

A PAIN IN THE DICE GUIDE TO

SCION

CHARACTER CREATION



by chazz kellner





CREDITS

Compatible with Scion Second Edition

Author: Chazz Kellner

Editor: Tam-Lin Sexton

Layout & Original Art: Noah G Hirka

SPECIAL THANKS

Anna Shaw, Terry Robinson, Steven Pope

Additional Review

Tom Bagley, Morgan Hillan



© 2019 Onyx Path Publishing. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright holders of that material. “Scion” and all characters, names, places, and text herein are copyrighted by Onyx Path Publishing.

Keep up to date with Onyx Path Publishing at theonyxPath.com.

A PAIN IN THE DICE GUIDE TO SCION 2ND EDITION CHARACTER CREATION

Pain in the Dice is a guide to make gaming easier. It's my "do something about it or stop complaining" response to my recurring complaints about certain difficult aspects of games. Foremost was the lack of character creation summaries in some of the role playing games we've reviewed on the Story Told Podcast. Originally, I created this guide for my personal use while running Scion, and to aid my players with building their characters. When I told Steven Pope of Uncanny Valley, who was preparing to run New Pantheon on the Saving Throw Network, about the reference I had created, he was excited. He found it an invaluable resource to running Scion. Later, I told Terry Robinson, one of the hosts of Mage the Podcast, and he suggested publishing the reference to the StoryPath Nexus for wider use. He deserves the credit for the "Pain in the Dice" title of the project.

Much of Scion 2nd Edition's system comes up at character creation without a full explanation. The details needed to build your character are scattered across two beautiful books, and there's no quick way to navigate all of it. This guide is intended to fill that gap, along with some lessons I've learned along the way.



ORIGIN CHARACTER CREATION

STEP 1: DEFINE CONCEPT

- **Write a high-level description of your character. Include the character's pantheon, divine patron, and genesis.**
Pantheon and Patron: see Scion: Origin, p. 170-177 for a quick reference for the core 10 pantheons and gods.
- **Genesis**
 - **Born:** You are the child of a god and a mortal.
 - **Created:** You were created and granted life by your divine patron.
 - **Chosen:** You were blessed, born to a divine blood line, or touched by fate to receive your divine blessing.
 - **Incarnate:** You were a mortal incarnation of a god, until that god died.
- **Define 3 deeds for your character; short-term, long-term, and band Deed. (Scion: Origin, p. 94)**

STEP 2: PATHS

- **Create/choose three Paths for your character.**
- **Pick a Path for each category:**
 - **Origin** – Who you were before the story started; your “biography”
 - **Role** – Who you are now (concept often fits here); what you'd say in a job interview.
 - **Pantheon** – Connection to and role within your pantheon.

Each Path includes the following:

- A short description that acts as the Path's title
- 3 associated Skills
- The Pantheon Path takes two Skills defined by the Pantheon, plus one Skill that matches your character themes as they relate to the Pantheon.
- No Skill may be associate with more than two of your character's Paths.
- See **Scion: Origin**, p. 58-61 for Skill descriptions.
- Potential Connections: Contacts and Access
- Potential Path Condition for invoking the Path too often

See Scion: Origin, p. 100-104 for example Paths.

STEP 3: SKILLS

- **Rank your Paths to generate Skills:**
 - Primary Path grants 3 dots
 - Secondary Path grants 2 dots
 - Tertiary Path grants 1 dot
- **Add 5 dots of additional Skills.**
- **Add a Specialty to each Skill with at least 3 dots.**
See Scion: Origin, p. 58-61 for Skill descriptions.

STEP 4: ATTRIBUTES

- **All Attributes start with 1 dot**
- **Pick a favored approach, add 2 dots to each Attribute in that approach.**
- **Prioritize the arenas, and assign 6/4/2 dots as prioritized**
- **Add 1 dot to any Attribute**

STEP 5: CALLINGS AND KNACKS

- **Pick one of the Callings from your divine patron.**
See Scion: Origin, p. 98 for descriptions of the Callings.
- **You gain 1 dot in your Calling.**
- **Select a single Knack from your Calling.**
For the complete listing of Knacks, see Scion: Origin, p. 104-113.

STEP 6: FINISHING TOUCHES

- **Legend 1**
- **Record virtues**
- **Record Health**
- **Add two heroic Knacks OR four points of Birthrights.**
See Scion: Hero 202-210 for details about Birthrights.

HERO CHARACTER CREATION

STEP 1: DEFINE CONCEPT

- **Write a high-level description of your character. Include the character's pantheon, divine patron, and genesis.**
Pantheon and Patron, see Scion: Origin, p. 170-177 for a quick reference for the core 10 pantheons and gods.
- **Genesis**
 - **Born:** You are the child of a god and a mortal.
 - **Created:** You were created and granted life by your divine patron.
 - **Chosen:** You were blessed, born to a divine bloodline, or touched by fate to receive your divine blessing.
 - **Incarnate:** You were a mortal incarnation of a god, until that god died.
- **Define 3 deeds for your character; short-term, long-term, and band Deed. (Scion: Origin, p. 94)**

STEP 2: PATHS

- **Create/choose three Paths for your character.**
- **Pick a Path for each category:**
 - **Origin** – Who you were before the story started; your “biography”
 - **Role** – Who you are now (concept often fits here); what you'd say in a job interview.
 - **Pantheon** – Connection to and role within your pantheon.

Each Path includes the following:

- A short description that acts as the Path's title
- 3 associated Skills
- The Pantheon Path takes two Skills defined by the Pantheon, plus one Skill that matches your character themes as they relate to the Pantheon.
- No Skill may be associate with more than two of your character's Paths.
- See Scion: Origin, p. 58-61 for Skill descriptions.
- Potential Connections: Contacts and Access
- Potential Path Condition for invoking the Path too often

See Scion: Origin, p. 100-104 for example Paths.

STEP 3: SKILLS

- **Rank your Paths to generate Skills:**
 - Primary Path grants 3 dots
 - Secondary Path grants 2 dots
 - Tertiary Path grants 1 dot
- **Add 5 dots of additional Skills.**
- **Add a Specialty to each Skill with at least 3 dots.**
See Scion: Origin, p. 58-61 for Skill descriptions.

STEP 4: ATTRIBUTES

- **All Attributes start with 1 dot**
- **Pick a favored approach, add 2 dots to each Attribute in that approach.**
- **Prioritize the arenas, and assign 6/4/2 dots as prioritized**
- **Add 1 dot to any Attribute**

STEP 5: CALLINGS AND KNACKS

- **Pick 3 Callings, one must come from your divine patron.**
See Scion: Hero, p. 192-195 for descriptions of the Callings.
- **Assign 5 dots to Callings, minimum 1 for each Calling.**
- **Select Knacks equal to your Callings:**
 - Heroic Knacks ‘cost’ 1 dot
 - Immortal Knacks ‘cost’ 2 dots*For the complete listing of Knacks, see Scion: Hero, p. 224-236.*
- **Define your first legendary Title from one of your Callings. This Title often relates to deeds around your visitation. (Scion: Hero, p. 191)**

HERO CHARACTER CREATION

STEP 6: BIRTHRIGHTS

- Spend 7 dots among the following Birthrights:
 - Creature (Scion: Hero, p. 201-203)
 - Followers (Scion: Hero, p. 203-204)
 - Guide (Scion: Hero, p. 205-209)
 - Relic (Scion: Hero, p. 209-221)

Note: You may spend 4 additional points on Birthrights from finishing touches, and can mix those points with the ones here for a total of 11 points.

STEP 7: PURVIEWS

- Gain your Pantheon Purview as an innate Purview.
- Choose one of your divine patron's Purviews as a second innate Purview.
- Record any purviews from Guides or Relics.
- Record Innate Powers for all Purviews. (Scion: Hero, p. 233-271)
- Record Motifs for your pantheon (Scion: Hero, p. 237-238) and Relics.

STEP 8: BOONS

- Pick 2 Boons from any of your character's Purviews. (Scion: Hero, p. 233-271)

STEP 9: FINISHING TOUCHES

- Legend 1
- Record Virtues
- Record Health
- Add two heroic Knacks OR four points of Birthrights





CHARACTER CREATION EXPLAINED

STEP 1: DEFINE CONCEPT

The character concept is the high-level idea for your character. It's the answer to the question "what are you playing?" The concept should include a narrative description of the character and areas of particular strength. At this point, work with the Storyguide and other players to make sure your concept fits the series and doesn't overlap too much with other players' concepts.

- Write a high-level description of your character. Include the character's pantheon, divine patron, and genesis.

Examples:

- Homeless street oracle created by the Morrigan to guide her band.
- Wealthy athlete and heir to a business empire chosen by Sun Wukong.
- Introverted Scion of Aphrodite that mostly watches anime and quotes manga, but who now helps nerds find love.

In Scion, the concept is also where you establish your character's connection to one of the pantheons and their divine patron, the god who is responsible for your character's relationship to the divine. Your pantheon mainly defines the larger myth group your character is a part of and determines two of your Skills. Your choice of a god has a much larger overall impact on your character, suggesting themes, callings, and purviews.

- **Pick a pantheon.**
Each pantheon has two asset Skills, which must be assigned to your pantheon Path in step 2.
- **Pick a god to be your divine patron.**
Each god has three Callings and a number of Purviews. See *Scion: Origin 170-177* for a quick reference for the core 10 pantheons. See *Scion: Hero 46-165* for the complete write-ups.
- **Pick a genesis.**
Genesis describes how your character relates to the Gods as a Scion. This largely plays a thematic role in character creation. In the first edition of the game, all Scion characters were direct children of the gods. Second edition offers some other options:

- **Born:** Born Scions have a direct divine parent. Think about your relationship with your mortal parent and family as well as what having a divine parent meant for your character growing up.
- **Chosen:** For some reason, a god chose you to bear their blessing. Consider why they chose your character. What about them resonated with the god to lead to their choosing? Having been chosen, do they owe an obligation to their patron?
- **Created:** Created Scions are purpose-built by their divine patron. Consider how they were made and why. How long have they existed before the story begins? Do they know their purpose and origin? How does that affect them?
- **Incarnate:** Gods incarnate as mortal avatars to act in the World. If destruction sunders that god's mantle from their physical form, mortal avatars become Scions, driven into the mythic cycle of that god to reclaim their mantle. Being an incarnate Scion begs a couple of questions: Are there other incarnate Scions out there from the same divinity? How did the god die? In discussion with your Storyguide, you may decide to leave answers in their hands.

Finally, the Scion books call for you to define your Deeds, which are expressions of intent and story moments you want to see for your character. Long-term Deeds may be related to your character concept. If you don't have ideas for your Deeds, you can skip this part of character creation and come back to it during the Final Touches or with your Storyguide.

Scion: Origin suggests assigning a virtue or unifying phrase that exemplifies the Deed. You could also link a Deed to one of your Callings or Purviews to highlight the mythic resonance of your actions. While this is not necessary, it highlights the themes you're trying to lean into with that Deed.

As one of the avenues to gaining experience points and the only method for increasing your Legend score, Deeds are an important part of character advancement.

- **Define 3 deeds for your character (*Scion: Origin*, p. 94)**
- **Short-term Deed:** Something that could be achieved in a single session. Declaration of what you think would be cool or interesting for the character. You can also add a short-term Deed at the beginning of each session, to a maximum of five Deeds.

- **Long-term Deed:** Goals that take a story-arc to achieve. Declaration of how you want your character to grow or change.
- **Band Deed:** Chosen in collaboration with the other players and the Storyguide. Shapes the focus of the story for the band. In a more open chronicle, the players might define this goal together as an objective for their band. If the Storyguide has a plan for the direction of the chronicle, they may set the band Deed for you.

Examples:

Short-term Deeds:

- **Duty:** “Give everyone a car” (i.e. perform an act of generosity to a bunch of people)

Long-term Deeds:

- **Justice:** Track down the pendejo who sent my mother on the run.

Band Deeds:

- **Harmony:** Stop the onset of Fimbulwinter in our city.

STEP 2: PATHS

Paths are one of the hardest and most important aspects of character creation in the StoryPath system. Paths connect your character to the setting and the narrative along with determining your starting Skills and giving you access to other benefits during play. Paths are also very open to customization and even the examples are not completely defined, so you’ll have to do some work to define exactly what your Path means for your character. Work with your Storyguide to make sure you have the same idea of what your Path means and that you’ve selected appropriate Skills.

Note: Scion: Origin and Scion: Hero both contain statements about Path that refer to rules that did not make it into the final version of the game. These rules are part of the StoryPath system and are fully outlined in other game lines. You can safely ignore any statements about ranks in a Path or buying into a Path. In Scion, you only ever have three Paths and you set their relevance at character creation.



Create/choose 3 Paths for your character

- **Create a Path to reflect your Origin, Role, and Pantheon:**
 - **Origin** - Who you were before the story started; your “biography”
 - **Role** - Who you are now (concept often fits here); what you’d say in a job interview
 - **Pantheon** - Connection to your pantheon (as defined by patron and Genesis)
- **Each Path includes:**
 - A short description that acts as the Path’s title
 - 3 associated Skills
 - The Pantheon Path takes two Skills defined by the Pantheon, plus one Skill that matches your character themes as they relate to the Pantheon.
 - No Skill may be associated with more than two of your character’s Paths.
 - Potential Connections: Contacts and Access
 - Potential Path Condition for invoking the Path too often
 -

The Origin Path looks at your character’s background. Where did they come from? What was their upbringing like? What shaped them into the person they are at the beginning of the story? For Created and Incarnate Scions who may not have an extensive history, consider their purpose, intended role, or which aspect of their patron they represent for the Origin Path.

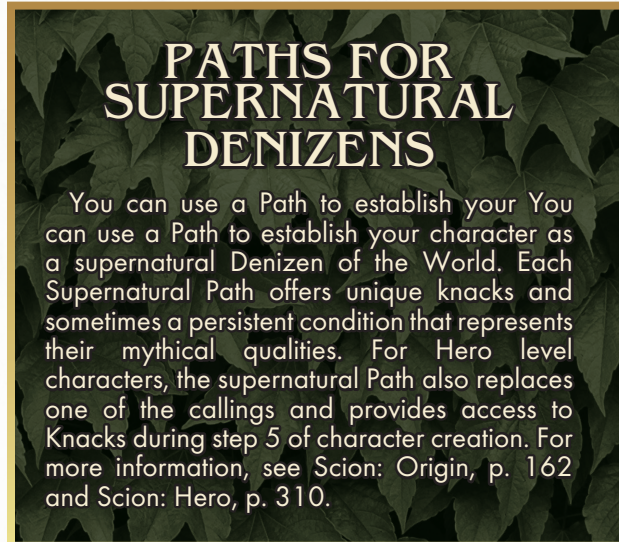
The Role Path describes who your character is when the series starts in terms of how they see themselves or how others view them. This may refer to their job, but that is not necessary if their job is not defining or significant. The Role Path could also be aspirational as a statement about how you see your character taking part in the narrative.

The Pantheon Path is a statement of your character’s connection to their divine patron. This Path is often clear from your character concept because it includes your divine patron, your genesis, and a statement about how you fit in with your patron or pantheon. The Path title could also define your role in the pantheon.

Advice for Picking Skills

Skills are important for determining what your character is good at in Scion and each Skill is broad. Your Paths give you the majority of the Skill dots that your character gains during character creation, so consider

what you want to be able to do while you’re defining your Paths. You will have dots in all the Skills associated with your Paths. Only associate a Skill with two Paths if you want that Skill to be a major focus for your character.



As noted above, your Pantheon locks in two of the three Skills for your Pantheon Path. The third pantheon Skill should be informed by your divine patron or by your role in the pantheon. Look at your Pantheon Path Skills before you pick your Skills for your other Paths if you want to avoid duplicates or over-investing in any particular Skill.

It’s also useful to think about why each Skill makes sense for the Path. This should usually be justifiable with a simple statement. For example, “As a biker hangaround, I had to fix bikes for the full patch members so I’m taking Technology,” or “Sun Wukong is renowned for his fighting abilities and so am I, which is why I have Close Combat as part of my Pantheon Path.”

Connections and Conditions

Connections are the people, places, and benefits that come from being a part of a Path. For example, a police officer likely has access to criminal records, confiscated evidence, standard issue equipment and weapons, and other officers of the law. An academic may have access to peer-reviewed journals, the university library, and specialists in their field. Your connections aren’t an exhaustive list, and you are encouraged to run new options by your Storyguide during play as the need arises.

Conditions come into play when you’ve pushed your Path too far. The Suspended level represents a temporary situation where calling on your Path could get you into trouble and the Revoked level represents being cut off from the benefits of your Path unless you undergo significant effort to recover it. For a cop, this could be Administrative Leave (Suspended) and Kicked off the Force (Revoked). Like Connections, these conditions are not the only way things could play out, but it’s useful to have a ready example when it comes up in play.

Example Paths

Origin: Raised in the Lap of Luxury

Skills: Integrity, Pilot, Subterfuge

Potential Connections: The rich and influential, insider information, vacation homes, trust fund money.

Path Conditions:

- **Suspended – Limits of generosity:** You can only ask so much of your wealthy friends and relatives and there are limits to the liquid assets available at any time.
- **Revoked – Cut off:** Your family believes you have gone too far. Access to your trust fund has been rescinded and your name has been tarred among your family's friends and associates.

Origin: Biker Hangaround

Skills: Athletics, Persuasion, Technology

Potential Connections: Outlaw bikers, seedy hide-outs, stolen weapons, drugs, off-the-books repair shops.

Path Conditions:

- **Suspended - On the outs:** Maybe you've drawn on the gang's "generosity" too much lately, maybe they're worried you're being watched by the cops, perhaps you've just pissed off the wrong full patch. Whatever reason, they're not interested in helping you for the time being.
- **Revoked – "Dead to us":** The gang has turned their back on you entirely. Returning to their good graces will require a major show of loyalty, likely involving personal risk. Of course, not getting back into their good graces represents a risk all its own.

Role: Philanthropist TV Host

Skills: Culture, EmPathy, Persuasion

Potential Connection: Other TV personalities, recording studios and equipment, behind-the-scenes gossip

Path Conditions:

- **Suspended – Really Pushing the Studio:** Studio executives will only put up with so much, even from a daytime star. Asking any more favors could push tempers too far.
- **Revoked – "Canceled":** You've gone too far and your status with the network is at risk. It'll take some legwork to avoid being blacklisted.

Pantheon: Upright Protector of Monkeys (Chosen of Sun Wukong / Shen)

Skills: Academics, Close Combat, Leadership

Potential Connections: Daoist mystics, traditional weapons, lesser gods and spirits on probation

Path Conditions:

- **Suspended – Run afoul of Bureaucracy:** Even the chosen of the Handsome Monkey King is not immune to divine red tape.
- **Revoked – Outcast:** Sun Wukong's chosen has gone too far and the Shen have cast him out, banning him from calling on his connections within the pantheon until he makes amends.

STEP 3: SKILLS

• **Rank your Paths to generate Skills:**

- Primary Path grants 3 dots
- Secondary Path grants 2 dots
- Tertiary Path grants 1 dot

• **Add 5 dots of additional Skills**

• **Add a Specialty to each Skill with at least 3 dots**

Prioritize your Paths in terms of importance to your character and interest in the associated Skills.

Note: Scion: Origin mentions that if you end up with more than five dots, you should redistribute the extra dot to another Path Skill. However, due to the limit that each Skill can only be associated with two of your Paths, this should never happen.

By the book, the extra 5 dots of Skills are assigned during the Finishing Touches step. However, I find it more intuitive to assign all Skill dots during this step while you're focused on Skills. Use these dots to fill in areas where you want your character to have some abilities that don't line up with your Paths or to strengthen Path Skills that are key to how you want to play your character.

Skills

- **Academics** – General knowledge of the humanities, including law and bureaucracy
- **Athletics** – Physical training and prowess
Note: Includes archaic ranged weapons such as javelins and bows
- **Culture** – Expertise with cultural and social practices including proper etiquette
- **Close Combat** – Fighting Skill with melee weapons and unarmed combat
- **Empathy** – Ability to work out motivations and emotions and manipulate that understanding
- **Firearms** – Experience with modern projectile weapons, including accuracy and maintenance
- **Integrity** – Ability to resist social influences and keep intentions hidden
- **Leadership** – Effective management of large groups and ability to take command
- **Medicine** – Diagnose and treat injury and disease
- **Occult** – Knowledge of the supernatural elements of the World
- **Persuasion** – Ability to bring others around to your way of thinking
- **Pilot** – Ability to control any method of transportation
- **Science** – Knowledge to apply scientific understanding, including evaluation of physical evidence
- **Subterfuge** – Stealth, deception, and criminal expertise, including hiding, disguise, lockpicking, and forgery
- **Survival** – Ability to survive in hostile environments, including navigation and animal handling
- **Technology** – Expertise with modern mechanisms and software

Each Skill with three or more dots gets a Specialty, which should represent a narrower focus of the Skill that lines up with your character. As with other aspects of you character that you must define, make sure your Storyguide agrees that your specialties are neither too broad nor too narrow. Specialties grant an Enhancement, which is added as an additional success to any rolls that contain at least one successful die result.

Example Specialties:

- **Athletics** – Outrageous Stunts
- **Occult** – Fortune Telling
- **Subterfuge** – Sneaking

STEP 4: ATTRIBUTES

- Each Attribute begins with 1 dot
- Pick a favored Approach and add 2 dots to each Attribute in that Approach.
- Prioritize the Arenas and add Attribute dots to each. Assign 6 dots to the primary Arena, 4 dots to the secondary Arena, and 2 dots to the tertiary Arena.
- Add 1 dot to any Attribute

Your favored Approach represents your character's preferred method of problem solving regardless of the Arena:

- **Force** – Confront problems directly with sheer power
- **Finesse** – Approach problems with subtlety and wit
- **Resilience** – Outlast the opposition with flexibility and guts

The Arenas are broad categories that define your character's strengths:

- **Mental** – Intellect, wits, and deduction
- **Physical** – Strength, coordination, and toughness
- **Social** – People Skills

STEP 5: CALLINGS AND KNACKS

- Pick 3 Callings, one must come from your divine patron:
 - **Creator** – Artisans, life-givers, and muses
 - **Guardian** – Defenders, patrons, and stewards
 - **Healer** – Doctors, miracle workers, and those who mend the broken
 - **Hunter** – Those who pursue their prey with Skill, cunning, and persistence
 - **Judge** – Lawgivers, enforcers, and banishers of corruption
 - **Leader** – Those who show others what must be done
 - **Lover** – Romantics, hedonists, or devoted partners
 - **Liminal** – Those beyond the norm who cross boundaries others cannot
 - **Sage** – Teachers, students, guardians of knowledge, and wise-fools
 - **Trickster** – Schemers, rule-breakers, and divine jesters
 - **Warrior** – Fighters and soldiers known for martial prowess

For a complete description of the Callings, their role in the Pantheons, keywords for building Titles, and additional details, see Scion: Hero, p. 192-195.

PICKING ATTRIBUTES

The guidance for this step deviates from the rules as written by suggesting you pick your favored Approach before assigning dots to each Arena. Since the choice adds two dots to each Attribute across the Approach, picking this first gives you better insight into what your final Attribute spread will look like as you assign dots based on the Arenas. Personally, I recommend taking a few strong Attributes rather than spreading your dots evenly. Scion is a game of mythic, cinematic action where your characters should be awesome when they can play to their strengths. Additionally, when rolls are called for, the Storyguide asks for the Skill, but the player picks the Attribute. The Storyguide is the final arbiter; most of the time, players should be able to justify their favored Approaches. The selected Attribute also helps guide stunts, complications, and consolation.

As with Skills, I've moved the bonus dot added to any one Attribute from Finishing Touches to this step. Once again, I think it's easier to make decisions about how to assign your dots when you have everything available presented in one place.

- **Assign 5 dots to Callings, minimum 1 for each calling.**
 - **Select 5 dots worth of Knacks:**
 - Heroic Knacks 'cost' 1 dot
 - Immortal Knacks 'cost' 2 dots
- For the complete listing of Knacks, see Scion: Hero, p. 224-236.*
- **Define your first legendary title from one of your callings. This title often relates to deeds around your visitation.**

Callings are the legendary archetypes embodied by the gods and can represent the roles that your Scions may be asked to fill within the Pantheon. One of the Callings must be shared by your divine patron but the others may be chosen freely.

Paths may provide inspiration for picking your Callings. Think about which Calling best represents each Path. Also consider how others might see your character or how you want your character to evolve into their Legendary role, even if the Callings don't represent who your character is now.

Knacks are one of the sets of Scion powers that allow players to fulfill their Callings. The dots in your Callings grant you access to Knacks from that Calling. Heroic Knacks, also called mortal Knacks, cost one dot per Knack. Immortal Knacks require two dots of the associate Calling dedicated to that Knack and are more powerful. Knacks in the 'Any' category still need to be associated with particular dots from your Callings, but dots from any Calling can be used.

Your total dots in Callings also determines how many "active Knacks" you can have. Finishing touches, the Guide Birthright, and character advancement can grant access to additional Knacks, but you cannot use them during a session unless you have designated them as "active". Between sessions, you can use a tweak to swap one of your active Knacks for another known Knack your character has, though you need to still have the right numbers of Knacks per your Calling dots. While not explicitly stated, you should also be able to swap an Immortal Knack for two Heroic Knacks. Tweaks should also give you the opportunity to swap a Knack from a Guide that comes from outside of your Callings. I would treat Knacks learned from a Guide as a Knack from the 'any' category.

You will have an additional opportunity to pick another two Heroic Knacks during finished touches, when you choose between additional Knacks or extra points of Birthrights.

While not listed as part of character creation, a Hero level character should have their first Title. Since Titles derive from Callings, this seems like the right time to consider your Title. Title is one of the mechanisms that lets you punch above your weight class in Scion. When you invoke your Title, you count as one scale higher on the associated action as long as you can justify it. Each Calling has keywords that you can use in constructing your Title, but the list is not exhaustive. Your Titles should reflect your legendary deeds. For your starting Title, consider the events of your character's visitation, their Pantheon Path, or any other great deeds from before the beginning of the Chronicle. As with many of the more open aspects of Scion, work with your Storyguide.

Examples:

- **Creator:** Mother of Dragons
- **Guardian:** Defender of the Unaware
- **Leader:** Breaker of Chains
- **Warrior:** Giants' Bane



CALLINGS AND KNACKS FOR SUPERNATURAL DENIZENS

As with Paths, being a supernatural denizen replaces one of your Callings with the denizen's nature. Assign dots just like any other Calling and pick Knacks from the denizen listing. Like standard Callings, denizen Callings offer potential keywords for your Titles..

STEP 6: BIRTHRIGHTS

• Spend 7 dots among the following Birthrights:

- Creature (Scion: Hero, p. 202)
- Followers (Scion: Hero, p. 204)
- Guide (Scion: Hero, p. 206)
- Relic (Scion: Hero, p. 210)

Note: You may spend 4 additional points on Birthrights from finishing touches, and can mix those points with the ones here for a total of 11 points.

Birthrights are gifts from the gods, tokens of divine power, and beings of Legend that give Scions an edge in the World. They are the mythical beasts, boon companions, powerful artifacts, and wise mentors common in heroic tales. Birthrights other than Relics also introduce new characters into the narrative that are jointly controlled by the Storyguide and player. These characters represent an investment by the player, and so should act favorably, but the Storyguide should be free to use Birthrights as story hooks.

When buying Birthrights, you may buy multiple instances of any type. That means you could spend all your dots on a single category, Creature for example, and end up with multiple entries in that category, such as a two-dot raven, a two-dot wolf, and a three-dot eight-legged horse.

Creature

Each investment in Creature gives you a mythical beast or blessed animal that travels with you. Each dot grants the creature 3 dice in each of their dice pools. You can buy Antagonist Qualities and Flairs from the antagonist section for a creature in exchange for two dice from the creature's dice pools.

Take a Creature if...

- You want a cool animal companion.
- You want a secondary character with independent dice pools to join your adventure.
- You want to shore up a character weakness.

Example:

Creature (...): Monkey Companion

Blessed by Sun Wukong, Monkey is prone to mischief. In addition to summoning illusions, Monkey can talk, though he prefers not to let others know he has either ability.

Primary pool: 7 dice

Flares: Illusions (*Scion: Origin*, p. 150)

Design Notes: Monkey gives Alexander Chen, a scion with social and physical prowess, a set of tricks through the Illusions flare and through being a trickster monkey.

Creature (.....): Garuda

Lakshmi granted the Garuda to Kamela Shir as a protector and companion. The wise and powerful Garuda is a bird with human characteristics. Sometimes considered a king-of-birds, the Garuda is an enemy of serpents and a divine protector. When the Garuda hatched from the egg in a fiery inferno that could have consumed the World, the gods knelt down to beg for mercy. Hearing their pleas, the first Garuda shrank itself to a safe size.

Primary pool: 9

Qualities: Flight (*Scion: Hero*, p. 288)

Flares: Boon – Heaven's Fire (*Scion: Hero*, p. 251), Shapeshifter – small and large sizes (*Scion: Origin* p. 150)

Design Notes: The Garuda is a powerful physical ally for Kamela Shir, who excels in social situations. In most circumstances, I wouldn't require that a flying creature take the Flight Quality, but the Garuda's shapeshifting allows it to become large enough to carry a Band of Scions, so I thought the cost was justified.

Followers

Followers are people, or other self-guided inhabitants of the World, who serve or follow your character. They can represent a single individual, such as a priest, boon companion, or fairy knight, but can also represent a group, like the Myrmidons, a motorcycle gang, or a pack of wolves. Followers use a combination of your Attributes + the follower rating (or your Leadership if that's higher) and require actions to follow your commands.

Take Followers if...

- You want an individual loyal to you to act in your interest.
- You want to lead a group of some kind.
- You want a group, such as a large flock of ravens, instead of a single beast.

Example:

Followers (••): Biker Gang Chapter

As a full patch member of an outlaw biker gang, Humo can call on other members of his chapter.

Tags: Heavy, Group, Tough

Guide

Guides are powerful beings who are more involved in the day to day lives of the characters than most of the Gods. They can be Godly Incarnations, Legendary creatures, ghosts, spirits, or other powerful Scions.

Guides provide a number of unique benefits. Like Paths, Guides can be invoked to grant access and connections. Guides also offer a special Stunt that can be activated for the relevant Asset Skills. All Guides grant the Scion the ability to call on a deus ex machina. Once per arc, the scion may act as though they were one Tier higher for the rest of the scene, which for Hero characters means their Target Number for successes becomes 7. Additionally, they may use a Boon they don't know from a Purview they have access to as if they have that Boon. While limited, you should not overlook this powerful ability.

More powerful guides also offer additional benefits. A Guide can have a Calling, which offers a Scion the opportunity to purchase Knacks from that Calling. Guides can provide a Purview, and the Scion may use Marvels from that Purview through their own pantheon's motif. Finally, a Guide may have a Legendary Title, which the Scion may call on in addition to their Legendary Titles.

Take Guide if...

- You want to introduce an NPC you can go to for advice.
- You want access to the deus ex machina ability to increase your Tier.
- You want access to another Purview or Knacks from another Calling.

For example guides, see Scion: Hero, starting on page 205.

Relic

Relics are the magical treasures of Gods and Heroes. Relics are customizable to include a variety of powers offset by flaws depending on the level of the Relic. Relics can offer Enhancements to particular actions, unique Knacks, additional weapon or armor tags, and associated Purviews. Relics that have Purviews also include a motif that determines what kind of Marvels the Scion can produce with it. If the Scion already has access to the Relic's Purview, they can use the Relic to remove Complications when using that Purview. Finally, some Relics are associated with great Deeds, which can grant an Enhancement in social situations.

Take Relic if...

- You want a mythic treasure as part of your Legend.
- You want truly exceptional weapons, armor, or equipment.
- You want access to the unique Knack or an additional Purview, or want to be the master of a Purview you already have access to.

Example:

As with Guide, **Scion: Hero** offers a ton of examples, starting on page 212. Each pantheon offers additional examples as well, though not always with complete rules. Here's one that I created for my first game of Scion Second Edition:

Relic (••): Smoke Jaguar

Enhancement: 1

Smoke Jaguar is a black-and-gold custom motorcycle decorated with a black-on-black snarling jaguar's face. Tezcatlipoca blessed the bike for one of his hell-raising chosen decades ago, instilling it with the jaguar spirit. The bike's engine purrs like the low rumble of a great cat's roar.

Flaws: *Smoke Jaguar's* powerful engine roars and always incurs Complication 1 for being loud.

Design Notes: The general Enhancement costs 2 Relic dots and the effect of never running out of fuel costs a third. The loud Complication brings the overall cost of the Relic back to two dots.

WHAT ABOUT MERITS, BACKGROUNDS, AND EDGES?

Those of you familiar with other Onyx Path or White Wolf games may compare Birthrights to Merits, Backgrounds, or Edges. This comparison works, but with a couple of caveats. First, many of the advantages conferred by Merits or Backgrounds, such as Allies, Contacts, Influence, and Resources, are wrapped up in Paths instead. Second, each Birthright category presents a wide variety of options within the focused theme.

STEP 7: PURVIEWS

- Gain your Pantheon Purview as an innate Purview.
- Choose one of your divine patron's Purviews as a second innate Purview.
- Record any purviews from Guides or Relics.
- Record Innate Powers for all Purviews. (*Scion: Hero*, p. 233-271)
- Record Motifs for your pantheon (*Scion: Hero*, p. 237-238) and Relics.

Unlike *Scion* First Edition, Hero level characters can actually use the powers of their Purview without requiring access to a Relic. Scions gain innate access to their pantheon Purview and one additional Purview from their divine patron. Second edition also introduces Innate Powers for all the Purviews you have access to. Record those powers for each Purview.

Purviews also grant your character the ability to perform Marvels. Marvels are freeform powers that draw on the thematic aspects of the Purview as expressed through motifs. Each pantheon has a motif that aligns with their legends. For example, the Amatsukami bid the kami of all things to work wonders for them while the Æsir scribe runes or weave threads to invoke miracles. As mentioned above, Relics that have Purviews also have motifs that give your character options for working Marvels. Marvels are categorized by the type of effect, which is listed in *Scion: Hero*, p. 238.

For those of you familiar with the Epic Attributes of First Edition, those powers have been worked into the Purviews and Boons in Second Edition.

STEP 8: BOONS

- Pick 2 Boons from any of your character's Purviews.

As with the first edition, Scions pick Boons from their Purviews. Unlike the previous edition, Boons are not ranked and the number of Boons you learn is very limited; within the Hero tier, you will only ever learn four Boons. That's OK! Marvels, as described above, give you access to all the Boons of all of Purviews you've recorded, just with a little extra cost. Pick the Boons that you think you'll use the most often or are iconic to your character concept.

STEP 9: FINISHING TOUCHES

- Legend 1
- Record virtues
- Record health
- Add two heroic Knacks OR four points of Birthrights

This guide moves some bits from finishing touches (such as the Skill and Attribute dots) into the prior steps. Record your Legend, Virtues, and Health, and add your extra Knacks or Birthrights. This step is also where you can take some time to consider character quirks and personality that haven't been addressed through your concept or Paths. If you didn't complete your Deeds during step one, this is a good time to go back and fill them in.

