

SCION

SUPERNATURAL PATH: VIGILANTE



STORYPATH
NEXUS

DISCORD:

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THE

VIGILANTE

There are some mortals who do not accept their trivial fate, born without power, blessing or guidance. These brave few, train, bleed and fight through failure to the heights of Legend.

Most Vigilantes come to adopt heroic or villainous personas, through these personas their Legend is built on their actions and deeds. They become an icon, a brand, the ideal of what it means to be a hero in the eyes of their followers and most importantly themselves.

In these times of mass media consumption, Vigilantes have never been more prolific and if momentum continues could inevitably rival Scions in competition for faith.

PATH "THE STAND"

While most mortals manifest Legend after a Visitation, the Vigilante must push themselves beyond a point that even fate had deemed impossible.

A mortal defies fate and shatters their perception of the world often comes when the Vigilante is knocked down, broken and battered. A crowd has gathered or a kidnapped girlfriend watches from a cage hanging from the ceiling. The hero hears their prayers, but they must look within to find the strength.

Shaking off their fear, swallowing their doubts they rise up from the dirt just one more time not as a mortal deemed by fate to irrelevancy. But a Vigilante, a Hero who for one moment is without limit and a battle that no witness will ever forget is finished.

PURVIEWS

When choosing Innate Boons at Hero character creation a Vigilante may still choose one pantheon purview, but they should have narrative reason to be possessed by this power.

Oh how I've found you my long lost child! My, how big you've grown!

Alternatively a Vigilante can choose any 2 purviews.

When choosing your purviews think about what they mean to the Vigilante. One purview should be tied to their heroic identity, when they put on the mask which purview best encapsulates their perceived identity?

The second purview should be a reflection of who they truly are and what they ultimately fight for with or without their persona.

Either makes good fits for a Pantheon Purview.

DIVINE SIGHT

A Vigilante when looked through the divine lens will emit an aura of energetic power personified by their purviews. A Fire / Sky Vigilante will emit intense heat and have the faint reflection of a distant thunderstorm in their eyes.

PLAYING WITH OTHERS

Since Vigilantes essentially become Hero's through stealing fates spot-light, a Scion and a Vigilante essentially fight for the same applause from the same crowd, while on the same stage. However most Vigilantes fight to make The World a better place and see no problem fighting alongside Scions who want the same.

Other ways include gods using servants as handlers for hiring Vigilantes or manipulating fate to direct the Vigilante at their enemies like playing a wild card in a game of chess.

Some gods of course will simply threaten, seduce, convert or bribe the Vigilante to their will.

The drama between a Vigilante and a Scion is the inherent advantage of divine blood. Most Vigilantes grow up believing they are irrelevant, their lives have no value and without divine parentage they will always be nothing.

Bombarded from birth with images of Adonis bodies, Midas celebrities flaunting indescribable wealth, their fathers coming home too tired again to talk because after work some uppity Scion needs their unrelenting worship again.

Some Vigilantes idolize Scions like any other game or comic book hero, but they won't submit to be just another follower. One day they'll join the Scions and get that Visitation, they just need to work harder, smarter and prove they're of divine inheritance. No matter how many push-ups a day it takes.

Worrying is the Vigilante wronged by the Scions, victims trying to survive in a world devoted to their worship, wounds that never heal ferment into anger. Anger that fate cannot contain and justice can only come from their own hands.

HOW TO GAIN LEGEND

Vigilantes are just like Scions, they require belief from within and without.

However people do not believe in the Vigilante, but they believe in the ideal they stand for.

At Legend 1 a Vigilante will choose an ideal that people idolize or hate them for.

Examples include:

"A hero never takes a life"

"Revenge solves everything"

"A hero always show up just in time"

"Violence is the only answer"

"A hero is willing to die for something"

A Vigilante grows in legend when these ideals force them to perform a great sacrifice, a deed of mythical proportion or survive a situation in which following their belief could prove fatal to someone they love or hold dearly.

At Legend 4, 8 and 12 a Vigilante can be held to an additional ideal by their believers.

Alternatively a Vigilante can continue down the path of inward reflection and keep pushing themselves to new limits, through constant training, fighting for what they personally believe it means to be a hero and enduring failure.

INSPIRATION

One Punch Man, Guts from Berserk, Batman, Ezio from Assassins Creed, Corvo from Dishonored (Assisted by birthrights ;/),

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