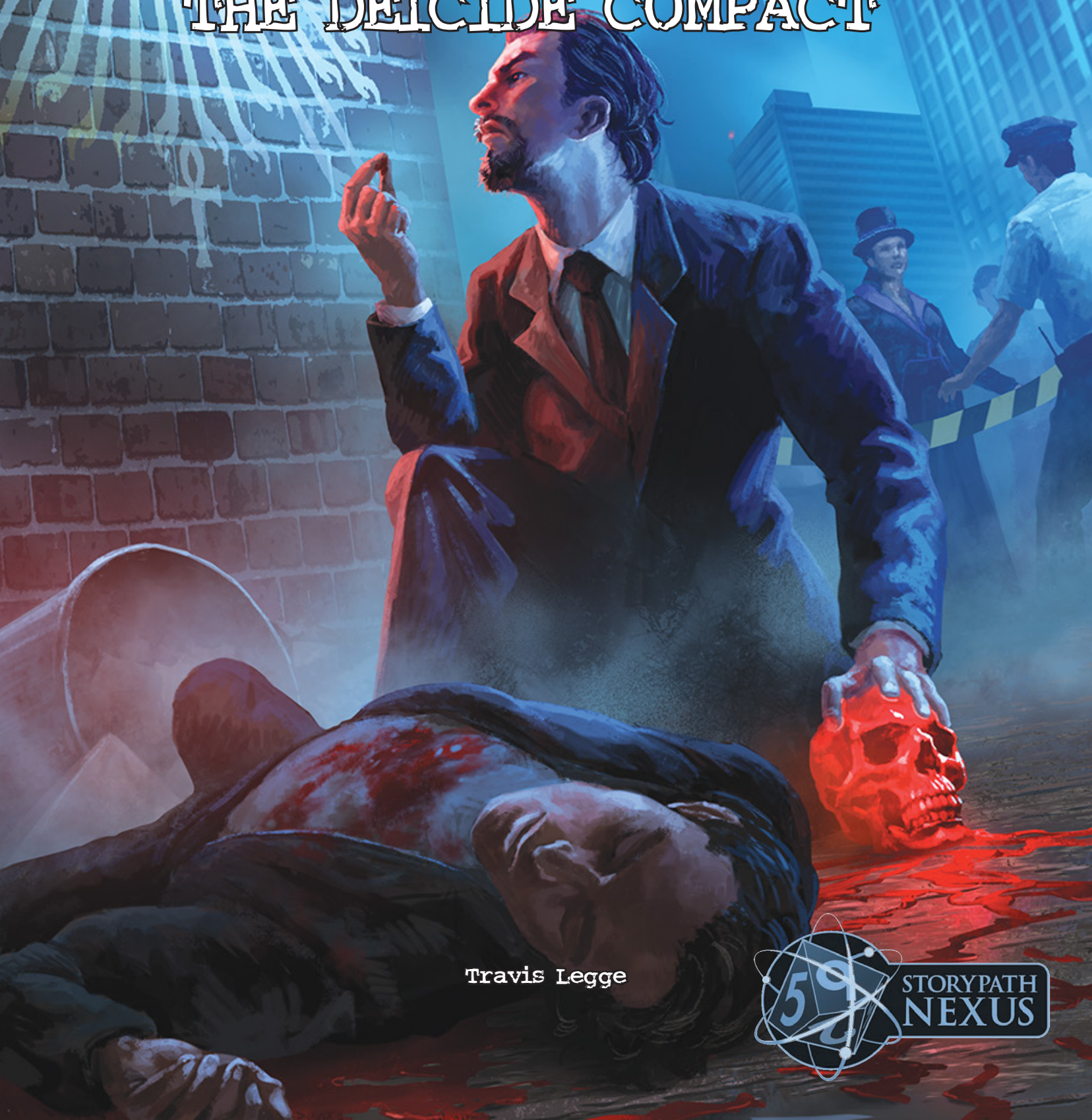


SCION

THE DECIDE COMPACT



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STORYPATH
NEXUS

CREDITS

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A CONSPIRACY OF ANTAGONISTS FOR USE WITH SCION

The World is a fantastic and marvelous place, filled with wonder and mystical might. Beneath the surface of the mundane, the mythological stirs, and in its activity, the realm of the magical impacts the lives of the mortal. While the faithful may take comfort in the presence of their gods, there are those among the throngs of humanity who fear and despise the divine. Various factors contribute to anti-theistic sentiment in the World. Some humans blame the gods for various ills suffered by humanity. If there are divine beings stomping about, why do children get cancer? Why are there hungry, poor, and uneducated people? Why are the prayers of the abused and neglected unanswered?

Those who join the Deicide Compact generally come to the conclusion that the gods permit evil to continue because they either lack the will or the power to stop it. These would-be god-killers reason that if the gods are unwilling or unable to prevent human suffering then they are little more than a threat that should be eliminated. Those who come to the Compact train to stand against the gods and their Scions. Some even manage to survive multiple encounters with the divine.

Despite their disdain for the gods and their offspring, the Deicide Compact does not shy away from the supernatural in their quest to stand against the gods and their machinations. To the contrary, the Deicide Compact actively recruits occult experts, sorcerers, and supernatural creatures whenever possible. Even Scions can make their way into the Compact, though this is rare in the extreme. Scions who intend to join the Deicide Compact are run through rigorous loyalty tests, frequently requiring the Scion to murder another Scion or equally powerful servant of their own Pantheon.

Through social engineering, training, and a little old-fashioned brainwashing, each member of the Deicide Compact is granted a small amount of resistance to the powers and abilities of the divine. Even the lowliest mook in the Compact can make a Scion's life a little harder with their Zealous Resistance Quality.

The specifics of the Deicide Compact's organizational structure, size, and influence are left to the Storyguide to determine. The Deicide Compact could be a tiny cult operating in a single city or a global shadow network with members in every walk of life. They can show up and respond only to the most blatant abuse of godly power, or they can relentlessly hunt down any evidence of divine activity, attacking with extreme prejudice and brutal violence. So long as you explore the theme of humanity's rage against the gods, you are using the Deicide Compact properly.





CULTIST

Archetype: Mook

Drive: Either revenge on the gods or to protect humans from divine harm.

Qualities: Zealous Resistance

Primary Pool (5): Persuasion, Subterfuge.

Secondary Pool (4): Alertness, Close Combat

Desperation Pool: 2

Health: 1

Defense: 1

Initiative: 3

Cultists within the Deicide Compact are average, everyday folks who have some sort of personal gripe against divinity. Most days they lead perfectly normal, mundane lives. They run errands, take their kids to soccer practice, work night shift jobs for minimum wage; they are the very picture of average.

However, due to their disdain for the gods, these people have been indoctrinated into the Deicide Compact's cause. Perhaps they were recruited in a support group after the loss of a loved one, or in a college classroom as they learned the historic impact of the actions (and inaction) of gods and Scions in the face of human suffering. Whatever the reason, these cultists are zealous in their belief that humanity would be better off on its own.



THANE

Archetype: Professional

Drive: To fight against the servants of gods as heroes of humanity.

Qualities: Super Soldier, Zealous Resistance

Primary Pool (8): Athletics, Close Combat (swords +1), Firearms

Secondary Pool (5): A Cut Above (+1 Enhancement to Intimidation), Persuasion, Occult

Desperation Pool: 3

Defense Pool: 3

Health: 4

Initiative: 5

Recruited from the rank and file cultists, Thanes are the warrior arm of the Deicide Compact. In order to be considered for training as a Thane, a cultist must exhibit exceptional physical fitness, mental acuity, and spiritual fortitude. The training regimen Thanes undergo is rigorous with good reason. When the Deicide Compact decides that a Scion or Supernatural Creature must be dealt with through violence, the labor falls to Thanes.

Thanes generally operate in cells of four to six, which the Compact refer to as hunting parties. Each hunting party answers to an Assessor who collates information on divine activity within a region and determines where the Compact's resources are best directed.



ASSESSOR

Archetype: Villain

Drive: To guide humanity to a higher state, where the supernatural and divine can be brought to heel and used as a tool, rather than feared and begged for aid..

Qualities: Institutional Disbelief, Shroud, Zealous Resistance

Flairs: Hypnotic Charm, Immobilize, Sorcery (Purview: Fortune)

Primary Pool (9): Magic, Occult, Persuasion

Secondary Pool (7): Close Combat, Culture

Desperation Pool: 5

Health: 4

Defense: 3

Initiative: 7

Assessors guide the Deicide Compact's activity. Through magical divinations and mundane surveillance, Assessors determine which divine manifestations should be engaged and which are best left alone. Each Assessor has a personal stake in the Deicide Compact's overall quest and most Assessors hold a specific Pantheon in contempt above all others.

While Assessors command a remarkable reserve of personal power, it is rare that an Assessor will become directly involved with field activity. Assessors prefer to remain in the background, directing underlings to handle the dirty work. However, if an Assessor is tracked down by Scions, most are quite capable of defending themselves from their sworn enemies.

Extras: Get Out of Jail Free

GRENDEL

Archetype: Monster

Drive: To serve the Assessor.

Qualities: Heavily Armored (2 hard, 1 soft), Natural Weaponry (variable, typically claws, horns, or fangs. Some Grendels have all three), Unnatural Hunger (Storyguide choice. Blood, human flesh, radioactive waste, and bones are some possibilities, but the sky is the limit here.), Vulnerability (Each Grendel has a specific weakness)

Flairs: Long Arm, Here I Come, Seeing Red, Immobilize

Primary Pool (11): Close Combat, Feats of Strength

Secondary Pool (9): 9 Intimidation, Survival

Desperation Pool: 5

Health: 10

Defense: 5

Initiative: 9

The most vicious weapon in the Deicide Compact's arsenal are Grendels. Grendels are monsters assembled by Assessors through various mystical rituals. Though the secrets of Grendel creation are unknown outside of the Assessors, rumors indicate that Grendels are gestalt beings made from Supernatural Creatures and cultists who are bound together and remade into something truly horrific.

While no two Grendels are the same, all are hideous and monstrous in appearance. These are not subtle creatures. As such they are deployed only in the most dire of circumstances. Not every Assessor has a Grendel at their disposal and those who do use their pet monsters sparingly. Squandering such rare resources would be foolish and wasteful.

Extras: Scale 1

QUALITIES

ZEALOUS RESISTANCE

Antagonists with the Zealous Resistance Quality are devout in their disdain for Scions and the gods. Activating any Knack within Short range of the Antagonist inflicts a -1 Complication on the next roll made by the offending Scion.

PLOT HOOKS

There are a number of ways you can integrate the Deicide Compact into your **Scion** story. The following entries each offer a Seed and Pitch (see **Scion: Origin** p. 134) for incorporating the Deicide Compact into your **Scion** Series.

CSI: TERRA INCOGNITA

Seed: The bodies of murdered Scions keep turning up near Folds, Gates, and Touchstones.

Pitch: In a world where Scions claim wealth, power, and build their Legends, humankind is overshadowed by the achievements of these godly descendants. A dark conspiracy rises in the shadows, its tendrils reaching out to snuff the lives of Scions in a series of grisly murders.

RUMBLE IN THE CITY

Seed: The local Assessor has a vision that the band will soon come into power, and in doing so, they will inflict destruction and suffering on the mortals around them. Violence ensues.

Pitch: The relative serenity of an evening on the town is shattered when a group of unprovoked assailants brutally attacks the band. An onslaught of enemies springs forth, with new challengers around every corner ready to unleash raw mayhem as the Scions try to make their way to safety and figure out why half the city seems dead set on killing them.

VISITATION, INTERRUPTED

Seed: As the Scion's world waxes mystical, a dark conspiracy approaches, intent on recruiting the nascent hero.

Pitch: Life in the World carries an undertone of mystery, magic, and otherworldliness. As signs and portents mount in the lives of our heroes, they notice a growing sense of being watched and followed. Soon, new faces enter their lives offering aid, comfort, and companionship, but at what cost?

