

SCION

ROAD WARRIORS READY MADE CHARACTERS



Joshua Heath

CREDITS

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SPECIAL THANKS TO

Thank you for the folks who played Scion with me at GenCon 2019! Particular thanks to Terry Robinson for always being supportive. Thank you to the friends who I used as inspiration for each of these characters.



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These characters were originally written for a game I ran at GenCon 2019. Each character is somehow connected with movement, travel, or the road. The original storyline had these notes. As a Storyguide, I prefer to have several beats which help me build a story and allow for player agency and direction far away from my original goals. That might not work for everyone, but I wanted to provide the direct pathway for the game I ran and then I'll provide additional story hooks below.

A Thief Is A Terrible Thing

A daring thief has robbed Leyla Hauksdottir. Leyla is a renowned Scion of Freya in the Boston region. She knows she cannot hunt the thief. But she can hire you to. Due to her level of renown Leyla knows she would cause massive disruptions to the region if she were to hunt down the thief herself due to the impacts of Fatebinding. So, she has enlisted the help of a younger squad of Scions to help her retrieve the objects stolen from her. Something more sinister may be happening behind the surface. Will these young Scions be able to discover the truth, or will they become pawns in a battle between powerful Titanspawn and the Aesir?

- Opening Scene is Leyla giving the mission to the group of Hero Scions, she encourages them to avoid fatebinding mortals if possible
- Players are given very minimal clues, push into social/physical trackdown using the rules for these sorts of actions in Scion
- Jumped on the road by Titanspawn bikers
- Uncover that Loki, and several Titanspawn have made a deal with the Theoi to drag Leyla into a turf war
- Assault on New York City Meet-up

The Messenger Calls

Joshua Gobi is a Scion of a being who calls himself, The Messenger. Even Joshua doesn't know much about his parent, and other Scions are even more confused about who they are. Joshua is asked by his parent to investigate a series of occult murders in Boston and is encouraged to enlist his friends. These murders turn out to be dedicated to creating 'holes' in the universe, and they appear to be invoking a being similar to Gobi's parent.

We Didn't Land on Plymouth Rock, Plymouth Rock Landed on Us!

Sota spends time in Plymouth Rock, a Terra Incognita dedicated to the myth of America's Pilgrim past. The Manitou have an extreme distaste for the place, as it represents an attempt to hide the murder of their people by Settlers. When Sota's friend Lisa Ellwood discovers Sota is invited in, she is asked by her patrons to investigate ways to invade and destroy the Terra Incognita. However, another powerful being makes the realm it's home and will not appreciate such an invasion.

You Can't Get There from Here!

Werewolves make their home in Upstate Maine, and normally are left alone by scions and humans alike. However, the wolves have begun preying on the city of Auburn for some unknown reason. Attempts to talk with the Werewolves have only led to violence, which is also out of character for this group of lycanthropes. Something has riled them up and is making them violent. When a Scion of Thor is killed, Marquis Washington and his friends are called in to deal with the situation.

Pizza Wars

Most of the pizza restaurants in New England are run by restaurateurs of Greek descent. Accordingly, many of these folks are also worshippers of the Theoi, and a rare Scion or two is born to these families from time to time. Over the last two months a vicious argument has ripped through the pizza restaurants from Connecticut to Maine. What started as a price and marketing war has turned hot and people are being killed. Nia Thiamakis is asked to investigate the cause of the outrageous situation. Something deeper appears to be at play, however, and it's got the scent of the Titans all over it.



ARJUN GUPTA

Scion of Ganesh

Background:

Arjun was born to an Indo-Caribbean family on the island of Jamaica. Arjun's family were middle class, barely, but Arjun preferred to spend his time with the street kids in the neighborhoods near his. He became the 'guy' pretty quickly. He knew someone that knew someone and could get something for nearly anyone. When he was caught as a 12-year-old with a kilo of drugs... his choices were pretty limited, go to jail or go to military reform school. His parents chose reform school for him, which would have been bad enough, but they also chose a school in upstate New York. He only survived there for two years before he broke out and ran out on his own. He'd have traveled back to Jamaica if he thought he could get away with it, but instead he took to working in NYC, Boston, and DC as a courier. Some of the work was legal, some of it was... extra-legal.

Arjun had his initial Visitation about 4 years ago, but Ganesh usually avoids pushing his followers until they really need to get on with his work. (And honestly, Arjun has been doing it on the sly for quite some time regardless of if he knows it or not.) Arjun was hired by Freya because she knows that he can get from one place to another safely, and that if bullets start flying that he'll be one of the best to handle firing back. Of course, she hopes he won't have to do that.

Arjun is aloof from the rest of the group at first, but is willing to get to know everyone.

Description: Arjun is whip thin, but clearly able to take a hit. He wears clothes that are very fashionable and hopes people don't ask too many questions on where he's gotten them from. He keeps his hair short, and has a very clear scar on the back of his head that he also doesn't talk about.

Roleplaying Hints: You love to bullshit and will tell a tall-tale as quick as you breathe. However, when shit goes down you put down the problem and move on. You know a bit about Scions and the Gods, but generally don't spend a ton of time thinking about that part of the world unless you have to.

Divine Parent: Ganesh



SCION

HERO

Arjun Gupta
Name

A Thief is a Terrible Thing
Chronicle

Player

Ganesha
Parent

SKILLS

<input type="checkbox"/> Academics	00000	<input checked="" type="checkbox"/> Medicine	●0000
<input checked="" type="checkbox"/> Athletics Perfect Shot	●●●00	<input type="checkbox"/> Occult	00000
<input type="checkbox"/> Close Combat	00000	<input checked="" type="checkbox"/> Persuasion Flattery	●●●00
<input checked="" type="checkbox"/> Culture	●0000	<input checked="" type="checkbox"/> Pilot Sharp Turns	●●●●0
<input type="checkbox"/> Empathy	00000	<input type="checkbox"/> Science	00000
<input checked="" type="checkbox"/> Firearms Quick Draw	●●●●0	<input checked="" type="checkbox"/> Subterfuge Subliminal Message	●●●00
<input checked="" type="checkbox"/> Integrity	●0000	<input checked="" type="checkbox"/> Survival Find the Path	●●●00
<input type="checkbox"/> Leadership	00000	<input type="checkbox"/> Technology	00000

ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect_____●●●○○	Might_____●●○○○	Presence_____●●●○○
FINESSE	Cunning_____●●○○○	Dexterity_____●●●○○	Manipulation__●●●○○
RESILIENCE	Resolve_____●●●●○	Stamina_____●●●●○	Composure_____●●●●●

PATHS

Island Kid	<input type="checkbox"/>
Reform School Dropout	<input type="checkbox"/>
Courier of Gods' Goods	<input type="checkbox"/>
	<input type="checkbox"/>

DEEDS

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

BIRTHRIGHTS

Followers (Customers, Helpful) 3 Access
Relic 4 (Purba) purview Epic Dexterity Enhancement 2, 3 vs Large Scale
Tages: lethal, melee, versatile, Knack: The Critical Strike stunt only costs 2 successes

Legendary Title: ☐

VIRTUE

Conscience 00000 Duty

KNACKS

Immortal Guardian: By Your Side p. 226
Heroic Liminal: Unerring Delivery p. 231
Heroic Warrior: Trick Shot p. 235
Heroic Warrior: Close the Gap p. 235
Immortal Guardian: Eternal Guardian p. 226

CONTACTS

Angry Boston Dave

LEGEND

● ○ ○ ○
□ □ □ □

MOMENTUM

□□□□□□□□□□

HEALTH

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

CALLINGS

Liminal ●0000
Guardian ●●000
Warrior ●●000

BOONS/PURVIEWS

Eyes of Knowledge p. 265
Chariot of the Gods p. 255

Taken Out
Movement Dice:
Defense Roll: 4

JOSHUA GOBI

Scion of: Unknown

Background:

Joshua Gobi was born to a pair of missionaries in Ghana. His mother was born in Kenya, his father in South Africa, and they met in Switzerland during a meeting of the Lutheran Congregation. Joshua's father was also a traditional Xhosa priest, and avatar of *Rarabe ka Phalo*, a warrior hero from Xhosa tradition. Joshua was raised in this tri-traditional household, holding the Christian god highest, while making regular offerings to various gods, spirits, and ancestors. When his parents were brutally murdered and he was press ganged into a local militia, led by a Titanspawn, Joshua felt the life he had dreamed of would be over for good. Joshua wasn't the best soldier, but he did what he was told.

Five years passed, and Joshua finally tore himself away from the militia lifestyle, which could not have happened at a better time, because a UN force tore through and killed the large majority of the militia a month later. Homeless for a few years, Joshua was finally taken in by a peacebuilding organization and he threw himself into attempts to bring his former allies and enemies to a common table. It was in the middle of a tense dialogue session that The Messenger touched Joshua's heart. The Visitation was intense but was over in an eyeblink.

The organization Joshua works for has brought him to the US for a graduate degree program in conflict resolution at Boston College. Here he has become more and more aware of other Scions, and while he's always been aware of the Gods of The World, he's now seeing more and more of their movements in the world around him. He is unclear of who The Messenger is in relation to these other gods, but he also knows that his Divine 'parent' is a powerful and beneficent being. Joshua was hired by Freya because of his work in conflict resolution.

Joshua is close with Marquis and finds Lisa to be a good person.

Roleplaying Tips: Lean in when you talk to people, but let them talk a lot before you say anything. Your expressions should be large. You are sincere when

you say, "AMAZING" and "WONDERFUL!" with all the power you've got. Only ask questions if those questions will help, rather than irritate others. But, you can't always guess so apologize quickly if you cause offense.

Divine Parent: The Messenger



SCION

HERO

Joshua Gobi

Name

A Thief is a Terrible Thing

Chronicle

Player

The Messenger

Parent

SKILLS

■ Academics ●●○○○
■ Athletics ●○○○○
■ Close Combat ●○○○○
■ Culture ●●●○○
■ Empathy Words of Peace ●●●○○
■ Firearms ●●○○○
□ Integrity ○○○○○
■ Leadership Come together ●●●○○

□ Medicine ○○○○○
□ Occult ●○○○○
■ Persuasion ●●●○○
□ Pilot ○○○○○
□ Science ○○○○○
□ Subterfuge ●○○○○
■ Survival Bolt holes ●●●○○
□ Technology ○○○○○

ATTRIBUTES

MENTAL

POWER Intellect ●●○○○
FINESSE Cunning ●●●●●
RESILIENCE Resolve ●●○○○

PHYSICAL

Might ●●○○○
Dexterity ●●●●○
Stamina ●●○○○

SOCIAL

Presence ●●●○○
Manipulation ●●●●●
Composure ●●●○○

PATHS

Missionary's Kid ☐
Young Soldier ☐
Penitent Peacebuilder ☐
☐

DEEDS

Short ☐
Long ☐
Band ☐

BIRTHRIGHTS

Relic 4 (Phone of the Gods)
Guide 3 (The Message) Empathy, Survival
Guide Stunt: Reveal one secret kept or object hidden in any scene
Legendary Title: ☐

VIRTUE

Patience ○○○○○ Pride

CONTACTS

The Bishop

KNACKS

Immortal Liminal: Step Sideways
Heroic Leader: Good Listener
Heroic Leader: Grand Entrance
Heroic Sage: Presence of Magic
Heroic Judge: Eye for an Eye p. 228
Heroic Guardian: A Purpose

LEGEND

● ○ ○ ○
□ □ □ □

MOMENTUM

□ □ □ □ □ □ □ □ □ □

HEALTH

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

CALLINGS

Liminal ●●○○○
Sage ●○○○○
Leader ●●○○○

BOONS/PURVIEWS

Journeys: Unbarred Passage p. 255
Sun: Hope Reborn p. 261
Sky: Flight p. 259 (ASK GUIDE)

Taken Out
Movement Dice:
Defense Roll: 2

SOTA TAKAHESI

Scion of Inari, Kunitsukami of the Road

Background:

Sota was born and raised in Boston by a loyal family of Shinto worshippers of Inari. He was taught from a young age who his real father was, and what he would need to do if he were to serve him in the future. This sense of service is central to Sota's mindset and was the reason he studied for medical school, and when the Boston Marathon bombing happened, he was one out of many medical staff to rush to the scene. Sota has had to put his medical career to the side however, because his father has called him into his service. For the last three years, Sota has spent his time between Plymouth Rock and Boston. Plymouth Rock is a small city in Terra Incognita, just outside of the real Plymouth Massachusetts. Here the various myths of America's origin congregate, and Inari has found that he can make a sturdy profit from the residents. Sota is his main sales person for this task.

Sota doesn't feel like he's really doing all he can with his life though, and while he is always willing to serve his father, he feels like he is letting the people of Boston down by not serving them in some way. Sota would prefer to go back to medical school, but for now, he does what he's told. Sota has a close relationship with Nia and Lisa.

Description: Sota looks like he rolled right out of a Fast and Furious movie. He wears a lot of designer jerseys and a hat on backward. He's got shoulder length solid black hair, and a sour expression more often than not.

Roleplaying Tips: You just want to help and will willingly throw yourself into danger if someone is in trouble. You hate being on the road, but you just feel like you have to be. Things keep calling out to you and you know that you are honor bound to do your duty.

Divine Parent: Inari



SCION

HERO

Sota Inari-Nomusuko

Name

A Thief is a Terrible Thing

Chronicle

Player

Inari, Kunitsukami of the Road

Parent

SKILLS

<input type="checkbox"/> Academics	00000	<input checked="" type="checkbox"/> Medicine	00000
<input checked="" type="checkbox"/> Athletics	00000	<input checked="" type="checkbox"/> Occult Terra Incognita	00000
<input type="checkbox"/> Close Combat	00000	<input checked="" type="checkbox"/> Persuasion Sales	00000
<input checked="" type="checkbox"/> Culture	00000	<input checked="" type="checkbox"/> Pilot Beyond Worlds	00000
<input checked="" type="checkbox"/> Empathy	00000	<input type="checkbox"/> Science	00000
<input type="checkbox"/> Firearms	00000	<input checked="" type="checkbox"/> Subterfuge	00000
<input type="checkbox"/> Integrity	00000	<input type="checkbox"/> Survival	00000
<input checked="" type="checkbox"/> Leadership	00000	<input type="checkbox"/> Technology	00000

ATTRIBUTES

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

PATHS

Loyal Son T	<input type="checkbox"/>
Boston Proud S	<input type="checkbox"/>
Terra Incognita - Import and Export Manager P	<input type="checkbox"/>
	<input type="checkbox"/>

DEEDS

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

BIRTHRIGHTS

Guide - Tama 3 points (Cat Train Station Master)

Followers 4 points (Access, Smooth)

VIRTUE

Tradition 00000 Innovation

KNACKS

Heroic Judge Indisputable Analysis p. 228

Immortal Liminal: Step Sideways p. 231

Immortal Trickster: Woven from Lies p. 235

Any: Somebody's Watching Me p. 224

Heroic Healer: Combat Medic p. 226

CONTACTS

Boston Medical Staff

LEGEND

● ○ ○ ○
□ □ □ □

MOMENTUM

□ □ □ □ □ □ □ □ □ □

HEALTH

☒ Bruised +1

☐ Bruised +1

☐ Bruised +1

☒ Injured +2

☒ Maimed +4

CALLINGS

Liminal 00000

Trickster 00000

Judge 00000

BOONS/PURVIEWS

Appeasing the Kami

Taken Out

Movement Dice:

Defense Roll:

NIA THIAMAKIS

Scion of Hermes

Background: Born in Salt Lake City, Utah, Nia was heavily invested in the surprisingly large Greek-American population in the city. She was used to being the courier, almost from the moment she could walk. “Hey, Nia, go bring this to your uncle Adrian.” “Hey, take these and deliver them before they go bad.” She didn’t think much of it. Until she went to her 8th birthday party and her father’s family were invited. That’s when she realized he was a Scion. That’s when she realized that she was likely too. She’s always been good at delivering things as needed. She moved to Boston about three years ago to help move things cross-country as they arrived in the country. She’s still good at what she does.

Nia has a close relationship with Sota and really isn’t sure about Joshua Gobi.

Description: Nia is a short, slightly heavy Greek woman. She usually keeps her straight long black hair bound up in a ponytail. She wears glasses but may not need them. That’s unclear.

Roleplaying Hints: You hold your tongue until someone’s made you mad, then you rip them a new one. You don’t get mad super easily but your temper is legendary. You enjoy being on the road, having the pavement move under your tires or feet. Getting tied down is when things fall apart for you.

Divine Parent: Hermes



SCION

HERO

Nia Thiamakis

Name

A Thief is A Terrible Thing

Chronicle

Player

Hermes

Parent

SKILLS

<input type="checkbox"/> Academics	●○○○○	<input type="checkbox"/> Medicine	○○○○○
<input type="checkbox"/> Athletics	○○○○○	<input type="checkbox"/> Occult	○○○○○
<input type="checkbox"/> Close Combat	●●●○○	<input type="checkbox"/> Persuasion	●●●○○
<input type="checkbox"/> Culture	○○○○○	<input type="checkbox"/> Pilot	○○○○○
<input type="checkbox"/> Empathy	●●○○○	<input type="checkbox"/> Science	○○○○○
<input type="checkbox"/> Firearms	●●○○○	<input type="checkbox"/> Subterfuge	●○○○○
<input type="checkbox"/> Integrity	●○○○○	<input type="checkbox"/> Survival	●●●○○
<input type="checkbox"/> Leadership	●●○○○	<input type="checkbox"/> Technology	○○○○○

ATTRIBUTES

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

PATHS

Military Brat	<input type="checkbox"/>
Cop	<input type="checkbox"/>
Private Investigator	<input type="checkbox"/>
	<input type="checkbox"/>

DEEDS

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

BIRTHRIGHTS

Relic, Car -4
Guides -3 (ignore all penalties for movement for a scene)

VIRTUE

Egotism ○○○○○ Kinship

KNACKS

Immortal Liminal: The Long Road to Anywhere p. 231
Heroic Judge: Indisputable Analysis p. 228
Heroic Judge: Objection! p. 228
Heroic Sage: Presence of Magic p. 233
Immortal Liminal: Pierce the Veil p. 231

CONTACTS

Mathias, pizza joint owner

LEGEND

● ○ ○ ○
□ □ □ □

MOMENTUM

□□□□□□□□□□

HEALTH

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

CALLINGS

Liminal ●●○○○
Sage ●○○○○
Judge ●○○○○

BOONS/PURVIEWS

Chariot of the Gods p. 255
Journeys
Metamorphosis
Change Shape p. 271

Taken Out
Movement Dice:
Defense Roll:

LISA ELLWOOD

Scion of Cheeby-Aub-Oozoo

Background: Born in Philly, Lisa was the classic Philly punk/goth. Her Mother is Lenape and Black, and her Father was a God, but didn't have a lot of time for his kid. Of course, he invited her to live in the Underworld... but that just wasn't her scene.

When she got into Temple, she nearly flipped. Her whole family were proud, and her father was willing to finally be involved and pay for it. Since then she's been a dedicated journalist, in school, in the world, she'll get the story. When she got crushed by a Rock Giant five years ago, she was pretty sure she was done, not just done with journalism, but done with life. Still, she survived, barely, and she's been suffering the effects of that event ever since. That said, it hasn't stopped her. She's begun reporting on Scions and is a major influencer on social media for issues that impact both Native rights and the actions of Scions in The World. She's got a close relationship with Scions of all gods, and even a few Titanspawn.

Lisa is close to Sota, but doesn't realize Sota spends a lot of time in a place she'd hate. Lisa also thinks there is some sort of story behind Joshua Gobi.

Description: Lisa is a Native American woman of Black descent and she generally favors oversized comfortable clothes. She'll wear whatever she needs to get the right story though, so if she's got to wear a dress to impress or whatever, she will. Lisa usually walks with a cane to help get around, because her back and hip were so badly damaged. Otherwise this does not impact her actions in game, unless you want them to do so.

Tips: You don't take any shit. You know what you know, and you deserve the respect. If someone backtalks you or disrespects you, put them down. Then don't let them get back up. Metaphorically speaking... of course.

Divine Parent: Cheeby-Aub-Oozoo



SCION

HERO

Lisa Ellwood

Name

A Thief is a Terrible Thing

Chronicle

Player

Cheeby-Aub-Oozoo

Parent

SKILLS

☐ Academics 00000
☒ Athletics ●●●●●
☒ Close Combat ●●●●●
☒ Culture Scions ●●●●●
☐ Empathy 00000
☒ Firearms ●0000
☐ Integrity 00000
☐ Leadership 00000

☐ Medicine 00000
☒ Occult Terra Incognita ●●●●●
☒ Persuasion ●●●●●
☐ Pilot 00000
☐ Science 00000
☒ Subterfuge ●0000
☒ Survival ●0000
☒ Technology Social Media ●●●●●

ATTRIBUTES

MENTAL

POWER Intellect ●●●●●
 FINESSE Cunning ●●●●●
 RESILIENCE Resolve ●●●●●

PHYSICAL

Might ●●●●●
 Dexterity ●●●●●
 Stamina ●●●●●

SOCIAL

Presence ●●●●●
 Manipulation ●●●●●
 Composure ●●●●●

PATHS

City Kid ☐
 Student Punk ☐
 Chronicler of Scions ☐
☐

DEEDS

Short ☐
 Long ☐
 Band ☐

BIRTHRIGHTS

Relic -4 (Quill of the Gods - Computer)
 Followers - 3 (online readers) Helpful, Unruly

VIRTUE

Pride 00000 Dream

KNACKS

Heoric Hunter Apex Predator p.227
 Heroic Hunter Most Dangerous Prey p. 228
 Heroic Creator Perfect Rendition p.225
 Heroic Liminal Experienced Traveler p.231
 Immortal Hunter: Relentless p.228
 Immortal Hunter: Perfect Camouflage

CONTACTS

Vince, famous journalist

LEGEND

● 0 0 0
☐ ☐ ☐ ☐

MOMENTUM

□□□□□□□□□□

HEALTH

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

CALLINGS

Liminal ●0000
 Hunter ●●000
 Creator ●0000

BOONS/PURVIEWS

Daedem p. 93 -Raven
 Sacred Medicine p. 267

Taken Out
 Movement Dice:
 Defense Roll:

MARQUIS WASHINGTON

Scion of Rig (Marquis also appears in **Many Names of Heimdall** and more details on Rig can be found in that book)

Background: Marquis is Rig's son. Not in the traditional sense, but in the sense that Rig has always been the father figure in his life. Unlike some Scions, growing up directly with the Gods has meant he is learned more about them, their lives, and the idiosyncrasies of Divine Life that many Scions have to learn while also mastering their burgeoning power and legend. Marquis' birth parents are worshippers of the Òrìshà who saw that their son was destined to serve other gods and have been active participants

in his life, even if they haven't been as close as most parents are with their children.

This has created an interesting life for a young black man in modern America. When he asked his father to let him spend time in The World... well, he wasn't ready for it, but he's doing his best. He's currently enrolled in Howard University, where he's pursuing a traditional Master's in Electrical Engineering. He's not sure how or why things are so out of sync to the principals Rig and his parent's Gods pursue in Carver Tech. Work together, build together, and treat one another equally... The World has other goals though.

Marquis likes Nia, but thinks she's really aloof. He and Joshua are close.

Description: Five foot six and 140 lbs, Marquis is not particularly imposing, but he has a striking confidence that often makes others uncomfortable. Marquis keeps his hair natural, tying it back more often than not. He knows he's smart, he knows that he's destined to be a powerful force as a Scion, but he also knows that he has a lot to learn and acts like a sponge to The World. He dresses in a mix of fashions, occasionally sporting a traditional Nordic style tunic, which gets him some interesting looks when he does so.

Tips: You love to talk. You also love to listen. You want to hear about everyone's life story and you are always the last person at a party soaking it all in. Love a lot, smile, but damn, you know when shit hits the fan what to do and how to get this finished quick. You've always got some trick up your sleeve to fix anything that's wrong, so don't be afraid to use it.

Divine Parent: Rig/Heimdall



SCION

HERO

Marquis Washington

Name

A Thief is a Terrible Thing

Chronicle

Player

Rig

Parent

SKILLS

■ Academics	●●○○○	□ Medicine	○○○○○
□ Athletics	○○○○○	■ Occult	●●●○○
□ Close Combat	○○○○○	□ Persuasion	○○○○○
■ Culture	●●●○○	□ Pilot	○○○○○
■ Empathy	●●●○○	■ Science	●●●○○
□ Firearms	○○○○○	■ Subterfuge	○○○○○
■ Integrity	●●○○○	□ Survival	○○○○○
■ Leadership	●●○○○	■ Technology	●●●○○

ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect_____●●●●●	Might_____●●●○○	Presence_____●●●●○
FINESSE	Cunning_____●●●○○	Dexterity_____●●○○○	Manipulation__●●○○○
RESILIENCE	Resolve_____●●●○○	Stamina_____●●●○○	Composure_____●●●○○

PATHS

Terra Incognita Raised	□
Electrical Engineering Student	□
Traditional Magician	□
	□

DEEDS

Short	□
Long	□
Band	□

BIRTHRIGHTS

Power Stone (4): An old geode with runes that act as a battery for any electronic.

Guide (3) Rig

Legendary Title: □

VIRTUE

Responsibility ○○○○○ Desire

KNACKS

Unlimited Quartermaster Hero p. 225, Wireless Interface Hero p. 225

Grand Entrance, Hero p. 230, Lighthouse of Society Hero p. 230

Omniglot Translation Hero p. 233

Masterful Efficiency Hero p. 230

CONTACTS

Gothi Mike

LEGEND

● ○ ○ ○
□ □ □ □

MOMENTUM

□ □ □ □ □ □ □ □ □ □

HEALTH

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

CALLINGS

Sage	●○○○○
Leader	●●○○○
Creator	●●○○○

BOONS/PURVIEWS

Wyrd

Prosperity - Divine Providence

Forge - Celestial Artiface Hero p 251

Taken Out

Movement Dice:

Defense Roll: