

SCION™

H E R O

Of Shadows Yet to Come

SCION

HERO

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THE WORLD OF SCION

Escaping from Polyphemus's cave. Freeing the valkyrie Brunhild from her fiery prison. Serving as a loa's steed. Slaying the ahuitzotl. Scribing the *Papyrus of Ani*. Darkening the river with Orochi's blood.

These are just a few of the epic deeds performed by the Gods and their descendents in the epic folklore of humankind. Each tale is a memorable event, showing the precarious relationship between Gods, mortals and those who find themselves somewhat between the two. In the parlance of the game you are about to experience, these are the Scions.

The savage Titans have escaped their eternal prison to wage war with the Gods once more, and those battles in the Overworld have spilled over into our World. Armed with Birthright weapons and possessed of mighty Boons granted by their divine parents, the Scions, the offspring of both God and man, stand as humanity's only defense against the dread Titans' spawn.

Will you rise to the heights of power through your heroism? Will you become more than just a pawn in a divine game? What great events will mark your divine ascent?

PLAYING THE GAME

Welcome to **Scion**, a modern game of Divine Conflict and Epic Heroism.

To play **Of Shadows Yet to Come**, all you will need is this booklet, some pencils, and some 10-sided dice.

This demo adventure can be used by a maximum number of seven people, six players and one Storyteller. The players will be assuming the role of one of the six signature characters to be featured in the **Scion** books. The Storyteller running the game will need to be familiar with all of the rules presented in this booklet as well as the events of the adventure itself. Everyone should read the first section of this booklet, which will explain the basic system and rules. The remaining sections of this demo, except for the character sheets, are for the Storyteller and contain details on the events the players will participate in during **Of Shadows Yet to Come**.

OF
SHADOWS
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ROLLING DICE

Scion uses a system in which 10-sided dice are used to inject a degree of chance and uncertainty into play. In the system you form a *dice pool* from the dots referenced on your characters sheet.

For Example: The Storyteller might ask you to roll (Perception + Awareness) to spot a hidden assassin. The character sheet has Perception 2 and Awareness 3, so you would roll five 10-sided dice.

Each die you roll that comes up 7 or greater is called a *success*. For Scions 10s usually count as two successes. For Storyteller characters, 10s only count as one success.

Rolls also have a *difficulty*, which determines the number of successes you need to succeed on an action. The normal difficulty level is 1 unless otherwise stated. If you roll fewer successes than the difficulty than you have failed the roll and did not succeed.

If you roll no successes *and* at least one dice shows “1”, then you have *botched* the roll. A botch is a catastrophic failure: the gun backfires, your sword flies from your hand, you casually mention to Aphrodite that she has gained weight. While a botch generally results in a situation that can harm or seriously endanger a character, it is not always the worst possible result. A botch should make the game more interesting. For example, a botched jump between two buildings might result in a successful jump, right into a rooftop yakuza interrogation.

DICE POOLS

Your basic dice pool in Scion will be (Attribute + Ability). This will be influenced by penalties and bonuses depending on the circumstances of the roll. These will either be part of an in-game mechanic: *wound penalties* from damage, *accuracy* on a weapon; or a situation modifier: such as adding two dice to a hiding roll for diving into a dumpster, or a -3 penalty to a Social roll because your character hasn’t bathed in a month. Bonuses and penalties should not exceed +/- 3.

There will also be some circumstances where your character won’t have any dots in the rolled Ability. In cases where a character has no dots in the Ability, he rolls a number of dice equal to the relevant Attribute, and the difficulty of the roll is increased by +2.

STUNTS

Stunts in Scion allow a player to describe his character’s epic achievements in a dramatic way, gaining dice for providing a colorful description. These bonus dice range from one to three dice and should be awarded based on some general standards.

- *One-die* stunts broaden the definition of what is possible by just a little bit. The cooler you look, the better you are. The most basic stunt adds a bit of color to the game, filling out the scene for everyone at the table in a fun way.

DETERMINING DICE POOL

Step 1—Determine Base Die Pool: Assign an appropriate Attribute and Ability relevant to the action to be taken. If there is no clear (Attribute + Ability), ask the Storyteller to choose for you.

Step 2—Add Non-Magical Bonus Dice: (including dice from *stunting*.)

Step 3—Subtract Non-Magical Penalties: (including wound penalties.) This may reduce the dice pool to zero or even a negative value.

Step 4—Add Magical Bonuses: From any magical sources, such as Arete (See the Description for Donnie Rhodes).

Step 5—Subtract Magical Penalties: From any magical sources. This might reduce the dice pool to zero or even a negative value.

Step 6—Determine Minimum Pool: If, after all the preceding bonuses and penalties, such a character’s dice pool is less than her Legend rating, she rolls a number of dice equal to her Legend instead. This minimum pool cannot be greater than a character’s original, unmodified dice pool. Characters with Charisma 1, Presence 0 and Legend 3 are not as personable as characters with Charisma 2 and Presence 1.

Step 7—Roll Dice and Apply Bonus Successes: Add to your rolled dice of 7 or higher any successes from Willpower expenditure, Epic Attributes or other sources.

If, after following these steps in order you have zero dice, you cannot take a given action.

- *Two-die* stunts not only have an engaging and fun description, but they should also interact with the setting in a relevant way.

- *Three-die* stunts are indefinable. Use this guideline: If everyone at the table sits up and says, “Wow,” that’s a three-die stunt.

As a general rule, players should have the freedom to manipulate or utilize the environment as a part of their stunts. While many Storytellers have the urge to make players roll for the more acrobatic stunts they describe, doing so only serves to slow down the game. As a rule

of thumb, if an action has no mechanical benefit, then it doesn’t require a roll. Running up the wall to flip over someone is something that might normally require a roll, but it is standard fare in a kung-fu fight.

Stunting has these additional benefits: After being awarded stunt dice, a player may choose to either regain a number of Legend points equal to the stunt dice gained; or, on a two- to three- die stunt, regain a point of Willpower, up to his maximum temporary Willpower; or, on a two- to three- die stunt *that also resonates with one of the characters’ Virtues*, he may choose to regain one channel of that Virtue.

CHARACTER SHEETS

Of *Shadows Yet to Come* is an introductory adventure to the World of *Scion* for both players and Storytellers. Players should read through each of the pre-generated character sheets provided and choose the character that they believe they will have the most enjoyment playing. The Storyteller should also familiarize himself with each character so that he is prepared for any questions a player might have. As an added bonus, the characters used in this introduction are being featured in a continuing story that plays out in the *Scion* rulebooks.

CALLING, NATURE, GOD, AND PANTHEON

The Character’s Calling is a short description of the character’s concept. This gives the player a stereotype from which she can imagine the character’s goals and personality.

Next is the Nature, which is a personality archetype that helps define the Scion.

Last are the character’s divine parent and the Pantheon to which that parent belongs.

ATTRIBUTES AND ABILITIES

Attributes are divided into three categories (Physical, Social and Mental) and describe the traits inherent to your character, such as Strength or Intelligence. *Abilities* describe things your character has learned or skills he has practiced.

BIRTHRIGHTS

Birthrights are gifts given to Scions by their patron Gods. There are four separate types of Birthright: Creature, Followers, Guide and Relic. Each character will have short description for each of his Birthrights and how he can use them. Relics are important, providing a character access to *Purviews* through which he can use his *Boons*.

EPIC ATTRIBUTES AND KNACKS

Epic Attributes are innate traits that manifest almost immediately after a Scion’s Visitation, as the latent ichor in his blood wreaks sudden, dramatic changes on his physiology. Knacks are quirks of the Epic Attributes that manifest in different Scions with differing frequency. Epic Attributes represent a character’s supernatural ability gained through harnessing his own divine ichor.

The first two dots of an Epic Attribute give a free single success per dot on any roll involving that Attribute. The third dot of an Epic Attribute, on the other hand, provides two free successes, for a total of four free successes at level three. Additional powers for each Epic Attribute as well as Knacks will be listed on the character sheet when applicable.

BOONS

These differ from Epic Attributes and Knacks in that they aren’t innate. In fact, to use a Boon, a heroic Scion must possess a Birthright Relic that allows access to the Purview from which that Boon comes. Groups of Boons that affect the same fundamental force or concept, such as fire, death, or fertility, are said to be part of the same Purview. Each of the character sheets will contain a small section labeled **Birthrights**, which will give information on the powers of each relic including information on which Boons it offers.

WILLPOWER

This measures a character’s determination, self-assurance and emotional resilience. A character with a high Willpower is focused and highly disciplined, able to exert tremendous self-control. She can resist outside influences and temptations, and she can push her mind and body to accomplish extraordinary things. Willpower is rated from 1–10 and has both a permanent and a temporary rating.

In addition to using a character’s temporary Willpower to fuel certain divine gifts, the player may



also spend one point of temporary Willpower per action to receive one of the following benefits.

- One automatic success: Added to the total generated by the player's dice roll and to perform the action. Further, the dice roll cannot result in a botch. The player must declare that he is spending the Willpower point before making his roll.
- Activate a Virtue: When appropriate, to gain a number of bonus dice equal to the Virtue's rating. See the "Virtues" section later in this chapter for more details.
- Act in opposition to a Virtue: In order for the character to take an action that violates one of her four Virtues without requiring a Virtue roll.
- Resist mind-influencing powers: spend the Willpower to automatically resist.

Characters regain their Willpower when they act in a way that restores their self-confidence and determination. Remember, the Storyteller is the final arbiter on when and how many points a character can regain, but here are some guidelines:

- When a character takes an action in accordance with his Nature, having significant effect on the story, the character receives a Willpower point.
- When a character performs an exceptional action or behaves in a heroic manner that befits his role as a Scion, he receives a Willpower point.

- Rather than receiving Legend points for performing a two-die or three-die stunt, the player can choose for the character to receive a Willpower point instead.

- At the end of every story (not chapter), each character's temporary Willpower is completely restored.

VIRTUES

Each pantheon has a set of four Virtues that define proper behavior, as follows:

Aesir: Courage, Endurance, Expression, Loyalty

Amatsukami: Duty, Endurance, Intellect, Valor

Atzlánti: Conviction, Courage, Duty, Loyalty

Dodekathemon: Expression, Intellect, Valor, Vengeance

Loa: Harmony, Order, Piety, Vengeance

Pesedjet: Conviction, Harmony, Order, Piety

Virtues represent the core values of a Scion, those deep-seated beliefs that propel her to perform deeds worthy of Legend. It is the strength of a Scion's Virtues that drive her to take action, and when she channels her Willpower in service of her beliefs, she gains an increase in power and effectiveness.

Once per story per dot his character possesses in a particular Virtue, a player may spend a Willpower point to add a number of bonus dice equal to the Virtue rating to the character's dice pool for actions that relate to that specific Virtue.

There is a limitation on Virtues. When a Scion wishes to act against one of his Virtues, the player may spend a point of Willpower to allow the character to do so. If he has no Willpower points to spend, or simply doesn't want to spend Willpower, he must roll a number of dice equal to the character's Virtue rating instead. If the Virtue roll generates even one success, the Scion cannot resist behaving as his Virtue demands.

If the resulting Virtue roll generates more successes than the character has points of *temporary* Willpower, the Scion suffers a Virtue Extremity. Under this effect, the character takes the demands of his Virtue to potentially tragic lengths. See the individual descriptions below for details:

Conviction—This represents a person's selfless devotion to a cause, as well as her willingness to take any measures necessary to further her cause.

Virtue Extremity: *Fanatic Zeal*. When overcome by the strength of his Conviction, the Scion goes to extreme lengths in defense or support of his cause, regardless of the danger to himself or the suffering he inflicts on other people. This lasts for a number of hours equal to the Scion's Virtue rating.

Courage—This measures a Scion's drive to test her mettle against the deadliest opponents she can find. Further, the Scion holds other warriors to her own high standards.

Virtue Extremity: *Berserker Fury*. The Scion flies into a murderous rage, hurling himself at his foes without regard to his own safety. If there are no foes left to fight, the Scion will attack any other living thing he can reach, seeking to expiate his cowardice in violence and bloodshed. Berserker Fury lasts for the duration of the scene.

Duty—The Virtue of service to one's community, respecting authority, and upholding the laws that govern a decent society, putting aside personal ambition. Civilization is part of a divine order that flows from the Gods themselves.

Virtue Extremity: *Morbid Self-Sacrifice*. The Scion is so mortified at having contemplated violating the divine order that she goes to extreme lengths of personal self-sacrifice to atone for her selfishness. This lasts for one full day.

Endurance—One of the hallmarks of the epic hero is to with stand any blow, be it from Fate or foe. He who endures hardships beyond mortal limits in order to overcome the challenges arrayed against him embodies the spirit of this Virtue.

Virtue Extremity: *Self-Destruction*. The Scion is horrified at his own weakness and attempts to purge it through acts of extreme self-punishment, pursuing his goals without regard to his health, safety or survival. This lasts for one full day.

Expression—Great things are expected of those gifted with great power, and Scions have many gifts that can enrich mortal civilization. Expression is the Virtue of artistic excellence, which venerates the musician, the painter, the skald and the storyteller.

Virtue Extremity: *Visceral Shock*. In the Scion's extreme reaction to stifling his art (or another's), he pours his guilt and self-recrimination into his efforts. He bends his energies to creating art that scars and horrifies his audience. Visceral Shock lasts for a number of days equal to the Scion's Virtue rating.

Harmony—The belief in a cosmic design engineered by the Gods that governs the forces of creation. Even the Gods themselves form but a part of their grander design, fulfilling their roles just as mortals do as part of the cycle of existence.

Virtue Extremity: *Tyranny of Balance*. The Scion goes to extreme measures to restore the balance of outcomes in a given situation, even going so far as to inflict harm or suffering on herself or her compatriots. This lasts for the duration of the scene.

Intellect—The Virtue of the mind, it exalts the power of reason as the link that joins the mortal to the divine.

Virtue Extremity: *Obsessive Analysis*. The Scion's attempt to blind himself to reason forces him to atone by overanalyzing everything. He becomes powerless to make important decisions, imagining every contingency and every conceivable outcome from every given course of action. Obsessive Analysis lasts for one full day.

Loyalty—The abstract ties of citizenship, culture or even religion are nothing compared to the bonds of love, family and friendship. Loyalty is a bond stronger than iron; even the Gods themselves test it at their peril.

Virtue Extremity: *Blind Devotion*. The Scion will go to extreme lengths to support her friend or kinsman, even if said person is proven to be in the wrong. Blind Devotion lasts for a number of days equal to the Scion's Virtue rating.

Order—The rule of law is a gift from the Gods that forms the foundation of mortal civilization. As the bulwark against the threat of anarchy and chaos, laws must be upheld and enforced, even when their applications seem harsh or unjust.

Virtue Extremity: *Summary Judgment*. The Scion takes the law into his own hands, passing sentence—and executing judgment—on those he perceives to be criminals. Summary Judgment lasts for the duration of a single scene.

Piety—Scions who espouse this Virtue exalt and respect their Gods, their ancestors and the traditions of the past, taking strength from the wisdom of the ancients.

Virtue Extremity: *Self-Righteousness*. The Scion withholds her support or aid from those she deems insufficiently pious, even going so far as allowing others to suffer or die as a result. Self-Righteousness lasts for the duration of a scene.

Valor—The Scion believes in using his martial skill to defend the helpless, to fight with honor and to offer up his life if necessary in service to a worthy cause.

Virtue Extremity: *Valorous Sacrifice*. The Scion seeks an honorable death in battle. He attacks his foes with

no regard for his personal safety or survival, and fights until he or his opponents are destroyed. This lasts for the duration of the Scion's next battle.

Vengeance—Those who offend the Gods or commit crimes against mankind must be made to suffer in kind, regardless of the cost. Vengeance is about a redressing of the cosmic balance, paying back a debt incurred by violating the divine order.

Virtue Extremity: Implacable Nemesis. The Scion will go to extreme lengths to punish an offender, making any sacrifice necessary—or committing any atrocity—in order to see justice done. This lasts for a number of days equal to the Scion's Virtue.

LEGEND

The Legend trait measures the power of the divine within a Scion, reflecting the favor of his divine parent and the glory of his epic deeds. As a Scion's Legend grows, he gains access to greater Epic Attributes, Knacks, and Boons.

A Scion's Legend generates a pool of Legend points equal to the character's Legend *squared*. These points can be spent in five ways:

- A character's Legend allows him to regularly perform amazing deeds that defy the laws of physics or probability. Once per story per dot the Scion has of Legend, the player may spend a single Legend point to add a number of bonus successes equal to the character's Legend rating to any action.

- The player may spend one Legend point to reroll a failed action, even if the action resulted in a botch. Only one reroll may be attempted per failed action.

- By spending one Legend point, the player of an attacked character may retroactively increase his character's DV against a successful attack by an amount equal to his (Athletics - 2). The player can do so only after the attacker's player makes his attack roll.

- Some Boons are so potent that they must be activated by spending points from a Scion's Legend pool. These will be listed with the Boon's description.

- Magic requires the expenditure of Legend points for it to take effect.

Legend can be regained through stunts, performing virtuous deeds, and at the beginning of each story. A Scion begins each story with a full pool of Legend points.

The Legend trait also has negative effects, the greater a Scion's Legend is, the more he is subject to the vagaries of Fate, as the cosmos attempts to counterbalance his influence. These effects are left out of this demo to make the introduction to **Scion** as easy as possible, but they are featured in the **Scion: Hero** rulebook.

HEALTH CHART

Despite what their divinely graced abilities may suggest, heroic Scions are still mortal and receive the standard seven health levels. One -0, two -1's, two -2's, a -4 and Incapacitated.

COMBAT

As a Scion, you will fight, and you will have to fight in ways that awe mere mortals and scatter your enemies to the four winds. Listed below are the basic rules for combat in **Scion**; learn them well!

Time—In **Scion**, combat time is measured in *ticks*. A tick is approximately equivalent to 1 second. In a standard combat, the players begin at tick zero and move upwards as combat progresses. See sidebar on page 20.

Actions—During combat, characters may perform many *actions*, each having their own *Speed*, and each having certain effects on the scene. Most actions have a speed between Zero and Six; the speed of the action denotes how many ticks the character taking that action must wait before he can act again.

For Example: Horace wants to shoot his Colt .45 at a harpy flying above him. His Colt .45 has a Speed of 5, meaning that after Horace fires his gun he will have to wait 5 ticks before he can act again.

Most actions also have a DV, or *Defense Value*, penalty listed next to their description. This represents the effect of the action on character's effort to avoid

harm in combat. The character's DV refreshes when the character's next action begins.

When physical violence becomes imminent, the player of each character involved rolls *Join Battle*. The Join Battle action is a (Wits + Awareness) roll, the results representing how quickly combatants react to the instant in which combat becomes inevitable. In brief, the more successes you roll, the sooner your character acts in the upcoming battle.

When all players involved in the battle have rolled Join Battle for their relevant characters and applied any bonus successes from Epic Wits, take the largest single number of successes rolled. That number sets the *reaction count*. The first tick on which a participant can act is equal to the reaction count minus the number of successes the player rolled to join battle. The person who achieved the highest number of successes (i.e., the person who sets the reaction count) acts first on tick zero. No character can begin later than tick six, though, even if they botched.

For Example: Horace, Donnie and Eric are all joining battle against a yakuza thug. Each of the players rolls Join

Battle for their character, and the Storyteller rolls for the yakuza thug. Horace has six dice and rolls three successes; Donnie has seven dice and rolls five successes; Eric has five dice and rolls two successes; the yakuza has four dice and gets one success. The initial tick order would then be: Donnie with five successes would start on tick 0; Horace would then act on tick 2 (You take Donnie's five successes minus Horace's three successes, giving us 2); Eric would then go on tick 3 (5-2=3); and the yakuza thug would go on tick 4 (5-1=4).

Actions that happen on the same tick happen at exactly the same time. For most circumstances, assume both characters acting on that tick have their full DV's against the other character's attacks. Wound penalties and damage do not come into play until all actions on that tick are resolved.

Reflexive actions (rolled or diceless) are actions that don't consume your character's action for the turn. A Move action is a diceless reflexive action a character can choose to take every action. Reflexive actions have a Speed rating of 0.

A character may also perform non-reflexive diceless actions, such as a Dash action, on the same turn as a non-reflexive rolled action. To do this, the character may take the diceless action without penalty but would receive a two die penalty on the subsequent rolled action. The character would then use the higher of the two actions speed values to determine when she could next act.

With the Guard and Aim actions, the character can choose to break away from that action and do

something else before the number of ticks represented by the action's Speed has elapsed. This is called interrupting the action. When a character interrupts an action, his DV's do not refresh. Instead, the new action's defense penalty is applied with the old defense penalty, if any. After performing the new action, the character must wait a number of ticks equal to the new action's Speed before his next action. That is also when his DV's next refresh.

SAMPLE ACTIONS:

Aim (Speed 3, DV -1): The player declares a target, which his character must be able to see. For each tick spent aiming, the player adds one die to the attack his character unleashes upon that target, to a maximum of three. This bonus applies to only the next attack on the declared target. **A character may interrupt the Aim action to perform another action.** If that action is an attack upon the target of the aim, the player gains a number of dice equal to the ticks spent aiming. A character may perform the Aim action again at the end of an Aim action; the player doesn't gain more bonus dice or suffer greater defense penalty than -1 (at least from taking the action). This is equivalent to holding a bead on a target, just waiting for the perfect moment to strike. If the character loses sight of his target for three or more ticks, the bonus disappears and must be reestablished.

Attack (Speed varies, DV varies): Your character tries to hurt somebody. **Attack Speed varies by weapon and the normal Defense Value penalty for attacking is -1.**



A character may choose to make two attacks as a single action. **Making two attacks is one action with a defense penalty of -2 and a Speed equal to the greater Speed of the two attacks.** This incurs a four-die penalty on the one dice roll made, which is always the lesser of two dice pools if the character is making two different kinds of attacks. The character may attack two targets at one time or one target twice.

When the character levels both attacks upon one target, she may choose to reduce the target's DVs against both attacks by one or to reduce the target's DVs against only one attack by two. The former represents that two attacks are harder to evade than one, and the latter represents using one attack to make the other more likely to hit—like throwing a punch to open the opponent's guard for the dagger. Each attack causes damage separately if it hits.

For Example: Yukiko is fighting a particularly resilient Titanspawn and decides to attack the creature twice. She is using her Kusanagi, which has a Speed of 4 and an attack pool of 11. Because she is attacking twice her attack pool would be reduced by four to only seven dice. She decides that the creature isn't particularly difficult to hit and chooses to reduce its DV for both attacks by 1. She will then roll her seven dice once and compare the successes against the creature's DV twice. If she gets enough successes to pierce the creature's DV, she hits and would roll damage twice against the creature. Also, Yukiko's player would need to make note that after the attack all of her character's DVs would be reduced by two.

Coordinate Assault (Speed 5, DV -2): This tactic is often a necessary one against the mighty Scions or against the massive Titans. The player of the character who's taking this action rolls (Charisma + Command). Each success on the roll allows him to coordinate two people (including himself) in an assault against a single individual. His player designates all affected individuals immediately after the roll. The target suffers a DV penalty equal to the number of coordinated attackers or the number of successes on the original roll (whichever is the lesser).

To contribute to and benefit from a coordinated assault, a person designated must attack the target on the coordinating character's next action. Only people declared by the coordinator may contribute to and benefit from a coordinated assault, and only coordinated individuals who actually attack the target contribute to the DV penalty. The coordinating character need not designate himself as a part of the attack.

Because actions generally take from four to six ticks, people designated for a coordinated assault generally find it beneficial to take Guard or Aim actions while waiting for the moment to all strike as one. Note that some enemies make it a point to take out effective leaders—provided they survive said leaders' coordinated assaults.

Dash (Speed 3, DV -2): This is as fast as your character can run, a flat-out sprint.

Dash is a Speed 3 diceless action. The character may run up to (Dexterity + 6) yards each tick until the end of the action. A character may not take a Dash and Move action in the same tick. A character knocked prone cannot dash until he uses a miscellaneous action to stand. A character with Epic Dexterity adds a number of yards to their dash action equal to twice the number of successes normally gained from their Epic Dexterity.

Guard (Speed 3, DV -0): Your character tries her best to avoid harm.

Guard is a Speed 3 action that can be interrupted. This is a tactic for delaying, waiting or just holding off 100 Titanspawn while your Band closes the portal.

Inactive (Speed 5, special DV): When your character is incapable of taking action, because he is unconscious, paralyzed or whatever, he takes the "Inactive" action. Some effects might keep a character unconscious for only a limited period of time, and that could also be measured by inactive actions.

Inactive characters do not take notable actions and cannot defend themselves. Their DV is effectively 0 against all attacks.

Miscellaneous Actions (Speed 5, DV varies): Not every possible action can be categorized here, so miscellaneous actions take up the slack.

Most miscellaneous actions are DV -1. It depends on how strongly the character focuses. She might choose to focus completely on the action, in which case her DV drops to 0 as she ignores the raging battle. If she instead chooses to be wary while performing her task, she suffers a two-die penalty to the miscellaneous action. (Treat the character like she's performing a diceless action while she performs the miscellaneous action.) Other miscellaneous actions may have higher DV penalties.

Sample Miscellaneous Actions—These actions are all Speed 5, DV -1 unless otherwise noted.

- **Boons are considered miscellaneous actions if they create their own action.** Assume using a Boon incurs a -1 DV penalty and is Speed 5 unless the Boon notes otherwise. Some Boons affect existing actions, altering the nature of an attack, attempting to pick a lock, et cetera. Those Boons use the supplemented action's Speed and defense penalty.

- **Driving:** As long as the road is smooth and your character's not trying anything crazy no roll is required. This means your character can also fire a gun, toss a grenade or maybe play a tune on his mystical panpipe. If you do have to do something difficult, such as swerving around an out-of-control baby stroller, driving requires a dice roll.

- **Get Object:** One use of this action is enough to draw as many objects as the character can hold—a sword and shield, two guns or two bottles of booze. Some situations make it a rolled action. Your character will often use this action for drawing or retrieving weapons. More, characters often draw and fire, or cut off an opponent's head straight from the sheath. Drawing and

ATTACKING

Step One: Declare Attack

The player or Storyteller declares how he is attacking and what Boons or special attacks his character is using with that attack. Then he must declare the total dice pool with all benefits or penalties, this includes any benefits from any *stunting* attempts.

Step Two: Declare Defense

The defender's player declares which of her Defense Values she is using and any special effects that might enhance her character's defense or hinder her attacker.

Step Three: Roll Attack vs. Defense

The attacker's player rolls his dice pool and counts the successes. If the Character has Epic Dexterity, the player would add any additional successes at this point. If the number of successes equals or exceeds the difficulty of the roll (base difficulty + target's DV), the attack hits. The player should keep note of any additional success he made on the attack roll beyond the difficulty.

Remember, the attacker's player can spend a point of Legend to reroll a failed attack roll. Also, a defending player may spend a point of Legend to increase her character's DV against the attack by the character's (Athletics÷2), rounded up.

Step Four: Calculate Raw Damage

On a successful attack, the attacker's player adds up (weapon's Damage + attacker's Strength + threshold successes + 1). This is the *raw* damage for the attack.

Step Five: Calculate Hardness

If the target has a Hardness value that is greater than or equal to the raw damage, the attack inflicts *no damage whatsoever*. For this adventure, the only character capable of attaining hardness is Eric, using his *Aegis* Boon.

Step Six: Roll Damage, Apply Soak

The attacker's player rolls his raw damage as a pool of dice and adds up the successes, adding any additional successes from Epic Strength if applicable. On this roll, 10s only count as a single success.

The defender's player then will subtract the appropriate soak value from the damage successes. Bashing soak stops bashing damage, for example. All Scions have bashing soak equal to their Stamina and lethal soak equal to one-half their Stamina, rounded up. In the rare case an attacker is dealing aggravated damage, aggravated soak can only be gained through Epic Stamina.

Step Seven: Additional Effects of the Attack

If an attack has any additional effects, such as injecting a poison or turning the character to stone, it happens here.

attacking at the same time places the normal two-die penalty on the rolled action.

- **Get Up:** You get knocked down, but you get up again. Standing is a diceless action unless circumstances make it merit a roll.

- **Hide:** This is a (Dexterity + Stealth) action to conceal the character from her opponents. In the middle of combat, this roll usually incurs a two-die penalty because of everyone's heightened awareness. Players of the character's opponents all reflexively participate in the contested roll (Perception + Awareness) to keep track of the character. Those who fail no longer know where the character is, and they

might fall prey to an unexpected attack if not apprised of the character's location.

- **Jumping:** A diceless action (but it's not reflexive). Jumping and performing a rolled action inflicts a -2 penalty on the action, as normal. Minor hops and jumps that aren't mechanically relevant need not, at the Storyteller's discretion, be considered jumps. They fall under then normal Move action,

- **Move (Speed 0, DV -0):** This is the character's normal running speed in combat. **Move is a reflexive action that may be performed on every tick.** This reflects that participants in battles are constantly moving to get an advantage. The character moves up to a number of yards equal to his

Dexterity on any tick in which he takes a Move action. A character knocked prone cannot take a Move action until he uses a miscellaneous action to stand. A character with Epic Dexterity adds a number of yards equal to his bonus successes to the yards per action the character can move.

DEFENSE VALUES

When your character is attacked you get to apply one of your character's *Defense Values* (DVs), normally the highest, against that attack. Add the DV to the difficulty of the attack against the player (usually the standard difficulty of 1). Effectively, you are subtracting your character's DV from the number of successes the attacker's player rolls. If you reduce that number to 0, your character escapes unscathed. For the purposes of the *Of Shadows Yet to Come* adventure, the characters' DVs are already calculated.

DAMAGE AND WOUND PENALTIES

For each health level of damage your character suffers mark one box. Each health level belongs to one of five increasingly severe categories: -0, -1, -2, -4 or Incapacitated. Marking the -0 means she's a little battered or lacerated, but still functioning at top capacity. From there, things go downhill.

The character suffers wound penalties, a dice penalty to all actions, equal to the number associated with the *highest marked wound box*. **Each point of wound penalty reduces all actions by one die, reduces movement (Move and Dash actions) by one yard per tick and reduces DVs by one.** Wound penalties remain until the wounds heal.

Wound boxes fill from the top down. That means that the first wound your character takes fills the -0 box, the second wound fills a -1 box and so on. Always mark wounds in empty boxes with the *lowest* associated wound penalty. The more wounds your character takes, the greater the penalties you experience. Your character suffers a wound penalty equal to the greatest penalty associated with a wound box filled with damage; wound penalties are not cumulative.

To tell the difference between bashing, lethal and aggravated wounds, mark them differently in your character's wound boxes. It's useful to use marks that can easily be upgraded to show worse damage. Use one slash (/) for bashing damage. You can add another slash to it (X) to represent lethal damage. Add a vertical line to that (⌘) to show aggravated damage.

Lethal wounds are always "on top" of bashing wounds. That is, if your character already has one level of bashing damage then takes a level of lethal, you mark the lethal damage in the -0 spot and "push" the bashing into the -1 spot. Likewise, aggravated wounds are always "on top" of both lethal and bashing wounds. It's actually better this way, because healing time increases as more severe damage types reach higher wound penalties.

Bashing damage: Your character recovers one level of bashing damage every three hours. When a player marks the Incapacitated wound box with bashing damage, her character is unconscious until she heals at least one level of damage.

Lethal damage: Serious cuts, bullet wounds and really pulverizing smashes cause lethal damage.



Lethal damage on a Scion heals depending on the wound level the lethal damage is in; -0 wounds heal in six hours; -1's in two days; -2's in four days; and finally, -4 and Incapacitated wounds take one week each to heal. If the character moves around and acts as if she weren't wounded, healing each level takes twice as long. Note that characters can't actually take actions as long as they're at Incapacitated.

Aggravated damage: When your character's soul gets burned, only time and nature can heal, not mortal medicine or any but the most powerful magic. Aggravated levels heal at the same rate as lethal levels but cannot be aided or sped by most any agency.

SPECIAL CIRCUMSTANCES

For the purpose of ease of play for both Storytellers and players, only a small number of special combat situations and special attacks will be available for use.

SPECIAL COMBAT SITUATIONS

Against Superior Mobility: Harpies can fly. Shinobi can strike out of any dark spot and disappear as quickly. Some Titanspawn just move really, really fast. To effectively strike such entities, the Scion must usually take the Guard action until the moment they attack, then interrupt his own action in order to counterattack.

Most flying creatures add a +2 DV bonus for their height advantage, and inflict a -2 DV penalty on their opponents. This advantage can decrease if a flyer chooses to drop altitude, but increasing it requires weapons with longer reach—such as a lance or a gun.

Being Prone: A prone character cannot take Move or Dash actions until she spends an action to rise. Prone characters gain +1 DV against ranged attacks and explosives, this being the key reason for a character to throw herself prone. Prone characters suffer a -1 DV penalty to close-combat attacks and a two-die penalty to attacks and most other actions.

Unexpected Attacks: When the target has no idea an attack is coming, both his Dodge and Parry DVs become inapplicable, and are effectively 0 against the attack. The sneaking player rolls (Dexterity + Stealth) in a contested roll against the (Perception + Awareness) of the target and any other characters who could notice. Characters who see the assassin may alert others if they choose..

SPECIAL ATTACKS

Some special attacks increase the difficulty of the attack, which stacks with the normal difficulty increase from the target's DV. All special attacks must be declared by the player in Step One of attack resolution.

Disarming: This special maneuver increases the attack's difficulty by 2; when used with a ranged attack, the difficulty increases by 4. As usual, the attack targets an individual and must overcome that individual's DV. If the attack is successful after Step Three, skip straight to Step Seven. The additional effect of the attack is to send the target's weapon one foot away for every die of damage the attack would inflict. If the attacker beats the total attack difficulty by five or more, he may dictate the direction of the weapon's flight. Retrieving a weapon is a diceless miscellaneous action.

Fierce Blow: This special attack increases the attack's difficulty and DV penalty by 1. The character attacks all-out, trying to inflict the most damage possible. The raw damage of the attack increases by +3 bashing or +2 lethal.

Flat of the Blade: Inflicting bashing damage with a lethal weapon, to avoid dealing lasting wounds. Doing so increases the attack's difficulty by 1 and decreases the raw damage of the attack by two, but the weapon inflicts bashing damage if it hits.

Grappling: This is a clinch attack ([Dexterity or Strength] + Brawl) roll against the target's chosen DV. If it hits, the target character immediately becomes Inactive. The grappler has the following choices of maneuver.

- **Break Hold:** The character may throw her victim in any direction over a number of yards equal to her Strength. She may also throw the victim straight down (making the victim automatically prone) or release the victim without further violence.

- **Crush:** The character squeezes, twists and otherwise inflicts harm with wrestling maneuvers. His player inflicts damage as per the clinch attack.

- **Hold:** The character pins the victim without inflicting harm.

On the grappler's next action, her player and her target's player both roll contested grapple checks: ([Dexterity or Strength] + Brawl). Whichever character wins that roll takes or keeps control of the clinch and chooses which of the three maneuvers to execute. The other character remains (or becomes) Inactive until released.

Pulling a Blow: This special attack increases the attack's difficulty by 1. The character controls his strike carefully. After his player rolls damage, the character may reduce levels of damage inflicted to a minimum of one.

THAT'S IT

All other rules or considerations either don't apply to this adventure. The **Scion: Hero** rulebook contains rules for almost any activity your character might undertake.



THE STORY SO FAR

Of Shadows Yet to Come details the formation of the heroic Scion Band made up of Eric Donner, Scion of Thor; Horace Farrow, Scion of Horus; Donnie Rhodes, Scion of Aphrodite; Dr. Aaron Tigrillo, Scion of Tezcatlipoca; Brigitte De La Croix, Scion of Baron Samedi; and Yukiko Kuromizu, Scion of Susano-o.

This is a Band formed in two parts, one each side of the United States.

Brigitte, Dr. Tigrillo, and Horace met in Georgia after dealing with a crazed necromancer who was corrupting the Native American zombies who make their home in Georgia's Etowah Indian Mounds. Having

dealt with the partially insane Scion of Hel, each of the heroes was visited by a messenger from his or her divine parent, instructing them to make their way to Las Vegas. Each parent goes about this order/request differently, and it is up to the player to describe what this means to his or her character. Regardless of circumstance of the message, the characters begin their journey soon afterward, cramming themselves into Brigitte's hearse while Horace's *Indian Chief* motorcycle rides in a trailer hitched to the back. It is up to Brigitte's player whether she tells the rest of the Band that the five coffins in the back have some leftover zombies still inside them.

ZOMBIES

The term “zombie,” while originally associated with the Voodoo pantheon, is now generally used by modern Scions to refer to any form of mindless animated corpse. Zombies are most commonly used as servitors for Scions who specialize in the Death Purview. Many agents of the Titans also use such grotesque servants in their activities. Zombies are quite strong and resistant to damage but are very slow and clumsy. They are also profoundly stupid and ugly, unable to take any action beyond their orders and incapable of even basic communication.

Attributes: Strength 5, Dexterity 1, Stamina 6; Charisma 1, Manipulation 1, Appearance 0; Perception 2, Intelligence 1, Wits 1

Virtues: None. Zombies are never required to make Virtue rolls of any kind.

Abilities: Athletics 1, Awareness 2, Brawl 3, Dodge 1

Join Battle: 3

Attacks:

Clinch: Accuracy 4, Damage 6B, Parry DV —, Speed 6, P

Unarmed, Heavy: Accuracy 3, Damage 9B, Parry DV 1, Speed 5

Unarmed, Light: Accuracy 5, Damage 6B, Parry DV 2, Speed 4

Soak: 6L/6B

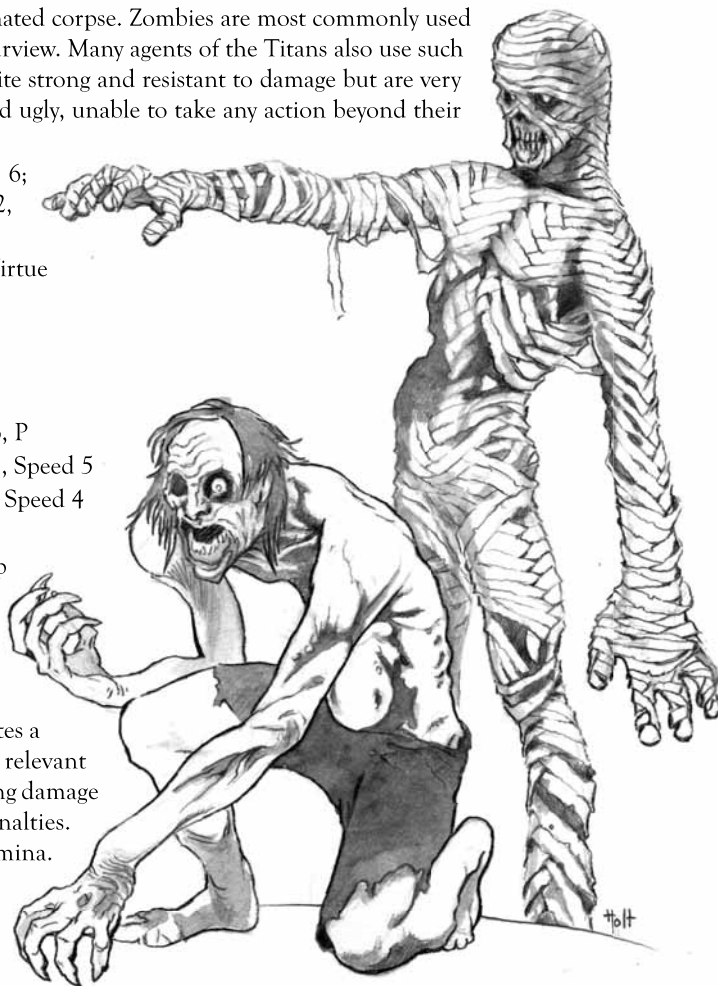
Health Levels: 0-/0-/0-/0-/0-/0-/0-/0-/0-/0-/0-/Incap

Dodge DV: 1

Willpower: 3

Legend: 1

Other Notes: Zombies automatically fail all Social rolls other than intimidation. When a zombie initiates a Presence-based roll to intimidate someone, treat his relevant Social Attribute as 5. Also, zombies suffer only bashing damage from firearms attacks and they ignore all wound penalties. They also soak lethal damage with their full Stamina. Zombies are immune to all mind-controlling and fear-based effects.



DONNIE RHODES, SECTION OF APHRODITE

Born and raised in Olympia, WA, Donnie Rhodes has led what casual observers would consider a charmed life. His father, Donald Sr., is a wealthy shipping magnate, so Donnie's never wanted for anything... except perhaps love. Like many before him, the elder Rhodes loved Aphrodite not wisely, but too well. Her leaving after their whirlwind romance devastated the man. The appearance of their son on the doorstep nine months later merely added insult to injury.

As a result, Donnie was neglected by his father. Yet to those outside the household, it seemed Donnie enjoyed an enviable childhood, which made his descent into delinquency and tabloid headlines harder to fathom.

His activities led to 10 arrests on three continents and rumors of romantic links to two pop stars, a model twice his age and a famed hotel heiress. But Donnie took little joy in his actions, only using them to try to gain the attention of his estranged parent. He finally succeeded, though not with the parent he expected.

Making a play for the girlfriend of a young Mafia thug in a New York nightclub, an inebriated Donnie was nearly killed. Fortunately, his mother was at the club in disguise and snatched him away to safety. Donnie later returned to twist the hearts of the criminal's wiseguy associates into a Gordian knot of love and hate, destroying the thug in one long night of betrayals and spiteful reprisals. Donnie's since reserved his cold rage for transpawm, eventually hooking up with his Band in Vegas.

With a tanned muscular body, sandy blond hair and piercing blue eyes, Donnie moves with the sinewy grace of a jungle cat and tends to set fashion trends rather than follow them with his casual-chic style. In dangerous situations, he's always girded for battle, bearing his twin automatics Eros and Anteros in paired shoulder holsters hanging from the harness to the fantastic Daedalus Device.

Roleplaying Hints: You come off as cold and aloof but crave genuine friendship... though you'd never admit it. After years of disappointment, you aren't willing to take a chance at being shot down, so you play it cool, heaping scorn and sarcasm on friends as often as enemies. Woe befalls those who harm the people you care about, though. Your fury in such cases is cold, and your vengeance sure. Because of your wealth, it's often up to you to finance your Band's adventures.

Nature: Cynic (Donnie recovers one point of temporary Willpower when his pessimistic expectations are proven correct by the actions, or inaction, of others)

Join Battle: 7

Dodge DV: 7 (9 with Daedalus Device)

Birthrights:

The Daedalus Device: Crafted by the legendary Cretan inventor and improved by Hephaestus himself, this device allows Donnie to channel the Sky, Animal and Sun Purviews. It also adds +2 to his DVs as if he wore a pair of independently mobile shields on his back.

Eros and Anteros: A set of supernal Berettas, the former gold, the latter matte gunmetal.

Each pistol also has a unique power. When Donnie shoots someone with Eros and activates its power, his victim suffers no damage but falls madly in love with the next person he or she sees. The attack roll to shoot the victim must still succeed as per a normal attack with a pistol, and a bullet is still used up. This bullet's passing and impact leaves no physical sign, however. If Donnie shoots a person with Anteros instead, and activates its power, the victim develops a deep, venomous hatred toward the next person he or she sees.

Activating either pistol's power requires spending one Legend point per shot, as well as making a successful (Charisma + Presence + Legend) roll. The victim resists this effect in a contested roll of his (Willpower + Integrity + Legend). The victim feels no impact from the bullet, and, if unaware of Donnie's attack, may not even realize he's been targeted. If Donnie's player scores more successes than his target, the love or hate effect lasts for a number of days equal to the number of successes he scored in excess of his victim.

KNACKS:

Trick Shooter: Donnie doubles his bonus from taking Aim actions with a ranged weapon. He can also make ranged disarm attempts with no penalty after taking an Aim action.

Unroutable Opponent: Donnie can spend a point of Legend to increase his Dodge DV by 2 for the scene.

Overt Order: Donnie can spend a point of Willpower to force someone to perform a single action. This order must be performed immediately, but may be interpreted differently depending on the way the order was phrased.

Center of Attention: Donnie can spend a point of Legend when entering a room to make everyone in the room take notice of him for at least three minutes.

Come Hither: Donnie can spend a point of Legend to make any single person who sees him, or a picture of him, do everything within their power to be in his presence as soon as possible.

Rabbit Reflexes: When an unexpected attack targets Donnie rather, than reduce his DV to 0, Donnie instinctively defends himself with double his highest applicable DV. Donnie cannot preemptively attack his attacker or even shout out a warning to his comrades, as he's reacting to an attack that's already taking place, but he is much more likely to dodge or parry that attack.

BOONS:

Arcic (Marksmanship) 1: Donnie adds a single die as a magical bonus to any marksmanship rolls he makes.

Arcic (Presence) 1: Donnie adds a single die as a magical bonus to any presence rolls he makes.

Wind's Freedom: Donnie can spend a point of Legend and one Willpower per scene to fly. Donnie can move at his normal movement rate while flying vertically, but cannot jump while in midair.

HORACE FARROW, SECTION OF HORUS

Horace Farrow grew on a farm in the small town of Thebes, deep in the Little Egypt area of Illinois. His father, Cyrus, was a hardworking man who instilled in him a strong work ethic, an inflexible moral compass and a love of the outdoors. Likewise, his mother, Isola, was a quiet, kindhearted woman who instilled in him a respect for life and a contemplative character. Unfortunately, Horace also had an uncle—a bad seed named Seth.

When Horace was only 14, Seth showed up one night with a gang of toughs. He explained that there'd been a "misunderstanding" with the police and that he needed a place to hide out until the heat died down. Cyrus, however, didn't want to put his family in danger because of Seth. The altercation that followed saw Horace's parents gunned down by Seth.

After completing his bloody work, Seth looked up, .45 pistol in hand, to see Horace pointing Cyrus's shotgun at him, vengeance in his eyes. The two fired simultaneously, Seth was hit in the groin, Horace in the left eye.

Darkness followed, and lasted a long time. Then, a light appeared, and from that light issued a voice, telling Horace it was not his time to die. There was work to be done; the vengeance of two fathers to be visited. The voice was that of Horus—his true father. Horus told his son he'd come to Isola in the shape of Cyrus to sire a son, born to be the God's agent on earth. Seth had likewise been sired by the God Set to sow chaos and tragedy. It was Horace's job to stop him and others like him. Vowing revenge, Horace agreed to do as his father asked.

Healed and gifted with his Birthrights, Horace prepared for his mission, finishing high school, then trained for a career in law enforcement. Eventually, he served as a US Marshal, and though he quit the service, he still uses his badge and contacts to help the Band he's formed.

Horace Farrow is a tall, slim man who dresses in jeans and burndown shirts, with cowboy boots, a cowboy hat and a duster. Though he usually wears a patch, the socket of his missing eye is fitted with a white marble sphere inlaid with the Eye of Horus. On his hand is a relic known as the Falcon Amulet. When expecting trouble of the supernatural variety, Horace wields a ktopesh, the Frang of Apep, seemingly carved from solid ivory and accented in gold, and he's always armed with a .45—the same one that killed his father. Horace often tools around on an Indian Chief motorcycle, wearing aviator goggles and gloves when he does so.

Roleplaying Hints: A sharp customer, your eye takes in the details of a scene in a moment, and your body reacts appropriately. You're a tactical planner and a clever improviser should a plan fall apart in

the field. In most circumstances, you're the voice of restraint that keeps your Band from rushing headlong into danger. The only time you show faulty judgment is when Seth Farrow is involved. In the past, you've thrown caution and planning to the wind in attempts to take him down, something your Band has yet to experience. Hopefully, your friends will be able to stop you from getting yourself (or someone else) killed when the inevitable occurs.

Nature: Architect (Horace recovers one point of temporary Willpower when he successfully executes a major plan of action, whether it's a raid on a cultist hideout or organizing a social event for several hundred guests)

Join Battle: 6

Dodge DV: 4

Birthrights: The Eye of Horus allows Horace to access the Moon and Sun Purviews. The Falcon Amulet allows Horace to access the Sky Purview.

KNACKS:

Holy Bound: This Knack doubles a Seon's vertical and horizontal jumping distances.

Damage Conversion: Once per story, Horace can spend a point of Legend for this Knack to convert all damage from one attack from lethal to bashing.

Benefit of the Doubt: Horace can spend a point of Legend to make a person he is talking to not dismiss anything he says regardless of how strange it sounds.

Predatory Focus: With this knack, you may roll (Perception + Awareness) for Horace to track an opponent by scent alone.

Subliminal Warning: Horace receives two extra dice whenever rolling to notice a hidden opponent.

Instant Investigator: By spending a point of Legend, you can make a (Wits + Investigation) roll. If successful, Horace absorbs all available information in the crime scene with a single glance.

Opening Gambit: Horace can spend a point of Legend to always go on tick 0 at the beginning of combat.

BOONS:

Ren Harvest: Once per story, whenever someone speaks of Horace's exploits, you may roll (Charisma + Empathy) to regain a number of Legend points equal to the successes rolled.

Seiken Blaze: Horace can spend a point of Legend to make any mortal or Transpawm of lower Legend flee from his presence. Transpawm of equal or high Legend may spend a point of Willpower to resist.

Sky's Grace: Horace can spend a point of Legend to double his jumping distances for a scene. In addition, he is immune to falling damage for this time.

Smoking Mirror: Horace can spend a point of Legend to get a bird's-eye view of everything within a three-mile radius around himself for a scene.

DR. AARON TIGRILLO, SCION OF TEZCATLIPOCA

Aaron Tigrillo was born in a small New Mexico town called Aztec. He was always driven, even as a child. From a poor family and with five siblings, he knew he was going to have to work hard to succeed. So he did, graduating valedictorian of his high school class and winning a full scholarship to Emory University in Atlanta, where he went on to gain his doctorate in medicine.

After completing his residency, the young, idealistic Dr. Tigrillo volunteered for the Doctors Without Borders organization. While operating in Iraq, the doctor was kidnapped and very likely would have died had not the God Tezcatlipoca, his father, come for him. Apparently, the God had seduced his mother during a visit to the Aztec Ruins National Monument for which his town had been named and he was the result of that union. Tigrillo used his newfound power to escape the kidnappers and has worshiped his father ever since.

Returning to the States, Tigrillo quickly established himself as a gifted cardiac surgeon. His surreptitious sacrifice of his transplant patients' defective hearts to his God came to light, however, and Tigrillo very nearly lost his medical license and did lose his position. Since then, the good doctor has taken a sabbatical in order to serve his God in an even more visceral way.

Aaron Tigrillo is a dashing figure, with sleek shoulder-length black hair, a well-trimmed goatee and eyes the color of mahogany. Dr. Tigrillo dresses impeccably. Usually, he wears designer suits, Versace and Armani being his favorites. He's always armed with an array of obsidian scalpels, which he uses to great effect given his knowledge of where they'll do the most damage. He also keeps a translucent Crystal Skull in his medical bag. If he knows he's going into trouble, he'll sometimes go for something more substantial, like a maquehuitland-Aztec-shield combo or a tepoztopilli. Tigrillo drives a Jaguar S-Type.

Roleplaying Hints: You feel blessed that your father is the great Smoking Mirror, Tezcatlipoca, and you do all in your power to please him, offering him sacrifice after sacrifice of both yourself and of those transpam or Tiran cultists who fall into your expert hands. You understand that it is your father and the other Gods who stand between the world of man and total annihilation, and you'll take whatever steps are necessary to ensure victory. You appreciate everything the members of your Band do to mitigate the Tiran threat, but if the blood of heroes is what Tezcatlipoca demands, you will not hesitate to sacrifice them and yourself to save all humanity. These are the sorts of calls you made every day as a surgeon, just on a larger scale.

Nature: Fanatic (Dr. Tigrillo recovers one point of temporary Willpower when he furthers his cause in a significant way)

Join Battle: 5

Dodge DV: 5

Birthright: Doctor Tigrillo's Crystal Skull relic allows him to channel his Magic, Mystery and Prophecy Purviews. It can also speak to him, offering him sage advice and counsel.

KNACKS:

Cat's Grace: Dr. Tigrillo will always land on his feet in a fall or if tripped by an opponent. Also, he takes no penalties for running on difficult or unstable terrain.

Holy Fortitude: He is able to go without food, water and sleep twice as long as any normal mortal. Also, the amount of time he is able to work at strenuous tasks before feeling exhausted is also doubled.

Blurt It Out: Dr. Tigrillo can spend a point of Legend to force a mortal to admit to him damning secrets.

Serpent's Gaze: Dr. Tigrillo can spend a point of Legend to force a mortal of lower Legend to look eyes with him, rendering his victim to the *inactive* state. This can work on being of equal or high Legend but, they can negate its effects for the scene by spending a point of Willpower.

Know-It-All: Dr. Tigrillo is a wealth of obscure information. In-game, this allows him to act as a Storyteller plot device if the group gets stuck on a question, clue or puzzle.

Mediative Focus: Dr. Tigrillo automatically negates one point from any distraction based penalties on his actions.

BOONS:

Magney Sting: Once per scene, Dr. Tigrillo may deal himself a single level of lethal damage to regain a point of spent Legend

Magic: Allows Dr. Tigrillo access to spells.

Mystery (1) : Once per story, Dr. Tigrillo can roll (Intelligence + Mystery) to makes leaps of intuitive thought. Each success allows the player to ask the Storyteller about events that have occurred previously in the game. The Storyteller must answer truthfully, but his answers can be as brief as he feels is necessary.

Prophecy (1): Once per story Dr. Tigrillo can roll (Intelligence + Prophecy) to gain a clue about upcoming events in the game. The "prophecy" can be about a single upcoming plot point or the story as a whole, with successes determining the importance and clarity of the answer.

Spells:

The Unlidded Eye: Dr. Tigrillo can spend a point of Willpower to see any supernatural effects within his line of sight for the scene. Also, this allows him to automatically see the connections of fate between people as well as their Legend scores.

ERIC DONNER, SCION OF THOR

At 18 years old, Eric Donner is the youngest Scion in his Band, but he's experienced a lot in that short time. Born to an unwed mother who took sick and died by the time Eric was 10, he was raised in a small Midwestern town by his maternal grandfather, Randall. Randall taught him the ins and outs of automobile repair, as well as what it means to be a stand-up guy. Eric learned those lessons well.

Unfortunately, Randall passed away of a massive stroke in Eric's 17th year, leaving Eric alone—though not for long. With the aid of his grandfather's ghost and the ravens Hugin and Munin, Eric learned he is the son of the Norse God of thunder. In short order, he received his Birthright from the dwarves Brok and Sindri and ended a frost giant plot to unearth the great wyrm Jormungandr, though he was nearly killed thanks to the betrayal of Sly Guiler, Scion of Loki.

Since then, Eric has traveled the continent in his GTO, led by Fate (and occasionally the ravens of Odin) to upset the plots of various transpam. In the process, he's come to work with the other members of his heroic Band, a diverse group featuring Scions of six separate pantheons. Now, with his Band or solo, Eric continues to fight the good fight and to help those in need.

At six foot five and a muscular 220 pounds, Eric is handsome, though not supernaturally so. He inherited his father's red hair and steel-gray eyes, but unlike Thor, he keeps the hair cut short. He usually dresses casually, like the blue-collar boy he is, in jeans, a denim jacket and a flannel shirt with a white T-shirt beneath.

On his right middle finger, he sports a bloodstone ring etched with the Germanic rune aligiz ("protection") and when he's expecting trouble, he carries, Gnarthane—quite possibly the largest revolver ever made.

Roleplaying Hints: Like your father, you're a brave and likeable lug who strives to smite evil and protect the weak. Unlike Thor, you're both more clever and slower to anger. When something does rile you, though, the familial resemblance is uncanny. You've never met your father in person, but you crave his approval and work hard doing things you think will make him proud.

Nature: Gallant (Eric recovers one point of temporary Willpower when he successfully protects or aids someone in need at significant cost to himself.)

Join Battle: 5

Dodge DV: 5

Birthrights: Eric's bloodstone ring allows him to channel the Guardian Purview. Gnarthane is an oversized, supernal Peacemaker, and allows him to channel the Sky Purview.

KNACKS:

Holy Rampage: Eric halves the hardness of any item he tries to break.

Uplifting Might: Eric can spend a point of Legend to double the amount of weight he can lift. In his case, he can lift just over 2,000 lbs by spending a point of Legend.

Damage Conversion: Once per story, Eric can spend a point of Legend to convert all damage from one attack from lethal to bashing.

Self-Healing: Eric can spend a point of Legend to heal a single level of bashing or lethal damage instantly.

BOONS:

Aegis: Eric can spend a point of Legend and a point of Willpower to give a person or object divine protection for the scene. After spending the points necessary to activate this Boon, Eric rolls his (Stamina + Fortitude). The recipient gains Hardness equal to the number of successes rolled.

Vigil Brand: Eric can spend a point of Legend to mark an object or person as under his protection. At any time, he can make a (Perception + Empathy) roll to know the location, condition and situation of the branded person or object.

Storm Augmentation: Eric must spend a point of Legend to activate this Boon. Then, you roll his (Appearance + Presence). The Boon's duration is one action per success. While this Boon is in effect, Eric can spend a point of Legend to augment an attack with thunder and winds: if the attack does even a single level of damage, the player of his opponent must roll (Stamina + Fortitude) at a difficulty equal to ((the attack's raw damage) - (victim's Legend)). If Eric wins, his opponent loses two dice from all of her rolls until Eric's next action.

BRIGITTE DE LA CROIX, SCION OF BARON SAMEDI

Brigitte De La Croix was born in New Orleans, LA, of a *muyaji loa* between Baron Samedi and a mortal *seutier* named Aimée. Brigitte's father was a constant presence in her life, often visiting her in dreams or riding a horse. Regardless, although her childhood was odd, she didn't grow up in a broken home like many of her fellows. Her mother married a mortal funeral director named Jack De La Croix when Brigitte was five, but this was not unusual. Baron Samedi had many wives, after all, and demanded Aimée's attention only a few days a month. In fact, Brigitte's stepfather's occupation intrigued the girl, and when she was old enough, she went to work for him. She only drove the hearse at first, but she later learned the embalmer's art, for which she has a natural talent.

Two other talents she inherited from her father were the ability to smoke and drink more than anyone on the Mississippi Delta—talents she exploited during her off hours in various bars and pool halls in the Big Easy. After a long bend, Brigitte returned home to find her parents dead and the funeral home overrun with zombies. Thanks to a timely Visitation from her father and the Birthright he provided her, Brigitte was able to fight her way to the man responsible, a twisted *boco* attempting to use the recent unrest in the Underworld to his advantage. She sent him straight to Guineé, gaining a handful of his zombies for her own, but the battle burned her home to the ground.

Taking only the clothes on her back and the zombies in the family hearse, Brigitte hit the road. Following the advice of her father, she's been traveling the South, putting the dead back where they belong and fighting weirdier things besides. She's only recently joined up with her Band after a misadventure at Georgia's Etowah Indian Mounds.

Brigitte is a long and lanky woman with eyes the color of grave soil, skin like dark chocolate and curly black hair. She typically favors black vests, jeans, denim shorts, miniskirts, fishnets and the occasional swallowtail coat, all accented in purple. Regardless of her other accoutrements, she always wears her black top hat and a pair of cheap sunglasses missing one lens, with the *vee* for Baron Samedi etched on the remaining lens. When she's out to make an impression, he it on other Scions or titanspawn, she paints her face to resemble a skull. Invariably, Brigitte carries with her a pack of cigarettes, her custom pool cue (which doubles as a coco macaque) and a bottle of Captain Morgan's. She travels in a tricked-out 1941 Cadillac hearse.

Roleplaying Hints: You are a sultry woman with a tomboy streak. You like to drink and shoot pool and brawl and make love—always to excess, rarely simultaneously. Those who are put off by your morbid dress are usually won over by your gregarious, ball-out nature. As someone who's well aware of both how short life is and how long death is, you live every moment like it might be your last, which with the Trians free and the dead roaming the World, might well be true.

Nature: Gambler (Brigitte recovers one point of temporary Willpower when she takes a significant risk or gamble that pays off for herself or her allies)

Join Battle: 7
Dodge DV: 4

Birthrights: Brigitte's top hat allows her to channel the Darkness Purview. Her ghede glasses allow her to channel the Death and Health Purviews. Her coco macaque/pool cue allows her to channel the Psychopomp and Earth Purviews. She can also use it to summon her zombie followers up out of the ground. When necessary, Brigitte can sometimes summon one of her father's retinue, the ghede, to offer his advice.

KNACKS:

Crushing Grip: Brigitte can choose to deal lethal damage while in a clinch

Inner Furnace: Brigitte can survive off of any organic material and any quality of water.

Charm: Brigitte can spend a point of Legend to suppress any negative emotions against her for the scene.

Dreadful Mien: Brigitte can spend a point of Legend to force any mortal to run from her in absolute fear.

BOONS:

Assess Health: Brigitte automatically knows the health and medical status of anyone she sees; this includes health levels of damage, disease and poisons.

Death Senses: Brigitte can see unmanifested ghosts. Also, if she looks at a dead body she automatically know how it was killed.

Night Eyes: Brigitte can see perfectly in pitch darkness.

Rada's Eyes: By spending a point of Legend, Brigitte can experience another person's perceptions as if they were her own. These perceptions include input from all five senses. To use this Boon, Brigitte must have a token from the Person, a picture or look of the person's hair is normally appropriate, and her player must make a successful (Perception + Empathy) roll at difficulty 1. Success means that Brigitte can experience the person's perceptions in addition to her own. While using this Boon, Brigitte automatically fails any roll requiring Perception or Awareness. This Boon lasts for a scene.

Safety Interred: Brigitte cannot be harmed by falling rock or by being buried alive. The Earth itself will not allow her harm, though she can still die from hunger if she is buried for too long.

Unerring Orientation: Brigitte never feels lost. If she is reasonably familiar with an area, achieved by lived there or studying a map, she can find any location she's searching for. With a point of Legend, Brigitte can automatically know how to get wherever she considers "home". For the purposes of the adventure, "home" is her hearse.

Other Notes: Brigitte's Followers Birthright gives her access to five zombies, which are currently in her hearse. Also, her Guide is an ancient ghost, called a ghede, which serves her father. His identity and appearance is entirely up to the player and Storyteller, but he is conceivably a very powerful ghost who will normally be used to carry information between Brigitte and her father.

YUKIKO KUROMIZU, SCION OF SUSANO-O

Yukiko Kuromizu came to the States fairly recently to attend school in Hawaii. Born in Shirohama, Japan, to a single mother (an ama diver named Sakura), Yukiko endured a lot of taunting as a child about her mother's lack of virtue and her own illegitimacy. This only worsened when Yukiko's mother failed to return from a dive in calm seas, leading townsfolk to assume the woman had committed suicide in shame. Yukiko became a ward of the state, and her treatment at the orphanage was no better than her treatment at home.

Despite these hardships, or perhaps because of them, Yukiko grew up strong, excelling in physical activities, such as jujitsu and kendo, as well as more creative outlets such as photography, which she grew to love. Although her grades weren't the best, a professor at the University of Hawaii was impressed with her work and suggested a career in photojournalism, even helping her get the financial aid she needed to attend the school and arranging for her to travel via cruise ship to Hawaii working on the ship's service crew.

Those dreams were dashed when a powerful typhoon struck the ship en route. Yukiko was hurled overboard when an enormous wave struck the ship. She hit the water hard and sank like a stone. Looking up from the depths, she thought of her mother diving so deep daily... how strong she must have been. She awoke in the bedchamber of a fabulous palace. Miraculously, her mother was there, standing beside a strong man with fierce eyes. The man explained he was her father, Susano-o, and he'd saved her life—just as he'd once saved her mother's. In return, Yukiko now owed him that life, and he would use her as a weapon. He explained that horrors once contained had escaped and now wreaked havoc. The storm that struck her vessel was evidence of that, in fact, and only his intervention had saved her. Now, it was her turn to do the saving. Gifting her with Birthrights, he transported her to Hawaii, where the trail of titanspawn eventually led her to the American West Coast and her Band.

Yukiko is a young Japanese woman with black hair, green eyes and a beautiful smile she seldom shows. Having discovered a love of motorcycles since her Visitation, she often wears leathers where feasible, since they also afford her a degree of protection from what she battles. About Yukiko's neck dangles a blue-green jade magatama, and she wields the Kusanagi, an ancient sword of green-tinted metal.

Roleplaying Hints: Though obligated to your father for saving you, as well as for trusting you with your mission, you hope one day to be able to pursue your own dreams. Still, you love the excitement of what you do and aren't sure you could return to a "normal" life. Inexperienced in the ways of love, you tend to make a fool of yourself around handsome men—especially Donnie, who graciously pretends you don't exist when that happens. In battle though, you

focus like a laser and are a frighteningly talented fighter, making up in finesse what you lack in raw power.

Nature: Visionary (Yukiko recovers one point of temporary Willpower when she finds a way to tackle a major challenge or crisis in a new and inventive way)

Join Battle: 6
Dodge DV: 8

Birthrights: The Kusanagi allows Yukiko to channel the Sky and Water Purviews. The blade also has a unique power that allows Yukiko to attack a distant target without having to throw the blade or close the distance. This attack shares the combat traits of a close-combat attack with the Kusanagi, but Yukiko cannot parry with it. She can attack a target thus out to a distance of 15 yards.

KNACKS:

Lightning Sprinter: Yukiko doubles the distance of any dash action she takes. Also, as long as she keeps taking dash actions, she can run on water or similarly unstable surfaces

Untouchable Opponent: Yukiko can spend a point of Legend to increase her Dodge DV by 2 for the scene.

Rabbit Reflexes: When an unexpected attack targets Yukiko, rather than reduce her DV to 0, Yukiko instinctively defends herself with double her highest applicable DV. The character cannot preemptively attack her attacker or even shout out a warning to her comrades, as she's reacting to an attack that's already taking place, but she is much more likely to dodge or parry that attack.

BOONS:

Sky's Grace: Yukiko can spend a point of Legend to double her jumping distances for a scene, and she is immune to falling damage for this time.

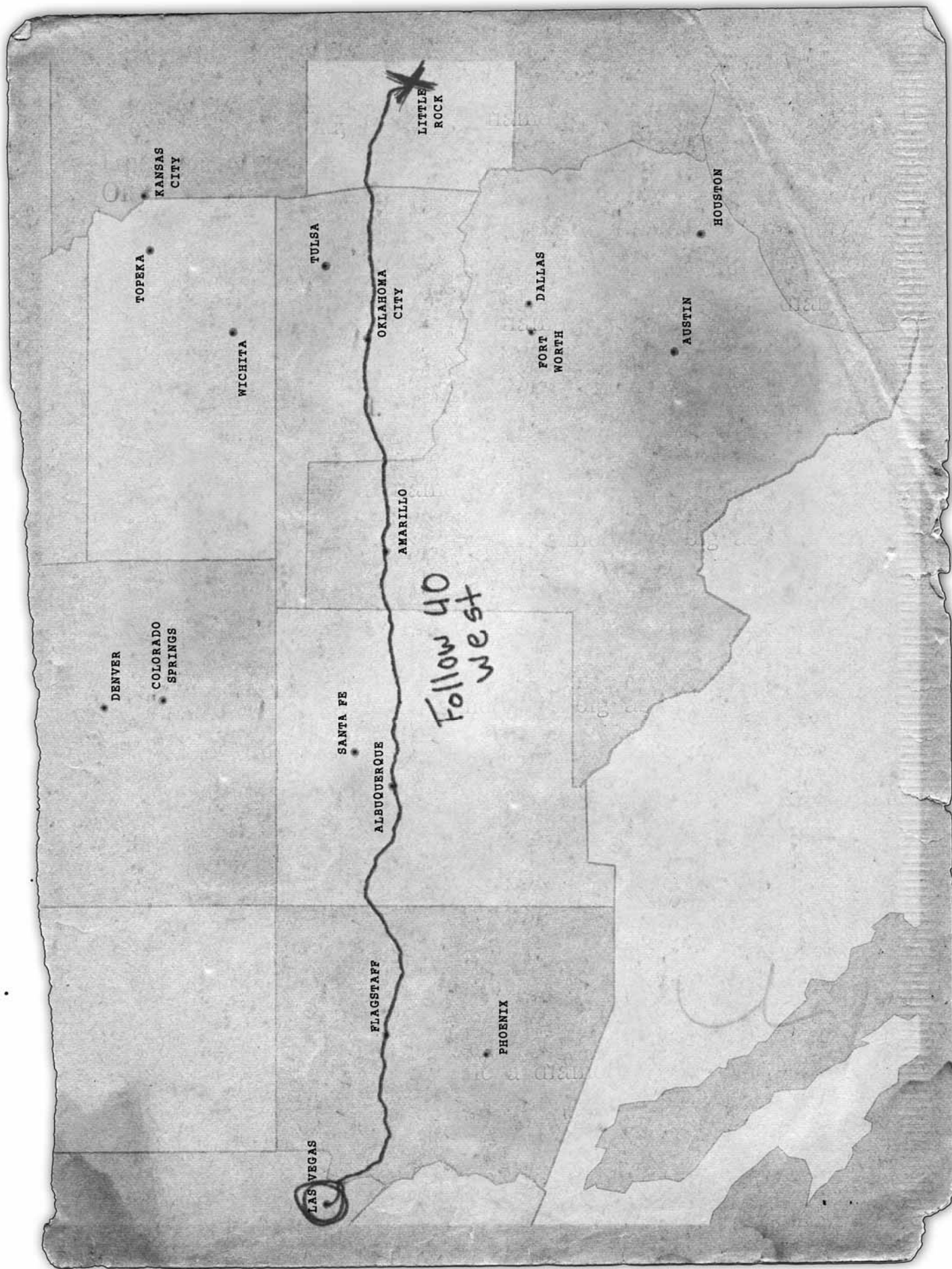
The Waketful Spirit: On a successful (Charisma + Presence) roll, Yukiko can speak with the spirit of an inanimate object. The importance of the item determines the general intelligence and helpfulness of the spirit.

The Watchful Spirit: Yukiko can spend a point of Legend to have her player roll (Charisma + Presence). Each success rolled is one day the spirit of an object must serve Yukiko's wishes to the best of its ability.

Water Breathing: Yukiko can breathe water like air.

Water Control: By spending a point of Legend, Yukiko can take control of up to 15 cubic yards of water. For the rest of the scene, she can do any conceivable action with the controlled water, including making it hard enough to stand on and using it for defense. If used for defense, the water adds +3 to her dodge DV as long as that is all she does with the water for those actions.

Other Notes: Yukiko's guide "Kono" is regrettably not able to be used for this adventure as he is currently living in Hawaii. More information on Yukiko's Guide can be found in the Scion: Hero rulebook.



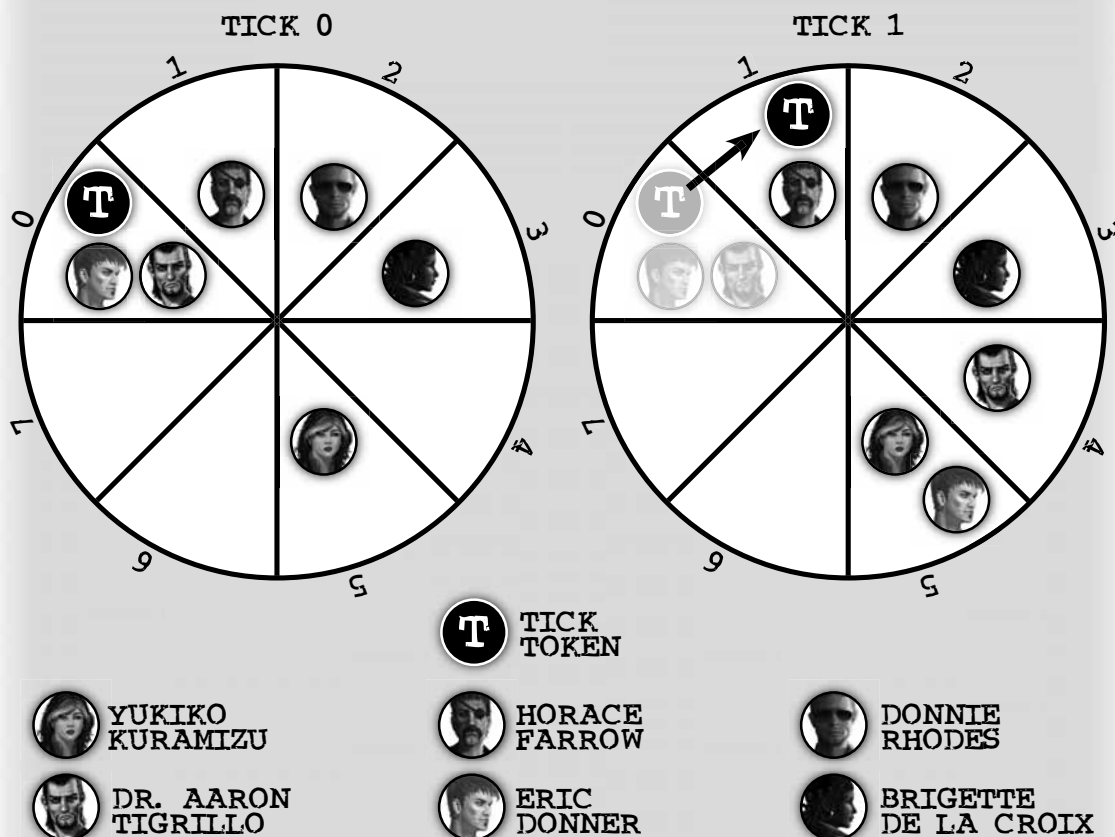
TRACKING TICKS

If you have trouble tracking the ticks of your character or of Storyteller characters in combat, here are a couple suggestions to make it easier.

Dice: Each player uses a single 10-sided die (with the 0 representing zero instead of 10) to track the time until his character's next action. At the start of combat, a die reads the tick number when the character first acts. As each tick passes, all tick-tracking dice are reduced by one number. When a die turns up a 0, it is that character's turn to act. When that tick passes, the player then sets his die to the number equal to the Speed of the action his character just took. (See p. XX 189 a description of Speed.)

Battlewheel: For this method, you need a token for each character, a piece of paper and one more token. The extra token should be immediately distinguishable from the others. You can call it the tick token, because it indicates which characters act on a given tick. Now draw out a circle on the paper and divide it into seven or eight "pie slices." Put the extra token in one slice. When combat starts, put tokens of characters who act on tick zero on the slice with the tick token. Put any tokens acting on tick one on the next slice to the right or left, tick two on the next slice along and so on.

When a character acts, move his token a number of slices equal to his action's Speed around the battlewheel (counting upward). Once there are no more character tokens in the same slice as the tick token, move the tick token one slice upward. Repeat the process from the beginning of this paragraph until the end of combat. Some groups might want something more permanent than a scrap of paper with a scrawl on it. You can cannibalize board game spinners or make your own.



Paper: This method puts all the onus on the Storyteller, who keeps a sheet of paper marked with all relevant characters and with ticks. You can place the characters' names across the top and mark ticks downward (starting with tick zero). Place an "X" on each character's first tick of action, determined by the Join Battle roll. When a character acts, mark his next action (Speed ticks later) with another "X" farther down the sheet. Check off each tick-row after everyone acting on that tick is done.

Eric and Yukiko met after finding clues to a serial killer working out of Southern California who kept drowning attractive starlets in their swimming pools. The Two Scions managed to chase her all the way to Las Vegas, only to find her already withered and dead: Donnie having already seduced the poor Nymph from her pool long enough to slay her. **Of Shadows Yet to Come** begins with these three characters just having awoken in a small hotel just north of Las Vegas. They are in their hotel rooms.

IMPORTANT NOTE

Everything past this point is information on running the **Of Shadows Yet to Come** adventure and is only for the Storyteller!

If you are going to be the Storyteller, read through the whole adventure thoroughly before running it. You might want to read it two or three times, just to make sure you are familiar with everything, and know where to find the information you need at any moment quickly.

The initial two scenes of this adventure take place on opposite sides of the United States. For ease of reference, the Group containing Eric Donner, Yukiko Kuromizu, and Donnie Rhodes is Group 1. Horace Farrow, Brigitte De La Croix, and Dr. Aaron Tigrillo make up Group 2.

The Storyteller should suggest that the players whose characters are in the same group sit on the same side of the table. Given the number of players for this adventure, this will make it easier to keep track of whose character is where and with whom.

ACT ONE

SCENE ONE

Group 1's Scions awaken in their individual hotel rooms. The characters are planning on meeting each other around 8 A.M. that morning, so let each of the players describe their morning rituals. Allow the players time to get into character. Let the players each play out their morning, and just before they leave the rooms, two men with guns will burst through each of their doors.

It will take the yakuza two kicks (Unarmed: Heavy actions) to break through the hotel room doors. On the second kick, have the players of any Scions not sleeping

This story details the creation of a Band of heroic Scions. Kane Taoka, Scion of Amaterasu and servant of the Titan Mikaboshi, has learned that Group 2 is heading toward Las Vegas on some business for their divine parents. Kane cannot allow both groups of heroic Scions to meet and form a Band capable of opposing him or his master. Kane's goal is to destroy them before they can become a real threat to his ambitions.

The adventure is contained within four acts, or major parts of the whole story. Each act can have multiple scenes. For example, in Act Two, each of the two options presented is one scene.

Act One: Group 1

Scene One: Encounters their initial threat.

Scene Two: learns of the endangered group of heroic Scions.

Act Two: Group 2

Scene One: The group deals with some strange people while bar hopping.

or

The group encounters some serious trouble at the hotel.

Act Three: Group 1 and Group 2 meet

Scene One: A fateful meeting.

Scene Two: A powerful foe.

Act Four: The Final Showdown

Scene One: Shadows darken the sky.

Each of the initial three scenes should introduce the characters to the setting as well as each other. The danger is fairly low, but the players should be fairly interested in what exactly is happening by the end of Act Two, Scene One. Act Three could take anywhere from an hour to over two hours, depending on the players and how well they handle the complicated fight scenes. Overall, the adventure should take around four hours and can easily be accomplished in a single session of play.

roll their Join Battle, with the thugs kick occurring on tick 0 (no roll required). This is an introduction to the **Scion** combat system and should be a trivial battle for all of the players. The players' characters are fully capable of simply knocking out each of the thugs without killing them. There is no penalty for killing the criminals, but clearing out dead bodies is not very heroic. Because this fight is so easy, the Storyteller might want to give the players the option of sparing the lives of the criminals, even if an attack would have normally killed them, and simply knocking them out.

YAKUZA THUG

Each yakuza wears a black suit with a tie loosened around the collar of his partially buttoned shirt. Each yakuza will be sporting an array of tattoos visible on the edges of their clothing. All will attempt a single attack, using their gun, during each of their actions. Yakuza are extras.

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 2, Manipulation 2, Appearance 2; Perception 2, Intelligence 2, Wits 2

Abilities: Athletics 2, Awareness 2, Brawl 2, Control 1, Fortitude 1, Larceny 2, Marksmanship 1, Melee 1, Stealth 1, Survival 1

Join Battle: 4

Attacks:

Clinch: Accuracy 5, Damage 3B, Parry DV —, Speed 6, P

Unarmed, Heavy: Accuracy 4, Damage 6B, Parry DV 1, Speed 5

Unarmed, Light: Accuracy 6, Damage 3B, Parry DV 3, Speed 4

.38 Special: Accuracy 5, Damage 4L, Range 20, Speed 4, P

Soak: 0L/2B

Health Levels: -1/-3/Dead

Dodge DV: 3

Willpower: 4

Other Notes: The “P” tag on the yakuza’s gun means that it deals piercing damage, ignoring half of the soak from a character’s armor (if any). This is negated only by the bulletproof vest Horace wears.

SCENE TWO

After the yakuza are dispatched, the characters might want to search them for clues. The loud noise of the combat will attract the attention of other hotel patrons, who will call the police. Storytellers should suggest to characters wishing to make searches that they should make haste. If a character tries to leave one of the yakuza injured but awake, remind the player that interrogation is a lengthy process and the police will be here soon. Allow the player of any character searching the yakuza to roll his character’s (Perception + Investigation) difficulty 2, don’t forget to add Epic Attributes, to notice the envelope contained within a hidden pocket. Inside of the envelope is a short letter and six photographs: three of the characters and three more of people the characters have never seen before.

Because of its rather obvious nature, the characters can decipher this letter with an (Intelligence + Investigation) roll, difficulty 1. If successful, the characters will understand that this is a letter requesting that two Bands of rival Scions are to be murdered. If anyone managed at least one additional success on the roll, they will also figure out that the men that just attacked them were not following orders, and most likely happened to see the characters while on the road. If any character deciphers the letter and mentions it to Yukiko, her player could also make an (Intelligence + Occult) roll, difficulty 3, to notice that The August Star of Heaven is a nickname of the Titan Mikaboshi. Other characters can roll at a difficulty of 5.

THE LETTER

A notice to all **loyal** employees:

It has come to my attention that two rival *companies* have been trying to increase their *public image*. These *companies*, which have been responsible for some major *charities*, formed on separate sides of the country and currently look to have not had a chance to *merge*. The *merger* of these two *companies* would form a potential threat to our goals. It is thus my order that all **loyal** employees make arrangements to *meet* with the *company* based on the East Coast, as they have already been given a *plan of action* from their *parent companies* and are making a move west already.

Sincerely,

The President of the August Star Corporation

P.S. I have sent my *personal assistant* to meet with these *companies* in the off chance they manage to solidify a *merger*.

BUT, WHAT IF THEY DON'T LOOK?

For the adventure to continue, the characters must find the letter. If the players choose not to search or no one can seem to get a success on their search attempts, just let the characters find the letter. An example would be for one of the characters to accidentally trip over the letter as Group 1 leaves the hotel.

Given the circumstances of their own attack and the possibility that an army of assassins is after them and this other Band of Scions, the players and their characters should easily be convinced to head east and try to find these potential allies before they are attacked. If the players have any doubts about locating this group since they could potentially be anywhere between here and Maine, simply say "Let fate guide you". Once the characters have decided to make the journey, the Storyteller should end the scene.

ACT TWO

SCENE ONE

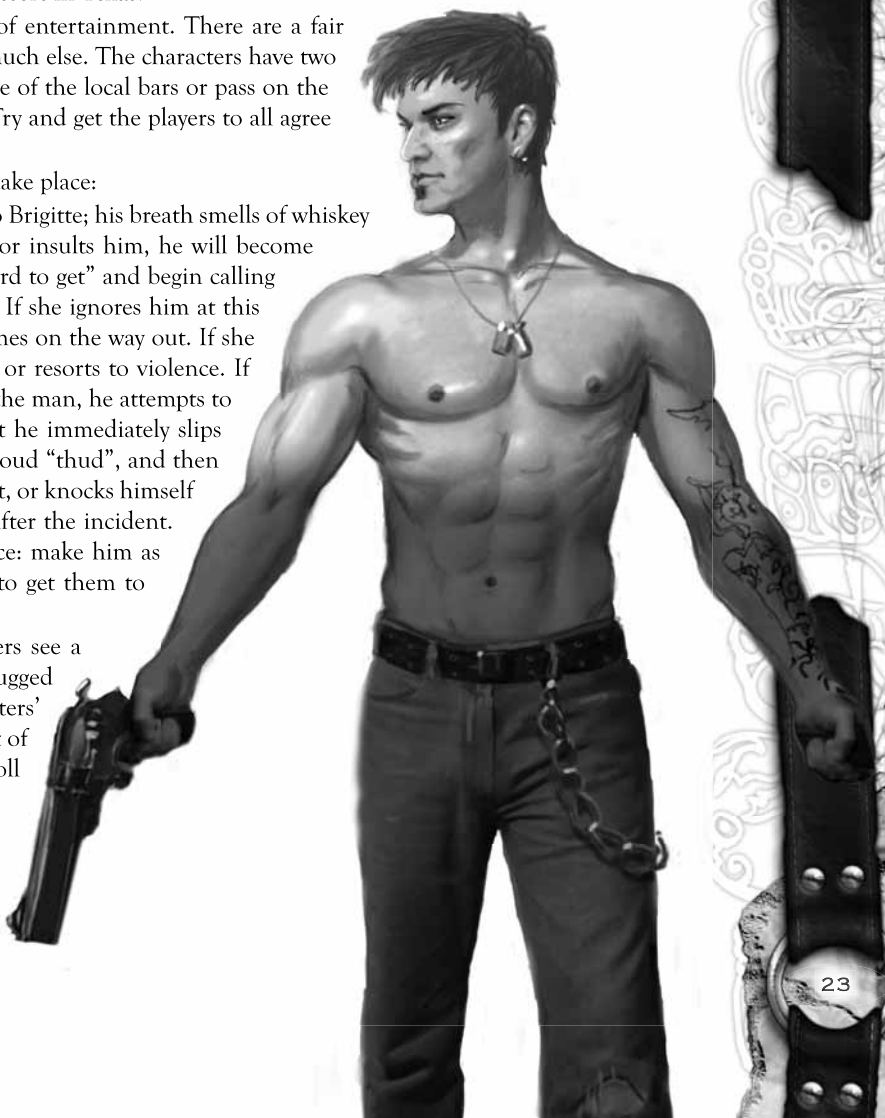
It is Group 2's turn now. The characters head out from Georgia that morning, in Brigitte's hearse, and by nightfall, have made it as far as Little Rock, Arkansas. They plan to take I-40 all the way to Las Vegas, stopping to rest up in Little Rock before they hit the desert in Texas.

The players won't find much in the way of entertainment. There are a fair number of respectable looking bars and not much else. The characters have two options while in the city: Have a drink at some of the local bars or pass on the alcohol and check into a hotel for the night. Try and get the players to all agree on a single option.

If they go to the bar, the events below can take place:

A man at the bar will begin trying to talk to Brigitte; his breath smells of whiskey and he is easily twice her age. If she ignores or insults him, he will become more obnoxious, telling her she is playing "hard to get" and begin calling her things like "sweet thing" and "hot cakes". If she ignores him at this point, he leaves and calls her a few choice names on the way out. If she reacts, he keeps it up until she leaves the bar or resorts to violence. If Brigitte resorts to any sort of violence against the man, he attempts to run at the first sign of danger, at which point he immediately slips and falls, hitting his head on the floor with a loud "thud", and then passes out. Whether he leaves early in the night, or knocks himself out, Brigitte probably wants to leave the bar after the incident. The man is supposed to test Brigitte's patience: make him as loud and obnoxious as possible. The goal is to get them to leave the bar before they are "ready".

As they head out of the bar, the characters see a young man in an alley across the street being mugged by two masked individuals. Given the characters' Virtues, the players each have to spend a point of Willpower to resist going to the man's aid, or roll an appropriate Virtue (Order, Harmony, or Duty will work). Success means the character must help, and could lead to a Virtue Extremity as per the Virtue rules.



SHINOBI

Shinobi appear as jet-black mortals, quite literally three-dimensional animated shadows. At night or in a darkened room, all shinobi gain five dice on all Stealth attempts. Even in normally lit rooms, a shinobi still gains a two-die bonus on Stealth rolls. Shinobi have a strong aversion to daylight, however, suffering one automatic level of aggravated damage for every five ticks spent in direct sunlight. Finally, all shinobi can literally move through the shadows, stepping into one patch of darkness and emerging from another some distance away.

Shinobi appear to share a collective intelligence. They never need to communicate with one another and are incapable of communicating verbally with anyone else. When dealing with allies of Mikaboshi, shinobi rely on a supernatural sign language that allows them to communicate with hand gestures in a way that is automatically understood by anyone capable of seeing them.

Attributes: Strength 3, Dexterity 5, Stamina 3; Charisma 2, Manipulation 2, Appearance 2; Perception 4, Intelligence 2, Wits 3

Virtues: Duty 3, Endurance 2, Intellect 2, Valor 3

Abilities: Athletics 5, Awareness 3, Brawl 5, Fortitude 3, Integrity 3, Larceny 4, Melee 5, Stealth 5, Thrown 5

Supernatural Powers:

Complete Silence: All shinobi are completely incapable of making a sound through their own deliberate actions. There are two limitations to this power. First, a shinobi's *unintentional* actions can produce sound. Second, sounds caused indirectly by a shinobi's intentional actions are not silenced. For example, if a shinobi pulls a fire alarm, only the sound of him actively breaking the glass and pulling the lever is silenced. The fire alarm itself is not. This supernatural ability confers three bonus dice on all Stealth-related rolls.

Shadow Walking: A shinobi can effectively teleport through shadows, stepping into any darkened area large enough to contain his body and then reemerging from any similarly darkened area within 500 yards. Activating this power costs one Legend point.

Join Battle: 6

Attacks:

Clinch: Accuracy 8, Damage 4B, Parry DV —, Speed 6, P

Unarmed, Heavy: Accuracy 7, Damage 7B, Parry DV 4, Speed 5

Unarmed, Light: Accuracy 9, Damage 4B, Parry DV 6, Speed 4

Ninja-to: Accuracy 10, Damage 6L, Parry DV 6, Speed 4

Shuriken: Accuracy 12, Damage 7L, Range 20, Speed 4, P

Soak: 4L/7B (Shozoku armor, +2L/4B)

Health Levels: -0/-0/-0/-1/-1/-1/-2/-2/-2/-4/Incap

Dodge DV: 6

Willpower: 6

Legend: 1

Legend Points: 1

Trophy: When a shinobi is slain, her body dissipates into shadow, leaving behind a single jet-black shuriken (traits outlined below).

Other Notes: Shinobi appear to be wearing the shinobi shozoku costume. The shozoku is formed of solidified shadow and dissipates with the shinobi's body. Shinobi have an infinite supply of black shuriken formed of solidified shadow (Accuracy +2, Damage +3L, Range 20, Speed 4, P). Lastly, a shinobi's stealth pool equals 18 dice: in combat, subtract two dice, and while under any kind of bright light other than sunlight, subtract three more.



The players have one chance for their characters to notice the trap laid before them; allow each player to make (Perception + Awareness) rolls at difficulty 3. If one succeeds on the roll, his character notices that there is no sound coming from any of the three men. The three shinobi disguising themselves with the illusions remove their disguises if they can tell that the characters notice their deception. If no character notices the lack of sound, and approach within five yards, the shinobi's will draw their swords and attack (at the normal -2 penalty for making the diceless draw action). When their shinobi nature is obvious (either when they drop their disguises, or after the initial attack is resolved), both sides make a normal Join Battle roll.

The three shinobi will take a miscellaneous action to draw their katana and make a single attack if a character is close enough (at the normal -2 penalty). The shinobi will attempt to attack each character a least once, to test their defenses and possibly make them spend Legend. After each shinobi makes two attacks, or if one of them is slain, they will use their Shadow Walking ability to get away on their next action. If the players manage to slay one or more of the shinobi, the black shuriken they leave behind is a potentially powerful weapon. The players can attempt (Intelligence + Occult) rolls, difficulty 2, for their characters to recognize the special properties of the shuriken.

If the characters choose to just check into the hotel and not go out for the night, the following will happen:

READ THIS:

After a bit of discussion your characters decide on an average-looking hotel located just off of I-40 so they can get back on the road quickly the next morning. The hotel lobby is a fairly cramped room with a small check-in desk and an elevator to the upper rooms. Near the door, taking up the remaining space in the room, is a lounge containing a few recliners and a couch. At the desk is a young Asian man wearing a loosely fitting black suit.

STOP

Allow the players to make (Perception + Investigation) rolls, difficulty 1. Success lets the character notice that the man isn't wearing a nametag nor is his suit a standard uniform for this kind of hotel. Once the characters get close, to check in and get their room keys, the players can also make (Perception + Awareness) rolls, difficulty 3, to notice the quiet murmuring of people in the room behind the desk. A character succeeding at either of these rolls should be fairly suspicious at this point. If the characters attempt to confront the man at the desk, he will act completely innocent. If the characters ask to see what is in the back room, he will claim the door to the room is locked and he doesn't have a key. If they threaten him physically, he will threaten to call the police. This should probably be enough of a deterrent to get the players to just go to their rooms.

SCREW THIS!

On the chance the players just leave and go to a different hotel, they can make (Perception + Awareness) rolls, difficulty 2, to notice a few darkened figures hanging around the outside of the building as they leave. After the characters find a different hotel, the rest of their night will be peaceful. Yes, this is the easy way out but, no one ever said heroes have to walk into an obvious trap.

The characters' rooms are on the fourth floor. The elevator takes them to the middle of a long hallway containing rooms on the left and right. All three of the characters' rooms will be located on the right hallway in a row with connecting doors. The rooms will be fairly small but, clean and with a nice view of Little Rock from the balconies. Each room is identical: a small bathroom with a sink and mirror will be on the character's right as he or she enters the room; the rest of the room is a 10'x10' square with a dresser on the left and a queen-sized bed with two nightstands on the right. The doors connecting the rooms are located at the back of the room next to the dresser on the left and the nightstand on the right. The entrance to the balcony is a glass sliding door at the back of the room; the balcony itself is very small with a cast iron railing standing about waist high to the characters. The players can have their characters search the rooms with a (Perception + Investigation) roll, difficulty 1. Success allows the character to notice a single odd feature of the rooms; the sliding latch has been removed from each of their doors! After a few minutes, there will be a knock at each of the character's rooms. If the characters look through the peephole of their doors, they will see five men in black suits waiting outside each of their rooms. Each of the men is holding a gun and each has a series of black tattoos covering some part of his exposed skin. If asked who they are, the men will respond that they are room service and the closest thug will place his hand in front of the peep hole, blocking the character's view, and the character will hear a sound like a key unlocking the door. Everyone should make Join Battle rolls at this point.

It's fight or flight time, as there are 15 armed men about to break into the characters' rooms. Do they stay and fight or try and run? None of the characters can communicate with the others, so each has to choose on his or her own. Even as divinely empowered beings, five on one is staggering odds. If the characters fight, they may very well die. Running isn't much easier. They have three options: they can attempt to break through the doors leading to the adjacent rooms and attempt to escape past the thugs, down the stairs at the other end of the hallway and out of the building; or they can climb out

on to the balcony and attempt to jump to a lower balcony and escape from that floor; or they could climb out on to the balcony, and attempt to get to the ground by climbing from floor to floor on the lower level balconies.

If they fight, use the statistics listed from Act One for the yakuza thugs. The thugs must first open the door, a miscellaneous action taking 5 ticks. Once the door is open, the rest of the thugs enter the room and each make an attack with their guns. The thugs will have trouble hitting the powerful heroes, but a lucky shot could seriously injure one of them. As the Storyteller, feel free to fudge some die rolls in the players' favor if they start getting hurt too easily. Once the fight is over, the players should leave as quickly as possible and stay at another hotel for the rest of the night. Remember, if one character runs and the other two stay and fight, that is five more thugs the heroes must battle. Also, there is no rule against fleeing if the battle seems hopeless, though it might be against one of that character's Virtues, thus calling for a Virtue roll as normal.

If they try and run, the door to the adjacent room is fairly thin and can be broken with a Brawl or Melee attack doing at least five bashing or two lethal damage, at difficulty 1 to hit. The adjacent rooms are empty. If the characters just attempt to make a run for it down the hallway they have to cross 30 yards to get to the stairs. If they try the elevator, only 10 yards away, they will see

that it is in use. It takes 15 ticks to arrive at their floor. If the characters attempt to sneak past the thugs, have the thugs roll (Perception + Awareness) against the hero's (Dexterity + Stealth) as normal. If the thugs notice, they will shoot at the heroes as they flee down the hall. Otherwise, the thugs will storm the rooms as planned.

If they try and take the balcony route, they have to take a diceless miscellaneous action at Speed 5 to open the sliding door. Climbing down one floor is a (Dexterity + Athletics) roll at difficulty 3. Failing this climbing roll means the character falls, taking 10 levels of bashing damage that can be soaked normally. The rooms directly below the heroes are occupied, and the sliding glass doors to the balconies are locked. The doors can be shattered with a lethal attack doing at least 3 damage. Unlike the rest of the characters, Horace can use his *Sky's Grace* Boon to simply jump to the ground below without damage. The rest of the characters have to climb down each floor or risk taking damage. If the character falls on a lower floor, reduce the damage he takes by three per floor he has successfully climbed down.

Once the battle is over, the characters can find a new hotel if they wish. If they want to sleep in the hearse, it won't be very comfortable, but after the night they've had, it might be safer. If they sleep at another hotel though, they will have no further problems that night.

ACT THREE

During Act Three, both groups should be fairly tense after the action in both Acts One and Two. This scene is where the two groups meet; it takes place in Amarillo, Texas.

SCENE ONE

Group 1 leaves Nevada as quickly as possible, making good time until Eric's GTO breaks down in Arizona. Eric has the necessary tools to fix the car already on-hand, but the group must spend the night in a hotel to allow him enough time to fix the car. If the players are making good time on the adventure, feel free to let them play out the car's breakdown, but otherwise, just move on to the meeting scene.

READ THIS:

After getting the car fixed, your Band will drive straight on to Amarillo without much trouble. Upon arrival, the car is low on fuel, and the characters are starting to get hungry. Eric stops at a gas station just off the interstate, a little mom-and-pop store with only four pumps and a small attached diner. You still haven't seen nor heard anything about this other Band of Scions. Circumstance, or maybe Fate, has forced you to stop, so this might be a good place to look.

STOP

At this point, ask the characters what they want to do. The diner and convenience store are about 20 yards from the pumps. The place is empty except for the elderly cashier and a middle-aged waitress smoking a cigarette as the characters enter. The food is American style burgers and fries, with a side of heartburn. Let the characters fill up their car, get something to eat, and take a good look around. The key here is to not rush this scene; let the players wonder why their characters stopped here and what they are supposed to find here. If someone wants to look around, have his player roll (Perception + Awareness). If any player rolls five or more successes, tell him his character has a feeling he is missing something important but just can't seem to grasp it. Otherwise, the characters remain alert but see nothing of importance. Let the characters in Group 1 play for a bit, but once the gas tank is full, the characters should be urged to keep moving. Convincing them should be the Storyteller's main concern, but don't hint at anything. Act like the Awareness roll was their chance and they missed it.

When all of the characters are resigned to move on and get back in the car to leave...

READ THIS:

A strange hearse will pull up just before you get in the car. As the hearse stops in front of a pump the driver's face becomes visible. It's the girl from the picture!

STOP

At this point, the Storyteller should turn to Group 2 and fill them in on what has happened. After the events in Little Rock, Group 2 drove straight on through the night, rotating drivers as necessary to stay on the road. If any of the characters suffered lethal wounds from the events in Little Rock, those will heal as if four days had passed, Dr. Tigrillo being able to treat the wounds throughout the characters' two-day trek. Their gas is getting low, and the characters stop at this gas station for fuel and food before heading on to Vegas.

With the scene described and both Bands filled in on the situation, let the scene play out naturally. Give each player time to act out the scene and roleplay her character's actions. Let everyone introduce himself. Characters don't have to introduce themselves as Scions, but that fact will become apparent soon enough. After the events in Little Rock, Group 2 should easily be convinced that their lives are in danger. Play this scene until everyone is introduced and knows the dangers that await. Let this conversation go on as long as necessary but, if it looks like a majority of the players are beginning to get bored, move on to the next scene.

SCENE TWO

Let the characters finish introducing themselves to each other and casually inform everyone to make a (Wits + Awareness) roll at difficulty 1. Successful characters notice a horizontal telephone pole careening toward them. Characters that succeeded get their DVs against the pole, failure means the character is caught unawares and has all DVs reduced to 0.

The pole attacks with five successes, and has a base 10B damage. If the pole was instead thrown at a single character, its damage would have been piercing (ignoring half the soak from armor), but thrown horizontally, it is an area attack with a 15-foot radius around the attack point. This is noted since Eric is fully capable of using the pole as a thrown weapon with his (Strength + Athletics). It is also possible for him to use the pole as a melee weapon. It gives him 20-foot reach, and its combat statistics are Accuracy -1, Damage +12B, Defense -3, Speed 6, requiring a minimum of Epic Strength 1 to wield effectively in Melee and Epic Strength 2 to throw.

Most of the characters should be able to dodge or parry the pole without much trouble. The few characters whose base DVs are not high enough, or did not notice the flying pole, will have to rely on the might of the rest of their Band to slow down the pole's momentum (reducing

EPIC STRENGTH

Brigitte, Horace and Eric, using their Epic Strength, may be able to simply catch the telephone pole before it collides with the rest of the Band (Characters without Epic Strength do not have the strength to take the full impact, let alone lift the thousand pounds of the pole itself.) Any of these three characters who succeeded on the (Wits + Awareness) roll to notice the pole, may try and catch it by forfeiting their DV's against the attack, then rolling (Strength + Athletics) reflexively. The base difficulty of each player's roll is 5. Each player's successes after the fifth reduce the pole's attack by one success. If their combined extra successes equal or exceed five, the pole is caught and being held by all of them. Should they fail, the catching characters are still subject to the 10 dice of bashing damage the pole deals, plus any leftover successes they were unable to negate. Treat the pole's attack successes as reduced by this amount for the purposes of the other characters DVs. Soak for all characters applies normally.

its attack roll, see "Epic Strength" sidebar) or risk being knocked unconscious in the first tick of combat.

After the characters deal with the wayward telephone pole, which if uncaught will destroy part of the convenience store and hit the gas pumps, filling the area with gasoline, their enemy will appear.

READ THIS:

The creature, stepping out from behind the building in front of the gas station, stands 15 feet tall. Its tusked face is revealed as it removes an almost literal ten-gallon hat from its head. As the creature drops its oversized trench coat, the characters see its bloated and scaled body ripple with might as it readies a giant club in its right hand.

STOP

The characters should all roll Join Battle at this point. The oni is a terrible foe, with a Strength and Stamina none of the characters can match, and it will fight until it can no longer move. This battle is a test for the final showdown yet to come. Despite its respectable Join Battle roll, the oni is very slow on all of its attacks, and will rely on its tetsubo unless disarmed.

As long as the characters rely on their speed and range, they should triumph over the oni without too much trouble.

If the Storyteller feels the battle is too easy, allow the oni's tetsubo to strike a spark, igniting the gasoline around the Scions. This fire quickly spreads and, if left unchecked will explode the gas station after 20 ticks.

After the battle, if the Doctor remained conscious, he can treat any wounded characters.

The players need to make an (Intelligence + Occult) roll, difficulty 2, to realize the oni's heart is a trophy. The Doctor can remove it, requiring an (Intelligence + Medicine) roll at difficulty 2, and secure the blood in a two-liter container from the convenience store.

SCENE TWO

After the intense battle, the characters might want to compare notes. The yakuza, the ninja (or shinobi), and the oni should give hints to the Japanese theme of their Titan tormentor. If the characters check the oni's coat, they will discover a business card with a single word on the front: "Kane". On the back will be a 1-800 phone number. If the characters call it, a young man will answer in Japanese. If the character on the phone responds in English, the voice will switch to English; otherwise, he will continue in Japanese.

READ THIS:

I apologize for not being there in person, but I was detained by matters of a more personal nature. My assistant, Chine-san, obviously failed at his assignment since I am speaking to you now. No matter. All this means is that I will have to take a more personal hand in your destruction. I, of course, will understand if you decide not to continue on to your destination. That may be for the best.

STOP

Storytellers should play Kane as confidant but cordial. Villains from James Bond films are good references for his general attitude. After he has made his statement, he immediately hangs up without waiting for a response. Any further attempts to call him are met with a lingering ringing tone, but are not answered. The players should be reminded it is a good idea to get out of Amarillo before the local police arrive.

After Kane's speech, the characters should be united in the goal of reaching Las Vegas and thwarting whatever it is he has planned. Players from Group 1 may have doubts about their characters' own divine missions. Inform them that their fears will soon be put to rest.

The closest large city on their route is Albuquerque, New Mexico, and they should be able to reach it before nine o'clock. Some of the characters may be unconscious or critically injured, but the Doctor has the ability to stabilize any critically wounded character, and Scions' naturally increased healing rate should take care of the rest. If any of the characters are lethally wounded past



ACT
THREE

WHAT IF NO ONE IS INJURED?

If none of the characters were seriously injured in the fight with the oni, then healing time won't be necessary. Have them stop in Albuquerque simply to rest and receive the summons from their divine parent.

While resting, Group 1 will receive a message or messengers from their divine parents summoning them to Las Vegas as well. This message should come in a form appropriate to the character's parent, and needs to happen before the characters move on.

The uninjured Scions can feel free to wander the city, possibly contacting their Guides for advice or getting to know the rest of the Band. There is an obvious attraction between Donnie and Yukiko. If the Storyteller wishes to introduce this budding relationship, she should feel free to let the characters play it out while the others rest up, if Donnie and Yukiko are not injured themselves. This is the last chance for the characters to get to know each other and form friendships before moving on to the final showdown.

This is roleplaying time, have fun with it, but if it looks like the players are getting bored move on to the next scene.

their -1 health levels, feel free to give them a couple days to rest up and heal, lest they risk dying in the final battle. Also, be sure to warn the characters not to let

their guard down while in Albuquerque. They should feel they are in the calm before the storm, and should not waste this opportunity to recover.

ACT FOUR

SCENE ONE

The characters will head out of Albuquerque around midday once everyone is reasonably healed and ready to go. All the players' characters should be fully healed and ready for this to wrap up. This scene pushes their limits and forces them to fight creatively. The scene takes place on I-40, not far from Kingman, Arizona. It's getting late, around 9 P.M., when the lead car's headlights illuminate the destruction that lies before them.

READ THIS:

Cars litter the side of the road in every direction, smoke and fire rising from many of the vehicles, and the audible moans of their injured passengers calling for aid echo in the darkness. In the middle of the darkened highway, a bare-chested Japanese man stands with sword in hand, the tattoos on his body sinuously flowing on his bare skin. Black fire spits from the man's eyes as a mask of shadows covers his grim smile. A pair of shadowy wings erupts from his back, and he takes flight toward Las Vegas.

STOP

Before the characters can take another action, including stopping their cars, a shinobi, by using his Shadow Walking ability, appears under each of the characters' cars and slashes the tires. The players

of characters who are driving each need to make a (Dexterity + Control) roll at difficulty 3 to remain in control and stop the car without incident. Failure causes the car to swerve wildly off of the road and into the ditch, immobilizing it, leaving the characters shaken, but unharmed. On a botch, the car locks up, turns sideways, and makes three side rolls before coming to a stop with its wheels in the air; the characters in the car will each take five levels of bashing damage that can be soaked only by their Stamina and Epic Stamina. Also, they will have to take an action to get out of the car and another action to stand up (these should both be treated as Speed 5 diceless miscellaneous actions). Note, Horace's motorcycle is still being towed by Brigitte's hearse, if the hearse falls off the road or flips over, Horace's motorcycle will be damaged and unusable. If Brigitte manages to retain control, Horace's bike makes a quick way to close the distance that separates the characters from their assailants.

All characters should roll Join Battle after making their Control rolls but before taking any other action.

Depending on the players' comfort with the combat system so far, the Storyteller should decide whether there are either 10 or 5 shinobi. Given the size of the characters' Band, 10 shinobi should prove a challenging fight, but should not be too overwhelming. If the players have had difficulty with the combat system so far, 5 shinobi should prove to be a good challenge, but not overwhelming in any way.



COMBAT NOTES FOR THE SHINOBI:

The shinobi's first action is to hide from the characters.

It is nighttime, and the shinobi are assassins made of shadow itself, making this one of the best possible situations for them to take advantage of their stealth and *Shadow Walking* abilities.

If a player cannot exceed a shinobi's successes on her (Dexterity + Stealth) roll (with +3 dice from their *Silence* ability) with a (Perception + Awareness) roll, then that player has an effective DV of 0 against that shinobi's next attack. For some characters, this can mean instant incapacitation or even death.

Because of the nearly absolute darkness at this time, except the characters' car's lights, the shinobi's *Shadow Walking* ability allows them to appear effectively anywhere and can allow multiple shinobi to surround a character in a moment. However, the shinobi can only use *Shadow Walking* if they have Legend Points to spend.

If a shinobi can surprise a character using his stealth abilities, then he makes only a single attack using a Fierce Blow (see special attacks) to maximize damage.

After a shinobi attacks, his next action is to reestablish stealth.

This is a tough fight requiring the players to stay together, use their powers, and focus their attacks during the brief moments their foes are visible. In case the players still feel uncomfortable with their powers, or are not having good luck, here are some suggestions the Storyteller may want to give to a player if he is having problems.

Horace has the best natural ability to battle the shinobi with his Epic Perception 2 and Perception 4. His Predatory Focus gives him another means of tracking the shinobi, and Subliminal Warning gives him a second chance to regain his DV if a shinobi does manage to evade him. These Knacks allow him to steadily thwart the shinobi's attacks and stealth.

If she hasn't used them yet for some reason, this is great time for Brigitte to break out the five zombies in her hearse. While not much of a threat to the nimble shinobi, the undead make a great wall for the group to stay behind.

Dr. Tigrillo can handle himself in melee, but until then, his Unlidded Eye spell is extremely useful. This spell allows the Doctor to automatically recognize the

Stealth-hidden shinobi because of their supernatural *Complete Silence* ability. This powerful ability allows the Doctor to easily combat the shinobi's stealth. Between Horace and himself, these two should be able to lead the group through the fight.

Eric's Strength and Resilience, while effective against direct foes such as the oni, might not prove an effective counter to the stealthy shinobi. His best bet is to follow orders given by Horace, and Dr. Tigrillo once his Unlidded Eye spell is active, and try to be present when the shinobi come out of hiding. While Eric might not be able to track the shinobi well, he can easily destroy one with a single good shot from his Giantbane.

Yukiko has more than enough agility and combat prowess to match any of the shinobi. She might try standing on top of one of the cars so she can stay in a good position to use her Kusanagi's ranged attack.

Donnie is in an excellent position to take to the air with his *Wind's Freedom* Boon and rain bullets on his opponents. This lofty position will give him an additional +2 to his DVs and give the shinobi a -2 on their DVs against his attacks.

Lastly, if the characters encountered and slew one or more of the shinobi while in Little Rock, this is a great time to try out the shuriken to momentous effect.

Optionally, The Storyteller might want to add a further element of danger to the situation by putting the random people strewn about the road in harms way as well. Most of the cars are damaged, most of the people unconscious, or very close, and a few of the cars look like they may explode at any time. Roll two dice and add the results to get the number of cars strewn about the road. Less than half should be in any danger of exploding, but have those in danger spread apart 20-30 yards, forcing the characters to split up to save the helpless people or risk watching innocents die. This causes a Virtue check to resist. The cars should each be set on different timers for explosion, forcing the characters to reach the cars and pull the people out before the timer is up and the car explodes like a stunt car in an action movie. The individual times should be different, between 20 and 50 ticks. Make sure the players actually have time to save the people if they hurry, but don't give them too much time to spare in getting there.

CONCLUSION

The characters have survived their trip to Las Vegas and made some new allies, and possibly friends, along the way. They know their parents are waiting for them in Vegas, but so is the mysterious villain who has plagued their every step up to this point. Things get worse before they get better, but that is the life of a Scion. Continue to explore your destiny in **Scion: Hero**.



SECTION

DEMI GOD



JUNE
2007

ALL MEN HAVE NEED OF THE GODS.

— HOMER, THE ODYSSEY

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HAVE SPILLED OVER
INTO OUR WORLD.
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THE CHILD OF A GOD
TO STAND FORTH
WITH OTHER HEROES,
STRIVING TO DEFEAT
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