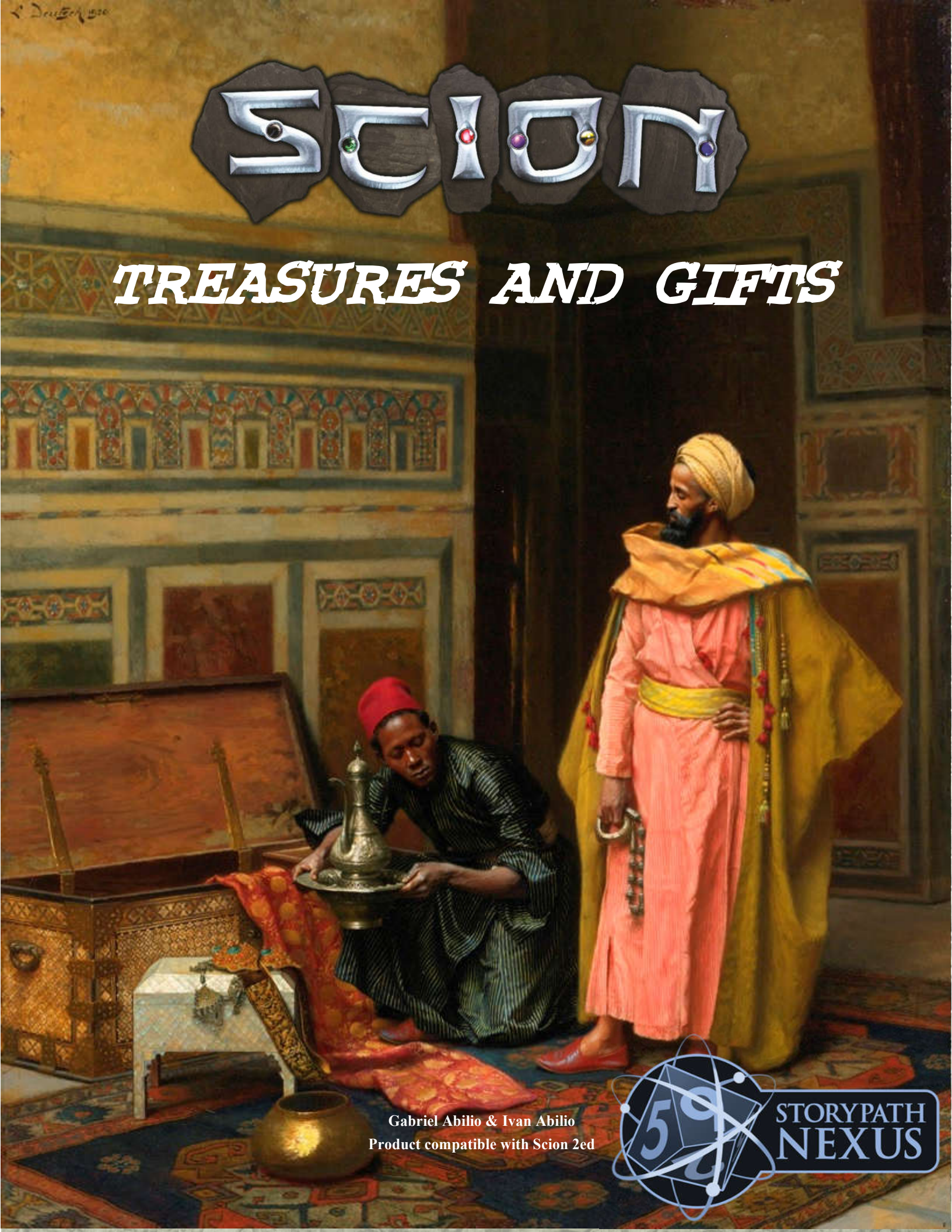


SCION

TREASURES AND GIFTS



Gabriel Abilio & Ivan Abilio
Product compatible with Scion 2ed



STORYPATH
NEXUS

Credits

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(<https://docs.google.com/document/d/1SpQOMkIK19C0kmLxFYA6IGLNO7yMG63kK76hqYR8Foc/edit>)

And, for last but not least, thanks for all who put so much effort and work on the *Scion* line, providing for fans of mythology and RPG an awesome game.

*This games requires the **Scion 2ed: Origin** and **Scion 2ed: Hero** corebooks.*

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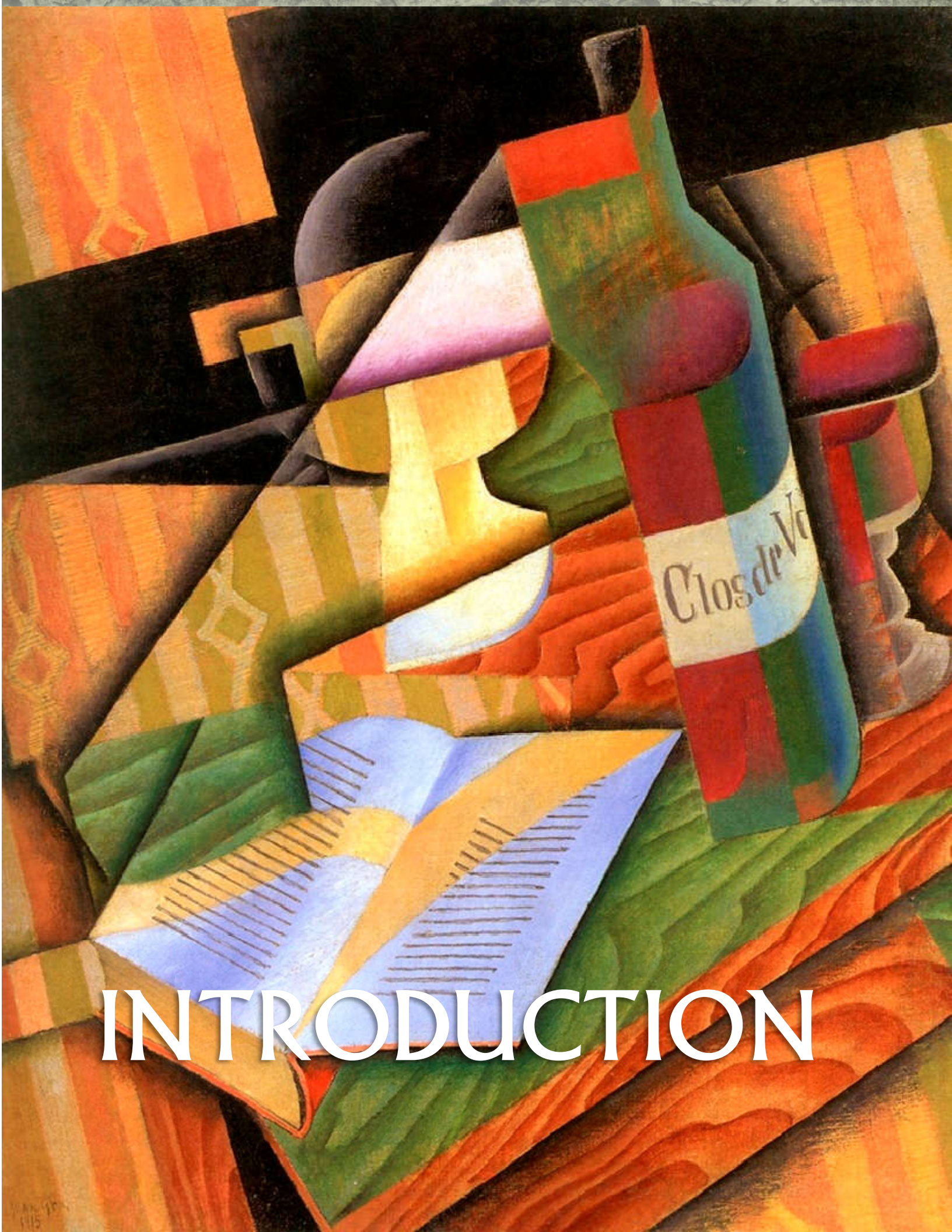
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INTRODUCTION

“Thousands of candles can be lit from a single candle,
And the life of the candle will not be shortened.
Happiness never decreases by being shared.”
— Gautama Buddha

I played RPG for many, many years. And in the process, I made many new friends, read about many new different topics and learned a lot. But games sessions came, game sessions gone, the game always end, leaving nothing but memories and stories to tell and share. Some stories are of great feats, some others are of great fails, many are of the fantastic worlds, items and people we met in our adventures. This book is a collection of some of those memories, of the stuff and people we created to populate our game-World, and that turned it so much more special, in the hopes it can turn your games that much more special.

Everything here presented was created for a game of Scion 2ed, Hero level, that lasted for more than a year. Most of it is game tested, but all was created with our best efforts, in order to make it very balanced and fair in the game. Also, all that appears on this book can be very specific for our game, both in tone and mythology wise, and will take some adjustments for you to use in any use it in a different World, with different players and all. We will try to make as easy as possible to tweak then to fit your game, but we encourage

creativity to make those tweaks. Ironically, nothing written here is sacred, and you can change at your pleasure.

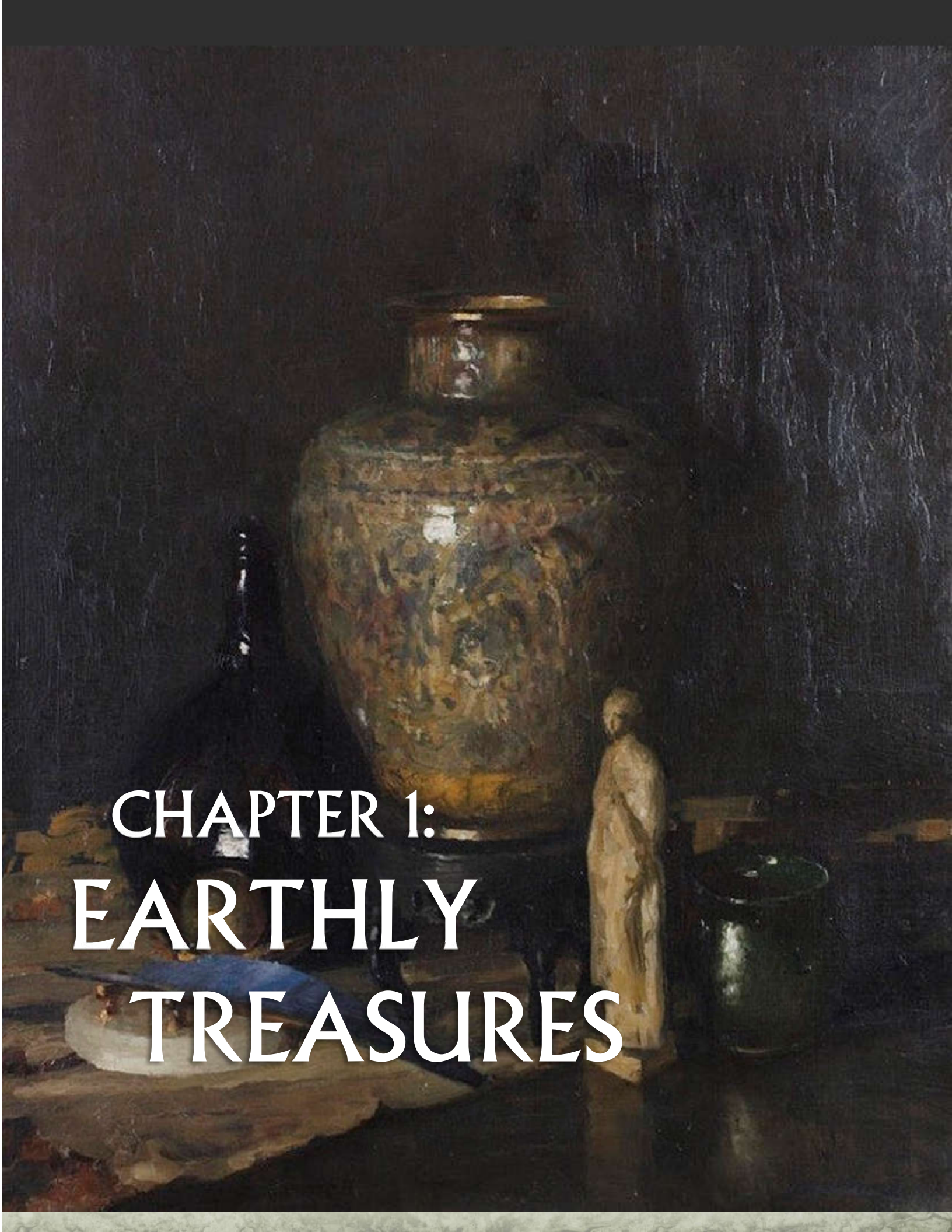
HOW TO USE THIS BOOK

There are two different parts for this book: *Earthly Treasures* and *Divine Gifts*.

Earthly Treasures is a compilation of Birthrights in all different forms: Relics, Guides, Followers and Creatures. They are all presented as understandable as possible, to help any newcomers to the system to understand how they work and how to tweak them.

Divine Gifts compiles new powers and abilities for your players to use on your World: new *Boons*, *Purviews* and *Knacks*.

Take anything from any of two categories, change, tweak or remake at your gusto to better fit your game and ideas, and have fun. After all, that is the whole point.



CHAPTER 1:
EARTHLY
TREASURES

“Reason will not decide at last; the sword will decide.
The sword: an obsolete instrument of bronze or steel,
formerly used to kill men, but here
In the sense of a symbol.”
— Robinson Jeffers

An unharmed and alone hero is still more than a regular man, both in a divine way and in a more practical matter: they can do more stuff than regular man can do. But against mythical creatures, and specially, against other Heroes, an unharmed alone hero has only his wits and whatever power he can pull from thin air.

But, almost as important as the practical reasons to have birthrights, they are cool. It is simply cool to have a powerful sword that can cut the clouds above, or a flaming bird that can crisp your enemies at your command or an entourage of followers that will help you in many ways.

The following pages are filled with wondrous items and helpers created from many sessions of games, created with love and care. They are as respectful to the cultures as we could make them, taking in account the tone of the game, and some of the myths.

TIPS AND ADVICES

No book could possibly be big enough to house all the mythical relics or followers told in the mythologies around the world. Nor the imagination of your players should be restricted by the list of creatures and guides pre-produce on any material of the game. So, at some point, you will need to create those for your World and players.

To help with this process, which is especially hard for new Storyguides, here goes a few tips and general advices I think will be useful on your future works.

Know the Rules and Examples

Before you go creating your own mountain smashing staffs and your wise-cracks spilling monk, is important to have in mind how to make them. The *Scion 2ed Hero* book gives us the bases for the construction of any Birthrights and some examples, and if you want to create anything, is of your best interest try to utilize and know them the best you can.

This will give your first base for the creation of anything in mechanical terms, not only telling you how to turn that amazing idea into game terms, but also giving a comparative base to evaluate both power and functionality of all you create. Also, can save you some time and effort, as what a player may want is on the book, he just doesn't know it.

Know what your Players Want

The game is as much of your players, as it is yours, so be sure to know what they want from the game. Maybe a player thinks a relic that allows him to walk on walls would be cool. Maybe another wants a guide who can give that nice Liminal Calling that he wants. And guarantying that they get what they want (up to a limit, of course) is part of your job as a Storyguide.

To know what your players wants, I have a good simple advice: Ask your players what they want. Is that simple and easy. In my games that usually translates in the players saying a *Purview*, *Knack*, NPC, ability or whatever they want, in generic terms, and it will be translate later in the story in some form. They don't need to get what they want in the moment they want, but it would appear, sooner or later, in the future of the game.

Don't be afraid to spin what they asked for in different ways: maybe making it in a different way that they expected, or putting up flaws on the birthright that they didn't expected, and attaching some history and actual flavor to the Birthright. A flaming sword is cool, but a flaming sword owned by an ancient Djinn slayer, who in truth is an Ifrit forced into that shape, who sometimes will try to escape or try to tempt the user, is much cooler.

As an example, a player wanted an item who gives him better perception and some aiming abilities, in the form of something face related (glasses, a mask, a bandana, etc....) and it gave me the bases to create The Eyelinner of Sraosha (pg. 9).

Know the Consequences

Any new power, ability or ally that your player characters get, will influence the way the game will go, and before you give them you need to be aware of it. Even small powers might have huge consequences on the hands of smart players.

This come from the obvious of “Don't give wall-walking powers if your next quest is supposed to go through the inside of a tower to rescue a princess” to the not so obvious that players may actually twist that fire *Purview* into a more metaphysical aspect, turning down the fighting fire in the heart of your very well planned enemies.

Of course, you may want that, and even enjoy your players coming to increasingly convoluted ways to use their powers against their enemies, but is one thing to have your players to be creative with their weapons, and another to have they simply go around problems because they have the right birthrights.

Know when to say you were wrong

Odds are if you are creating new birthrights, you are going to do stuff wrong. Especially when calculating costs. And when you see something wrong, don't be afraid to go to your players and say what is wrong.

You don't need to jump straight and say that the cost of something is two dots higher than originally, but explain to them why do you see that it is more powerful than expected, and why the cost changed. They can argue why it isn't, and if you can have a conversation about it, the better, but be sure of your ground.

I am also on the opinion player(s) should pay the difference even if the mistake is from the Storyguide, as it is unfair to the other players that got what they paid for.

Know when to take it away

Sometimes is better for the narrative if the heroes are without their Birthrights: the hero is on a drastic situation without his most powerful asset, or is in dangerous situation without his allies, and he can only count with his wits to get out alive. That is a great base for an adventure, and is not cheating to take away something for the player to create it.

However, this is only okay for one adventure. If you are taking one of the players Birthrights away for a long period of time (or if permanently), then, be sure to give the player something back (usually his dots to buy some other Birthright). But don't be afraid to do so if you think it is better or needed. Sometimes you need to do it because you made a mistake (giving the players more power than they should have), but other times thing just goes wrong: after all, if the players are fighting on a rope bridge over a chasm of hot lava, sometimes things fall down. Just avoid doing it too often, otherwise the players might get annoyed to be losing their stuff so often.

RELICS

Items of powers: what most players think when they think about Birthrights. They come in all shapes and forms, but as a rule of thumb they are non-sentient objects, that can be used by anyone that fit the item: Even a monkey could use a flaming sword, but not a man with no arms (unless he is being creative, or just very dexterous with his feet).

If the item can talk, and gives good advice, it will probably be a Guide, in a very unusual form, or a mix of both Relic and Guide, if the item can also do/allow the user to do wondrous feats.

Be aware that the terminology presented in the following items may not perfectly match the terminology in the book as many terms have been change for clarity, trying to make it easier for those who are still learning how to deal with the game terms. As a rule of Thumb, any *Effect*

described in the following pages is a *Knack* or situational *Enhancement* of the Relic.

Bag of Cold (•••)

Sewed by Beira, the Ice Giantess from Scottish mythology, for one of her lovers, this bag is a simple, but absolutely necessary item for anyone who wishes to wait for her in her ice castle.

This bag, made of what seems to be crude leather, was sewed in such a way that it can encloses the coldness of winter inside, saving the wearer from any cold affliction. It can enclose great amounts of cold, making even an entire building comfortable to live, and to those interested, the accumulated cold can be use subsequently, to keep whatever is stored inside cold or to freeze enemies.

Sadly, the bag isn't too big, so it can only save up one day of winter at time, needing to be emptied any time it gets too full. In the bright side, anything inside the bag is kept cold indefinitely.

PURVIEW (2): Frost

Motif: "A cold winter day in a bag"

Effect (2): The bag can "suck" the coldness of the surrounding closed environment, effectively warming it up. The bag can warm up any structure up to a two-store house for free, but any bigger building (up to a castle) necessitates the imbuing of a legend point. This effect fills the bag after a period of continuous 24 hours, when then the bag must be emptied.

Flaw (-1) (Limited size): The bag has a very definite size, and a very limited amount of cold days it can carry. Any use of the Frost *Purview* (marvel or *Boon*) from it will consume some of the coldness inside until it gets empty, when the access to the frost *Purview* is lost (which includes the access to the innate power). The bag can be refilled by using its cold "sucking" ability for a day in any cold environment which could considerably imitate a cold winter day in the north of Scotland (a cold winter in most northern regions or a freezer). The rate of consume is left vague so the Storyguide can decide how many uses equates a cold day of use.

Beer Cup of Healing (•)

A not very fancy variation of the chalice of healing, this cup of healing allows the drinker to receive a buff of energy, vitality and strength. Besides the name, it does work with different products than beer, but those must be alcoholic.

Effect (2): Fill the cup with an alcoholic drink and Imbue a point of legend. Whoever drinks it can, then, gain an enhancement of +3 in one force or resilience test or call a feat of scale (both only once) during the scene without spending a legend point. If someone drinks from the cup, the legend cannot be reclaiming until the end of the scene. This effect only lasts one scene, but you can repeat it up to Legend + 1 times per arc.

Flaw (-1): Before any attempt of use, you must first fill it with an alcoholic drink, which costs a simple action. Drinking it also costs a simple action, so you can only use the effect the turn after you fill it.

Booklet of Poetry and Lies (••••)

Looking like an old small leather-covered booklet not bigger than an inch thick with some spilled drink marks on some pages, this dirty booklet is far more valuable than it looks.

As many would know, specially Dagda, a book is only as valuable as what is on the inside. In this specific case, some droplets of the Mead of Poetry, but nobody need to know that.

When you write a deception in the form of poetry on this book, and try to deceive people with it, you notice people start being easier to be persuaded by it. The mead of poetry makes any lie more believable just for proximity, including some pretty unbelievable things.

Sadly, this item creates a problem to anyone who carries it as it is a book full of his lies. Unhappily, the mead of poetry doesn't allow anything written there on poetry to ever be erased, corrupted or covered, so whatever is written there, stays there.

Most Scions are smart enough to write in ciphers, codes or at least a very dead language, which the mead of poetry doesn't seem to see a problem.

PURVIEW (2): Deception;

Motif: "Good poetry can never lie. If you can see the lie, it is not good poetry."

Effect (1): If you come to write down a lie you will tell in the book, specifying the lie and to who you are going to tell it, in poetry form, you gain an enhancement of +1 in the lie.

Effect (2): You can spend a point of legend to invoke a feat to Scale for poetry or for lying. If you have a title that already allows that, you can imbue the legend instead.

Flaw (-2) (Writing Compulsion): Any time the user wants to actively any power through this relic, the user must first write down the lie/deception he is making, in poetry, in the booklet. The rimes don't need to be rich or complicate, but must be descriptive enough to include what is the lie, what is being lied about and to who.

Eyeliner of Sraosha (••••)

Kohl is one of the most ancient cosmetics know to men, and has, and have, been used by many cultures, especially from the top of Africa and Middle-East: Egyptian Pharaohs, Persian Royalty and even the followers of Mohammed are known to use this form of cosmetic. The making process, however, isn't complicated, and most houses have the right appliances to do the job, which makes it easy to produce, even if in a rustic form.

Knowing this, Sraosha decided to use exactly this cosmetic to, fashionably, give chosen warriors, those willing to fight for the good way, a special advantage in the field. By giving the warrior a fire making device (classically flinch, those days a lighter is better) built with a special rock from the original fire temple of Azar Goshnasp, the "fire of the Holy Warrior", which allows the user to cast a small flame that purifies as one of the 3 original great fires, and a container, which can hold the purified results without letting it get unpurified, the warrior can expand his senses, cleansing, even if so a little, from the mortal limitations.

During production, the sacred flame must be used to produce the Kohl, but it can be made from any materials (usually some cloth to burn and some oil), and require a metal bowl, or similarly heat resistance material, to produce. Whatever the materials are, they are purified from any toxicity by the sacred flame.

The make-up does not need to be applied properly, but it must be around the eyes, covering at least one side of both eyes. In case of emergencies, just painting over your eyes with it will be enough. Users of high legend when activating this relic are known to have some special eye effects, like burning eyes or shining eyes.

This relic takes form a container for the kohl, usually a cosmetic bag or transparent tube, with a lighter of flinch stone added to it. The exactly design varies greatly with the age of the relic. The sacred flame is only sacred and purifying while small, up to a candle size. If you use the flame to light a campfire, for example, the campfire is just a regular, even slightly more symbolic pure, flame.

Purview (4): Perception; Fire;

Motif: "That the sacred fire burn in my eyes!"

Effect (3): Once an enemy enters your area of perfect perception, given by the innate power of the *Purview* of Perception, you can Mark this enemy. You can follow the marked enemy to up to short distance, as long at least one of your senses can perceive it. A Marked target in range can always be target of your attacks and effects as you could perfectly see it, ignoring any complications generated by invisibility, blindness or similar. If the target tries to hide from you, it can, but suffers an increase of difficulty equals 1. If he does, he is automatically unmarked. Only a single target can be marked at single time.

Effect (1): Your senses become especially protected against sensorial attacks, like flash bangs, loud screams and similar. You have a +2 enhancement to resist such attacks.

Flaw (-1): You must produce your own kohl with the sacred flame to be able to use it, and it must remain pure. Even if the containers usually can carry amount for many uses, if anyone empties it or if the kohl in there is contaminated anyhow, you must make more.

Flaw (-3): Sraosha created this relic to be a weapon in the fight against evil, not be played around. Any time any effect of the relic is used in a selfish, petty, undignified or evil way without a good reasoning for why it is a necessary

tactic to fight evil, it loses one of its effects until the character does something honest and good intentioned good that meaningfully improves the wellbeing of someone.

Grapple Gun (••)

An innovative way of move through the battlefield, the grapple gun allows the character to both push enemies to himself, push himself to the enemies or push himself away from enemies. The grapple gun comes with a supportive harness for the wearer, to help to distribute the strength around the user body.

TAGS: (Firearms; Bashing; Ranged; Grappling; Worn)

Effect (2): The character can use this relic to move himself vertically, using it to pull over vertical obstacles, like fences and walls. Also, the character can disengage vertically, and can only be blocked by characters who can follow him up vertically, with flying powers, with supernatural jump abilities or a with a bigger Size Scale.

Effect (1): You can grapple characters that are up to short distance of you. If they are trivial targets, they can't resist. If not, you must roll the grapple. If you win the grapple, you can pull yourself to close distance to the enemy or pull him to your close distance, at the cost of your movement action in either case. You can also use it to pull up objects, if your character can carry them. If the target fails the grapple, the target can try to grapple back by holding the cable.

Flaw (-1) (Target consideration): Any time you use this relic on a target, the target of the grapple needs to have a viable height and/or structure. As a rule of thumb, the user can only use it to move around if is there any structure with a bigger weight than himself (buildings, houses or even trees nearby), and in the same way, the effect of pulling or moving a target can only happen to targets in the same Size Scale as you.

Ivory Dagger of Taweret (••)

Taweret is the Egyptian hippopotamus goddess of motherhood and childbirth, and is one of the most commonly worshipped household gods in ancient Egypt. And how could she not be? The goddess of one of the most important aspects of any family, the Great Mother is the protector of mothers and their children, and helps them from the beginning of the pregnancy to their adulthood.

With this purpose, she created a special society of doulas, women dedicated to take care of mothers, before and after birth. This ancient society, intricate with knowledge and very strongly hierarchical, now spreads across the world, with many centers and hundreds of members. And the members who achieve the higher steps in their hierarchical stair gain a blessing: a sacred blessed dagger ad one of the symbols of the goddess: An ivory dagger.

This ivory dagger, made of hippopotamus ivory, is strong and resilient, and decorated with hieroglyphs that announces the user of this dagger as a blessed and honored member of this society, which empowers her to create spells of protection, besides being a symbol of status and importance of the user.

TAGS: (Melee; Concealable; Throw; Lethal; Arcing; Returning)

Enhancement: +1

Effect (1): You can use the dagger to drawn a circle on the floor around one target to give a bonus of +1 in any defensive test that uses a Resilience attribute within the circle. Only one person can be under its protection, and the name (or at least the initials) need to have been written on the circle with the dagger. The circle cannot have more than a 2-meter diameter. Only members of Taweret's Society of Doulas can use this effect.

Flaw (-2): This dagger is sacred to one of the Goddess of Motherhood, so this dagger is bound to be more ineffective if it ever targets any mothers or children. Mothers and Children are, for the consideration to this dagger, respectively, any woman who is or ever was pregnant and any person who have not reach sexual maturity. The enhancement doesn't work and the difficulty to any attack against them is increased in one.

Ivory Shield (•••••)

Goibniu and Creidhne themselves created this unique shield to a daughter of Venus, a member of the Sacred Society of Doulas, which had gained the Ivory Dagger of Taweret.

Besides their lack of understanding of what the society entails, they were able to communicate with the Great Goddesses enough to build a resilient, if not bulky, shield.

This Shield is a buckler of Ivory, beautifully decorated with Egyptian style designs and drawings, and many moon and water symbols and glyphs. Besides the defensive use, you can also fill it with water, which allows it to serve as a pan, for many rituals or for cooking.

Sadly, Luchtaine, the carpenter, never forgave the Romans for their influence in Ireland (and the influence of their religion), and will not allow his brothers to give a gift to a descendent of the Roman Gods without guarantying that this gift could be easily worn out for one of his heroes, in case of necessity.

TAGS: (Worn; Melee; Bashing;)

Motif: "The whole moon in a single pot."

PURVIEW: Moon; Water;

Shield (2): The user gains a +1 defense bonus.

Effect (0): If you use it together with the *Ivory Dagger* you can perform a small ritual to safely store up to 4 objects. By filling the Shield with water, and letting it reflect the light of the moon (not necessarily the full moon), the ritual can be made in which the dagger is used to cut the moon

reflection open and opening a small passage to Tawaret's palace, where up to 4 items that can be fitted through the hole can be stored. Each item is differently accessible by rotating the chakram that forms the border of the shield before opening the hole. The ritual takes 10 minutes to do.

Effect (1): The shield provides you with extra stability and resilience. If you are wearing the shield and can conceivably defend from an attack with the shield you are a Scale higher for the intents of being pushed away.

Effect (2): The user can focus moon light into a web of ropes that entangles a target. The moon light can come from the Innate Power of the moon *Purview* or from the natural moon reflected on the shield. The attack against the target is Occult + Cunning, and if entangled the target can perform an Athletics + (Might or Dexterity) to escape. The number of success that passes the Defense of the target is the difficulty to escape. If the target somehow isn't on the direct light of the moon beams, he has a +2 enhancement on defense and to escape. While entangled, the target cannot take any physical action besides trying to escape. The ropes dematerialize in case the target escapes or if the moonbeams can't reach it after reflecting from the shield.

Flaw (-2) (Tawaret Sacred Item): This item is for use of the members of Tawaret Society of Doulas, and, even if it can escape their possession, it is at least supposed to be used by one. Any of the special effects of this relic (including access to *Purview* and special entanglement effect, but not the shield bonus) are inaccessible for any wearer that is an adult man or if the user tries to bring any harm against a child or mother.

Flaw (-2) (Irish and/or Wood Weakness): Luchtaine, the carpenter, better than anyone, knows how much wooden weapons are underestimated, and giving a specific weakness to this item gives to him a special pleasure. He wanted to guarantee that any warrior of his people using a wood weapon would have a better chance, just in case this shield is ever used against them in the future. Any wooden weapon (and for this consideration, any weapon which is made and hits with wood (like a club, staff, wooden sword or knife, etc....)) used by an Irish (or Irish descendent, or Irish related creature) can much easier break the shield. Any attempt to use the Sunder stunt has the difficulty reduced in one, and any attack with this weapon that misses due to the *Shield* tag gives, as a consolation to the attacker, the knowledge that this shield is breakable (usually in the form of small cracks in the shield, or a sensation on the hit). As an unexpected result of this specific curse, weapons made of Irish wood, or wood from an Irish Terra Incognita, independently of the user, also counts for this effect.

Leprechaun's Coin (•••)

Besides their playful, and prankster, nature, when a Leprechaun likes someone, he may sometimes bestow then with a gift of luck: of their gold coins, from their so protected gold pot. This gold, which is a magnet for wealth and good luck, by the way, can be passed to descendants,

and more than one rich family in Ireland are rich exactly because of that.

But you can never refuse a gift of such being, or even worst, lose it. If the user of this relic loses or has it stolen or, for whatever reason, has it taken away from his possession, he suffers a strike of bad luck, that seeks to destroy his wealth above all.

Purview (4): Prosperity; Fortune;

Motif: "Heads or Tails, I always win."

Effect (2): Imbues a legend point. For as long as you keep it imbued, you gain +1 defense against attacks and 2 enhancement for any roll in which failing could lead you to damage. The legend stays imbued for the duration of the scene, and cannot be reclaim until the end of it.

Flaw (-3): If lost, the owner gains the Condition "Really Bad Luck", which means he gains a 2 complication in all actions. If not paid, this complication materializes in the form of acts of bad luck, be upon the character, be upon its wealth. The condition is resolved until he gets the coin back, or by embracing the bad luck (in which case, he gives up on the relic altogether).

Pearl Collar of Venus (•••)

When Venus got out of the ocean, she came out a clamp, which Venus still takes care of. Living it in the ocean and coming whenever Venus calls it, it is filled with pearls, of all sizes. Venus use it to produce all kinds of jewelry, from collar to dresses.

She has been tired of wearing them for the last few centuries, as she and her husband had produced literally all forms of clothing and jewelry with it, so she is more prone to give it as presents or markers of importance.

Purview (2): Passion (Positive Feelings).

Motif: "Appreciate the best feelings in Life"

Effect (3): You can boost emotions in an area, by filling them with your charisma, demeanor and/or grace. Imbues a legend point and roll a Persuasion + (highest social attribute) and compare against the attitude of each target (trivial) + 1. If you have equal or more successes, your targets have a complication of 2 to try to act against you, and 1 complication to act on bad emotions in general (anger, hatred, sadness, etc....). If the target is non-trivial, they can resist with a Clash of Wills (Presence + Legend vs Composure + Legend) as usual. You can target any and all people that you can perceive up to a short range.

Flaw (-2): This collar is high coveted by anyone who knows of its history, and many who don't. Once per season it will attract someone that will try to take this collar from you, be for its beauty or importance. Those threats are increasingly worst as your legend grows.

Pickaxe of Sacrifice (•••••)

This seemingly old and rusted pick axe, with a brown wooden shaft with some blood stains, gives a cold feeling in the hands of anyone who holds, and very few would dare if they knew its origins.

Who built it is lost in time, as is its original intents, but somehow it found its way to the hands of Crom Cruach's cultists. This Worm like entity demanded human sacrifices from his followers, and many wanted to do so close to him, inside caves and holes they would themselves produces. From there, didn't take long that the once tool for digging became the tool for sacrifice.

Many would find their end on the sharp point of this tool, most who did not wanted, which tainted the item irreparably, and now his most powerful abilities find themselves locked behind a dark and bloody price.

If used to make a sacrifice to Crom Cruach, this tool turns into a weapon, wanting for more, and gain the ability to shift the ground itself.

Purview (2): Earth.

Motif: "The bloody price must be paid."

Effect (3): You can use this weapon to hit the ground and generate a localized earthquake which lead your allies unaffected. When you do so, anyone up to a medium range must do an Athletics + Stamina roll, against difficulty 2 and with +3 complication. If they pass the test, but fail the complication, they gain a +1 difficult on any physical action on the next turn. If they fail both, they are also prone. This effect causes no direct damage to entities, but may cause buildings to collapse or make character fall on cliffs, which might cause damage.

Effect (1): By using this pickaxe as a pickaxe you can speed up any earth work that you are taking part: from digging up trenches to digging up a subway system. Any work done on earth with it has its time reduced in half.

Effect (4): By hitting the ground with this pickaxe you can make the ground move at your will, making the ground change shape, elevating rocks and creating holes, making it a difficult terrain. The same effect might be done in reverse, turning a difficult terrain into regular one, if the difficult comes from ground/earth reasons (rocks, holes, etc.).

Flaw (-5) (Life Eater): This pickaxe needs blood to work. In any Session you want it to work it, using any of its effects or *Boons* and *Marvels* through the Earth *Purview*, you must make a human sacrifice to Crom Cruach. The Innate power also needs a sacrifice every session, but it does not need to be human.

Seaweed of Body Strength (•)

This very rare kind of seaweed, only found on the submerged gardens of the sea castle of Lord Susanoo-o, and on some very rare beaches, when properly treated can give to its consumer more than just an exotic taste: it also strengths the body and tonify the muscles.

For this to work the seaweed must be properly collected, dried, crushed and prepared, in a month-long process that more resembles a ritual, before anyone can consume it, in very properly manner and very specific times. The later one not just because of ritual and procedure, but also because if not properly consume, this material is highly toxic and deadly.

If anyone wants to keep the tonifying effects of this relic, they must eat a small dose of it every day. If, for any reason, you get without it, your body keep pace for a while but them falls weak for an even longer while.

For those heroes who do not have the time or aptitude for this whole process, they can always buy it on black supernatural markets, in small, but very expensive, packages, which comes with doses for about 2 months.

Purview (4): Epic Strength; Epic Stamina;

Motif: "The difference between poison and medicine is the amount."

Flaw (-3): You need to take it regularly, at specific times. If you run out of this material for more than a day in game, for the following day in game (or one session, whatever is longer) you have a +1 increase in all difficulties for Physical tests.

The left eye of the Cyclops (•••)

This grotesque inflatable eye, made of painted leather, was created by a Cyclops which needed urgently to pass by as a giant. Besides it being ugly to look at, even from giant standards, it worked well enough with some lies together with it.

On the hands of a hero, however, it would be too big to use. Luckily, as it is made from an inflated bladder (don't ask of what bladder) it can be de-inflated to the size of a big human eye and, in the hands of someone who don't have many more options, put in place of a real eye. Or carried as a pendant.

The ugliness and grotesqueness of this eye, that seems just realistic enough to be ugly, is perfect to distract people from other details, even stuff they should be looking at.

Purview (2): Deception.

Motif: "I know it looks weird, but let me explain..."

Effect (1): +2 in attempts to call attention or use the eye to deflect the subject.

Effect (1): Imbue one of legend. If you are in possession of the eye you can roll Subterfuge + (highest *Finesse* attribute) and you can make people ignore weird, non-fantastical elements around you in a number equal to the number of success +1. Examples include: carry a blood-soaked ally to your friend's house without someone stopping you, and trying to pass through the customs on an airport with a few more guns than you should.

This effect is automatic for observing trivial characters, but if someone trivial actively investigates you, you need to create an excuse for that, no matter how weird it sounds. On

non-trivial characters the effect is a +2 complication, but the rules are otherwise the same.

This doesn't affect fantastical things, like giant swords, horns, wings, giants, etc....

Flaw (-1) (Ugly): To use the effects of this eye you must keep it exposed and visible, and it is ugly enough to attract attention of anyone who sees it. Any attempts in which possessing something very weird, ugly, and kind of crude looking, would be a problem it generates a +2 complication.

Tree from the Hesperides' Garden (•)

Hera rarely allows people to enter on her sacred garden, but sometimes she likes to enjoy the beauty with good company, and to those invited she sometimes allows to take some branches and samples from the Garden.

Once, the Goddess Taweret was invited, and was able to take a branch of a sacred Pear tree, which gave special fruits with blessing properties. Hera didn't expect her to plant it and give it to many of her disciples and Scions, but Hera is not that bothered about it. At least Tawaret makes sure that everybody knows it is a tree from Hera's Garden.

This tree looks, and for all functions, works like a Pear tree with three glaring differences: the garden where it is plant always look incredibly beautiful during spring and summer time; the branches and leaves have medical properties once refined; and once a year, the first pear is golden. If a kid, pregnant women, old person or similarly bodily weak person eats such fruit, the person is given a blessing of health until the following spring.

Effect (1): When the leaves and branches are correctly dried and pulverized, you can use then to produce an unguent that helps in healing and other medical procedures. Whenever the use of unguent is possible (stabs and broken bones, not curses or poisons) the user has a +1 enhancement in any Medicine test.

Effect (0): The Golden Pear has a mostly dramatic effect, blessing a character with enough vitality to ignore complications due of their naturally occurring low health. It doesn't affect people with non-debilitated health (99% of the Scions and supernatural creatures, most adult man and women) or already sick stricken people (someone cursed, poisoned or with an already present sickness). This blessing lasts until the next first day of spring next year. The use is supposed to be more narrative and dramatic than actually functional in game, used to force the character to choose a single mortal to be blessed.

Vulcan's Reshapeable Metal Eating Gun (....)

Vulcan produces guns only very occasionally, as is not usual for him to find any interesting new feature to put in a gun that he has not used before. But this time he surpassed himself, creating a gun that eats metal to generate bullets.

This gun, in his base format, looks nothing like a gun, more like a long cylinder of bronze with no signs or writings. But someone who already knows what is looking for can find an almost imperceptible button on one of the bases that allows the cylinder to open and reshuffle itself in a weird looking bronze gun, with moving parts all around.

Similarly to shifting a Rubrics cube, the gun is reshapeable to change the properties of itself to suit the interest of the shooter. Also, in whatever form it seems to end, it has a mouth on one of its sides in which you can put any metal inside. Whatever non-magical metal you put on the weapon, the gun will absorb it and remodel in the shape of the bullet (the type of bullet, exactly, changes with the shape of the gun at the time of shooting).

Effect (1): You can reshape it to change their tags to whatever tags are necessary to the shooter, with a few exceptions, like aggravated. If a regular projectile shooting gun can have a property, this gun can also have. It does not, whoever, can give special properties to their bullets, like explosive or burning. To change its shape is a move action, and the total tag value can't go beyond 3.

Effect (2): The Gun, as anything that Vulcan's create, is perfectly balanced and a glory to hold in hands. +1 enhancement while using it.

Effect (1): The gun can eat metal, turning this metal, whatever its kind and shape, into bullets. It can't eat relics made of metal, and magical metals might give weird effect to the relic, but any mundane non-enchanted object can be eaten, as long it fits on the gun's mouth, with is roughly the size of a soda can. If the user has access to regular, non-used metal (like trash cans or the like) he is immune to the "run out of ammunition" complication. Only by being away from any metal for very long periods of time, like staying in a forest for weeks, or in a very long wooden boat trip, can he have this complication. It gulps out any non-metal material it is fed.

Yamagami's Key (••)

Since Yamagami had his incident with the Monkey King, many other Scions had tried to do the same, both with good and bad intentions. Of course, Yama cannot allow such acts, so he is continuously reinforcing his security systems, in all manner he can.

But, once, one of his lackeys had an idea (which lackey is unknown): create a key that can open all doors, and then make the doors unable to be open by it.

This simple, but clever idea, was as fast as implemented as was possible, considering the time to request and have the keys build and delivery at the Yama's domains. The plan worked perfectly, and all doors of the Yama are now immune to it, but after the job was done, many keys simply... disappeared.

A few, done certainly by a few lackeys wanting some extra profit, ended being in the World, changing hands as many heroes find a key that can open any door incredibly

useful. Yama wants to recover all the keys, but doesn't deeply worry about it, as not only he has more important things to do, but all the doors in his domain are immune to those keys..

Effect (2): Any one of those keys, which are golden, is 30 cm long and has Chinese writings all over it (which says "Property of Yama"), can open any mundane doors, including padlocks and electronic doors. Any lock that stop the user from accessing any space can be open with it. If it is mundane, the lock is automatically open. If it magical or enchanted, the key can try to open it if the magic is not two tiers higher than the user. In this case, the user rolls Manipulation + Legend, against a difficult of the caster's Legend. In case of win, the lock is open, but a singular loss does nothing. You can try sequential attempts, but they will alert the caster that someone is trying to break his spell. The key, whoever, can't lock anything, just unlock. Also, it will not start cars or similar machinery, but it can affect cyberspace, allowing the character to open websites that he doesn't have the password. To use the key is a simple action, and the user only need to point it at the lock and turn it to its side.

GUIDES

The wise man, women, and everything around and in between, that teaches and trains the heroes to become better and/or more powerful. Any Guide that a player takes will be an ever present, if subtle, presence in the game, as it will accompany the players, not in person, but as a potential ally.

Both through the means of Invoking the Guide and through their abilities, the Guide will give to the players a lot of advantages, some very powerful, that shouldn't come without narrative weight. For example, a hero might face difficulties in his path because of his guide in the form of a rival of the guide or some form of prejudice against him that falls on the hero. Or the inverse might happen, given the hero an unexpected ally. Also, the Guide, even if he might not be present in every battle and every scene, when he appears, he should be a character in his own right, being more than just a walking-talking power-giver.

Dr. Giatrós (.....)

In the ancient Rome there once was a great doctor. This doctor was very smart and educated, with vast knowledge of the medical sciences and curses and he was famous for his immense curing abilities, which led him to join many medical societies. Sadly, all this knowledge led him to hubris and arrogance, and the believe that he could be a better doctor than Asclepius and Apollo. As usual, those gods did not saw it as a reasonable claim, and decide to punish him turning him into a snake. But, thanks for the intersection of Mercury, which a son this doctor had save many years previously, the gods were convinced not to

simply turn him into a snake, but turn him into a guide for future doctors.

Turned into a snake and locked into an Asclepius Staff, now he lives to give information and to help the sons of Gods in their medical needs. Asclepius, part in pity part in a growing sense of friendship to the poor fellow, even allow him to partake some of his powers to the heroes in need.

In modern days, where caring a staff is not as well seeing, the staff can be reduced to the size of a key holder and embiggens again with the use of a mystical word and movement. The serpent answer questions and speaks when spoke to, moving the head and looking around, but otherwise has little to no movement.

As GUIDE

Skill Asset: Medicine, Occult

Benefits: Medical treatments, anatomic knowledge, curses, medicinal secrets (secret societies), Roman knowledge.

Guide Stunt (1-5): A number of times equal the success rolled you can make a heal test in a turn to heal a damage level of Injured or Bruised.

Calling: Healer

Knack: The Bare minimum

Purview: Health

Legendary Title: The Roman who knows all Treatments

Old Crow Man (...)

A vampyr, a kind of vampiric creature from the eastern Europe with powers related to diseases and plagues, trapped in the form of a crown into a magic golden cage. He was trapped on this condition only recently, but before has being "alive" since the middle ages, and moved to New York around the seventh century, gaining dark influences of certain superstitious mob bosses and judges.

He will offer his services to whoever promises to open the magic golden cage, even if so eventually, focusing on guarantying that this person ends up alive more than that she accomplishes her desires. If freed, he plans to reestablish his power and influence.

Skill Asset: Occult, Subterfuge

Benefits: Hideouts, dark-contacts, occult knowledge, NY past and Medieval Age of Eastern Europe.

Guide Stunt (1-3): Gain an enhancement on a test equal the number of spent successes into an attempt to coerce (by manipulation or intimidation) someone which fears you or is scared.

Purview: Animal (Crows and Ravens)

Unique Knack: While on your presence, no one can heal from a disease or poison without your permission. If the method of healing is supernatural, it can try to resist it with a Clash of Wills, by paying a momentum/tension point.

Psyche (••••)

For the lady who sparked the love-strings of Eros, passion and love incarnated, Psyche certainly does not easily shows as much love and emotion as you would expect.

Much quieter and with a much calmer demeanor than her husband, and most of the Theoi, she is a hard person to read. Even those who are strong willed enough to not end stunned by her astonishing beauty, able to cause envy in Aphrodite herself, have a hard time trying to guess the emotions behind her soft facade.

She isn't emotionless, certainly, and show it any time she is lovingly interacting with her husband or kids, but she seems to be always with a second thought on mind, always thinking something else.

She isn't a real Goddess, just a very blessed mortal, so she doesn't create Scions, but, once in a while, she mind end up interacting with mortals long enough that she can see them as part of the family, and she might offer to give them her advices, knowledge's and some blessing she can give.

Skill Asset: Empathy, Integrity

Benefits: Lovers of all kinds, artists and other passionate people; advices in general, pieces of knowledge of Greek Culture and Occult; Royalty and family trees in the Greek (Over)World;

Guide Stunt (2): At any point you can hide your feelings and emotions, creating a façade of calm intellectuality. This stunt can be bought multiple times, each time increasing the difficulty in one in any attempt to read your emotions.

Unique Knack: By spending a point of Legend you can summon a pair of Butterfly wings on your back, that allow you to fly in the same speed as you walk, but in any direction and much more graciously. This effect lasts for 24hours, in which you can hide the butterfly wing as a drawing or engraving in a piece of clothing or jewelry or as a tattoo).

Purview: Beast (Butterflies)

Scathach (•)

The legendary warrior Scathach is a force of nature by herself. He famously trained one of the greatest warriors of the world, the Irish hero Cu Chulainn. Sadly, not long after his training, the greatest hero died in battle. Besides the sadness of missing such a companion and a braver warrior, she took upon herself to honor his memory by training more warriors, of any kind, as long they are able to reach her fortress hidden in an Irish Terra Incognita in Scotland.

She is brutal in her training, which usually can take years, but for some special cases she can give a very fast, but brutal training, with some great effects. This kind is represented by this Guide.

Skill Asset: Close Combat

Benefits: Mercenaries, Irish heroes, combat/military training.

Guide Stunt (1-5): You can add one of the following tags to your melee attacks, one attack per success spent in the stunt: Brutal; Grappling; Piercing; Throw.

Wandering Cyclops (••••)

Since Odysseus left the island of the Cyclops behind, many things happened, and many heroes and villains found their way to the shore. And between those were some terrible pirates and slavers, hopping to make a fortune by kidnapping some of the best forges in the known myths.

Besides many, if not most, of the ships who approached with evil intentions were destroyed, the rich prospects were too good and some were actually were able to kidnap a few of the might forgers. One of them was Tapíran, father of Ereunitis.

Since the day this terrible event, Ereunitis swore to find his father, and after forging to himself some very needed items and equipment, he launches himself in his quest. Many years later he still wanders the earth in search of what happened to his father, but making friends and helping some good people on his way.

Not exactly open to teach his knowledge's, if the circumstances lead him to forge something to someone which he seems of value, he might give some tips on the art of forging and help to the best of his abilities. In the many years of wandering, he has lost notion of how long it has been, and he has learned the different crafts and technologies that developed around him, being reasonably well at most of modern technologies.

Skill Asset: Occult, Survival

Benefits: Ports, Poseidon cults, secret and hidden places were mystical wanderers might find a bed and some food for the night, many Greek terra incognita.

Guide Stunt (1-3): When forging or crafting something mundane and you don't have the necessary resources, you can improvise one of the missing ingredients per success with what you have around you, doing so twice as fast as you could do with the regular materials (improvising bombs with plastic bottles, or forging a PVC sword). The created equipment has a 1 level complication related to the bad materials used and only lasts to the end of the scene.

Purview: Forge

Calling: Liminal

CREATURES

Creature and follower are two categories of Birthrights that were more difficult to distinguish at first, as both are similar, and I found myself with a particular problem of a talking dog.

However, the difference became clear later: a creature is a non-sentient being, with limited intelligence, that accompanies the hero. Basically, any animal will befall on this definition, but you must pay attention that this brings a very special challenge: animals are not very motivated.

Unless a hero is using direct effects of the Animal *Purview*, even the most well trained animals can be distracted with relatively simple tricks: most carnivorous can be swayed away with meat, herbivorous will typically

run away from danger, almost all fear fire and, if the animal has matting seasons, however is the matting signal of this species will be overwhelming to the animal.

This does not mean that the magical tiger will run away at the first sign of a squirrel on the park, the ally creatures should be well trained or smart enough to follow the hero, but ignoring these disabilities of being an animal ignores most of the point of it being an animal. Also, if you want your magical tiger to run after squirrels, it would probably be considerable as a flaw to the creature.

Enbarr-Blooded Horse (•••)

Manannan Mac Lir, besides being the lord of the seas, he is also the breeder of the best horses in all the Emerald Island. One of those horses, and the one in the most glorious of the positions, is Enbarr, the horse that Manannan Mac Lir loaned to Lugh himself.

Other horses of the same lineage, all share their ancestry to Enbarr, and all are amazing creatures to behold and possess. Faster than regular horses, those horses are clever and dangerous animals, always elegant, fit and healthy, but each display different abilities and strengths depending on the owner, becoming fierce warriors in the hand of a combatant, elegant rides for rulers and silent striders for hunters. Also, as being the horses of the lord of the sea, they can safely and easily ride over water.

Manannan, however, consider all of those horses, and their many, many descendants, both a loan and an honor, and might take this honor back if he believes this honor is not being well treated enough.

Primary Pool: 5 (Racing, Holding Still, ---)

Secondary Pool: 3 (Pushing, Biting, Expressing)

Tertiary Pool: 1

Health: 6; Initiative: 3; Defense: 2;

Qualities: Scale (Speed).

Flairs:

Better than most horses: The horse has an enhancement of +1 in all competitive tests of racing, besides the natural scale bonus that horses already have. In addition, the horse can walk over water as easily as he can walk over stone, and, if the user imbues a point of legend, the horse will not need rest for a number of days equal to legend times two of the rider.

Perfect Ride: Whenever a Scion gains possession of this horse, it changes for the specific rider, sharing of his most prominent qualities. The missing competence for the Primary pool changes depending on the biggest Calling of the Scion. Also, the horse knows a trick, depending on the Calling. This tricks gives to the horse intelligence enough to do work on this task far better than expected for an animal: not only carry supplies, bu being able to understand your needs and go fetch it; not just being able to hit enemies, but being able to use some level of strategy in the fight, etc. If 2 Callings or more tie, the Scion can choose which one the horse takes.

Giant Dog (••••)

Dogs are not only the best friends of man, they are also the best friends of many humanoids, including, but not limited to, Giants. Of course, giants need bigger dogs than regular, which led to gigantic canines. For a regular sized person, those animals can be trained and used as ridding animals or as unsubstle sentinels.

This represents a giant dog collected from a giant. This dog was trained to hunt and track, but is not particularly educated or well behave. This supposes a pedigreeless dog, with something about 2 to 2.5 meters in height, and weighting almost 600kg.

Primary Pool: 9 (Hunting; Biting; Chasing)

Secondary Pool: 7 (Grappling; Athletics; Awareness)

Tertiary Pool: 5

Health: 4; Initiative: 4; Defense: 2

Qualities: Natural Weapon (Teeth); Scale 1 (Speed);

Mythical Lynx (•••)

Up to the 18th century, it was believed that the Lynx had amazing, and some weird, abilities. For example, the dry product of their urine produces a stone very similar to

CALLING	COMPETENCE	ABILITY
Creator	Horse-work	The horse can pick up equipment and supplies.
Guardian	Hitting with Hooves	The horse can pull someone into his horseback.
Healer	Gathering Herbs	The horse can identify healing herbs by smell.
Hunter	Moving Silently	The horse can smell dangerous creatures' territories.
Judge	Keep Vigil	The horse can keep watch of prisoners.
Leader	Hitting with Hooves	The horse only obeys his owner, ignoring others.
Lover	Keep Vigil	The horse can watch for enemies or trespassers.
Liminal	Long Distance Travel	You can sleep on the horseback.
Sage	Handling	The horse is very smart, capable of create small, simple plans.
Trickster	Distract	The horse can serve as a distraction.
Warrior	Hitting with Hooves	The horse can use simple combat stunts.

amber, which is the source of all amber, and that they could see very far and even the future. They were wrong for the most part, but some Lynx are special.

This species of lynx does produce Lingirium, in very small, very low rate, and can see the future, a few minutes ahead, and see very far. Sadly, it isn't smarter than a regular lynx, so they can't communicate what they see from the future. But they are still useful to use as a companion that runs before enemies drop from the windows or perceived when someone is going to stab you. It usually doesn't try to change the future, more trying to employ the most of it.

Lyingurium has a few potential properties, from attracting materials in their raw form, to heal and change gender, if prepared properly.

Primary Pool: 6 (Observe, Hunting, Clawing)

Secondary Pool: 4 (Climbing, Chasing, Hiding)

Tertiary Pool: 2

Health: 3; **Initiative:** 3; **Defense:** 2;

Qualities: Natural Weapon (Claws, Teeth);

Flair:

See the future: The owner of the Lynx has access to the Prophet Calling by interpreting the Lynx, limited to situations and conditions the Lynx could see;

Sight Beyond Limit: The Lynx can see very far, limited to vision and, of course, in open spaces;

Lingirium: The dry product of his urine is the Lingirium amber, which is produced very, very slowly, but is the base product for many different potions with varied effect, from pregnancy protection and healing to gender change. This material is very similar to Amber, and can easily pass as Amber through anyone without professional training.

FOLLOWERS

Any thinking, or group of thinking, being that follow the hero. The follower, in my experience, is the most difficult of the Birthrights to integrate well in the game, as it is not only a power/ability source, but a whole individual in the game. He will have its own personality, background, interests, agendas and, differently of the Guide, will be more or less constant near the hero. How to deal with it?

Well, as any NPC: give it a motivation, a personality and a background, and go rolling with it. It is just that this NPC is as much as yours as it is an asset to the player, so you need to always try to mingle the interests of the follower with the hero. Sometimes it is easy, a pupil or true follower will do anything for the hero anyway, stopping (most of times) before suicide. But sometimes it gets harder, as when

¹ This was Follower was originally the "Aos Si Bard", but have been brought to my attention that, in Irish culture, Bards are self-taught poets, while the ones who passed through some form of teaching are called Fili. As the base

the follower is a group of devotees of a church of the same pantheon as the hero, which means they might have interests that goes beyond the safety and success of the hero.

My biggest tip (and sin) is: try not forgetting they are their own individuals. The story only has to gain when the followers are more than just someone the hero can boss around

Aos Si Fili¹ (•••)

The Aos Si, the people under the hills, the Sidhe, are famous for their wonderful kingdoms, their king and princess. But all those reside inside their hills, deep underneath, and only very rarely enter in contact with the surface world. But they always need someone who comes to the mortal world, to discover the surface and chronicle their discoveries back. And, occasionally, they get attached to hero which they follow to chronicle their adventures.

Those filis have decades, and in some case centuries, of Irish knowledge and stories in their minds, and they always are in search of anything of interesting they can learn and retell.

They have free entering in any Sidhe and usually free passage through any kingdom, as they are valuable travelers and welcome guests in any court, having a deep lore of the kingdom and courts of the Aos Si, Irish Supernatural history, the Tuatha de Dannan, and general Irish mystical knowledge.

Sadly, they have vow of no intervention in the histories they chronicle, and, with exception to telling stories, guiding and sharing knowledge, will not act upon the challenges any hero they follow faces.

Archetype: Consultant

Tags: **Access** (Aos Si Territory); **Terrible** (Lore); **Knack** (Palace of Memory);

The Shikigami Xogunate (•••)

Once upon a time, a terrible Japanese Priest invoked hundreds of Shikigamis, small spirits able to possess small objects, and intended to use those to rule Japan. But thanks to the works of a Scion of Amaterasu, the sorcerer was defeated, and the Shikigami sealed in a box.

Sadly, after many centuries, the box ended up disappearing and the seal started to deteriorate. When it was found again it was in a basement in New York, with many Shikigami being able to escape, possess nearby small objects and start their plans for revenge and Japan domination.

Thankfully they were later reformed by a Tsukuyomi Scion, who turned them from group of megalomaniacal

concept is for a taught and educated poet of Aos Si Lore, this would be a Fili, but a small background tweak could make it a bard, if it would be more interesting for your game.

small objects to a more benign, if clueless, group of small objects.

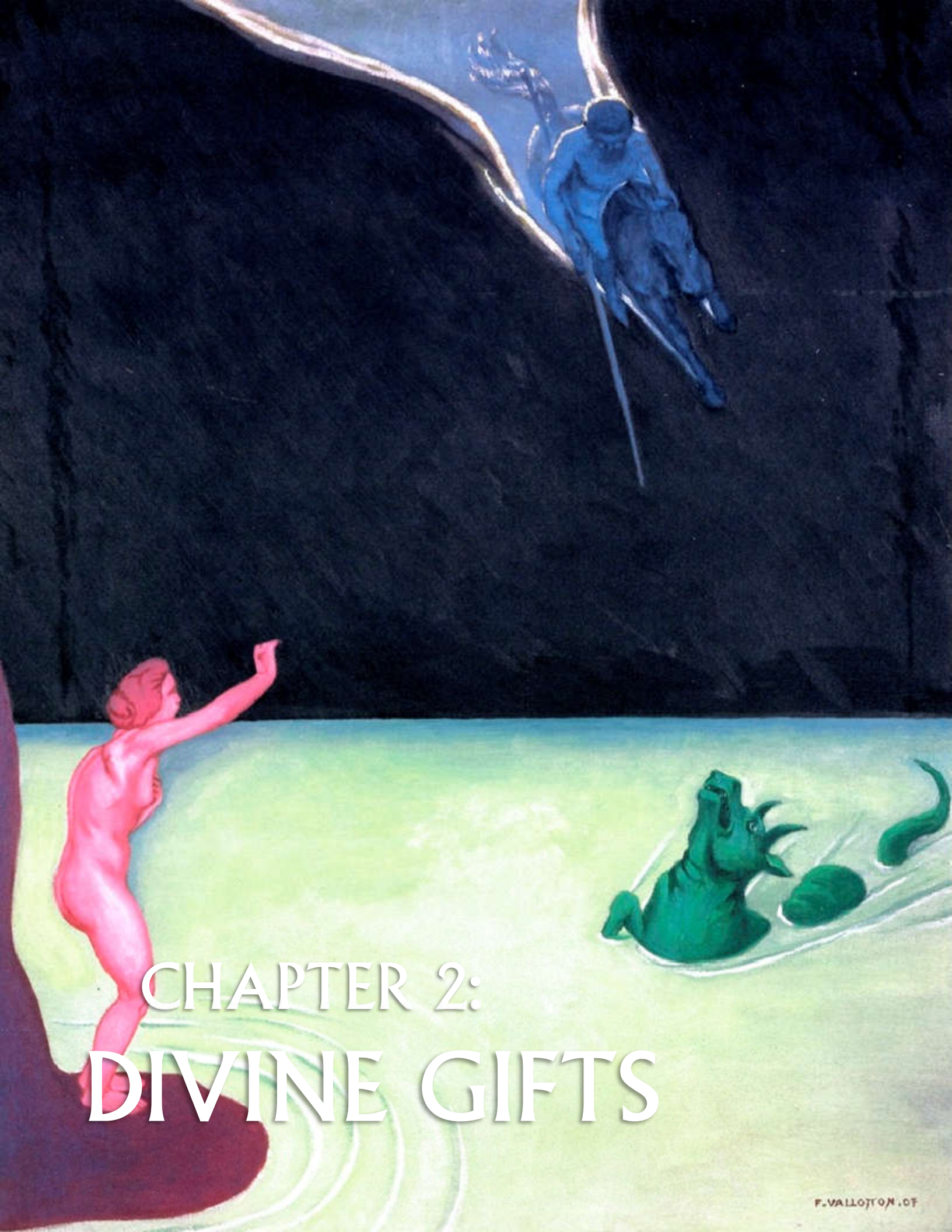
The Shikigami all inhabit the Box and can be free to possess any group of nearby small objects, easily up to a few dozen of them. The objects gain movement abilities and the sheer number and determination of them make them enemies to be considered.

Each Shikigami has their own personality, but they organized themselves in a very strict Xongunate-style

hierarchy, in which you act as the Emperor. They are clueless of anything besides their own understanding of Medieval-Japanese society. They do anything to the best of their abilities and consider every order of the Emperor as a heavenly sent command.

Archetype: Heavy;

Tags: Mob; Helpful;



CHAPTER 2: DIVINE GIFTS

“To know the pains of power, we must go to those who
have it; to know its pleasures, we must go to those who are
seeking it: the pains of power are real, its pleasures
imaginary.”
— Charles Caleb Coton

Cu Chullain fighting an entire army, Hercules holding the sky, Loki disguising himself as a salmon, Sun-Wukong... doing basic anything: a hero adventure is only as interesting as their feats. Be those of might and physical prowess, or of cunning and wits, the path of a hero is not given as a gift, but laid as a challenge.

But even fate has a feel for fairness, and with great challenges, come great powers, and in the game of *Scion 2ed*, it is represented as the *Knacks* and the *Purviews*. The first being some special abilities a hero obtain as they follows their Path as a legend, and the second being access to the raw fabric of reality, twisting some specific aspects to their desires.

As the power of their heroes grows, more of both are available to the players, but naturally the books should not limit the imagination of the players, but inspire it. And doing so will inevitably be necessary more options to satiate their appetite for cool abilities.

The solution of creating new of both of them come as natural, and even if the core book does not explicit give rules for such feat, here are some tips I got from practice, together with the ideas such tips helped generate.

KNACKS

The first step to create a *Knack* should be having an idea: defining what you want the hero to be able to do. It can't be overtly supernatural (like opening wings or throwing balls of fire), those fall into the *Boons* and *Purview* area, but some Immortal *Knacks* do start to blur the lines.

The next step is to see what Calling it fits better and if it would be of hero or Immortal level. Compare the idea to the Callings, and compare the level of the effect with others on the same Calling, and see where it belongs.

Hero level are usually great feats that could be replicable by a great deal of luck and ability, but they are usually into the realm of human possibilities. Immortal *Knacks* jump to Action Movie Hero levels of ability, ignoring a few laws of reality to achieve some unmistakably supernatural effect. Besides some Immortals don't do so, if it involves legend, it is certainly Immortal.

After such is a matter of comparing the effects with already made *Knacks*, to find reasonable rolls and comparative effect, and voila, your *Knack* is done.

ANY

If you create a *Knack* that is too useful to not exist and only tangentially entering the area of all Callings, then you have an Any Calling *Knack*. Those are relatively rare, and usually not directed to confront others, giving a useful, but small ability to the hero, that mostly affects himself.

Unique Seal [IMMORTAL]

You can mark your personal belongings and any form of communication so others will automatically recognize it as yours by extending part of your persona (a *Purview*, legendary title or Calling) over it. The exact nature of the symbol will depend of the nature of what you are marking (a letter would have a seal, a sword a metallic engraving, a phone calls a thematic ringtone). You don't choose the exact form of the symbol (the music in the ringtone, the form of the seal, the style of the engraving) but it will be appropriate for your person and aspect chosen. In any case, the one to receive it will be able to identify it as yours automatically. If the person doesn't know you, they will have an intuitive knowledge of your heroic persona (your legendary titles). Also, if something you marked is trying to be inappropriately used (someone trying to spy on a marked call or someone trying to use your stolen marked sword) it will refuse to do so, causing a +1 difficulty on those attempts. You can unmark any item that is in your possession and not current being used (wielding a sword or talking on a call). You can have up to your legend + 1 items marked.

CREATOR

Sculptors, writers, forgers, parents, song-writers, book-writers, life-creators: The Creator Calling does reach a lot of potential users. From any one that can claim the title of father/creator/author of something, creating a *Knack* to this Calling would be trick to create something that would be useful for all forms of creation. Luckily, you don't have to.

The *Knacks* for this Calling don't need to be for all who want to use, but can be more niche: a *Knack* for more mechanically inclined heroes, other for software writer heroes, other for Sculptor, other for parent heroes, etc.

Knacks for this Calling usually follow themes of building, producing, constructing, maintaining, making, evaluating, giving bonus or abilities for things of your making and reconstructing, as any form of technology or art interaction.

What I Create Can't Hurt Me [HEROIC]

If anybody tries to use something you created, built or worked on against you, they have a +1 difficulty. This includes trying to hit you with weapons of your making, running away on the car you built or hacking you with a computer you fixed or through internet lines you put on place. This *Knack* also allows you to instantaneously identify if an item, when use, is of your making or not.

It is Alive! [IMMORTAL]

Imbue 1 of Legend. You can command an object you created or build that is up to a short distance from you to gain some level of life, gaining some movement and autonomy. This includes the ability to understand simple commands and understand its surrounds. The definition of life will vary very much with what is created: a man statue would be able to walk, smash and do simple tasks, but nothing much else, while a awaken anti-virus software would be able to look through a computer's connection online and better take care of it.

It will gain some level of mobility, but can't go to beyond its limitations (a tree will hit with its branches, but not uproot itself). The awaken object primary dice pool is equal to (permanent legend times 2) + 3, and the player can define his competences for primary and secondary rolls but must have the approval of the Storyguide.

It behaves like it appears to be (or similarly to other of the same kind, if it has no form, like a software) but has a very limited intelligence and communication abilities: the statue can't speak, but can write one word sentences; the anti-virus can pop-up warning messages, but can't write their own messages. The appearance will also define the abilities, but also will do the materials you used to make it (an origami bird can fly and a stone shark can swim on water, but not so much a sculpted crow or a papier-mâché octopus).

You can use the effect only one object at the same time, and lasts until the object is somehow destroyed, or until the hero claims the legend back, in which case the object is somehow destroyed.

GUARDIAN

Protectors, caretakers, bodyguards, godfathers, patrons and loving parents: The Guardian Calling is for all who dedicate themselves to protect others. Not necessarily all the others, mind you, may be just some, but protect others nonetheless.

It is very probable that a hero who takes this Calling will want a group to call a charge, a group of weaker allies that he wants to defend/buff with those abilities. The other heroes in your party, more often than not, will not befall in this *charge*, as it supposes weak and helpless characters.

The complex nature of protecting others create a challenge to *Knacks* of Guardian: how to balance something to protect others and still be cool to use. There a few ways

to do so: give you a buff in an action that allows you to defend someone, give a buff to those who you are defend or give you the ability to supernaturally defend someone are the most obvious.

A Shield [HEROIC]

If someone of your charge is about to receive damage from an enemy's attack, and is close to you, you can jump in front and take the attack in their place. You forfeit your next action, turning yourself the new target of the attack, and automatically rolls a total defense against that attack. The attacker can reroll his attack or stay with his original result, by his choice.

Nobody is Defenseless [IMMORTAL]

You can extend your defense beyond yourself, bringing to a halt attacks directed to all who you are protecting. Spend two of momentum and define what you are focusing your defense (your charge, a neighborhood, the entrance to a building). All attacks made against that or yourself have their difficulty increased in half your legend. You can, to a limit of time equal to your legend level, spend momentum points to roll your defense and give it as a bonus to specific members of your charge.

HEALER

Physicians, medics, doctors, shamans and pharmacologists: all who work to heal, cure and treat the harms who make humanity suffer. The Healer Calling might not be the flashiest of the Callings, but is certainly a fundamental in any group of heroes to plan to keep being alive against the mythological threats they face.

You can certainly have some special fun making *Knacks* for the Healer Calling, as they will be always useful during the game, and it is possible to play with all that is medical or pharmacologically related, even if close to divine. But there is a special catch: the healer Calling is focused in *healing*, not in *hurting*. Putting people up from battle, not otherwise.

Therefore, the *Knacks* of this Calling are usually focused in healing in all its manners: bringing health and wellbeing, recovering from diseases, fighting poisons, fighting curses, creating cures, medicine and antidotes, and even reviving the (very recently) dead.

Pharma-Factory [HEROIC]

You can extend the use and effects of medicine to make it last for longer or for many more. Make a *Knack* skill, each success allows to double the duration of the effect of a medicine (like an antidote that makes you immune to a poison for an amount of time, or the effects of morphine) or to increase in one the number of people who can be affected by the amount of medicine you have (like a dose of healing poison or a dose of antidote).

Travelling Healer [IMMORTAL]

If you stay at least one night in a community, you can know if the community is being affected by any plague or epidemic, and which one is, and gain a +3 enhancement to discover how to treat it. If the community is not suffering from a plague, you can also identify which is the biggest health problem of the community, be it physical or psychological. Whenever you do something that considerably improve the health and wellbeing of the citizens of this community, you regain 1 spent legend.

HUNTER

Investigators, rangers, spies, detectives, police officers, treasure hunters and stalkers: The Hunter Calling is for all who search and catch. From the literal following tracks of beasts to the more metaphorical searching for clues of an assassin, the Hunter Calling give a broad selection of play styles to those who choose take it, and their *Knacks* can reflect it.

The *Knacks* from hunter will reflect this nature of search, capture, adaptation and learning of a hunter: *Knacks* that allow more gathering of information about the environment and surrounds, better perception of all who pass or passed there, smart ways to use the environment around you and get into the mind of your prey are always successes.

Knacks for the hunter can be both useful in jungle and on urban terrain, open to be use in many varied settings and situations.

Learning from Past Fights [HEROIC]

When you face an enemy or hunt a prey you faced before, roll a *Knack* skill with an enhancement equal to the number of times you fought it before (maximum +3). You can use the success to buy any of the following stunts:

- **Prepared for anything (2s):** You can have a prepared defense for one of the creature's standard attack forms. Gain +3 of enhancement for defensive rolls, that you can use in one roll, or separated in multiple rolls. You can buy this stunt multiple times.
- **What is new? (1s):** You can know one (relevant) difference from the creature now from what you faced before (like seem stronger, has a new technique, or is a different variation of their kind), if it is possible for you to gather this information. You can buy this stunt multiple times.
- **Googled it up... (1s):** You researched about your enemy, and can make questions about the creature or enemy, knowing what is reasonable to learn. You can buy this stunt multiple times.
- **... and ebayed it up (1-3s):** If you know about a weakness of this creature, you can have it with you. This

weakness might be dramatic (a material that stops the being from entering) or narrative (an incense that irritates the creature and keeps it away). The number of success depends on how powerful it is, if dramatic, and if narrative, how much of enhancement or complication it creates.

Quick Adaptation [IMMORTAL]

Your proficiency in the hunt allows you to quickly adapt to any ability and behavior of your enemies. If you see an enemy using a special technique or ability (usually a quality or flair in antagonists, but can also be *Knacks* or relic powers), you can quickly adapt to it, gaining a +3 enhancement to resist it, if it is resistible, or is somehow able to better counteract these effects. You can do this to a number of abilities equal to your legend per battle, no matter the number of enemies.

JUDGE

Paladins, prosecutors, lawyers, C.S.I, rule makers, executioners and self-righteous: all societies need someone to appoint the rules, and make them prevail. The Judge Calling may seem as one of the least combative Callings, as most enemies will not follow the rules, but part of the power of the Judge is to ensure that the rules are follow.

All cultures have rules, especially about combat and harm done, and the Judges *Knacks* will both help him to spot the unlawful acts (and their perpetrators) and to impose the culture rules and results: be it by gaining special perceptions, forcing the world around him to help to find the unlawfulness, or gaining the powers to punish the unjust and evil.

Knacks for the Judge Calling will usually focus on knowing the rules, enforcing rules, creating binding deals, dealing with authority, judging, evaluating situations and presenting judgment.

This Doesn't Seem Fair [HEROIC]

Whenever you see, watches, or participates into a fight, duel or some sort of competition, you can say when someone is cheating or playing unfairly. You don't automatically know how someone is cheating however, but can subsequently try to discover with a +2 enhancement. Examples of ways a competition is unfair are: a higher tier against a lower tier, cheating, using a relic or miracle, being far too different in competence or being of a species that has a special advantage.

Renegotiating [IMMORTAL]

You can renegotiate the punishment of a member of a group you have responsibility with a different source of power, making so that you become responsible to choose and administer a punishment. Spend a momentum, and go

discuss with an important member of the other organization (a judge or jury in the judiciary system) which could have the right to make the judgment, and propose the new punishment. It must be reasonable, and not too obviously a slap in the wrist, and most judiciary systems and pantheons will not take kindly to anyone who uses this power and then fails to fulfill his part. If it is reasonable, the power will pass to you the responsibility to judge and pass on the this punishment.

LEADER

Rulers, bosses, godfathers, chiefs, generals and prophesized-to-be kings: beings with the Leader have the biggest expectations, but also the biggest powers. Almost all the most powerful Gods will have the Leader Calling. If it is because the most powerful tend to be the leaders, or because the leaders tend to be the most powerful, is unknown.

The Leader, in game, have more function than to boss around, he is in most cases the face of the group, the most recognizable member which other leaders will automatically recognize as the one to talk to have things done. Actually, the Leader doesn't even need to be the one to command the others in the group: he will be just the one with charisma enough to gather others around him and good sense enough to say what need to be done (even if he doesn't know how).

His *Knacks* will distinct him from the group, as a Leader will slowly gravitate as the center and face of the group. Those should both turn him more visible and distinguishable, both literally and figuratively, and more able to coordinate, command and generally improve the ability and competence who follow him. But pay attention to not try to make powers force other to obey him: make following him more advantageous than not following him, and many will follow him naturally.

Recognizing Your Equals [HEROIC]

Whenever you are in a group of individuals, you can spend a point of momentum to carefully analyze their interactions and be able to identify the social structure in there. This gives you an instantaneous knowledge of the open structure, and gives a +2 enhancement to try to understand any hidden structure (like a general disguised as a soldier or similarly) and a +1 enhancement when dealing with it.

Straight to the Leader [IMMORTAL]

Spend a point of momentum when you are about to fight a group of enemies that is bigger or equal than yours. You can go straight to the leader of the enemy faction, ignoring lower enemies. If you keep moving towards the leader, the lower enemies cannot harm you, but can try to block you (which stops you). If you stop moving straight to the leader you can be harmed until you start moving again.

After you do so, you can spend one of momentum each turn to avoid tacking damage from anyone lower rank than you, but you cannot attack anyone besides the leader. This effect stops if any of your allies attack the other leader. If there are two different leaders in the same group (like a king and his general on the same battle) you need to go one by one, going to up the hierarchal scale, going to the closest to your level, and upwards. This effect doesn't work if the soldiers of the enemy have a higher tier than you. The enemy leader must be visible in the battlefield.

LIMINAL

Adventurers, travelers, merchants, thrill-seekers, sailors and explorers: there are literally very few limits of where someone with the Liminal Calling can be from. Anyone who gives his time and life going to the edges of the mundane, be it literally going to the death realms or simply having a strong interaction with ghosts, are examples of Liminal.

The typical assumption of the Liminal is that it means that he needs to travel a lot. That is not entirely true, however. It is expected that the Liminal will be the one leading the line into unknown or strange places, but those who interact with what most fear, avoid or plainly are unable to see are also Liminals.

Their *Knacks* usually embody 1 characteristic: lack of boundaries. Limits or logics that others follow and that limit then are unable to hold the Liminal, allowing him to interact with those who are from far away land, ignoring cultural and geographical boundaries, or literally allowing him to move and pass away safely through difficulties.

Sensing the Unseen [HEROIC]

You have a special sense of the invisible ones, the beings that live around us but regular folk can't see: dryads on parks, gnomes under a house, small protective spirits flying through the attic, ancestral spirits over families, ghosts wandering by, etc. This sense is not a literal vision, and this *Knack* allows you to communicate with them no more than a regular person would, but it gives you the ability to know when those beings are around you.

Unless the unseen is close, this is an active ability, and you need to actively be searching for something before you perceive it. You also only have this feeling if the unseen is doing or done something of notice (like dryads just on their trees will not activate it, but dryads playing on trees and hiding just when you look for them would). Ironically, hiding counts as something of notice. This power also activates if you enter in contact with something recently used by an unseen.

This sense also doesn't allow you to automatically know what you are feeling, this feeling on a park doesn't tell if it means there are dryads hiding on the tress or kobolds caving underneath your feet, but would help you to tell if that weird burrow is a habitat of a small gnome or a

groundhog (and even so, might be both). If you are trying to track or identify the source feeling until the target, roll like you are searching the area with a +2 enhancement.

Never Trapped [IMMORTAL]

You can escape any trap or enclosed space that isn't hermetically sealed. You can never be tied in place or somewhat stopped from leaving a place. You cross the space between you and the open space outside. This, however, does not free you of chains or cuffs (unless they are tying you to something). You always leave at would be the natural "exit" of the place, like the door of a jail cell or over the top of the box. To escape magical cells or holding places (like a cell in Tartarus or an enchanted box) you need to roll a *Knack* Skill and make a clash of Wills against the creature that locked you or is holding you in jail, or the one who created the box or container. This effect does not work if you let yourself be tied locked in place willingly or if you are being grappled, tied to or pressed by someone.

LOVER

Artists, romance stricken, bohemians, love-and-leave-them types, loyal partners and un-loyal partners: those all which are guided by their hearts to fight, try, trick and love. The Lover Calling is carried by those who love is an important part of life, be maintaining one who already exists or pursuing it on someone else.

The Lover is a usually thought as a complementary Calling, as it is added to a more specific character concept (a love-struck hunter or a bohemian lawyer), but it doesn't need to be. A character more Lover focused would be more focused in his emotions, in his feelings and sensations, more in look for pleasure and companionship than on his work or function.

The lover *Knacks* follow the guidelines of romance, seduction, appearance and relationships, in their different formats: making himself more attractive, making others more interested on their fun, creating love and romance, creating fun and distraction and strengthening people through their love. As the Leader Calling, don't force anybody to love or do anything, just make it more interesting and people more propense, and let fate decide.

Pulling the Heart Strings [HEROIC]

You have an innate ability to say the right words, and use the right expressions to make others see in you people they like or remember situations they passed, making them more prone to help you. When using this on a target you can move his attitude towards you for one single action (freeing you, answering a question, not attacking you now), and can try to convince him to do this for you. If the character is trivial, he automatically loses, if not you roll Persuasion + Presence or Manipulation needing to have as many successes as the enemy resolve. This action cannot be directly harmful to the target, or be absolutely contrary to

the characters morality. This ability only affects player characters if they allow, and they gain one of momentum if such. You cannot use this ability more than once per scene.

Tonight Love, Tomorrow War [IMMORTAL]

In mist of two enemy factions (from a war to a football match), imbue a point of legend and make a call for one night of peace and merriment for all who can hear you. If they can hear you, and they aren't emotionally dead, they will lower their weapons and hostilities and accept your request. This usually results in one night of confraternization between both sides, but a night where they simply do not fight is also a valid option. This effect automatically works against factions composed of lower Tier characters, but if they have a leader of same Tier as you, you roll a Clash of Wills, if they desire to resist. If more than one faction leader decides to resist, you roll individual clash of wills against each. This effect stops if any character is caught trying to gain advantage from this (spying, poisoning food, etc.), or starts violence. You can't call the legend back until the end of the night, but if it stops, you get the legend back. You can't do this more than once to the same confront.

TRICKSTER

Charlatans, liars, cheaters, deceivers, illusionist, magicians and manipulators: Tricksters can appear in all shapes or forms, both literally and figuratively. Focusing in non-direct confrontation, the trickster will shine when the opponents are either too strong, too smart or too charismatic to be defeated by conventional means, and someone needs to explore their weaknesses.

The Trickster core goes through finding and exploring their situations and enemies, exploring their weaknesses and limitation to your favor. You are not limited to physical confrontation, finding a way to convince a king to send you to the mission you want without him knowing it or exploring the rules of a tournament to gain advantage to his team are both trickster ways to solve problems.

Tricksters *Knacks* will focus on making himself harder to catch, others easier to manipulate, the environment easier to explore, allow him to subvert expectations and give him privileged information. Information is a key point for the trickster, because they can't fool what they don't understand.

Expert on the Field [HEROIC]

You can fake yourself to be an expert on a field, and more than that, invent new regulations and procedures to that. For example, you can fake yourself a specialist in the Bureaucracy of the Shen and invent rules and regulations to pass faster on a line, or fake yourself as a doctor on Knight-Lore, and establish your own rules for a duel. This effect doesn't work on any one who is higher Tier than you, and characters of the same tie can resist with a clash of wills. This effect doesn't work if you are too obviously not an

expert (a children claiming to be a doctor in physics, for example). For each rule or regulation faked, spend a point of momentum.

Undoing the Deed [IMMORTAL]

Once per arc you can call upon your might trickery and reveal that you didn't actually did a misdeed, just made it look like you did. You can cancel an action you did (or took part, in some way) as long as an explanation can be conjured to explain your trickery, and as you explain your trickery you will have a way to prove that it was all a trick. If you would fool a being of higher Tier than you with this trick, you need to spend a point of Legend.

SAGE

Teachers, wise-men, guardians of knowledge, librarians, researchers, scientists and advising bartenders: anyone who values knowledge and wisdom, and sometimes bestow them for luck individuals. If knowledge and wisdom are power, the Sage is the most powerful of the Callings. And it is hard to disagree.

Besides Sage Calling being focused in knowing and understanding things better than anyone else, it can take two major forms of understanding: knowledge and wisdom. One is related to knowing, and is about more information about stuff, the other about how to deal with things, usually human situations. Both are equally valid, and priceless when needed, but this means that not all Sages will be walking talking encyclopedias, nor all will be metaphor spewing mentors.

The Sage *Knacks* focus on learning, gaining knowledge, deciphering and finding information, teaching, and using knowledge and wisdom on the world to gain some advantage. Through some of them, they can even gain some leeway to alter the description of the world around him, which is very interesting, especially for creative players/

Masterful Teacher [HEROIC]

You can transmit your knowledge and wisdom to others. Spend a point of momentum and teach about some knowledge you have in deep (any specializations you have) and the student hasn't. If you take a scene to teach the student, the student has this knowledge fresh in mind (a session) he is considered to be trained in that skill and share your specialization. You can train more than one student at the same time.

Divine Saying [IMMORTAL]

You are a well of wisdom from which all who drink can benefit. People who consult from you and hear your wisdom, are always prepared better to face the world. Consider up to your legend dots characters to benefit from your wisdom: once per arc, at any moment one of these characters (and yourself) can remember one of your sayings

of wisdom and consider to be better prepared against a disadvantage. Examples are:

- Remembering that you said that all that is important should have a replacement, and pulling out a second of an item you need.
- Remembering that you said to be prepared for worst, and being able to roll a Resilience test with half your legend as an enhancement.
- Remembering that you said that sometimes is better flee and fight again, and having a potential escape route from a situation.

If a being of same or higher Tier has somewhat planned to invalidate a precaution like that, you do a Clash of Wills against it. Every arc you can bless a number of characters with your wisdom equal to your Legend. Yourself is always included, but doesn't count to this limit. Additionally, you can give this bonus to any number of trivial characters.

WARRIOR

Soldiers, mercenaries, snipers, boxers, gangsters, martial artists and knights: if it punches, cuts, slashes, kills and destroys, odds are it is of the Warrior Calling. It might seem that the Warrior Calling is a limiting and restrictive Calling, limited to characters who dedicate their lives to kill and create mayhem, but that is only partially true.

Yes, anyone who gets the Warrior Calling will need to have some focus on fighting, one way or another, but that doesn't mean this need to be the sole aspect of your character. A blood-thirsty mercenary can be as much of the Warrior Calling as a shining paladin, who only draws his sword against evil foes, or as a strategist general, who always try to plan his attacks carefully. Good reasons to fight will never be in need in the World, and sometimes someone will need to, but that doesn't mean you need to go berserker all the time.

Not surprisingly, Warrior *Knacks* are focused on combat and on fighting: inventive ways to increase accuracy and/or damage, new ways to hit enemies, special bonuses in combat, causing new conditions, improving weapons and weakening enemies.

Equipment Destroyer [HEROIC]

You gain a +2 enhancement to the Sunder stunt. Besides that, make a *Knack* skill roll each battle. You can use the successes of the roll to use the following stunts:

- **Second Sunder (2s):** After use of the *Sunder* stunt, you can make a second use in the same attack against a different equipment.
- **Third Sunder (3s):** After a successful use of the *Second Sunder* stunt, you can make a third use of the *Sunder* stunt against a different equipment.

• **Fourth Sunder (4s):** After a successful use of the *Third Sunder* stunt, you can make a third use of the Sunder stunt against a different equipment.

You can use any bonuses you would receive to the *Sunder* stunt on the *Second, Third and Fourth Sunder* stunts.

Counter-Attack [IMMORTAL]

You can counter-attack attacks made against you, attacking the opponent that attacked you by two momentum points. You must decide to counter attack before the attack is rolled, but after it is declared. You can do a number of free counter attacks equal half your legend per turn. The counter attack works as a regular attack for non-trivial enemies, but for trivial enemies they automatically hit and give automatic 1 damage. Your counter attack is rolled before the attack I rolled, but happens together with the attack. You also can buy the following stunt:

• **Parrying (1-5):** You can increase the difficulty of the next attack rolled against you in one for each success spent on this Stunt.

BOONS & PURVIEWS

Here is where things get big.

Purviews and *Boons* is where the biggest difference between the Origin and Hero level appear, and where the heroes in your World start getting truly powerful.

As a quick reminder, *Purviews* represent aspects or concepts of the universe (water, fire, travel, order, etc....) which can be controlled by the Gods.

Besides the true control of these aspects lie with much more powerful entities than the heroes, isn't true that the heroes can't at least channelize some of the powers of these aspects by their own divinity, but more commonly through relics and guides who give them access to them.

This channelization will take two forms: *Marvels* or *Boons*. *Marvels* are effects that the heroes can create at any moment on the fly if they have access to the *Purview*, and the Legend to pay. *Boons* are more specific effects, pre-defined, that the heroes already know how to do, and are cheaper (even if they still might cost legend).

Here I present a list of additional possible *Boons* that the players might buy. Anyone can create players, using the rules for *Marvel* and comparing the effects and legend costs with other *Boons*. Also, is very possible to recreate a *Boon* from a specific *Purview* into another, just making the proper considerations.

For example, in the *Scion 2ed Hero* book, pg. 247, there is an effect in the *Earth Purview* named *Stone like Skin*, which gives Soft Armor to the user if unarmored. You can recreate it through the *Epic Stamina Purview*, considering it a super strong skin, the *Frost Purview*, by a frozen skin, or even the *Beast Purview*, by having a crocodile skin. Whoever, it would be harder to recreate through the *Moon Purview*.

ARTISTRY BOONS

Relevant Art

Cost: Imbue 1 Legend.

Duration: Until the legend you take legend back or the relevance is presented.

Subject: Piece of Art.

Action: A scene.

By using your art to express yourself through a scene, fate control your brush (or pen, or whatever you use to art) and it presents a piece of information that is relevant for you. You need to choose an on-going extended test you are working on (a murder investigation, the repair of a relic, the hunting of a crime boss). You can use your art to produce a piece of information that helps you to achieve one Milestone of this objective. You gain +2 enhancement to find the relevance of what you expressed through the art and solve the problem. If the legend is unimbued, the art loses its relevance.

BEAST BOONS

Animal Eyes

Cost: Imbue 1 Legend.

Duration: One Scene.

Subject: An Animal

Range: Medium

Action: Simple

You choose an Animal and focus your senses through the animal perception, and it allows you to see through the animal's eyes, hear through its ears, smell from its noses and so on.

It has two effects: if the animal is far from you, you perceive the word from his point of view and can, to some extension, control his actions. You can control where the creature goes and what it pays attention to, but not what it does, and it might be attracted by interesting things (good food or a mate) or scared off, but unless those are particularly attractive, the animal will obey your will. The animal will never put itself in a situation it perceives to be dangerous. While on this effect you can still perceive the world around you, but you stay concentrated on the power.

The second effect is, if the animal is near you (up to the close distance) you perceive the world through both points of views, effectively gaining a +2 enhancement to sensory

tests in which the animal can help, and, if applicable, you are considered as having an eye on the back of the head.

DEATH BOONS

Delayed Death

Cost: Imbue 1 Legend.

Duration: Until you take the legend back or the target finally dies or lives.

Subject: A recently dead target.

Action: Simple.

Range: Short.

You retrocede the natural process of death, taken a recently deceased target and bringing him back to life in a state of non-death. The target is not alive, but will not die of the reasons that killed him: lack of blood will let the person extremely pallid but walking; a blow-up head will impede him of seeing and wearing hats, but he will not die.

The target will be able to act as well as he could just before dying (healing the Taken-Out condition but nothing else), but the specifics of the cause of death may still affect somehow, like missing limbs or open wounds. He will not feel pain of it, and he doesn't need to eat, breath or sleep.

The target is not indestructible, however, and any damage that brings him back to Taken Out instantaneously kills him, for real this time. While being on the non-death state, he can only heal by magical means and, if the cause of death is somewhat reversible and is reversed, he will return to life. If he does return to life, or if he ends up finally dying, the effect ends and the legend returns to you.

This effect can only affect a target once per death, and this effect can affect multiple trivial targets in range. The target must have been dead for no less than a scene or 3 minutes, whatever is shorter.

DECEPTION BOONS

Utgarding it

Cost: Spent 1 Legend.

Duration: The end of the scene.

Subject: An object or person.

Action: Simple.

Clash: Manipulation + Legend vs Resolve + Legend

You can create illusions making things look and (to a certain level) act like other things. The thing may act even beyond of what would be the natural limitations, but can't go beyond their nature. For example, you can make a campfire look like a person, and be able to shout offenses and consume stuff, but can't go beyond the campsite and can't swim.

These illusions can affect the world around them to a certain extent (the campfire-man can push thing into his mouth), but those must stay into what would be into the

thematic appropriateness for the original object (the campfire man cannot push things away).

Illusions can't cover conscious targets and non-trivial characters can be able to see beyond them if the illusion does something that give it always (the fire person dies when splashed with a bucket of water).

The illusion does not exist beyond the objects natural body, so no real movement besides their natural movement and is unable to have any meaningful interaction beyond their real abilities, but can fake all of them (the flame man can fake eating something when is just burning it, fake hitting anyone who gets near with a torch when is actually burning people, and can fake being able to shout insults to people).

EPIC DEXTERITY BOONS

Tactile Superiority

Cost: Imbue 1 Legend.

Duration: One Scene.

Subject: Self

Action: Reflexive

Your tactile senses are so keen that you can perceive what happen around you and even the most minimal details. You gain +3 enhancement in tests to perceive with your hands, like investigating or evaluating an item by touch, and it allows you to perceive any movement or item up to a Short distance, even into total darkness.

FIRE BOONS

Purifying Fire

Cost: Spend 1 Legend.

Duration: One Scene or until the fire is extinguished.

Subject: A Fire

Action: Reflexive

Clash: Presence + Legend vs Resolve + Legend

You can use the purifying powers of fire to clean all its warmth touch. You target a fire up to close distance and it does all the 3 following effects:

- Cleanse foods and drinks directly treated on the fire, burning away trivial poisons and impurities. Non-trivial poisons can resist with a Clash of Wills. Materials that anyone directly works over fire (like forging an Iron sword or melting a metal) are also affected by this.

- Force a Clash of Wills against any Illusion or Supernatural Deception.

- Increase the difficulty in 1 to any attempt to lie or alter the truth.

This effect lasts until the fire ends, and unless stated otherwise, affects anyone up to close distance.

FORGE BOONS

Rage against the Machine

Cost: Spend 1 Legend

Duration: One scene.

Subject: Equipments.

Action: Reflexive.

Range: Short or Self.

You channel your domain over machinery and technology and channelizes it into a destructive power. You can use this *Boon* in two ways:

First: as an effect in area, complicating the use of any technology, even the simplest: from swords to rockets, all become unwieldy. Increasing the difficulty to use any mundane technology in +1. Relics are better build, and aren't affected by this effect. The range of this area is short.

Second: as a form of attack against technologies. You must direct this attack to items of technology, and this attack will break them apart or dismantle them, turning them unusable unless fixed. The user can choose the 3 points of tags that this power has. Each kind of item has a different number of health levels, depending on their size and complexity. When this level is reached, the object is destroyed and must be remade in order to be used. Wielded items have a defense of 2 but worn items have the defense of the wearer. Related to electronics, you can use this power to affect only software instead of hardware, if you so desire.

This effect does not destroy relics, but each 2 damage level increases the difficulty of using the relic in 1. This relic loses this extra difficulty if someone "fixes it" (a sword is sharpened and clean, a car has repairs made, a computer is reinitialized).

Examples of health levels:

Hand-sized tools and items [Knife, hammer, telephones]: 1;

Small tools and items [Printer, Pistol, nunchakus]: 2;

Medium tools and items [Rifle, sword, vacuum cleaner]: 3;

Large tools and items [Automobile engine, cart, internet server]: 4;

FORTUNE BOONS

Got something better to do.

Cost: Spend 1 Legend

Duration: one scene or session.

Action: Reflexive

Clash of Wills: Manipulation + Legend vs Resolve + Legend

You reorganize the string of the destiny, and pulls away someone away from your story. You can force a NPC character out of the game for a while. Something happens

that the character needs to be absent, and he will only reaper after a while.

If the character is a trivial one, he is absent for a whole session, otherwise he is absent for a single scene. If affecting a follower that has the "group" or "mob" tags, they all count as one character. Non trivial characters always force a Clash of Wills.

Just what I needed...

Cost: Imbue 1 Legend

Duration: A Scene, until the goal is achieved or the success are spent.

Action: Reflexive

Range: Long

If you have a plan or a stated goal, you can pull the strings of destiny and find the correct tools for the needed job. At the moment of activation, Roll Occult + Cunning with a +1 enhancement on the roll. You can use the success to pay for those tools and advantages.

This advantage can be on the form of an item that appears (a well-crafted sword to cut the enemy better, an harpoon tied to the boat to stop the enemy from fleeing), a piece of scenery ("that archway seems that can easily collapse over the enemy", "I am glad I found this ventilation tunnel to go around the enemy") or an convenience ("I knew I would need to grab this giant bird to get to the top of the mountain, and I am happy that they wear those pieces of cloth"). One way or the other, for each success used you can buy one of the following benefits to fulfill a task:

- An enhancement of +1 to a stun (limit of +1 for each stun type)
- A tag on an attack.
- Be able to try to move without being attacked for a turn (like finding a tunnel or a rope)
- Be able to try to distract opponents so you can try to hide.
- Be able to try to grab or pull something at distance.
- Some small tactical advantage that lasts one turn.

You don't need to use all successes at once, but the bonus only lasts one turn after you use it, and disappears afterwards, unless you spent more successes each turn. This benefit can apply to your or any other ally in Range.

You can only use this power only once per goal, and legend returns on the end of the used scene, you end the effect, as soon as you reach the goal or when the successes are all spent, whatever comes first. You cant use this *Boon* more than once on the same Scene.

HEALTH BOONS

Deep Wound

Cost: Spend 1 Legend.

Duration: Scene.

Subject: Weapon or Ammunition.

Action: Simple

You bless a weapon or piece of ammunition to give extra harm to their next attacks. During one scene, all the attacks the weapon makes gains the tag of "Piercing" to ignore hard armor and has the price for the "Critical Injury" Stunt reduced in two. This effect only works on the first target that the weapon/ammunition hits per turn, unless the target is of lower tier than you, in which case, you can target multiple lower-tier targets with the same attack (as in mixed actions).

ORDER BOONS

Together for Best or Worst.

Cost: Imbue 1 Legend

Duration: Until you take the legend back

Action: Complex

Target: A group of people.

Clash: Presence + Legend vs Composure + Legend

By giving a speech, or some other form of demonstration of good intent, you can impel all listeners to participate into a goal as a group, without leaving or lacking off, even with they aren't a group at the start. Examples are making all workers work together even with dangerous conditions, convincing all in a party to stay until you find the murder or keeping a family together at a boring charity event during Christmas.

This objective must have a pre-determined end time in which, for good or bad, the effect ends, and you recover your legend. The members are not mind controlled, but will generally agree to stay and do their part, if nothing else just because everybody is doing it. This will also not force anyone to do beyond what they would be normally impelled to do (the worker will need their safety tools, the murder will not confess, the teenagers will not be happy about it) but they will not go away or lack off.

Trivial characters automatically fail to resist this effect, but non-trivial might try to resist.

PASSION BOONS

Lack of Emotion

Cost: Imbue 1 Legend.

Duration: Until you take the legend back or the target assumes the lack of emotion.

Subject: A target.

Action: Simple.

Range: Short.

Clash of Wills: Presence + Legend vs Composure + Legend

You affect the target by stealing an emotion. For the duration of the effect the target can't feel this emotion. He is not an empty husk, but he will be unable to feel *pleasure, love, anger, fear, hatred*, or whatever the chosen emotion is. He may still do things that go according to that emotion, but will do so rationally and consciously, so any action that goes directly to this emotion has the difficulty increased in 2, as it is harder to act in such manner without the upholding feeling.

Also, the feeling of uneasiness of lacking an emotion is greatly disturbing, even if it is a usually considered bad emotion, and anyone trying to use this uneasiness against the target has an advantage (lying that they have the cure, or making he believe that they made it) will have an enhancement of +2.

If the target assumes the lack of emotion as a part of himself, acting deeply into the lack of this emotion, you get the legend back but the effects become permanent.

PROSPERITY BOONS

The times haven't been so Bad

Cost: Spend 1 Legend

Action: Reflexive

Target: A village, population, company, family or person.

Range: Long.

You collect the benefits of a season of wealth that have been affecting others. You can retroactively bless someone or a group of people in a manner that you benefit from their gains. For example, if you are about to get in the last, mostly destroyed and broken, ship of the poverty-stricken fishing village, you can spend the legend so the village have had a good fishing phase, which improved the quality and quantity of the ships.

This effect can affect a person, family, small villages and companies, but nothing bigger. This also doesn't make them instantaneously rich, but make their situation much better, from poor to comfortable economic situation. This can reduce up to 3 complication or give an enhancement of +2, depending on the specific scenario.

The affected people also are considered to have a shift in attitude of +1 in your direction, whether they know or not that you are the responsible.

UNIQUE PURVIEWS

Reality is a big thing, and no list will be long enough to encompass all the aspects of it. And, if your players ask for more, or you are just feeling creative, there is nothing wrong in creating a new *Purview*.

This, of course, is harder than just creating *Boons*, as not only you need to think a few new *Boons* for your

Purview, you need to think in a distinct enough aspect of reality, and a compelling Innate Power.

The aspect for the *Purview* should be distinct enough not to be unnecessary (an Ant *Purview* might seem cool, but is perfectly encompassed by the Beast *Purview*) and be significant enough to be connected to the Gods (a Nuts *Purview* is also cool, but is not really significant). Think about things people consider important, and aspects of the human reality that aren't already taken by the *Purviews* in the book.

The Innate power is one of the most important parts of the *Purview*, as not only it is usually not replicable through other *Purviews*, they will be in effect all the time, so it will be the most used and trustable effects for your players. Compare with the other Innate powers, and try to make it unique and distinct from the others.

HOME PURVIEW

There are many definitions for the idea of Home: for some is the place where you can return and be in peace; to others is the place where family is; to some more it is the place where you keep your stuff; for many is a combination of those and many more.

But no matter to who you ask, Home is always a special place. It is a place, different from all the rest of the World, and is only natural that many cultures have seen it as a sacred place, with proper spirits, guardians and, of course, deities to take care and protect it and all that is within.

Innate Power: You have a special sense for all that is inside your own home: people and possessions. You gain a +1 enhancement bonus in any test to directly protect your home or what is inside of it. You can also tell when your home, possessions or member of the household are somehow harmed or violated. You can also perceive when a house is protected by powerful spirits of ancestors or similar and your home suffers minimal decay.

Potential Gods: Household deities, who protect families and homes, like Hestia and Frigg.

Contacting the House Spirit

Cost: Imbue 1 Legend

Duration: A Scene

Action: Simple

Target: A house spirit.

Resisted: Manipulation + Legend vs Composure + Legend.

This allows you to contact the house spirit or guardian of a home and ask for his help.

When using this *Boon*, you can contact the house spirit, through whatever the correct ritual is necessary, and speak with him. You roll then Occult + Manipulation, and to each success you gain access to one of the tasks below. Access to especially good offerings for the ritual might give advantage.

If the spirit has any reason to doubt your intents or not trust you, there will be a Clash of wills against the most important member of the household. For each success you can ask one of the following favors or questions, once each.

Some of the available tasks, in which after he gives you gain a +2 enhancement to do anything related to such during the same Arc:

- Give open knowledge about the home, both historical and structural.
- Give knowledge about secrets of the home.
- Give knowledge about the residents of the home.
- Give knowledge about the prized or valuable possessions in the home.
- Give knowledge about some incident that might have happened in the home.
- Give assistance in somehow improving the home (cleaning, repairing, etc.).

WHAT IS A HOME

A home is a complicated thing to define, as different cultures and people will see a home a different things: from a single room to a entire farm state, to a simple cave to an entire castle.

For the sake of the Home Purview, we define a home to a character as any form of residence that fulfill the following criteria:

- Offer some level of protection against the elements.
- Offer a reasonable safe place to keep possessions.
- Can't be fully considered someone else's home by some different, unrelated family.

These criteria allows to consider most general forms of residence as home, blocking different form of possible abuses (considering an entire building as your "home" just because you leave in one apartment for example).

Of course, it is up to the Storyguide to decide what is valid as a home to the character and what is not.

• Send a simple msg to one of the residents, usually in the form of a dream or sensation (“come back home” or “don’t trust the red-head”). You can’t use this effect more than once a month for the same resident.

If you do anything to offend the spirit or considerably hurt the home, the effect automatically ends, you recover the legend and you lose any successes left unused.

Home Guardian

Cost: Free or Imbue or Spend 1 Legend

Duration: Until you take the legend back or a Session.

Action: Simple or Complex

Clash of Wills: Presence + Legend vs Resolve + Legend

Target: Check bellow.

This *Boon* expands your abilities of this *Purview* Innate power in the following manner:

For free, you can now declare a number of extra homes equal to half your legend. Those are considered your home for the subject of any of your *Boons* or powers, and to any authority, divine or mortal. If the home is inhabited by hostile members to you, and they aren’t trivial characters, this effect does not work. Also, to anyone at your home, you are considered to be at close distance for matters of *Boons*.

You can extent your perception to any of your homes or any of the members of the home, imbuing a legend point for each you desire to observe. You can perceive what happens to they, who interacts with they and what they are doing or being done to. You are also considered to be at close distance for the usage of any *Boon*. You cant, however, communicate with this person in any way.

Also, by imbuing one point of legend you can guarantee safe travel to anyone to up one day of trip to your home. There will be no trivial problems able to substantially inconvenience the traveler, but anyone trying to delay or stop the trip must win a Clash of Wills, or otherwise fail or be unable to do so.

By spending one point of legend you can move yourself between your different homes. This effect lasts for one scene, in which you can freely move from one home to the other like you are moving from different rooms. You can’t, however, move from one home to the other anything bigger than a backpack during the whole duration. You also can’t bring anyone with you.

My Home, My Rules

Cost: Imbue or Spend 1 Legend

Duration: A Session

Action: Simple

² Writer Note: This *Purview* don’t give you the ability to perceive what a regular human, even if stupendously well

You define a rule of something that cant be done or should be done in a proper way, that is valid inside the territory of your home.

If you are just imbuing the legend, anyone who attempts to break it has a complication of +2, which if not paid, you have a +3 enhancement to discover the perpetrator. If you spend the legend, anyone that tries to break this rule will have the difficult to do so increased in one, in addition to the previous described effect.

You can’t define rules which are impossible to be conscious fulfilled or would lead to direct harm to the person (like forbidding sleep or breathing, or defining that anyone must stab himself before entering). Example of valid rules:

- In this home, is forbidden violence.
- In this home, all visitors must leave your weapons at the door.
- In this home, are forbidden crimes of any form.

If you yourself fail to fulfill the rules you define, this effect immediately ends and the same rule cant be reestablished during this season.

PERCEPTION PURVIEW

The perception *Purview* represents more than just well-trained senses, but the deep understanding of the art of observance and information gathering. The Gods which boast this *Purview* are those who are ever watching, coming close to omniscient and might have senses close to omnipresence. No details escape their eyes, no matter how minor, and only other Gods can dream of escaping their sight.²

Innate Power: You have perfect, if perfectly regular, perception up to 15 meters. Anyone trying to hide anything from you in this area has a complication of 3, which in the case they can’t pay you have notice something suspicious. Plus, you can perfectly hear and perceive whatever is said and done on this area (if is perceivable from your point of view). If you have perfectly perceived something, you can follow it until it leaves your reach of perception.

Potential Gods: Gods who claim to have omniscience, like Odin or Zeus, or are famous for being great watchman or observants, like Heimdall or Horus.

Elementary, my dear Godson.

Cost: Imbue 1 Legend

Duration: A Scene

Action: Reflexive

Target: A person, object or place.

Range: Short.

trained one, couldn’t, but it could be used with other sources of special senses to increase this *purviews* affectivity.

You can perceive and observe even the most minute details of a person, place or object, and learn more about them. Whenever you roll an investigative roll to investigate something you can observe you gain a +3 enhancement and add the following questions to the list of possible questions:

- If a person:
- **Who is this person? (Job, social class, place of origin)**
- **Where have she been recently?**
- If an object:
- **How this was handled/how was this used recently?**
- **Where have it been and where is this from?**
- If a scene (or social situation):
- **What happened here? (the answer must be in vague terms but unambiguous, like “a fight”, “a beating”, “an assassination”)**
- **What are the relations between the people or objects here? (give a general idea, but nothing deep or strongly hidden, like “he is interested in her, maybe romantically” or “these drapes clearly have been moved from a different room”).**

Endless Sight

Cost: Imbue 1 Legend

Duration: Indefinite

Action: Reflexive

Range: Short.

You can launch your perceptions beyond your regular limits. You can extend your perceptions from a point up to a Short range which you can perceive clearly you, perceiving from that point as you were there. This can take the shape of you seeing through mirrors, and particularly acute hearing, a perception of the “unbarred truth” or whatever fits your character.

For the duration of this effect you must clearly see the point from which you are extending your perception, and you can't extend your perceptions from points you couldn't be on (like in the middle of the air if you can't fly or just above a lake). You can, however, change this point as you desire, if it stays in Short reach, and you can do so even while you move. If you lose the view of this point, you lose the extended perception until you can clearly see that point again or change the point.

This effect gives a +2 in any attempt to follow someone, be it in a chase or in a more subtle manner. You can change the extended point once per turn as a reflexive action, but it keeps the same relative distance from you when you move if you desire. You can't extend your point of view through effects that already expand your point of view, like this effect, live cameras or other supernatural effects.

I am Watching.

Cost: Imbue 1 Legend, or Free

Duration: A session, or until perceived.

Action: Reflexive

Target: A field

Resisted: Cunning + Legend vs Resolution or Composure + Legend

You extend your sense around you and perceive when someone activate a specific trigger in the field (up to a long distance). It can be any perceivable event: when someone attacks someone, when the key to this door is used, or when a person enters the field, or any other perceivable event. Your perception is detailed enough to know where and who is doing such thing and, if your perception cannot follow up, you miss whatever happens just afterwards. If the target is non-trivial, it can resist with a Clash of Wills. If the character is trivial, it can't resist.

You can also use this ability to look for something or someone on the field. If the target is a trivial, this effect is free. If the target isn't hiding or was hidden, you find it after some minimal search time. If it is hiding or was hidden, it has the right for a Clash of Wills to avoid you founding they.

This ability does not give you special senses, but you gain an enhancement of +2 to reach where the perception took place.

Nothing Escapes my Sight.

Cost: Spend 1 Legend

Duration: A Scene

Action: Simple

Target: A field.

For a scene you attune your sense to everything around you and you can perceive everything that happens around you. Anything that is happening inside the field (determine by the surroundings and what is happening that may affect you) that is not being deliberately hidden you can perceive and knows, and whatever is being deliberately hidden has its difficulty increased in 2 to hide from you.

You also can perceive things with such precision you can have a good idea of what will happen before it happens. You can ask general questions of what the other characters will do in a turn before you act, and perceive if something is going to happen in the field unexpectedly (from more people getting in the field to meteors coming on the way) one turn in advance, at least.

You cannot give this perception to allies, but you can otherwise communicate what you discovered by any means you have (usually shouting a lot).

APPENDIX

Eros, God of Love and Passion [Theoi]

A.k.a.: Cupid, Amor

The own embodiment of love, Eros has two dubious origins: In one he is one of the sons of Aphrodite and Ares; in the other, he is a son of the Chaos itself, the primordial nothingness that birthed Gaia, Tartarus and others. Both versions sound correct for the origin of love itself, be as the son of war and love, rage and passion, or be as an entity as older and powerful as anything can be. Whatever is the considered origin, he is best known as the bringer of passions and loves, and as husband of Psyche, his wife that had to pass through a series of quests imposed by Aphrodite before marrying him and, afterwards, birthing his child, Hedone.

In Rome he kept most of his attributes, being known as the Cupid, but received the same adoration as in the Greek culture: as the bringer of love and romances, as well as love affairs. Later, he ended being mistakenly confused with a Putto (plural *Putti*), a child with wings, which are both a Gods of Prosperity in their own right, but became some sort of helpers to the Erotes, the Gods who deal with loves and romantic conquests.

As a forever in love teenager, Eros has a heart full of love and passion, and dedicates himself purely for this love. He loves Psyche with all his being, and love to show his love in all manners that he can: from deep heroic and daring acts in name of love and unquantifiable richness in presents, to enjoying her favorite dinner with her, which he cooked to perfection. However, the Passion itself is hard to contain, and sometimes he left himself slip into other, temporary passions, famously with Herakles and Hermes, showing that love has no limits. Psyche doesn't mind much, as he knows that his heart is just filled with too much love.

Besides that he loves to just be invisible, hitting people with his love arrows and seeing the romantic drama that they create. But he also enjoys to be in more proactive characters: a mail man that always deliver love letters; the designer of dating apps; a doorman for a love hotel who gives discount for deep-in-love couples; that guy from that party that was really great at putting couples together. Any persona that allows him to put people together and create love, even if just for one night, is the perfect place for him.

He and Psyche also have a game to incarnate into different people, and allow fate to bring them together, which fate always does, but not without first giving them a challenge that they must overcome to prove their love. In over 2000 years, they never failed once in proving their love

(even if sometimes, things end badly. See *Romeu and Juliet* for an idea).

His Scions are just created or chosen, as he makes a point in not fathering anyone unless it is with Psyche, are also very passionate, and have a gift for putting people together and following their hearts. They have big hearts, able to accommodate anyone around then without prejudices, and they can follow their passions to the extremes. Their passion and love for what they are doing is always contagious, and they always do the best they can and try to observe every single detail to guarantee perfection. However, they are also famous to slip into other temporary passions occasionally, leaving other, less important, obligations behind.

Callings: Guardian, Lover, Liminal

Purviews: Artistry, Beast (Dolphin), Beauty, Chaos, Passion (Passion, Love).

Sraosha, the Voice of Conscience [Yazata]

aka Sraosa, Sorush;

The first in all creation to adore Ahura Mazda, and since he started Sraosha never stopped. Sraosha is the Yazata, the “angels” of the Zoroastrianism, that communicates the divine with the mundane, the one to bring the messages from Ahura Mazda and the Yazatas to the people, and from the people to them.

One of the most cited Yazata in the liturgy, he is one of the most present Yazata, as not only his presence is necessary in all rituals, but he is also the one to speak the advices for good deeds into all peoples hears, helping then to follow the most basic principles of the Zoroastrianism: good thoughts, good deeds and good words.

But his aspect of his messenger don't make him weak. He is known as “the strongest, the sturdiest, the most active, the swiftest, and the most awe-inspiring of youths”. He is also the one to come 3 times every night to fight demons on earth and the one who lays judgment at the bridge to the Yazata afterlife.

Probably the busiest of the Yazata, he dedicates all his time trying not only improve the World, but to show the people the path to improve the world. He, better than anyone, knows that all actions have consequences, and dedicate himself to help people find a way to do good, not only by giving sermons and advices, but by listening to them. And, for a busy guy like he is, being able to stop and actually just listen to someone mumbling through his problems is an admirable feat.

His Incarnations in the World, when he find time to do so, are always continuously busy, but always can spare a moment to give advice: the high school teacher who teaches life-lessons, along with his subject and his work on school clubs; the famous writer of self-help books that appear to any book club he is invited and always has a book to donate to those who needs; the psychologist that work on weekdays, morning and afternoon, go to help shelters at night and make voluntary work on the weekends.

Due to his crazy schedule, he is not much present for his Scions, nor does he has much time for flirting, so most of his Scion are of the chosen kind, people who can take care of themselves and don't need much guidance to do good. He is not heartless, but can be very practical and efficient, and expect the same when he visit his Scions.

Part luckily, part by design, his Scions usually show the endless energy of his patron deity, always keeping themselves busy with something worthwhile, but also showing a knack to stop and talk, and most importantly, listen, to those who need.

Callings: Guardian, Judge, Sage

Purviews: Beauty; Epic Stamina; Death; Order; Perception;