

SCION

MANTLES OF WASHINGTON



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STATEMENT OF PURPOSE

This supplement is designed for both Players and Storytellers who primarily want to include the apotheosized mantles of America's prime Founding Father, George Washington, and/or use the birthrights, calling, and knacks included in their games of Scion Second Edition. It can, in some cases, easily be converted to Scion First Edition, but the mechanical and setting aspects of this work are entirely focused on Second Edition. Scion: Origins and Scion: Hero for Second Edition are needed to get the most out of this supplement and use it in your game. It was researched through a combination of personal experience and knowledge, academic and online research, interviews with practitioners and historians, and cultural resources. It was created with a desire to join the increasing tradition on the Nexus of exploring the mantles of divine patrons, to develop a calling the writers felt was missing, and also provide unique and interesting options for Players and Storytellers in their games. George Washington was chosen in particular because of his divinized forms in our world which fit excellently in Scion's World, not in blind praise of the man. He reflects the moral complexity of many of the gods in the pantheons in which he is mantled, in some ways excellent and others terribly flawed. Those involved in the creation of this supplement condemn his keeping of slaves and maintenance of slavery, cruel actions against the Natives, and the racist and sexist language and law that he supported for the foundational documents of this country and as such these topics are mentioned in the supplement negatively and as shameful.

PRONUNCIATION GUIDE

Kokumin (Koh-Koo-Min)

Chichi (Chee-Chee)

Daijingu (Die-Gin-Goo)

Kokudo Kunitama (Koh-Koo-Doh Koo-Nee-Tah-Mah)

Hagakure (Hah-Gah-Koo-Reh)

Conotocaurius (Koh-Noh-Toh-Caw-Ree-Us)

Ha'nih (Hah-Nee)

Hanodaganeers (Hah-Node-Ah-Gah-Neers)

Sēh Sgáe' Gajísdáyě' Háshëö' (Sehn Skaah-Eh Gah-Geez-Dah-Yehn Haah-Shehn-Ohn)

Divus (Die-Vuss)

Pater Patriae (Pay-Ter Pat-Tree)

Georgius Augustus (George-E-Us Aw-Guhst-Us)

Novus Cincinnatus (Naw-Voos Sin-Seh-Nah-Toos)



THE MANTLES OF WASHINGTON

Thee, first in peace and honor - we demand
The grace and glory of thy martial band.
Fam'd for thy valor, for thy virtues more,
Hear every tongue thy guardian aid implore!
— Phillis Wheatley, "To His Excellency, George Washington"

INDEPENDENT: GEORGE WASHINGTON, THE FIRST PRESIDENT

Aliases: Father of All Revolutions, Father of His Country, Patriarch of Liberty

First in war, first in peace, and first in the hearts of his countrymen, George Washington, the First President, is beloved and omnipresent in the lands that he liberated. Viewed as strong, virtuous, patient, wise, and honest, he was already exalted in his lifetime as one of the greatest heroes of history and the inspiration to many from tyrants to revolutionaries and many more. Monuments, statues, altars, and signs of his glorious accomplishments dot the American landscape and his stories are told to children as moral lessons of ideal behavior. Even his enemy, King George III, called him the "greatest man in the world" and those who served with him lavished him with titles such as "Patriarch of Liberty". Future revolutionaries would declare him the "Father of All Revolutions" and his image would be used by students, peasants, financiers, fascists, socialists, activists, generals, and many more as justification for their actions.

Washington's glory is aided by his divine patron being Columbia, Goddess of Democracy and America. She had big plans for her beloved Scion from the earliest days which he ended up achieving beyond her wildest imaginations. In the allied non-pantheon of American deities, George Washington is second only to Columbia as the First President and thus foremost in the Presidential Cult within the American Civil Religion. He is tall, strong, commanding, and regal while also considered humble, kind, remorseful, and conciliatory. He has been heard expressing regret and shame for his actions and what his own legacy has led to. Sometimes he's

found mourning the course of his country and other times celebrating with great glee. He's been known to travel the land with other presidents engaging in various activities like hiking with Teddy, horse riding with Grant, or sailing with JFK. Washington entertains visits from all sorts of mythological dignitaries and some pantheons tend to worry when the most rebellious among them pays their respects to the Father of All Revolutions.

To be a Scion of the Father of His Country is both a massive honor and a difficult burden. Their patron is one of the most well-known figures in recent history and there is a certain fear of messing with his legacy. However, Washington isn't a patron to just anyone and is selective of who he chooses to carry on his revolutionary missions. They're vocal student leaders, innovative hospital directors, military officers refusing unjust orders, incorruptible politicians leading a people's movement, and old money philanthropists excited to die destitute so that their charities flourish. Whatever they are, they're front and center in the room where it happens but know that they can't do it alone.

Callings: Leader, Revolutionary, Warrior

Purviews: Epic Stamina, Epic Strength, Journeys, Order, Prosperity, War

KAMI: WASHINGTON NO KAMI

Aliases: Amerika Kokumin No Chichi

Washington No-Kami seemingly stands out among the Kami even though he aligns to their values quite well. He's sincere to a fault with popular myths attesting to his honesty taught in schools. Right action defines his character and he spent his life pushing those around him to join him in doing

right or even to do better than him. As Kokumin No Chichi ("Father of the People") of the Americans and acknowledging the history of American-Japanese relations, some Kami are suspicious of having him among their ranks. However, Washington No-Kami not only respects their traditions but also engages in them respectfully. Knowing its horrors, he honors the war dead and mourns America's own warlike nature while castigating cowardice among its soldiers.

Washington No-Kami is a stoic and reserved soldier-scholar who would preferably avoid war. He is usually in the weathered regalia of a daimyo with sheathed weapons and associated colors on display through his fans and banners. He is solitary yet welcoming and tends to his garden while studying American history and the Hagakure. His main Shinto shrine, seized during the Second World War by the government he founded, is Daijingu in Hawaii which has venerated him as a Kami there for over a century and also honors the honorable warrior dead. He was shamed by the internment of patriotic Americans during WW2 and continues to mourn modern internments, fearing he set a precedence by his cowardly support for slavery. Washington No-Kami as Kokumin No Chichi is close with Kami who see America's potential despite everything and is most seen with America Kokudo Kunitama-no-Kami, Kami Protector of North America, exploring the American wilderness. Washington No-Kami knows he has made terrible errors in his life, but like any honorable warrior he strives for better and expects the same of his people.

Washington No-Kami is unlikely to take on Scions and encourages other Kami to embrace the responsibility and honor of sponsoring his chosen. When he does patronize a Scion, they tend to be courageous, stoic, studious, and bound by codes of honor. Scions of Washington No-Kami tend to graduate well-deservedly at the top of their classes, show up to anti-war protests in their uniforms before shipping out, work covertly to end socio-political neighborhood strife, expose corrupt cops in their precincts after hitting the beat, and will binge-watch the latest Ken Burns documentary with gusto while either yelling at the screen or taking notes. They protect their people, try to do good often, and live by the dictum that any true warrior seeks peace most of all. Like their father they do this without a desire for fame or glory but because it is honorable, honest, and right to do so.

Callings: Guardian, Sage, Warrior

Purviews: Order, Prosperity, War

ORENDA: CONOTOCAURIUS

Aliases: Ha'nih, Hanodaganeers, Sēh Sgáe' Gajísdayē' Hášhēō'

Conotocaurius was exalted to divinity by the prophetic Handsome Lake and yet still feared by those who follow the ways of the Longhouse. He was once Ha'nih, Father, to the Haudenosaunee due to his magnanimity and mercy despite these people being his sworn enemies. He protected their lands and granted them more than they expected to the point where even his once-enemy, the great Chief Cornplanter,



A SAINTED MAN

Don't like the idea of George Washington as a deity? If anything, he works exceptionally well as a Saint under the rules in Scion: Origin and Scion: Hero. There are already religions in our world that consider him in such a fashion and he would make an excellent guide for American Scions and otherwise in The World. In fact, one of the forms portrayed on the cover depicts him very much as another Saint George of renown. Remember, this is just an exploration of some of George Washington's many mantles and ultimately how you want to portray him in your game is ultimately up to you and, if you're the player, whoever is running your game.

became one of his truest friends. Conotocaurius, the Town Destroyer, terrorized the people he was expected to protect, in war and in peace, but proved himself an impressive yet brutal warrior worthy of respect. His memory has been passed down for generations with all of his victories, crimes, mercies, cruelty, and bravery still spoken all around the Thirteen Fires of which he was the Sēh Sgáe' Gajisdayē' Hášhëö', the First Councillor, and which clothe him eternally like a warrior's ceremonial vestments. Handsome Lake may have raised him as the only pale man allowed to be anywhere near the presence of the Great Spirit and granted him a divine estate in the heavens, but he also cursed him to never enter those gates and be among the most exalted. Conotocaurius is tasked with guarding those gates forever as penance for ravaging the ancestral lands, protecting now the divine realm against all threats.

Conotocaurius is not a nice man. Old women wail at his name, children shake in their beds with fear as if he were the bogeyman, and tribal elders have stated that they would rather walk into the forests and die from starvation than have to face him in battle. The rest of the Orenda view him with great suspicion and similar fears but they do not doubt the will of the Great Spirit. Conotocaurius is not a threat to them and hasn't been for centuries. Also, it seems that with his apotheosis he has greatly mellowed out and adjusted to his eternal duty. Some speak of having seen him in visions and dreams, alone in his longhouse of both blessing and exile while silently atoning for all of his crimes and misuse of power. Before rising among the Orenda, he was a brutal warrior, a cruel slaver, and unfair in his treaties, but he also saved the Haudenosaunee by granting them lands, prestige, honor, and sparing them his vicious wrath. No man has ever been of one nature and Conotocaurius, who is also Ha'nih, is proof of that. Those that have visited him speak of him as a mean yet wise grandfather, a stern and rough teacher who does not wish for others to repeat his errors. They also speak in hushed tones of his dark and rageful ways that make it clear that he awaits another enemy on which to let loose his wrath. Thankfully for all in the realms of man and spirit that time has not come yet.

Conotocaurius' Scions tend to have on the surface almost-demonic demeanors but are capable of wondrous acts of good once they break through the raging nature that screams in their ichor. They firmly believe that the end always justifies the means no matter what terrifying reputation

they may pick up along the way. Conotocaurius' Scions will never be followers and tend to remove opposition to what they view as their rightful place. To them there are no barriers, only bodies in the way, and weak allies unable to realize that one must do what it takes to forge their destiny. They are warriors to a fault, whether they're the gang leader about to bring order to the underworld, a black ops commander giving the order to leave no survivors, the world's greatest boxer challenging anyone to come and take his title from him, or the revolutionary vengefully burning his people's oppressors alive in the town square. They, like their Ha'nih, are not subtle, kind, or patient and they will always do what must be done in their eyes in order for a new world, a better world, to be born.

Callings: Hunter, Judge, Warrior

Purviews: Death, Epic Stamina, Epic Strength, Fire, Order, War, Wild

THEOI: DIVUS WASHINGTON, PATER PATRIAE AMERICANUS

Aliases: Georgius Augustus, Novus Cincinnatus

It was he, Divus Washington, who united disparate people to forge a new nation and became Pater Patriae Americanus ("Father of the American Nation"). When called upon by his fellow citizens to fight against the greatest empire to ever exist, he humbly and reluctantly accepted his role and vanquished his enemies. However, he sought not the crown of king or emperor after his victories and instead retired peacefully to his farm after he served his new republic. For this, they called him Novus Cincinnatus ("New Cincinnatus") and wondered whether he was the old Roman hero reborn. For his manifest glories and legendary acts without succumbing to hubris and tyranny, the man who was once known as George Washington was granted a place among the Theoi as Divus Washington, Pater Patriae Americanus, God of the American Republic.

Like the rest of the Theoi, Divus Washington is a complex figure. He has a sheer love for freedom and liberation but only under the right rules and for the right people and his ownership of slaves shows that. He is generally humble and is not usually found at grand ceremonies or the ancient rituals on Olympus but is more at home discussing farming



techniques with Demeter or horse riding with Poseidon. Despite usually appearing dressed in the garb of an old wizened Roman Consul or of a victorious general with ill-fitting armor, Divus Washington doesn't much want his divine position but is not one to shy away from responsibilities and duties bestowed by others. His focus, however, will always be the still-young American Republic and is proud yet concerned at the speed of its changes and development. Considering he was slow on his own personal change, he doesn't blame his country too much and continues to watch over them the best he can. Statues, monuments, and paintings of Divus Washington can be found all over the globe and even organizations such as the Society of the Cincinnati venerate and uphold his legacy. All of these items, monuments, and buildings act as shrines and reminders of the Pater Patriae Americanus, the Novus Cincinnatus.

Divus Washington only has Chosen Scions and they tend to exemplify the humble yet grandiose life that he lived. He prizes those who work hard, are willing to reexamine their misconceptions, and care greatly about the balance between duty and freedom. Scions of Divus Washington tend to be inspirational not because of what they say but because of what they are and do. They are the ones that gaze admirably out the window during road trips at the beauty of the countryside, that can see a family stuck in a burning building and rush in not for the fame but because they must, and that despise war but are the best tacticians in the war room. Sometimes, they have their own deep flaws but they

struggle to overcome them even when they become blights on their memory as with the legacy of their father.

Callings: Guardian, Leader, Warrior

Purviews: Fertility, Order, Prosperity, War

RELIGION: AMERICAN CIVIL RELIGION

American Civil Religion in The World, much like in ours, is difficult to define. It is less a set religion and more a loose confederation of beliefs and practices centered around a certain spiritual quality that sets America apart from the rest of the planet. Whether this is true matters not: What matters is that a large number of Americans definitely do believe and engage with it. It's a multi-religious, multi-tendency, and open-tent faith that sometimes no two Americans can even agree on. You're just as likely to hear praise of the American Civil Religion's ideals from the esteemed high priest of the faith, the Keeper of the Crypt at the Capitol, as you are from the stone-throwing protestors right on the National Mall. There is no unifying pantheon but rather a wide range of divinities that include traditional ancestral deities, new gods from America's hero cults, folk deities, the presidential cult, and its own over-protective mother Columbia. American Civil Religion is pervasive, mutable, and inescapable in American life. In some form or another, a large amount of Americans carry on its precepts.



Engraved by James H. Smith.

Lithograph by J. W. Thompson.

When the FIRST in Council, the FIRST in the Field, and the FIRST in the hearts of his fellow Citizens, the FATHER of his Country, the ILLUSTRIOUS WASHINGTON, left this earthly mansion attended by those VIRTUES which were the ornaments of his soul, on his immortal Scepter, and bore on the arms of FAITH and LOVE, he winged his flight to the footstool of boundless glory to join the Rulers of the Past and ever Celestial IMMORTALS.

HOPE, did the way to the gate of life, and pointed the way to his enfranchised SPIRIT, whilst the whole group, in glory, magnificently in flight, for a brief space, momentarily ascended towards the THRONE of the EVERLASTING, to receive the award of a well done then good and faithful servant. "The way well trodden, the hearts of HEAVEN and the spirits of the just made perfect welcomed their noble leader to the abodes of life, the regions of eternal day."

Guided on high, his BLOOD bought thro' the clouds of HEAVEN, and while rays of light on a Templed Mount, A more perfect ray of his GLORY brightens the radiant COLUMBIA, who looks up to him as the rock of his consolation, taking as eternal favour of his mortal power, but whose glory transcends forever. "Rays of comfort illuminate the continent, and show the beams of the ORBITAL STATES, reflecting in answer to the YORK and lowering the dignity of this great FRIEND, RESCUE, and PROTECTOR."

Designed by Howard Chandler Christy.

So, what are these precepts? First of all, America is blessed by the gods and not just a certain group of gods but rather all of them. America is sacred land as a “city on a hill” with a supreme destiny that many, including some of its greatest champions, have tried to knock off course. It is a beacon of justice, hope, righteousness, and liberty whose light is sadly consistently obscured. America has its sacred texts and symbols which include its founding documents, its flags, the seals, and more. The Shrine of the Declaration at Independence Hall in Philadelphia is one of the most visited sites of the world and a place where much devotion towards the American Civil Religion is garnered. There’s also the belief that America is defined and driven by the dreams of its people all competing against each other to become the dominant metaphysical narrative of the country. This has led to typical American social chaos and moments of either great joy and liberation or dreadful brutality and corruption. The American Dream is so powerful that it has defined social movements, led to a civil war, was used as the impetus for multiple wars, and is still the most important touchstone upon which nearly every politician runs their campaign.

For followers of the American Civil Religion, it’s not about what America was but rather what it could be. The belief exists in the liminal realm of the possible, for better and definitely for worse, and has been hijacked many times to excuse atrocities and crimes beyond imagination. However, it is also the main drive of speaking truth to power, of challenging what is, and the very idea of revolution, that the tree of liberty must be fed with the blood of martyrs, has become a sacred concept for militant outsiders all across the political spectrum. To Americans their heroes and martyrs are sacred because they serve a higher purpose beyond just their selfishness and provide a guiding vision towards the American Dream. From soldiers to firefighters, protestors against racial injustice to the heroes of Stonewall, those who would put themselves on the frontlines of the American Dream incurring much risk to themselves are enshrined forever as heroes.

BIRTHRIGHTS

Creatures

Blueskin and Nelson: These two were Washington’s most beloved horses and are glad to be at the service of his Scions. While Blueskin is the most famous due to his presence in portraits, sculptures, and the official ceremonies of the early republic, he did not have the temperament for war and was most known for his regalness and speed. Nelson, however, was the war horse that Washington rode into battle and was by his side for most of the Revolution.

Bald Eagles: One of the ultimate and sacred symbols of America, the Bald Eagle is a majestic, intelligent, fierce, and beautiful bird. These eagles are part of a flock particularly bred for American Scions and are more attuned and responsive than their wild counterparts to a Scion’s needs and commands. Powerful in both their attack and loyalty, they make excellent avian companions for American Scions.

Washington’s Hunting Hounds: Washington was so fond of his dogs that visitors would sometimes accuse him of having far more sympathy for the hounds than whatever issue they came to bring up to him. He also managed to create an entirely new breed, the American Foxhound, which he continues to watch over and breed even as a deity. These hunting hounds are some of the best in the World and their tracking abilities are unparalleled which makes them useful for any Scion’s mission not to mention they’re adorable.

Followers

Spectral Minutemen: Always ready and vigilant, these ghosts of the beloved Revolutionary Era citizen-soldiers are the pride of American history. They were the ultimate rag-tag militia that beat back the world’s largest empire because it was their duty to do so and do not take kindly to their name and memory being misused by political extremists wishing to push dark agendas. They welcome all within their spectral ranks and view themselves as guardians of the defenseless while also acting as Washington’s personal bodyguard. They’re more than happy to accompany any of his Scions on whatever journeys they may have.

Society of the Cincinnati: It seems strange for the American Republic to have an elite hereditary noble order, but that’s exactly what the Society of the Cincinnati is. Made up of the proven descendants of officers and leaders (including the French kings) of the winning side of the Revolutionary War, they are fully dedicated to Divus Washington in his role as Novus Cincinnatus as their patron and namesake. They’re more than happy to put their wealth, connections, power, and even their Society houses at the disposal of his Scions and have been known to style themselves as modern “Knights of Democracy” while following the divine chosen of Washington.

Peter Francisco: A mysterious and imposing figure, the “Giant of the Revolution” was exactly that. Standing at nearly 7 ft. and 300 lbs at his last mortal count, Peter Francisco was known for three things: Being a giant, single-handedly winning battles, and for washing up on Virginia’s shores with no clue as to his origins. All that aside, the man referred to by Washington as a “One-Man Army” is happy to crush some skulls with a Scion for a good cause.

Guides

Lawrence Washington: George Washington’s beloved brother Lawrence was his role-model and advisor before his untimely passing. George would say that Lawrence still advised him as a spirit during his life and now advises his divine form being united once more. Brave, intelligent, patient, shrewd, and caring, Lawrence is happy to help any of his brother’s Scions and is glad to finally be at his brother’s side again.

Tobias Lear: There are times when even a paragon of civic virtue needs to work in the shadows. Enter Tobias Lear, Washington’s personal secretary, a wily, secretive, corrupt, and yet deeply loyal man more than willing to go the extra limit if it helps his charge and enriches his own coffers. Scions don’t have much to fear from Mr. Lear, but a Band

should try to keep a keen eye for any of his underhanded plots.

Mason Locke Weems: During his lifetime, Washington was noted for being a humble and simple man who cared more about his plants and dogs than anything else. That simply won't do, however, to build an impressive legend and as such enter one Mason Locke Weems. Washington's hagiographer was responsible for so many of the fantastic stories we now associate with the First President and continues to inspire folks around the world with even more wild fantastical stories about the man. Mason Locke Weems is excited to join any Scion and record or, better yet, embellish and amplify their deeds during their adventures.

Relics

The Honest Hatchet: It is said that a young Washington once cut down a cherry tree behind his father's back for the fun of it. When his father asked him who did it, Washington came clean and declared that he "could not tell a lie". His father, proud of his truth-telling son, rewarded him and let him keep the hatchet he used on the tree. This weapon not only has the ability to strike with extra damage against liars but can also detect whenever the truth is being manipulated or hidden around it.

USS Constitution Plank: America's oldest warship still in service, it was commissioned by George Washington himself and has served its nation well. "Old Ironsides" and its crew are at the service of any of Washington's Scions and can be summoned into any body of water by singing the Star-Spangled Banner as the plank is thrown into its depths. A Revolutionary Era heavy frigate, it is an impressive form of transportation and can still handle itself well against most attacks due to some divine upgrades.

Washington's Steel-Hilted Smallsword: Out of all the swords owned and used by George Washington, this one is arguably the most famous. Used in official ceremonies during the early days of the American Republic, it has been stolen, purchased, brandished, and made a talisman of power and revolution by figures such as the abolitionist John Brown, corrupt machine boss Boss Tweed, and others. A Scion brandishing this sword can increase the fervor for their cause in a community and convince even the most weak-willed person to become a martyr.

NEW CALLING: REVOLUTIONARY

Sometimes, change just can't wait. Oppression, greed, stagnation, and nepotism dominate not just the mortal realm but also the existence of the gods. Revolutionaries cannot stand idly by while injustice threatens The World, the sciences remain underfunded, and the music on their radios disappoints them. A Revolutionary Scion isn't just a "rebel without a cause" and a Scion's deeds will usually reflect what they're fighting for and working towards.

Skills: Integrity, Persuasion, Subterfuge

Example Keywords: Liberator, partisan, freedom-fighter, radical, subversive, militant, defiant, insurgent, innovative, avant-garde, freethinker, guerilla, provocateur, rebel, innovator

Fatebinding Roles: Apprentice, Boon Companion, Martyr

Example Gods: Adrestia, Ama-No-Uzume, Anansi, Cairbre, Columbia, Eiru, Marianne, Maui, Momus, Nana'b'oozoo, Negro Felipe, Ogun, Pukawiss, Set, Simon Bolivar, Sun Wukong, Susano-o, Tawiskara, Tsukiyomi, Washington, Yam

Failure Deeds: Betray someone or something important to you to appease authorities, support the unjust despite the evidence, advocate for the status quo.

Adoption Deeds: Stand publicly against established norms, refuse to support unjust decisions, risk something important for the sake of change. Heroic Revolutionary

Revolutionary Knacks at the mortal level grant you the power to upend the establishment, make your cause more convincing, and draw anger towards those deemed counter-revolutionary and unjust. Revolutionary Knacks are driven by the desire to tear down old ideas and systems and to put new ones in their place.

Heroic Revolutionary

- **Spark the Flame:** When trying to influence a group of targets to change their beliefs, nothing seems too radical through your passion. Make a Knack Roll and every two successes lowers the difficulty by 1 to win their hearts and minds.
- **These Songs of Freedom:** Spend 1 Momentum. Your character begins to sing a song that uplifts and bolsters the Cause in all hearts. All who hear it add the Player's Integrity dots to their next roll against influence.
- **Can't Kill an Idea:** If a damage stunt approaches taking you out while fighting for your ideals, spend a momentum to ignore that damage and cause all allies who witness you stand against the impossible to gain a point of momentum.
- **Cut off the Head...:** Tearing out the gears of the establishment is what you do best. Gain an +3 enhancement to all political rolls to rework or dismantle bureaucratic systems. You also can blend into any bureaucracy with ease.
- **Viva La Revolucion!:** You create a memetic slogan that spreads like wildfire to make it easier to identify your future comrades. Roll your Knack skill and each success determines how far your message spreads. 1 success is a neighborhood and 5 could be the whole nation.
- **Art is Radical:** You can roll Integrity with a +1 Enhancement to create works of art to inspire the masses. No matter the medium, its mission and themes radiate a shared experience amongst its

appreciators. For all who witness it, each success you earned in its creation can be split between them after imbuing 1 Legend. These shared successes can be used towards an action that is in line with the work's message.

- **Reign of Terror:** After spending a Momentum you can deem one person, object, organization, or building as the antithesis of your cause. Roll a Knack Skill and every two successes lower the target's defense or hardness by 1 up to your Leadership dots for a scene.

Immortal Revolutionary

- **Shot Heard Around the World:** Revolutions are born in an element of chaos and the fine line between chaos and order is tentative at best to where all you have to do is tip it in the right direction. You start a protest, tear down a statue, tag an establishment, and such actions by you and more rattle the foundations of peace. Spend a Legend and all extras present in the scene begin to immediately riot with the possibility that if the riot is left unchecked it may spread and even turn into a large-scale revolt. Legendary creatures of equal or lesser Legend must roll a contested Integrity roll versus the Rebel's Knack roll to resist the compulsion to engage in the violent festivities. Creatures of a higher Legend rating, however, cannot be affected.
- **True Firebrand:** When you try to stir a large grouping of people to take action against the establishment such as to strike or protest on an epic scale, imbue 1 Legend rather than spending Legend to invoke your Legendary Title as a Feat of Scale.
- **Symbol of the People:** Imbue 1 Legend into a flag, symbolic gesture, or war cry. While this symbol is activated, all allies who understand its meaning are drastically emboldened and gain soft armor with 3 points to spend on tags.