disturbing powers. Reset your Tension pool, and get cinematic with the Complications and Conditions! Some examples include:

Wildfire Sparked: The fire hazard in this Field is red. Calling divine fire or raising sparks from an attack on the brazen Construct would be very bad ideas. If the characters don't address it, it could become an *Out-of-Control Wildfire*.

Razor Shadows: The boundary between light and dark is now physical in this Field. Trying to hide within, or leap out of, the shadows means risking injury.

Rays of Aten: The Construct scatters red light from the zenith sun into searing rays, heating any metal on the Field — even weapons or armor.

where she can Curse the player characters. Mummy taskmasters will use Selfless Shield to protect her. Mindless mummies will take advantage of their Group Tactics to mob the players.

Jennifer lingers in combat only to the tipping point — either to see if the Construct will prevail or if the players will get the upper hand. When the outcome becomes obvious, she will attempt to make her escape, using mummies to slow any pursuers.

STORYGUIDE CHARACTERS

MORTALS



ANDRE WILSON

Archetype: Professional

Drive: To know who would want Bai Amari and her allies dead.

Primary Pool (7): Socializing, Politics, Mortal Issues

Secondary Pool (5): Persuasion, Moral Integrity, Local Scions (+1 Bai Amari)

Desperation Pool: 3

Defense Pool: 3

Bonds: Bai Amari (Love 3), Francisco (Love 3)

Starting Attitudes: Alana (1), Bai Amari (3), Francisco (3), Hikaru (1), Jennifer (-1), Keiran (1), PCs (2)

Health: 2

Initiative: 5

ALANA JOHNSON

Archetype: Professional

Drive: To solve the murder of Bai Amari.

Primary Pool (7): Investigation (+1 Homicide), Quick Wits

Secondary Pool (5): Athletics, Supernatural Lore

Desperation Pool: 3

Defense Pool: 5

Bonds: Hikaru (Camaraderie 1)

Starting Attitudes: Andre (1), Bai Amari (2), Francisco (-1), Hikaru (1), Jennifer (1), Keiran (-1), PCs (2)



Health: 2

Initiative: 5

SCIONS

FRANCISCO GARCIA MELENDEZ, SCION OF HUÍTZILŌPŌCHTLI

Archetype: Rival

Drive: To be found innocent of Bai Amari's death.

Primary Pool (9): Socializing (+1 Divinity), Seduction (+1 Looking Dangerous)

Secondary Pool (7): Mortal and Divine Politics, Character Assassination, Public Relations

Desperation Pool: 5

Defense Pool: 5

Callings: Leader, Lover, Trickster



Purviews: Sun, Prosperity

Bonds: Andre (Love 3), Bai Amari (Love 3), Hikaru (Camaraderie 1)

Starting Attitudes: Alana (1), Andre (3), Bai Amari (3), Hikaru (2), Jennifer (-3), Keiran (-1), PCs (1)

Health: 3

Initiative: 6

Extras: *Undercover Boss.* Spend 1 Tension for Francisco to take the form of a subservient figure. While disguised he is able to intuit either a character's Attitudes toward him, or toward his apparent supervisor. He gains a +2 Enhancement on attempts to adjust these Attitudes while disguised.

HIKARU YAMAZAKO, SCION OF AMATERASU

Archetype: Rival

Drive: To make sense of Bai Amari's death.

Primary Pool (9): Investigation, Wisdom (+1 Matters of Heart), Acting as Duty Demands

Secondary Pool (7): Creative Pursuits, Considering All Angles

Desperation Pool: 5

Defense Pool: 5

Callings: Creator, Judge, Sage

Purviews: Sun, Order

Bonds: Alana (Camaraderie 1), Francisco (Camaraderie 1), Keiran (Mutual Pining 2)

Starting Attitudes: Alana (1), Andre (2), Bai Amari (3), Francisco (1), Jennifer (-1), Keiran (2), PCs (1)

Health: 3

Initiative: 6

Extras: *Light up the Room.* Hikaru glows with her thoughts and emotions, literally, creating an atmosphere in accordance with her current state. She temporarily increases or decreases Attitudes by 1 based on her emotional state.

KEIRAN O'CONNOR, SCION OF LUGH

Archetype: Rival

Drive: To avoid his grief at the Luminary's death; to take vengeance on the son-of-a-bitch that killed Bai

Primary Pool (9): Bareknuckle Brawling (+1 Against Angry Foes); Combat (short swords, lances)

Secondary Pool (7): Finding (And Pushing) Your Buttons; Defending Comrades

Desperation Pool: 5

Defense Pool: 9

Callings: Warrior, Leader, Lover

Purviews: Sun, War

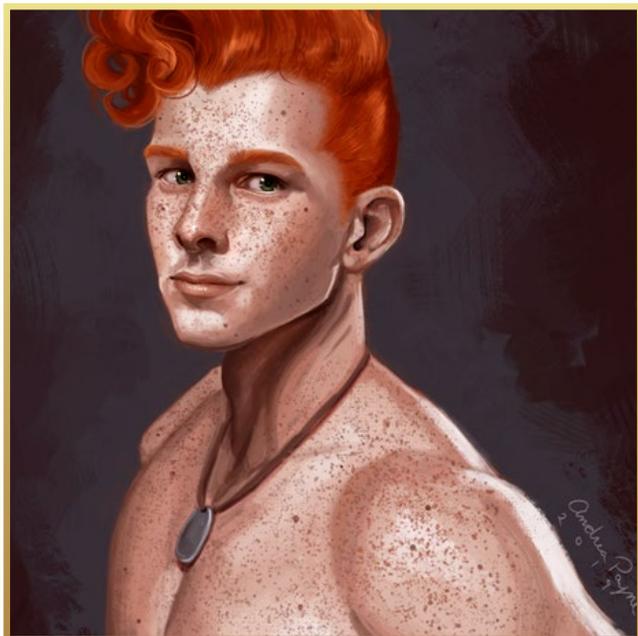
Bonds: Bai Amari (Rivalry 2), Hikaru (Mutual Pining 2)

Starting Attitudes: Alana (2), Andre (-1), Bai Amari (2), Hikaru (2), Jennifer (2), Francisco (-1), PCs (-2)

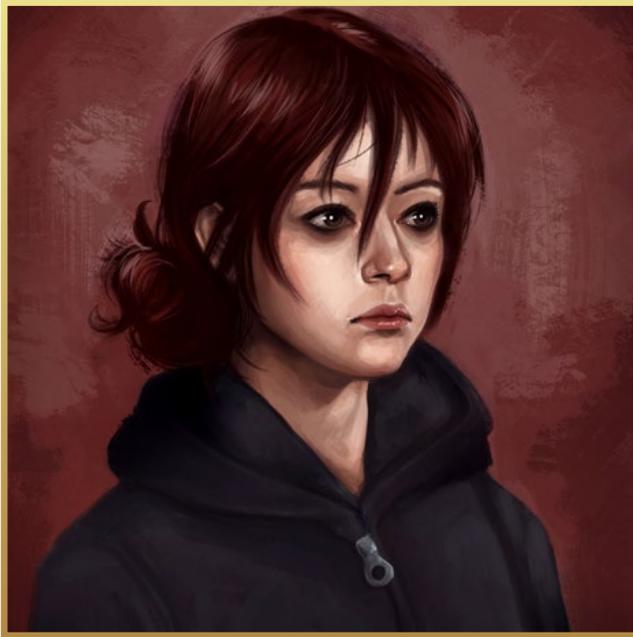
Health: 3

Initiative: 6

Extras: *Knockout.* Keiran makes an attack with either his fists or weapon. If successful, spend 1 Tension and the attack deals no damage, but the target is Taken Out, knocked unconscious. However, any other character may bring the target back into the fight, with a basic or mixed action to rouse them taken at close range. If no such action is taken, the target awakens at the end of the scene. Knockout's cooldown is refreshed when a roused target makes an attack on Keiran.



ANTAGONISTS



JENNIFER WALKER, **SCION OF THE TITAN ATEN**

Archetype: Rival

Drive: To have Francisco arrested for Bai Amari's death; to awaken Aten's construct and escape with her skin.

Primary Pool (9): Treachery (+1 Gaining Confidence), Assassination

Secondary Pool (7): Combat (sickle-sword), Magic, Slipping Away

Desperation Pool: 5

Defense Pool: 7

Callings: Liminal

Purviews: Sun, Death

Bonds: Bai Amari (Kinship 2)

Starting Attitudes: Alana (-1), Andre (-2), Bai Amari (2), Francisco (-3), Hikaru (-1), Keiran (-1), the Titan Aten (3), PCs (-2)

Health: 3

Initiative: 6

Extras: *Curse.* Jennifer places curses on other characters. These curses manifest as immediate physical ailments, such as shriveling or paralysis. They can also appear as terrible burns or dehydration, or as complications caused by sudden swarms of beetles or locusts. Non-trivial characters may resist Curse with a Clash of Wills. Purifying or healing magic is able to break curses. Possible curse effects might include:

- Enfeeblement or the feeling of a great weight on one's body; +2 Complication to all Might and Dexterity actions.

- Inflicting an Injury Complication directly; the player chooses which Injury Complication is marked, and breaking the curse removes the complication. This cannot Take Out a character.
- Increase the difficulty of a specific stunt by 2.

Second Wind. Jennifer has hidden reserves of energy she can call on at a moment's notice, refreshing her and giving her the will to continue even against staggering odds. If all but one of Jennifer's Injury boxes are filled, the Storyguide may spend 1 Tension to clear her entire Health track. When done, Jennifer receives a +2 Enhancement to be assigned at the Storyguide's discretion, which persists until the end of the scene or until Jennifer is defeated. Second Wind may only be used once per scene.

ATEN'S SOLAR CONSTRUCT

In a fail state, where Hikaru has been sacrificed (or is about to be), upgrade the Construct to Titanspawn and use the second set of stats.

Archetype: Nemesis (Titanspawn, if in fail state)

Drive: To crush enemies of Aten, the One True Sun

Primary Pool (11 / 13*): Smashing Attacks, Feats of Strength

Secondary Pool (9 / 11*): Endurance, Inspiring Terror

Desperation Pool: 6 / 7*

Defense Pool: 9 / 11*

Health: 5 / 10*

Initiative: 9 / 10*

Extras: *Apocalyptic Presence.* The Construct is something deeply otherworldly. There is no way it can pass as a something mundane, let alone mortal. It is terrifying and wondrous to behold, an



awesome-in-the-literal-sense revelation that leaves even the most stalwart of mortals utterly befuddled. Only beings with a Legend rating may oppose or attack the Construct. This is a fear effect for all special abilities that resist against fear.

* *Baleful Touch*. The Construct seethes with the energy of the ancient Sun-Disk — not life-giving and warm, but searing and unforgiving. Any attack made by the Construct fills in an additional Health box, unless that Health box would inflict an Injury Complication greater than the one marked normally. For example, if a character only had one Bruised and one Injured Condition remaining, she would only mark Bruised. For 1 Tension, the effect lingers — the target's clothes catch on fire, any metal on their body begins to super-heat, etc. If the target does not take an action on her next turn to ameliorate the effects (which can be a mixed action), she will take one additional damage.

Feat of Size 2: The Construct has a +4 Enhancement on all rolls involving size, including to hit.

☠ MUMMY TASKMASTERS

Archetype: Professionals – 1 (3, if in fail-state)

Drive: To lead their subordinates

Primary Pool (7): Leading the Undead, Combat (sickle-swords)

Secondary Pool (5): Endurance, Defending Jennifer

Desperation Pool: 3

Defense Pool: 5

Health: 2

Initiative: 5

Extras: *A Cut Above*. Mummy taskmasters have +1 Enhancement of the Storyguide's choice.

Selfless Shield. The mummy taskmaster moves to within Close Range of Jennifer and takes a full defense action. If Jennifer takes damage from attacks during the mummy taskmaster's turn, that damage is removed. The defending mummy taskmaster takes a single level of damage. *Selfless Shield*'s cooldown refreshes when the mummy taskmaster personally lands a blow against a player character.

☠ MINDLESS MUMMIES

Archetype: Mooks — 2x the number of PCs (3x in fail-state)

Drive: To serve their master's every command.

Primary Pool (5): Mobbing, Close Combat

Secondary Pool (4): Simple Grunt Work, Grappling

Desperation Pool: 3

Defense Pool: 3

Health: 1

Initiative: 3

Extras: *Group Tactics*. Although mindless, these mummies have preserved the original chain of command. While in the commanding presence of mummy taskmasters, mindless mummies receive +1 Defense, +1 Health, and a +1 Enhancement to any combat action when two or more of them attack a single target during the same turn. If all mummy taskmasters are taken out, remove this Extra from all mindless mummies.

Natural Weapon. Mindless mummies are possessed of natural weaponry — specifically, their long, ragged nails and rotted teeth. Such weapons cannot be disarmed without a (likely very gruesome) stunt.

HASSAN AL-HAKIM

Scion of Loki

Background: Hassan once saved a man's life in the operating room — barely out of residency; he held that man's heart in his hands, massaging it while he waited for the emergency generators to kick in after American bombs knocked out the city's power supply. Now he drives a cab to make ends meet while he requalifies for his degree in the American system. Ever since his *real* father turned up in the back of his cab, though, trouble has doggedly followed him.

Description: Hassan keeps himself clean-shaven. His age is beginning to show, and he's just vain enough to dye his graying sideburns. He still smokes, though not in his cab, and keeps himself lean. His hands are almost perfectly steady — a surgeon's hands, still.

Tips: Hassan isn't a fighter — too dedicated to his profession to know more than the basics of surviving a fistfight. In combat he stays out of the way, either providing aid or taking care of non-combat needs while others fight. However, in Procedural or Intrigue gameplay, he's a heavy hitter, sniffing out the stench of lies and providing cover for others with Complete Privacy. His greatest strength is healing — performing surgery in any situation, and if it comes to the worst, calling down miracles.

Divine Parent: Loki



SCION

HERO

Hassan al-Hakim

Name

Chronicle

Loki

Player

Parent

SKILLS

■ Academics	●●●●○○	■ Medicine (Surgery)	●●●●●●
■ Athletics	●○○○○○	■ Occult	●●○○○○
■ Close Combat	●●○○○○	□ Persuasion	○○○○○○
■ Culture (Medical Culture)	●●●●○○	■ Pilot	●○○○○○
■ Empathy (Bedside Manner)	○○○○○○	□ Science	●○○○○○
□ Firearms	○○○○○○	□ Subterfuge	●○○○○○
■ Integrity	●●○○○○	■ Survival	●●○○○○
□ Leadership	○○○○○○	□ Technology	○○○○○○

ATTRIBUTES

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

PATHS

- War-Torn
- Medical Practitioner
- Rising Above
-

DEEDS

- Short
- Long
- Band

BIRTHRIGHTS

- Loki (Guide 3)
- Hel (Guide 2)
- Swallowed Sun Zippo (Relic 2)
- Legendary Title: Doctor Without Borders

VIRTUE

Audacity ○○○○○○ Fatalism

KNACKS

- The Bare Minimum
- Lie Detector
- Complete Privacy
- Doctor's Kit
- Surgeon with the Hands of God

(Neither the Minute nor the Hour, The Truth Arises)

LEGEND

● ○ ○ ○
□ □ □ □

MOMENTUM

□□□□□□□□□□□□

HEALTH

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

CALLINGS

- Healer ●●●●○○
- Judge ●○○○○○
- Liminal ●○○○○○

BOONS/PURVIEWS

- Chaos, Fire, Deception, Wyrd
- No Masters (Chaos)
- Walk Unnoticed (Deception)

Taken Out
Movement Dice: 5
Defense Roll: 3

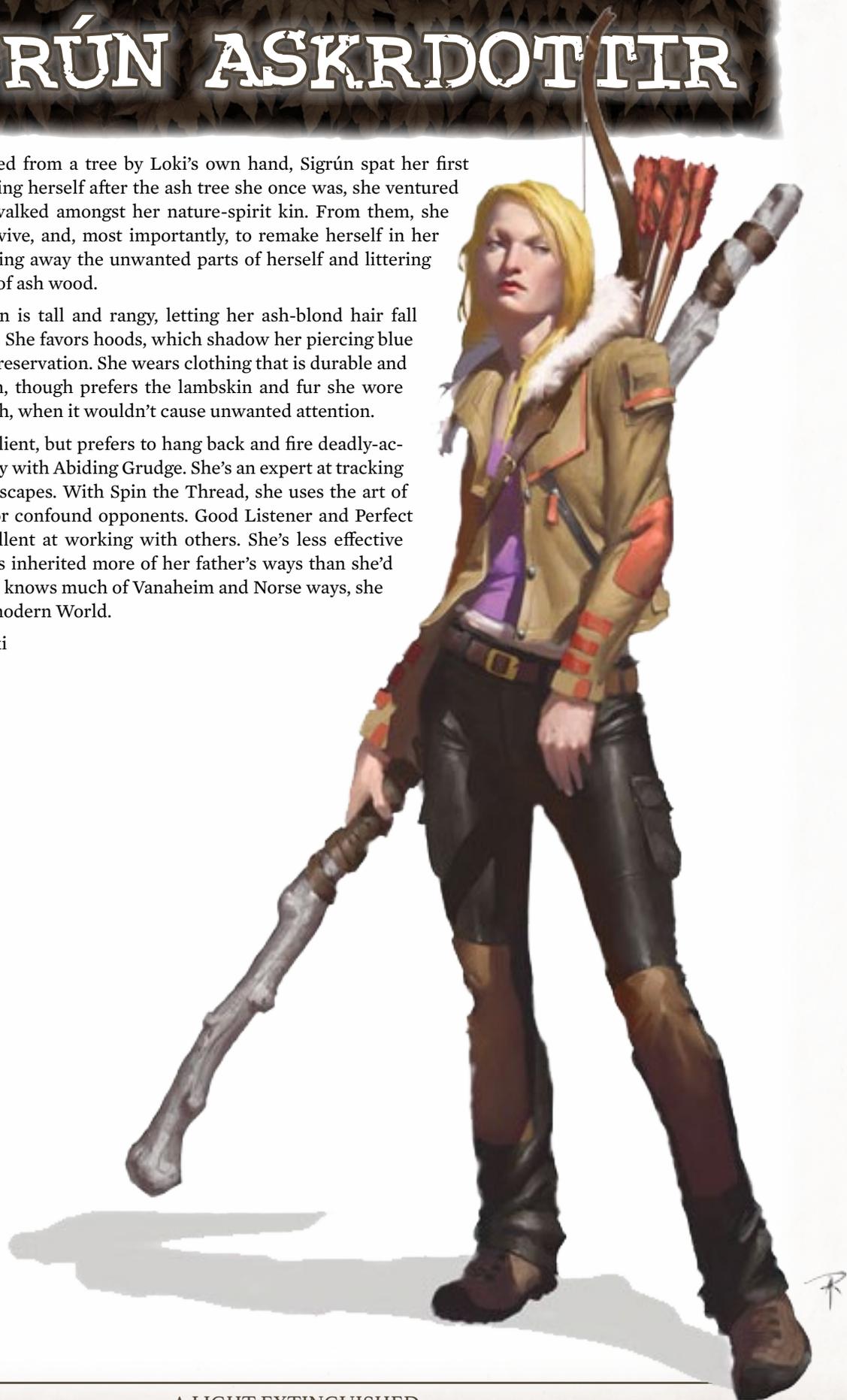
SIGRÚN ASKRDOTTIR

Background: Carved from a tree by Loki's own hand, Sigrún spat her first breath in his face. Naming herself after the ash tree she once was, she ventured across Vanaheim and walked amongst her nature-spirit kin. From them, she learned to hunt, to survive, and, most importantly, to remake herself in her own true image — carving away the unwanted parts of herself and littering her path with shavings of ash wood.

Description: Sigrún is tall and rangy, letting her ash-blond hair fall halfway down her back. She favors hoods, which shadow her piercing blue eyes that stare without reservation. She wears clothing that is durable and easy to move around in, though prefers the lambskin and fur she wore before she came to Earth, when it wouldn't cause unwanted attention.

Tips: Sigrún is resilient, but prefers to hang back and fire deadly-accurate shots into the fray with Abiding Grudge. She's an expert at tracking targets and hindering escapes. With Spin the Thread, she uses the art of Seiðr to aid her allies or confound opponents. Good Listener and Perfect Partner make her excellent at working with others. She's less effective at intrigue, though she's inherited more of her father's ways than she'd like to admit. While she knows much of Vanaheim and Norse ways, she knows little about the modern World.

Divine Parent: Loki



SCION

HERO

Sigrún Askrdottir

Name _____

Chronicle _____

Player _____

Loki

Parent _____

SKILLS

<input type="checkbox"/> Academics	00000	<input type="checkbox"/> Medicine	00000
<input checked="" type="checkbox"/> Athletics (Archery)	●●●●●	<input checked="" type="checkbox"/> Occult (Seidr)	●●●●●
<input type="checkbox"/> Close Combat	00000	<input type="checkbox"/> Persuasion	00000
<input checked="" type="checkbox"/> Culture	●●●●●	<input type="checkbox"/> Pilot	00000
<input checked="" type="checkbox"/> Empathy	●●●●●	<input type="checkbox"/> Science	00000
<input type="checkbox"/> Firearms	00000	<input checked="" type="checkbox"/> Subterfuge	●●●●●
<input type="checkbox"/> Integrity	00000	<input checked="" type="checkbox"/> Survival (Hunting)	●●●●●
<input checked="" type="checkbox"/> Leadership	●●●●●	<input type="checkbox"/> Technology	00000

ATTRIBUTES

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

PATHS

- Loki-Carved, Loki-Spiting
- Child of All Vanheim
- Woman of the Wilds
-

DEEDS

- Short
- Long
- Band

BIRTHRIGHTS

- Ashen Distaff (Relic 4)
- Abiding Grudge (Relic 3)

VIRTUE

Audacity 00000 Fatalism _____

KNACKS

- Apex Predator
- Good Listener
- Internal Compass
- Keen-Eyed Predator
- Perfect Partner

(Always There, Relentless)

LEGEND

● ○ ○ ○

MOMENTUM

□□□□□□□□□□

HEALTH

- Bruised _____ +1
- Bruised _____ +1
- Bruised _____ +1
- Injured _____ +2
- Maimed _____ +4

CALLINGS

- Hunter ●●●●○
- Leader ●○●●○
- Lover ●○●●○

BOONS/PURVIEWS

- Epic Strength, Wild, Wyrd
- Overgrowth (Wild)
- Spin the Thread (Wyrd)

Taken Out _____
 Movement Dice: _____
 Defense Roll: _____

RASHMI BHATTACHARYA

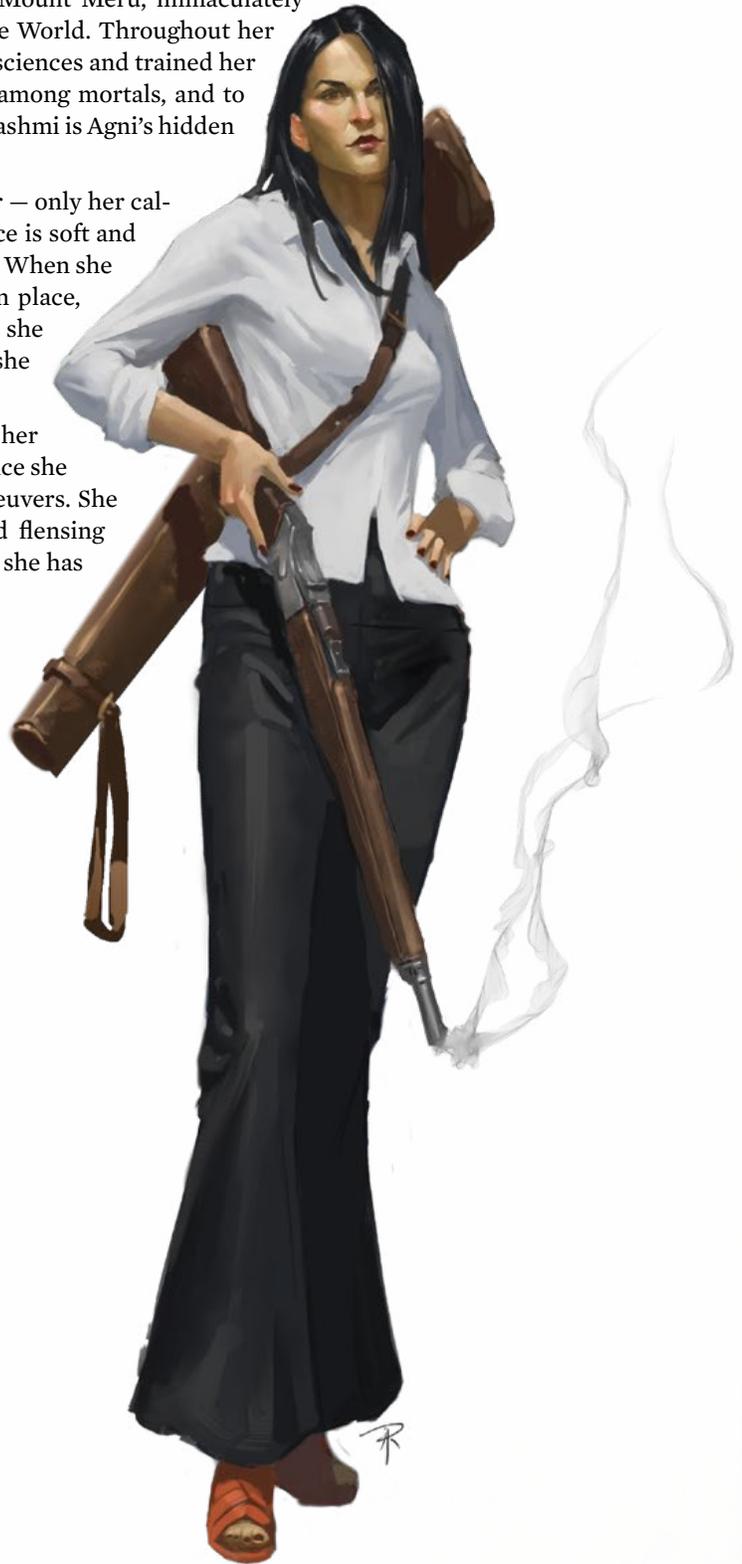
Scion of Agni

Rashmi grew up in a town on the slopes of Mount Meru, immaculately constructed to resemble a human settlement in the World. Throughout her childhood, Gods of every kind educated her in the sciences and trained her in the ways of the divine, how to pass unnoticed among mortals, and to speak as they spoke. Brilliant as she is dangerous, Rashmi is Agni's hidden javelin, unseen until she strikes.

Description: Rashmi does not look like a killer — only her callused fingers from rifle training stand out. Her voice is soft and measured, rarely rising above conversational tones. When she stands still, it's as though she is a statue carved in place, with a frugal economy of motion. For all this, she seethes with hidden energy revealed only when she explodes into ferocious action.

Tips: Rashmi fights at range — her rifle lets her contribute without risking injury, and from a distance she alters the flow of battle with brilliant tactical maneuvers. She excels in Procedural gameplay, her brilliant mind flensing problems to pieces, but when it comes to influence she has few options beyond tricking or threatening them.

Divine Parent: Agni



SCION

HERO

Rashmi Bhattacharya

Name _____

Chronicle _____

Agni (Chosen)

Player _____

Parent _____

SKILLS

<input checked="" type="checkbox"/> Academics _____ ●●○○○	<input type="checkbox"/> Medicine _____ ○○○○○
<input checked="" type="checkbox"/> Athletics _____ ●●●○○	<input type="checkbox"/> Occult _____ ●●○○○
<input type="checkbox"/> Close Combat _____ ○○○○○	<input type="checkbox"/> Persuasion _____ ○○○○○
<input checked="" type="checkbox"/> Culture _____ ●○○○○	<input type="checkbox"/> Pilot _____ ○○○○○
<input type="checkbox"/> Empathy _____ ●○○○○	<input checked="" type="checkbox"/> Science (Nuclear Physics) _____ ●●●●○
<input checked="" type="checkbox"/> Firearms (Rifle) _____ ●●●●○	<input checked="" type="checkbox"/> Subterfuge _____ ●○○○○
<input type="checkbox"/> Integrity _____ ○○○○○	<input checked="" type="checkbox"/> Survival _____ ●●●○○
<input 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

- Potemkin World _____
- Technology Expert _____
- The Hidden Javelin of Agni _____
- _____

DEEDS

- Short _____
- Long _____
- Band _____

BIRTHRIGHTS

- Preceptor Drona (Guide 4) _____
- Mount Meru Copy Rifle (Relic 2) _____
- Bodhisattva (Guide 1) _____
- Legendary Title: The Physicist-Priestess _____

VIRTUE

Duty _____ ○○○○○ Conscience _____

CONTACTS

- _____
- _____
- _____

KNACKS

- Immortal Mastermind _____
- Innate Toolkit _____
- Most Dangerous Prey _____
- Worrying Hound _____
- _____
- (Wireless Interface, Master of the World) _____

LEGEND

● ○ ○ ○

MOMENTUM

□□□□□□□□□□□□

HEALTH

- Bruised _____ +1
- Bruised _____ +1
- Bruised _____ +1
- Injured _____ +2
- Maimed _____ +4

CALLINGS

- Sage _____ ●●○○○
- Creator _____ ●○○○○
- Hunter _____ ●●○○○

BOONS/PURVIEWS

- Journeys, Yóga _____
- Eyes of Knowledge (Yóga) _____
- Here There Be Dragons (Journeys) _____
- _____

- Taken Out _____
- Movement Dice: 8 _____
- Defense Roll: 3 _____

RHIANNON JERNIGAN

Scion of Brigid

Background: The youngest in a military family with extensive history, Rhiannon followed tradition and enlisted right out of high school. The army trained Rhiannon, breaking her down in boot camp before building her back up, and within the year she boasted a 68W MOS — combat medic. She spent three tours saving lives before her discharge. She works as an EMT and firefighter — the thrill of swooping in and saving a life never wore off, but something still itched inside her, desperate to escape and show itself.

Description: Rhiannon has a fireplug build; short, stocky, and subtly muscular with an undercut dyed fire-engine red, highlighting her bright green eyes. Tattoos peek out from under her sleeves and collar — mostly abstract, though there's the name of an ex-girlfriend in there somewhere. She drives a late-model muscle car, and, like her wardrobe, it's ever so slightly distressed.

Tips: Rhiannon is at her best in close combat — no one absorbs damage like she can, and she gives her comrades healing if they're injured. She excels at protecting others but deals plenty of damage. She's also decent with repairs and a great driver (if you don't mind a nail-biting ride). She's weakest with intrigue, though Tongue of the Bard lets her plumb for useful knowledge.

Divine Parent: Brigid



SCION

HERO

Rhiannon Jernigan

Name _____

Chronicle _____

Brigid (Born)

Player _____

Parent _____

SKILLS

<input checked="" type="checkbox"/> Academics	●○○○○	<input checked="" type="checkbox"/> Medicine	●●○○○
<input checked="" type="checkbox"/> Athletics (Carrying Others)	●●●○○	<input type="checkbox"/> Occult	○○○○○
<input checked="" type="checkbox"/> Close Combat (Disarming)	●●●○○	<input type="checkbox"/> Persuasion	○○○○○
<input checked="" type="checkbox"/> Culture (Rescue Organizations)	●●●○○	<input checked="" type="checkbox"/> Pilot (Evasive Driving)	●●●○○
<input type="checkbox"/> Empathy	●●○○○	<input type="checkbox"/> Science	○○○○○
<input checked="" type="checkbox"/> Firearms	●○○○○	<input type="checkbox"/> Subterfuge	○○○○○
<input checked="" type="checkbox"/> Integrity	●●●○○	<input type="checkbox"/> Survival	●○○○○
<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

- Military Brat
- Combat Medic
- The Flame that Marched Against the Smoke
-

DEEDS

- Short
- Long
- Band

BIRTHRIGHTS

- Hot Key (Relic 4)
- Crow of the Morrigan (Guide 3)

VIRTUE

Honor ○○○○○ Prowess _____

KNACKS

- Living Pillar
- Combat Medic
- Damage Conversion
- Perfect Poise

(A Fortress, A Vigil)

CONTACTS

- _____
- _____

LEGEND

● ○ ○ ○

MOMENTUM

□□□□□□□□□□

HEALTH

- Bruised _____ +1
- Bruised _____ +1
- Bruised _____ +1
- Injured _____ +2
- Maimed _____ +4

CALLINGS

- Guardian ●●○○○
- Healer ●●○○○
- Leader ●○○○○

BOONS/PURVIEWS

- Geasa, Fire, Forge
- Reclaim from Ruin (Forge)
- Tongue of the Bard (Geasa)

Taken Out _____
 Movement Dice: 6 _____
 Defense Roll: 5 _____

EMANUEL MONTERO

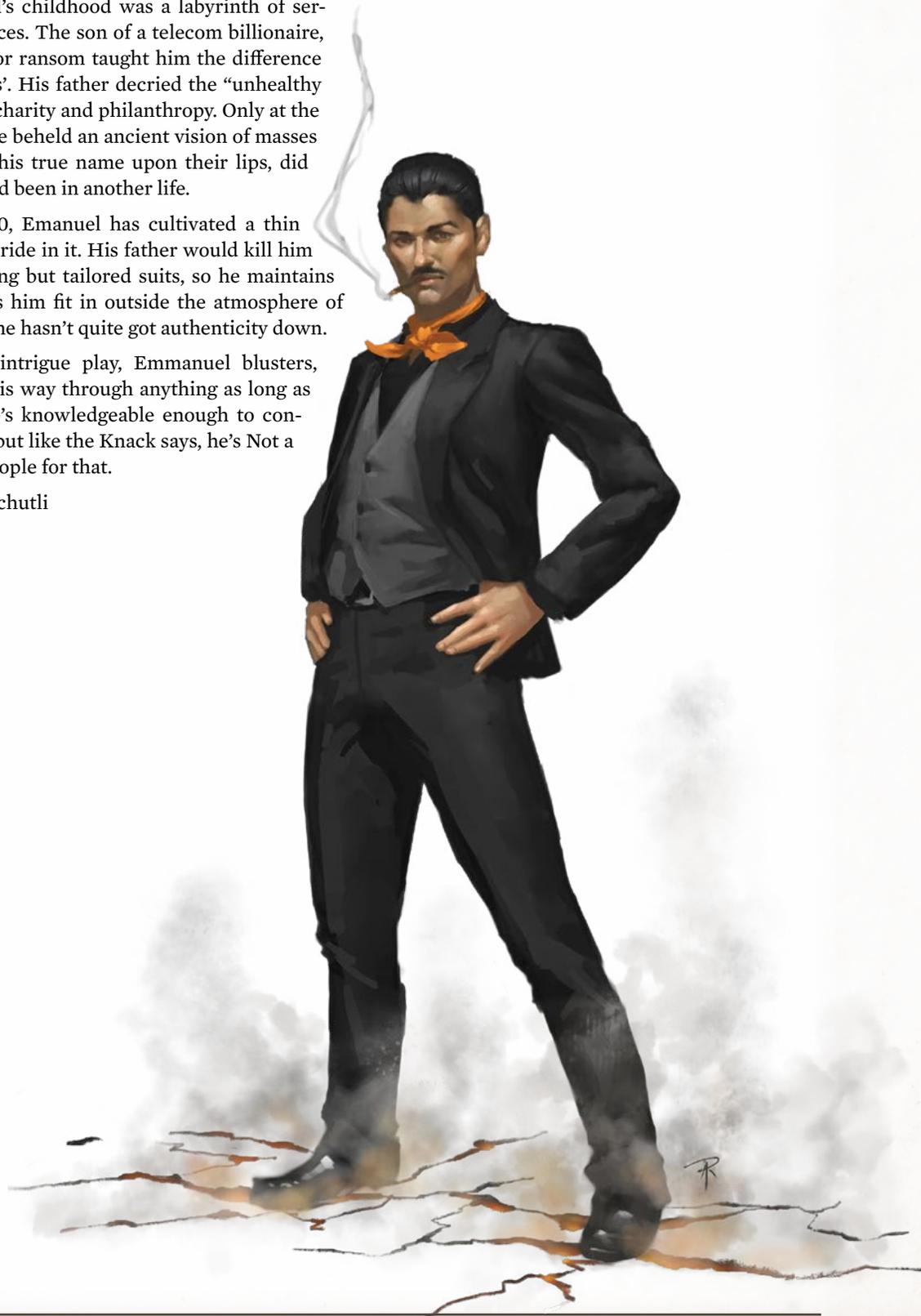
Scion of Xiuhtechutli

Background: Emanuel's childhood was a labyrinth of servants, paparazzi, and finances. The son of a telecom billionaire, being abducted and held for ransom taught him the difference between his life and others'. His father decried the "unhealthy fixation" he developed for charity and philanthropy. Only at the top of a mountain, where he beheld an ancient vision of masses kneeling before him with his true name upon their lips, did Emanuel realize who he had been in another life.

Description: Barely 20, Emanuel has cultivated a thin mustache and takes great pride in it. His father would kill him if he caught him in anything but tailored suits, so he maintains a secret wardrobe that lets him fit in outside the atmosphere of power and privilege – but he hasn't quite got authenticity down.

Tips: Unmatched in intrigue play, Emmanuel blusters, schmoozes, and bullshits his way through anything as long as violence isn't involved. He's knowledgeable enough to contribute to Procedural play, but like the Knack says, he's Not a Fighter. Luckily, he's got people for that.

Divine Parent: Xiuhtechutli



SCION

HERO

Emanuel Montero
Name _____

Chronicle _____

Player _____

Xiuhtechutli (Incarnate)
Parent _____

SKILLS

<input checked="" type="checkbox"/> Academics _____ ●●●●○	<input type="checkbox"/> Medicine _____ ○○○○○
<input type="checkbox"/> Athletics _____ ○○○○○	<input checked="" type="checkbox"/> Occult _____ ●○○○○
<input checked="" type="checkbox"/> Close Combat _____ ●○○○○	<input checked="" type="checkbox"/> Persuasion (Dealmaking) _____ ●●●●○
<input checked="" type="checkbox"/> Culture (Mexican Culture) _____ ●●●●○	<input type="checkbox"/> Pilot _____ ○○○○○
<input checked="" type="checkbox"/> Empathy (Sympathy) _____ ●●●●○	<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 (Bodyguards) _____ ●●●●○	<input type="checkbox"/> Technology _____ ○○○○○

ATTRIBUTES

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

PATHS

- Xiuhtechutli Reborn
- Charismatic Leader
- With the Future in His Wake
-

DEEDS

- Short
- Long
- Band

BIRTHRIGHTS

- Eagle Warriors (Followers 3)
- The Flint Knife (Relic 3)
- Elder Nahual (Guide 1)
- Legendary Title: The Lord of Obsidian Reborn

VIRTUE

Hunger _____ ○○○○○ Sacrifice _____

CONTACTS

KNACKS

- Grand Entrance
- Not a Fighter
- Unobtrusive Visitor
- Invulnerable Master
- _____
(Inspirational Aura, Experienced Traveler)

LEGEND

● ○ ○ ○

MOMENTUM

HEALTH

- Bruised _____ +1
- Bruised _____ +1
- Bruised _____ +1
- Injured _____ +2
- Maimed _____ +4

CALLINGS

- Leader _____ ●●●●○
- Liminal _____ ●○○○○
- Lover _____ ●○○○○

BOONS/PURVIEWS

- Nextlahuali, Prosperity
- All That Glitters (Prosperity)
- Repay the Debt (Nextlahuali)
- _____

Taken Out _____
Movement Dice: 3
Defense Roll: 3

BIRTHRIGHT AND POWER SUMMARIES

HASSAN AL-HAKIM

KNACKS

The Bare Minimum: You are always able to safely tend to someone's wounds even if you have no sanitary medical tools available.

Lie Detector: +2 Complication to lie to you if opponent is of a lower Tier. If you are investigating, and they are involved, you automatically detect that they are lying.

Complete Privacy: You cannot be spied upon, and such attempts fail through some odd mundane means. +2 Difficulty to tail you.

Doctor's Kit: Roll a Knack Skill at the start of combat. Spend the resulting successes on the following Stunts whenever someone allied to you in the same range band takes an Injury:

Ice Pack (1) — Remove a -1 Injury, including those sustained by armor

Swift Bandaging (2) — Remove a -1 Injury

Emergency Operation (4) — Remove a -4 Injury until the end of the scene

Surgeon with the Hands of God: Halve the time it takes for any medical procedure, and you don't face increased Difficulty for critically ill or injured patients.

BOONS

No Masters: Imbue 1 Legend to strip a character of their authority over others. Using this Boon on a trivial character is free.

Walk Unnoticed: Imbue 1 Legend to render yourself socially invisible.

BIRTHRIGHTS

Loki (Guide 3): Guide Stunt (1-4 successes): Gain an Enhancement equal to successes spent to adjust an Attitude towards positive, but only when you outright lie. Loki also grants access to the Deception Purview.

Hel (Guide 2): Guide Stunt (1-4 successes): Increase or decrease the environmental rank of a Field feature by successes spent in the Field where you currently stand, but only related to temperature and shadow.

Swallowed Sun Zippo (Relic 2): The zippo grants the Fire Purview.

SIGRÚN ASKRDOTTIR

KNACKS

Apex Predator: Increase the Difficulty of all attacking or hunting Stunts by someone of a lower Tier (mortals) against you by 1. If they are your quarry, increase it by an additional 1.

Good Listener: Whenever you make casual conversation with an SGC, no matter the topic, they will reveal an important detail relevant to your story.

Internal Compass: You always know your precise direction and location, and resist even magical attempts to make you lost.

Keen-Eyed Predator: Roll your Knack Skill and ask one of the following questions per success:

- What kinds of hazards (such as terrain) are present?
- Where is the nearest exit?
- Where is the safest way in?
- How many hostile enemies are present?
- Who (or what) is the biggest threat?

Perfect Partner: Double any benefits you provide from teamwork.

BOONS

Overgrowth: Spend 1 Legend to create Complication 3 worth of overgrown plants within medium range, rendering it difficult terrain as well. You may direct these plants to attack with Survival + Presence.

Spin the Thread: Imbue 1 Legend to weave a prophecy. If an action contributes to the fate, it receives Enhancement 2. Actions that oppose it receive an additional 1-2 Difficulty.

BIRTHRIGHTS

Ashen Distaff (Relic 4): Enhancement 1 for all general actions that use it, and 2 for actions that use it as a magical implement. The Distaff also grants access to the Wild Purview.

Abiding Grudge (Relic 3): Knack Stunt (1-5 successes): By showing off with the bow, you convert any additional Difficulty caused by your showmanship into an Enhancement to the roll.

RASHMI BHATTACHARYA

KNACKS

Immortal Mastermind: Enhancement 1 to all actions of anyone who follows a plan you make, +1 Difficulty for people who don't follow the plan.

Innate Toolkit: You may work without tools or using only your hands, no matter the craft.

Most Dangerous Prey: Choose an enemy to be your quarry. Gain Enhancement 1 to all rolls against them until the end of the session or until you catch them.

Worrying Hound: The prey trying to shake you off the trail cannot cause additional difficulty or Complications. Gain Enhancement 1 to keep up with them, with an additional Enhancement 1 if they are your quarry.

BOONS

Eyes of Knowledge: Imbue 1 Legend. Ask the Storyguide one of the following questions about a divine being you can see and receive the answer as a spontaneous monologue:

- What do they intend to do?
- How are they really feeling?
- What do they wish I'd do?
- How could I get them to do [a certain thing]?

Following this advice grants Enhancement 3 on applicable rolls.

Here There Be Dragons: Imbue 1 Legend to inflict 3+ Complications as obstacles to an enemy's path. If they're already moving across difficult terrain, add 1 to Difficulty.

BIRTHRIGHTS

Preceptor Drona (Guide 4): Guide Stunt (4 successes): Study your opponent and gain the Battle Wisdom Condition. You may resolve it to upgrade one Injury Condition you inflict on the same opponent in a later scene by one level, including to Taken Out.

Unique Knack: Reduce the clues required to uncover a combat-related Relic's secrets by one.

Mount Meru Copy Rifle (Relic 2): This is a normal rifle with the Firearm and Ranged tags, but provides access to the Journeys Purview.

Bodhisattva (Guide 1): Guide Stunt (1-3 successes): Gain Enhancement to the next roll you make in the current session while taking an action that slides you away from the center of your Virtue track.

RHIANNON JERNIGAN

KNACKS

Living Pillar: When you protect someone with your body, you are completely immune to environmental hazards.

Combat Medic: Once per turn, you may remove an ally's -1 Injury Condition.

Damage Conversion: When you administer aid to a patient or yourself, you may downgrade the Injury Condition by one step, once per session.

Perfect Poise: You cannot be shaken by panic or fear unless it's from a supernatural source, and gain Enhancement 2 against those. Gain Enhancement 1 in situations requiring poise.

BOONS

Reclaim from Ruin: Imbue 1 Legend to enable repair on item that are almost completely destroyed -- books from ashes, swords from melted slag, or files from a deeply corrupted hard drive.

Tongue of the Bard: Imbue 1 Legend and ask the Storyguide one question per success of any mortal or divine being you can perceive:

- What is this character's lineage (mortal and divine)?

- What is a geis they are under?
- What is a Deed they are best known for, are currently working on, or want to hide?
- What is a Quality or Knack that they possess?

To receive the answer, you must speak it aloud as poetry. Gain Enhancement 3 on rolls to take advantage of this information.

Hot Key (Relic 4): The Hot Key gives Enhancement 1 on general actions that use it, and Enhancement 2 when used in an item Rhiannon has repaired personally. It also provides access to the Forge Purview.

Crow of the Morrigan (Guide 3): Guide Stunt (1-5 successes): Gain an Enhancement equal to successes spent on your next initiative roll in the current session.

EMANUEL MONTERO

KNACKS

Grand Entrance: Roll Knack Skill when making a first impression; success grants Enhancement 1 to all Social rolls until the end of the session.

Not A Fighter: Enemies won't directly target you in a fight unless you make an attack; gain Enhancement 1 on all rolls to disengage or withdraw.

Unobtrusive Visitor: When infiltrating a place you do not belong, spend a point of Momentum to assume the role of an innocuous personage who wouldn't be out of place.

Invulnerable Master: While leading SGC followers loyal to you, you can spend Momentum and shrug off a -1 or a -2 Injury Condition.

BOONS

All That Glitters: Imbue 1 Legend to create Enhancement 2 on social actions (positive or negative) whenever you show off your wealth.

Repay the Debt: Whenever a mortal makes sacrifice to you within (Legend x 25) miles, you become aware of it, and may answer with a Boon or Marvel as if you were in close range. Once per session, you may reduce the cost of a Boon or marvel used in response to a sacrifice by one point of imbued or spent Legend.

BIRTHRIGHTS

Eagle Warriors (Followers 3): Heavy: Group, Savage, Tough

The Flint Knife (Relic 3): The Knife provides Enhancement 1 on general actions that use it, and Enhancement 2 on actions that draw blood.

Elder Nahual (Guide 1): Guide Stunt (1-3 successes): Gain an Enhancement equal to successes spent to the next roll you make in the current session to address a Peril for one of your Fatebindings.

A LIGHT EXTINGUISHED

A JUMPSTART FOR SCION SECOND EDITION

Someone has killed Bai Amari, the Luminary, a well-respected and beloved Scion of Ra. Who would want such a thing? Who could muster enough power to end the immortal life of a demigod? Is this a declaration of war? Who is behind this terrible tragedy?

The Gods and their children feel the tremors of Titanic influence behind the mystery of the Luminary's killing and have asked key personages (the player characters) to investigate if something more sinister is afoot. Mortal law enforcement investigated the murder on a mundane level, but they need the Scions' power: Whoever it was must have the backing of someone, or *something*, supernatural.

In this jumpstart, the characters must help solve the murder of an important member of their divine community before her killer can strike again and awaken a bright and terrible power.

This jumpstart adventure includes everything you need to play a full game of **Scion Second Edition**:

- A complete story designed to be played either in one long session or over the course of several shorter sessions
- Five ready-to-play Scion characters
- Condensed Storypath core rules to help facilitate Storyguides running the game



SCI009

