

SCION

THE PYTHIAN CONGRESS



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**REQUIRES THE USE OF SCION: ORIGIN
AND SCION: HERO**



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“When all men of all religions...shall enjoy equal liberty, property, and an equal chance for honors and power...we may expect that improvements will be made in the human character and the state of society.”

– John Adams

THE PYTHIAN CONGRESS is a collection of post-Visitation scions for you to use. These scions have varying personalities, skillsets and Pantheons, and hopefully there will be something here for everyone.

The Pythian Congress is a companion volume to **Philadelphia and the Gods**. The characters are meant to provide a core group of characters for the setting's assumed troupe-style mode of play.

In **Philadelphia and the Gods**, the characters are assumed to be members of a large conclave of scions that manages the supernatural side of Philly. All of the members of the Congress listed in that book are available here as playable characters, including the "ruling council" of the Congress. If you're using these characters with the Philadelphia setting, you can safely assume that this collection and the characters your troupe adds to it are the entirety of the Pythian Congress.

PHILADELPHIA AND THE WORLD

If you're looking for additional characters to fill out your **Philadelphia** roster, **Heroes for the World (Ready Made Characters for Scion Second Edition)** is a good choice. The backgrounds of a couple of the characters (namely Little Mao and Omolara) will need a little adjusting to reflect that they are headquartered in Philadelphia, but as any Philadelphian will tell you, there isn't anything New York has that Philly hasn't got.

Enjoy!



BARBRA BLACK

“Quoth this, motherfucker.”

BACKGROUND: Barbra was found on the steps of St. Bernadette’s Convent with a black blanket tied around her and a note which said “She will help many people. Teach her.” The sisters handed her off to Philadelphia Social Services. She learned how many people needed help very quickly as part of the system.

Barbra was only 16 when she was in a car accident that left her near death. Her mother came to her then on black wings, and in the moments between life and death she learned of her origins...and that she would be cursed if she ever refused a request for her aid. “Fuck, fuck, fuck, fuck.” is not the usual response to being revived, but Barbra felt she had reason.

Barbra has made a life for herself as a private investigator. Most of her cases are typical fare: cheating spouses and skip tracing. She is beginning to develop a reputation, however, for being someone to call when the strange and supernatural has intruded in your life. This thrills Barbra not at all, but it’s a living. Mostly. When people can actually pay.

Description: Small and skinny, Barbra has whitish-pale skin and jet-black hair, which she wears in a collar-length mess. Her expression tends to sit somewhere between “resigned” and “bitchy”. She tries not to take her frustrations out on her clients, but it’s difficult sometimes when everyone seems so needy.

Barbra favors dark colors: dark t-shirts and jeans, black combat boots, and of course her trademark black trenchcoat.

GUIDE

Crow of the Morrigan: Crows and ravens speak in the voice of the Morrigna, who refer to themselves as Barbra’s “aunts”. They follow wherever she goes, speaking dire warnings that only make sense when battle begins. *Skills:* Pilot, Subterfuge. *Stunt (1-5s):*

Gain an Enhancement equal to successes spent on your next initiative roll in the current session. *Purview:* Fortune

RELICS

Trenchcoat of Black Wings: This black trenchcoat has a glossy sheen, like a crow’s feathers. When its powers are called on, it opens into a cloak of black feathers. *Knack:* While already hidden, spend a Momentum to disappear entirely into cover, becoming invisible until you move or act. *Knack:* Imbue a point of Legend to fly. She can take reflexive move actions vertically as well as horizontally, and for a point of Momentum she can move two range bands instead of one with a single move. She can’t rush or disengage while flying. She can also glide safely down from great heights at no Legend cost, by simply spreading the wings and letting them slow her descent. *Purview:* Epic Dexterity. *Weakness:* The coat is extremely susceptible to water: if it gets wet, any movement difficulties (running or flying) is increased by 1.

Fae-Shot Pistol: This small automatic pistol is made of gleaming bronze, with ivy tracteries in silver. *Tags:* Concealable, Firearm, Lethal, Piercing, Ranged. *Knack:* The Scion may perform the Paralyze Stunt, as follows. If she does, her attack may not inflict any Injury Conditions.

●*Paralyze (1 success):* Your target’s muscles seize up and their nerves scream in agony. *Result:* Your target suffers Complication 2 on her next turn. If she doesn’t buy it off, she can’t take any movement actions until the end of her next turn. Healing Knacks and Boons can’t alleviate this Complication, though the victim can buy it off normally.

KNACKS

Scent the Divine: Having a touch of divinity, you have an innate sense of anything divine near you. With a sniff or a knowing listen, you may detect another Scion (or God, or Legendary Creature, etc.) of a particular pantheon.



HUNTER

Eyes in the Blinds: Spend Momentum to invest a fraction of your power into a small token. Place this token anywhere in a Field you are aware of, and for as long as it remains in place you have the power to observe the goings-on in the Field as if you were present.

Keen-Eyed Predator: When you enter a Field, you extend your senses to determine what might await you. Ask one question from the following list for free. You may roll your Knack Skill and spend one success per additional question. The Storyguide must answer these questions honestly:

- What kinds of hazards (such as terrain) are present?
- Where is the nearest exit?
- Where is the safest way in?
- How many hostile enemies are present?
- Who (or what) is the biggest threat?

Most Dangerous Prey: Choose an enemy to be your quarry. When you pursue your quarry, gain Enhancement 1 to all rolls made against the target (including attack rolls) until the end of the session or until you catch them, whichever comes first. You gain access to the following Stunts, which may be applied to any attack action made against your quarry:

- *Stalk (1s):* After resolving your attack, spend a success to take an additional Move action.
- *Snare (any successes above Defense):* You trap the target in place. They may not make Move, Rush, or Disengage actions. To end the effect, the target must make Athletics + Dexterity rolls vs. your Knack Skill until they succeed or until you choose to end it, whichever comes first.

LIMINAL

Neither the Minute nor the Hour: You make a prediction about the details of your target's inevitable death (which does not have to be true) and make an opposed Knack Skill roll. If successful, the target suffers a +1 Difficulty to all actions for the rest of the scene.

Unobtrusive Visitor: When you would observe or infiltrate a location where you do not belong, spend a Momentum and blur the line between what is expected and unexpected. You take on the aspect of someone unassuming and invisible. So long as you collect information or remain an observer and do not take hostile action, anyone in the same Field as you overlooks your presence.

TRICKSTER

Smoke and Mirrors: Once per scene, when you would be Taken Out, you instead spend Momentum, negate the damage that would have taken you out and move one range band away from your attacker — but leave behind a brief afterimage of your outline, which crumbles into dust seconds later.

PURVIEWS

Geasa: You are under a geis: you may not refuse a request for aid, though you may request payment. If you break it, ill-fortune will follow. You take on a second such geis upon becoming a Demigod, and a third upon becoming a God.

Death: You can see and communicate with ghosts, shades, and other forms of the undead that are normally imperceptible or incomprehensible (the Storyguide should feel free to send plot hooks your way in the form of the dead seeking favors or aid). In addition, you can perceive entryways to the Underworld.

Epic Dexterity: This Purview encompasses the impossible swiftness of fleet-footed deities, and miraculous feats of grace and agility. So long as you continue to move towards a destination, you walk, run, or leap with effortless grace. Any surfaces solid or liquid hold your weight as if you weighed no more than a feather, and you may effortlessly scale or descend vertical surfaces without a need for a handhold.

Fortune: The purview of Fortune encompasses curses, blessings, and the power of chance and fate. Whenever you interact with someone, you immediately senses any Fatebindings they may have. You can also identify when another character uses a Boon or a Knack to manipulate Fate, even if the effect cannot normally be perceived. For the purposes of a Knack, this includes any time a player character spends Momentum to power it, or if an antagonist fuels an ability with Tension.

BOONS

Unerring Flight: In your precise hands, ranged weapons become extraordinarily deadly. Imbue 1 Legend, and you may make a ranged attack against any enemy in your line of sight, even out to extreme range. You can roll the attack with Dexterity in place of the Attribute normally associated with that range band. You can use this boon to attack an enemy behind full cover.

Tongue of the Bard: Your bard's tongue speaks of a character's prowess and deeds. Imbue 1 Legend and ask the Storyguide one of the following questions about a character you can see:

- What is this character's lineage (mortal and divine)?
- What is a geis they are under?
- What is a Deed they are best known for, are currently working on, or want to hide?
- What is a Quality or Knack that they possess?

In order to receive the answer, you must speak it aloud. The Storyguide gives you an answer in the form of a speech or poem that you can perform. This information grants Enhancement 3 to any actions that benefit from it.

SCION

HERO

Name: Barbra Black **PATHS** **Origin:** Life in the System
Concept: Occult Detective **Role:** Private Detective
Parent: Morrigan (Tuatha de Danann) **Pantheon:** Hunter of Omens

SKILLS

ORP	<u>Academics</u>	○○○○○	ORP	<u>Medicine</u>	○○○○○
ORP	<u>Athletics</u>	○○○○○	ORP	<u>Occult</u> <u>Supernatural Dangers</u>	●●●○○
ORP	<u>Culture</u>	●○○○○	ORP	<u>Persuasion</u>	●●○○○
ORP	<u>Close Combat</u>	●○○○○	ORP	<u>Pilot</u>	●○○○○
ORP	<u>Empathy</u>	●○○○○	ORP	<u>Science</u>	○○○○○
ORP	<u>Firearms</u>	●●●○○	ORP	<u>Subterfuge</u> <u>Break & Enter</u>	●●●●●
ORP	<u>Integrity</u>	●●●○○	ORP	<u>Survival</u> <u>Urban</u>	●●●○○
ORP	<u>Leadership</u>	○○○○○	ORP	<u>Technology</u>	○○○○○

ATTRIBUTES

	MENTAL		PHYSICAL		SOCIAL
<input type="checkbox"/>	<i>Force</i>	<u>Intellect</u> ●●●○○	<input type="checkbox"/>	<i>Might</i>	●●○○○
<input checked="" type="checkbox"/>	<i>Finesse</i>	<u>Cunning</u> ●●●●●	<input type="checkbox"/>	<i>Dexterity</i>	●●●●●
<input type="checkbox"/>	<i>Resilience</i>	<u>Resolve</u> ●●●○○	<input type="checkbox"/>	<i>Stamina</i>	●●○○○
				<input type="checkbox"/>	<i>Presence</i> ●●○○○
				<input type="checkbox"/>	<i>Manipulation</i> ●●●○○
				<input type="checkbox"/>	<i>Composure</i> ●●○○○

LEGEND

● ○ ○ ○ ○

LEGENDARY TITLE

Eyes in the Darkness

VIRTUES

Honor ○○○○○ Prowess

INJURY CONDITIONS

Bruised -1
 Bruised -1
 Bruised -1
 Injured -2
 Maimed -4
 Taken Out

DEEDS

Short term:

Long term:

Band:

EXPERIENCES

CALLINGS & KNACKS

CALLING: Hunter ●●○○○

KNACKS EFFECTS

Eyes in the Blinds *See a distant Field where you have placed a token*
 Keen-Eyed Predator *Ask 1+ Knack roll questions about a Field you enter*
 Most Dangerous Prey *Choose quarry. 1E to pursue quarry, extra stunts*

CALLING: Liminal ●●○○○

KNACKS EFFECTS

Neither Min Nor Hr *Death prediction; Knack roll (opposed); +1 Difficulty for scene*
 Unobtrusive Visitor *1 Momentum; blend into a scene while observing*

CALLING: Trickster ●○○○○

KNACKS EFFECTS

Smoke and Mirrors *1 Momentum to ignore Taken Out*

ANY

KNACKS EFFECTS

Scent the Divine *Sense divine entities*

FATEBINDINGS

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

MOTIFS

MOTIF

Poetry and satire

SOURCE

Tuatha de Danann

MOTIF

Swift, black wings

SOURCE

Relic (Trenchcoat of Black Wings)

MOTIF

SOURCE

MOTIF

SOURCE

BIRTHRIGHTS

BIRTHRIGHT: Crows of the Morrigan (Guide) ●●●○○

EFFECTS: Skills: Subterfuge, Pilot; Stunt (1-5s): Add to next Initiative

Purview: Fortune (Swift, black wings)

BIRTHRIGHT: Trenchcoat of Black Wings (Relic) ●●●○○

EFFECTS: Weakness: +1 Difficulty to Movement when wet

Knack: Imbue Legend to fly. 1 Momentum to move 2 range bands

Knack: 1 Momentum to become invisible if already in stealth

Purview: Epic Dexterity (Swift, black wings)

BIRTHRIGHT: Fae-Shot Pistol (Relic) ●○○○○

EFFECTS: Tags: Concealable, Firearm, Lethal, Piercing, Ranged

Knack: Mat forgo damage in order to Paralyze

Paralyze: Complication 2 – no movement for 1 turn

PURVIEWS

PURVIEW: Geasa Source: Tuatha de Danann

Innate: Geis - Never refuse a request for aid (or suffer consequences)

PURVIEW: Death Source: Innate

Innate: Perceive & understand ghosts, undead and entries to Underworlds

PURVIEW: Epic Dexterity Source: Trenchcoat (Relic)

Innate: Walk/run on vertical surfaces, liquid, etc., as long as you keep moving

PURVIEW: Fortune Source: Crows (Guide)

Innate: Sense Fatebindings and other manipulations of Fate

BOONS

BOON: Tongue of the Bard (Geasa) Cost: Imbue 1 Action: Simple

Effects: Ask a question of the SG; Speak the truth as a poem or recitation

3 Enhancement to any actions that benefit from it

BOON: Unerring Flight Cost: Imbue 1 Action: Reflexive

Effects: Attack with ranged weapons using Dexterity out to Extreme range

at no penalty. Attack an enemy behind full cover.

BOON: _____ Cost: _____ Action: _____

Effects: _____

BOON: _____ Cost: _____ Action: _____

Effects: _____

BARTRAM JOSEPHSON

“Hush now. Good medicine takes time.”

BACKGROUND: Bartram’s family have been hoodoo men and women for as long as the term existed. An extended clan of practitioners spread across the United States, they have hosted more than one of Osanyin’s chosen in their time. So when the orisha gave them Bartram to raise, they were elated. He was named after Bartram’s Garden, and it was understood that when he came of age, he would be put in charge of the botanical garden.

Bartram was a natural study at botany, and was happy to be educated in “the old ways” by a never-ending stream of uncles, aunts and cousins. He learned biology, botany and medicine in school, too, but his main study was always rootwork.

At 25, Bart had been working at Bartram’s Garden for five years already, when one day a root started shouting for his attention in a high, squeaky voice. His father had come for him. Osanyin told him to be ready, because big changes would be coming.

Bart is now 32, and has been chief gardener and manager at Bartram’s Garden for five years. He has settled into his life tending the gardens and acting as the Congress’ healer, and has almost forgotten his father’s warning.

Description: Bartram is a small, sharp-featured black man, with prematurely-receding hair. He dresses in practical clothes for the garden, and always has dirt under his fingernails. A satchel full of herbs and first-aid supplies is never far away from him. Bart is a cheerful man with an ascerbic sense of humor and an aura of calm about him.

CREATURE

Guardian Bird: This gooselike bird acts as Bartram’s protector, driving away threats. *Primary Dice Pool:* 6. *Knack:* Scent the Divine.

FOLLOWER

Apprentice Gardener: Bartram is always training one gardener or another, most of them extended family. *Tags - Consultant, Helpful, Knack:* We Go All Night.

GUIDE

John the Conqueror doll: This doll made of John-the-Conqueror root speaks in Osanyin’s voice and gives Bart advice. He normally keeps it on a shelf in his office. *Skills - Medicine, Occult. Stunt (1, 2 or 4 s)* Negate the next wound received by a target chosen when the stunt is used, up to a penalty equal to the successes spent. *Purview -- Health*

KNACKS

Scent the Divine: Having a touch of divinity, you have an innate sense of anything divine near you. With a sniff or a knowing listen, you may detect another Scion (or God, or Legendary Creature, etc.) of a particular pantheon.

CREATOR

Innate Toolkit: You are always able to work your craft, regardless of whether or not you have the appropriate tools available. When you use your bare hands to build or create something that would otherwise require special equipment, you suffer no penalty or any kind of Injury.

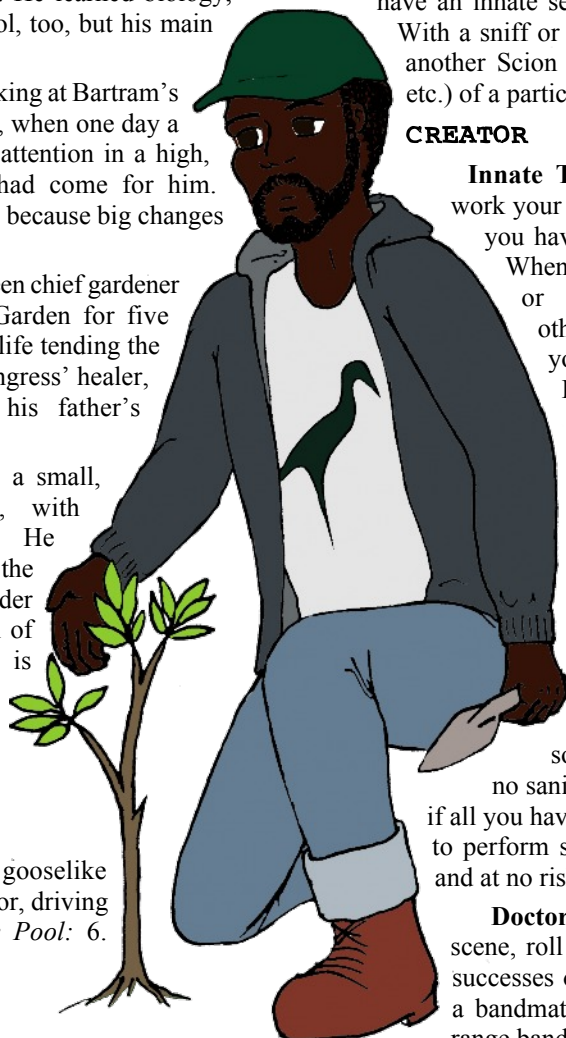
We Go All Night: When working on a creative project, you can work without ceasing for a number of days equal to your Creator Knack Skill. After this period, you must rest for a day before resuming your work.

HEALER

The Bare Minimum: You are always able to safely tend to someone’s wounds even if you have no sanitary medical tools available. Even if all you have are twigs and dirt, you’ll be able to perform surgery at no increased Difficulty and at no risk to your patient.

Doctor’s Kit: At the start of a combat scene, roll Knack Skill. Spend the resulting successes on the following Stunts whenever a bandmate or allied character in the same range band as you takes an Injury:

- *Ice Pack (1)* — Remove a -1 Injury, including those sustained by armor
- *Swift Bandaging (2)* — Remove a -2 Injury



- *Emergency Operation (4)* — Remove a –4 Injury until the end of the scene

Immunization Booster: Designate up to your Knack Skill in targets to be under your care. While under your protection, they get +2 Enhancement to all rolls to resist disease and poison, and to recover from injuries. Storyguide characters you protect in this way are automatically protected

SAGE

Presence of Magic: You always know when you are near an object or place of true magical or sacred power. How this manifests is up to you. Ask the Storyguide if an object is magical or sacred, and she must tell you honestly “yes” or “no.” This bypasses the need to make any kind of Occult roll to identify a place or object of magical or sacred power.

PURVIEWS

Gún: Through sacred drumming and dance, worshippers enter into a sacred trance state that makes room for the Gods to enter into them. You can tell whether any mortal you see is possessed by a spirit or deity and identify the nature of the possessing entity. You can attempt to drive out a possessing enemy with a Clash of Wills using Presence + Legend against its Resolve + Legend.

Fertility: This Purview holds sway over the vitality of plants, animals, and mortals, capable of bestowing powerful blessings on fields or families. Once per session, you can radiate an aura of vitality, causing flowers and other plant life to bloom and grow. All allies out to long range may resolve a single Bruised or Injured Condition. This cannot heal Maimed Conditions.

Health: Gods who hold this Purview are capable of great miracles of healing, but also hold sway over illness, pestilence, and the ravages of age, and can wield them to smite their enemies. Once per session, when you successfully provide treatment to a Storyguide character ally that resolves an Injury Condition, Poisoned Condition, or disease, you gain one Legend.

BOONS

Favor of Nature (Fertility): Yours is the power to bless or blight, granting or withholding the nature’s favor at your whim. Imbue 1 Legend to bless or blight a target. This Boon can be used on a contiguous piece of land that is recognized as a single locale by human reckoning — “the Hampstead Farm” or “this forest” would be valid targets, but “the 312 acres of land around me” would not. Alternatively, you can use this Boon on a family. You must target a single member of the family, and can only affect characters that are their direct ancestors, direct descendants, or are married or otherwise joined to the targeted character.

Flawless Diagnosis (Health): Imbue 1 Legend, and ask the Storyguide one of the following questions

- What’s wrong with this person, and how could I help them?
- What were this person’s last moments like?
- How can I end this [disease outbreak, mass poisoning, or similar crisis]?
- Who is responsible for this harm?

Following the Storyguide’s answer grants Enhancement 3 on applicable rolls.



SCION

HERO

Name: Bartram Josephson

PATHS

Origin: Raised in the Old Ways

Concept: Master of Plants

Role: Master of Bartram's Garden

Parent: Osanyin (Orisha)

Pantheon: Son of Magic

SKILLS

ORP	Academics	●○○○○	ORP	Medicine	Herbal Remedies	●●●●●
ORP	Athletics	○○○○○	ORP	Occult	Rootwork	●●●●○
ORP	Culture	Stories ●●●○○	ORP	Persuasion		○○○○○
ORP	Close Combat	○○○○○	ORP	Pilot		○○○○○
ORP	Empathy	○○○○○	ORP	Science	Botany	●●●●○
ORP	Firearms	○○○○○	ORP	Subterfuge		●○○○○
ORP	Integrity	○○○○○	ORP	Survival	Plants	●●●●●
ORP	Leadership	○○○○○	ORP	Technology		○○○○○

ATTRIBUTES

MENTAL

<input type="checkbox"/>	Force	Intellect	●●●●○
<input type="checkbox"/>	Finesse	Cunning	●●●○○
<input checked="" type="checkbox"/>	Resilience	Resolve	●●●●○

PHYSICAL

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

SOCIAL

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

LEGEND

● ○ ○ ○ ○

LEGENDARY TITLE

Tender of the Root

VIRTUES

○○○○○

INJURY CONDITIONS

<input type="checkbox"/>	Bruised	-1
<input type="checkbox"/>	Bruised	-1
<input type="checkbox"/>	Bruised	-1
<input type="checkbox"/>	Injured	-2
<input type="checkbox"/>	Maimed	-4
<input type="checkbox"/>	Taken Out	

DEEDS

Short term: _____

Long term: _____

Band: _____

EXPERIENCES _____

CALLINGS & KNACKS

CALLING: Healer ●●●○○

KNACKS EFFECTS

- The Bare Minimum No penalties to tend wounds from equipment/conditions
- Doctor's Kit Roll Medicine at start of scene; spend to heal wounds
- Immunization Booster +2E to resist toxins/illness, recover to up to Medicine target
-
-

CALLING: Sage ●○○○○

KNACKS EFFECTS

- Presence of Magic Sense magical objects or locations
-
-
-
-

CALLING: Creator ●○○○○

KNACKS EFFECTS

- Innate Toolkit No penalties to crafting from equipment/conditions
- We Go All Night Work for days = Survival without cease on a project
-
-

ANY

KNACKS EFFECTS

- Scent the Divine Sense the nature of divine beings
-
-

FATEBINDINGS

NAME: _____
Role: _____ ○○○○○

NOTES

NAME: _____
Role: _____ ○○○○○

NOTES

NAME: _____
Role: _____ ○○○○○

NOTES

NAME: _____
Role: _____ ○○○○○

NOTES

MOTIFS

MOTIF

Plants & herbal concoctions

SOURCE

Orisha

MOTIF

SOURCE

MOTIF

SOURCE

MOTIF

SOURCE

BIRTHRIGHTS

BIRTHRIGHT: Apprentice Gardener (Follower) ●●○○○
EFFECTS: Tags - Consultant, Helpful, Knack: We Go All Night.

BIRTHRIGHT: Guardian Bird (Creature) ●●○○○
EFFECTS: Primary Dice Poo (Protector, Early Warning): 6;
Knack: Scent the Divine

BIRTHRIGHT: John the Conqueror doll (Guide) ●●●○○
EFFECTS: Skills - Medicine, Occult.
Stunt (1, 2 or 4 s) Negate next wound on target
Purview -- Health

PURVIEWS

PURVIEW: Gun Source: Orisha
Innate: Sense possession. Use Presence + Legend to drive out a spirit

PURVIEW: Fertility Source: Innate
Innate: 1/session, radiate an aura of vitality, causing plant life to grow.
All allies out to long range resolve a single Bruised or Injured Condition.

PURVIEW: Health Source: John the Conqueror Doll (Guide)
Innate: 1/session, regain a Legend after healing a Storyguide character..

PURVIEW: _____ Source: _____
Innate: _____

BOONS

BOON: Favor of Nature Cost: Imbue 1 Action: Simple
Effects: Bless or blight a plot of land or a family for stroy effects.

BOON: Flawless Diagnosis Cost: Imbue 1 Action: Simple
Effects: Ask a diagnostic question. Following the info grants 3E.

BOON: _____ Cost: _____ Action: _____
Effects: _____

BOON: _____ Cost: _____ Action: _____
Effects: _____

CHASE ALLEN-YOUNG

“Here’s a cool thing I bet you didn’t know about Ben Franklin...”

BACKGROUND: Born and raised on a commune in rural Pennsylvania, Chase was home-schooled in radical civics, ethical partying and the value of knowledge. Not having a father wasn’t strange: when a village raises a child, parentage is less important. Chase was vaguely aware that her upbringing was unusual, but it didn’t really worry her.

On her 18th birthday, her home threw her a huge party. A few kids from the local high school came as well, and one man who seemed familiar in spite of the fact that Chase had never laid eyes on him before. He took her aside, and revealed that he was her father, the god Liber. He told her that she had a responsibility to the world, and that he expected her to DO SOMETHING with her life. She thought she had been, and the disappointment of her father and god ruined the rest of the night.

The next day, she packed a bag a hitchhiked into Philly. She completed her GED while couch-surfing, found a job, and worked her way through an Education degree. If she couldn’t live on the commune the rest of her life, she by Liber was going to drag the rest of the world closer to what she lived as a child. Along the way, she founded a chapter of the Rites of Liber at her school.

At 29, Chase has begun to mellow a bit. A high school civics teacher, she does her best to undermine the narrow-mindedness of the system from within, giving her students the knowledge to go out and make a difference in the world, just like she did. She demands they think for themselves, and question the world around them. It drives her principal nuts, and frustrates some of the people at the Pythian Congress almost as much.

Description: Chase is a chunky woman whose frame is more muscle than fat. Medium-height, with mousey hair and medium-brown

skin, she’s a fairly average Philadelphian. She tends towards comfortable jeans and work shirts as much as she can get away with.

Chase is possessed of a boundless energy. Everything is a chance to learn, a chance to teach, and a chance to enjoy life. This doesn’t mean she’s always cheerful -- when she sees injustice, indifference or willful stupidity, she’ll let you know it, and what she thinks of it.

FOLLOWERS

Liber Cultists: Chase’s current and former classmates are devotees of Liber and dedicated activists. *Tags:* Entourage, Consultant, Group, Access (halls of power)

GUIDE

Wild Turkey: The spirit of the bird that Ben Franklin extolled as “a bird of courage” has adopted Chase and her educational crusade. *Skills:* Survival, Integrity. *Stunt (3s):* Shift a target’s Attitude by 1 for a scene, even if it has already been shifted this scene. *Purview:* Order

RELIC

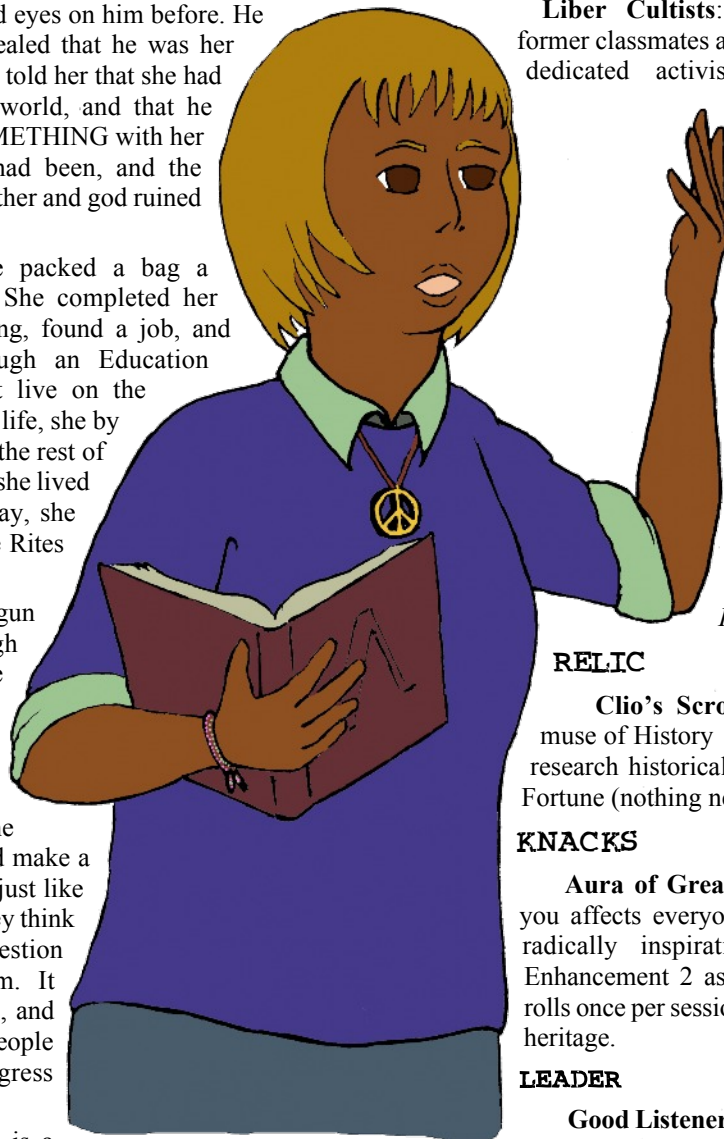
Clio’s Scrolls: The scrolls of the muse of History grant 2 Enhancement to research historical precedents. *Purview* -- Fortune (nothing new under the sun)

KNACKS

Aura of Greatness: Something about you affects everyone around. You can be radically inspirational. You may add Enhancement 2 as a bonus to Leadership rolls once per session, reflecting your Godly heritage.

LEADER

Good Listener: When you make casual conversation with an SGC, that character will reveal information or an important detail that the Leader is looking for, if they know it. Before using this



LIBER

The Roman god of free speech and the rights of free adults, Liber is also a patron of sex, alcohol and other altered states. Unlike Dionysus and Bacchus, Liber is deeply entwined with the rights of the common man. To Liber, good citizenship and ecstatic orgies are two sides of the same coin, both equally important.

Callings: Judge, Leader, Liminal

Purviews: Chaos, Fertility, Order

For more information on Liber and the Republican Theoi, see *The Republican Pantheon*.

ability, tell the Storyguide what you're seeking; if the SGC doesn't know it, you immediately become aware that the character isn't relevant to your quest. Even the most recalcitrant of characters eventually opens up and reveals a clue — this power requires no roll.

Inspirational Aura: When you take charge of a group, roll Knack Skill. For every two successes rolled, reduce the Difficulty of all actions taken by the group you command by 1. You can inspire a number of people equal to her Leadership + Leader Calling, or can spend a point of Momentum to apply this to a much larger group, multiplying that number by 10 for each Momentum spent. The decrease in difficulty does not apply to you, though while you are inspiring others, you gain 2 Enhancement to apply to social rolls involving leadership, and any Stunts you may have gained from Knacks.

SAGE

Office Hours: When someone approaches you with a problem that you can solve, they gain +1 Enhancement to resolve it themselves if you work them through a solution. If you can't solve it, you gain the same bonus to all rolls to solve it on your own. These bonuses apply before rolls are made. Spend Momentum to impel a Storyguide Character to come to you with a problem in need of solving.

Omniglot Translation: When you converse in or read a foreign language, your communication is flawless, without a trace of an accent. You can turn out translations in your native language in a matter of minutes without needing to roll. If you are translating mystical runes or the handwriting of Gods, you still do so swiftly, but must make a Knack Skill roll.

PURVIEWS

Metamorphosis: Gods take on the shapes of animals and humans, weather and geography, even abstract forms such as thoughts or emotions. They also transform others, turning foes into beasts, lovers into flowers, and heroes into constellations. When you conceal your identity by any means, trivial characters automatically fail to see through your deception. When you roll to disguise yourself or present yourself as someone else, you ignore any

Complications from changing height, size, race, sex, or even species.

Chaos: You walk untouched through chaotic situations, taking no harm from random or haphazard dangers such as debris in a tornado, a freak traffic accident, or being trampled by shoppers on Black Friday.

Fortune: The purview of Fortune encompasses curses, blessings, and the power of chance and fate. Whenever you interact with someone, you immediately senses any Fatebindings they may have. You can also identify when another character uses a Boon or a Knack to manipulate Fate, even if the effect cannot normally be perceived. For the purposes of a Knack, this includes any time a player character spends Momentum to power it, or if an antagonist fuels an ability with Tension.

Order: You can sense the laws that govern any jurisdiction you stand in, letting you tell whether any action you witness or contemplate would be legal according to them. Any mortal law enforcement acting in their official capacity that attempts to take action against you for a lawful act or overreach the bounds of authority is physically unable to do so — their body betrays them in the face of true justice.

BOONS

Code of Heaven (Order): Imbue 1 Legend: When you explain laws to people, as long as you're truthful and accurate, they know that you are correct. If, as part of your explanation, you declare a person or group to be innocent, then the protection of this Purview's innate power extends to them for this Boon's duration. On the other hand, if you condemn someone as guilty, you and those who hear you have Enhancement 2 on any actions taken to bring them to justice.

No Masters (Chaos): Imbue 1 Legend to strip a character of their authority over others. This suppresses any positive Attitudes or Bonds that any other character within long range has towards the target based on any kind of political, social, or economic authority he holds over them for the duration of the scene. Using this Boon on a trivial character is free.



SCION

HERO

Name: Chase Allen-Young **PATHS** **Origin:** Woodstock's Lasting Legacy
Concept: Teaching the next gen. of rebels **Role:** Impassioned Educator
Parent: Liber (Republican Theoi) **Pantheon:** Gadfly

SKILLS

ORP	Academics <i>Civics</i>	●●●○○	ORP	Medicine	○○○○○
ORP	Athletics	○○○○○	ORP	Occult	○○○○○
ORP	Culture	●●○○○	ORP	Persuasion <i>Passionate</i>	●●●●●
ORP	Close Combat	○○○○○	ORP	Pilot	○○○○○
ORP	Empathy <i>Between the lines</i>	●●●○○	ORP	Science	○○○○○
ORP	Firearms	○○○○○	ORP	Subterfuge	●○○○○
ORP	Integrity <i>Conviction</i>	●●●○○	ORP	Survival	●○○○○
ORP	Leadership <i>Teaching</i>	●●●●●	ORP	Technology	○○○○○

ATTRIBUTES

	MENTAL		PHYSICAL		SOCIAL
<input checked="" type="checkbox"/>	<i>Force</i>	Intellect ●●●○○		Might ●●●○○	Presence ●●●○○
<input type="checkbox"/>	<i>Finesse</i>	Cunning ●●●○○		Dexterity ●●○○○	Manipulation ●●●○○
<input type="checkbox"/>	<i>Resilience</i>	Resolve ●●●○○		Stamina ●●○○○	Composure ●●●○○

LEGEND

● ○ ○ ○

LEGENDARY TITLE

The Loyal Opposition

VIRTUES

Kinship ○○○○○○ Egotism

INJURY CONDITIONS

Bruised -1
 Bruised -1
 Bruised -1
 Injured -2
 Maimed -4
 Taken Out

DEEDS

Short term: _____

Long term: _____

Band: _____

EXPERIENCES _____

CALLINGS & KNACKS

CALLING: *Leader* ●●○○○

KNACKS EFFECTS

Good Listener People will tell you info you're looking for without rolls.
 Inspirational Aura Knack roll; Reduce Difficulty of rolls for group by 1/2 successes

CALLING: *Sage* ●●○○○

KNACKS EFFECTS

Office Hours +1E to help solve a problem or to solve it for someone.
 Omniglot Translation Speak/read all languages flawlessly. Roll only for mystic text

CALLING: *Liminal* ●○○○○

KNACKS EFFECTS

ANY

KNACKS EFFECTS

Aura of Greatness +2E to Leadership rolls once per session.

FATEBINDINGS

NAME: _____
Role: _____ ○○○○○

NOTES

NAME: _____
Role: _____ ○○○○○

NOTES

NAME: _____
Role: _____ ○○○○○

NOTES

NAME: _____
Role: _____ ○○○○○

NOTES

MOTIFS

MOTIF

Prayers and invocations of the gods

SOURCE

Theoi

MOTIF

Nothing new under the sun

SOURCE

Clio's scrolls (Relic)

MOTIF

SOURCE

MOTIF

SOURCE

BIRTHRIGHTS

BIRTHRIGHT: Liber Cult/Protesters (Followers) ●●●●○
EFFECTS: Tags: Entourage, Consultant, Group, Access (halls of power)

BIRTHRIGHT: Wild Turkey (Guide) ●●●○○
EFFECTS: Skills: Survival, Integrity. .
Stunt (3s): Shift a target's Attitude by 1 for a scene
Purview: Order

BIRTHRIGHT: Clio's Scrolls (Relic) ●●●●○
EFFECTS: 2E to research history
Purview -- Fortune (nothing new under the sun)

PURVIEWS

PURVIEW: Metamorphosis Source: Theoi
Innate: Ignore Complications from race/size/etc. to disguise self
Trivial characters cannot penetrate disguises

PURVIEW: Chaos Source: Innate
Innate: Untouched by random dangers in chaotic situations.

PURVIEW: Fortune Source: Clio's Scrolls (Relic)
Innate: Sense Fatebindings and other manipulations of Fate.

PURVIEW: Order Source: Wild Turkey (Guide)
Innate: Sense the local laws. Immune to unrighteous arrest.

BOONS

BOON: Code of Heaven (Order) Cost: Imbue 1 Action: Simple
Effects: When you explain laws truthfully, people know you are correct.
The innocent are protected; the guilty are at 2E to be brought to justice.

BOON: No Masters Cost: Imbue 1 Action: Simple
Effects: Manip + Legend vs. Comp + Legend. Suppress all authority the target has, including positive Bonds & Attitudes.

BOON: _____ Cost: _____ Action: _____
Effects: _____

BOON: _____ Cost: _____ Action: _____
Effects: _____

DANIEL STONE

“You can run, but you can’t hide. Not from me.”

BACKGROUND: The Stone family have seven generations of Freemasons, and three generations of Philadelphia police. When Daniel’s mom ran off shortly after he was born, Captain Joseph Stone turned to his family to help him balance his duties to his son and his badge. Daniel was raised by the Stone clan admiring his father, and resenting his absent mother, no matter how much his father told him that she was a brave guardian with duties of her own.

Daniel went to the police academy, joined the force, and ended up on the Supernatural Investigation Squad after he had several run-ins with the occult of his own. The assignment came with an invitation to join a Masonic order, and during the initiation he found himself in the Duat, fighting side-by-side with a lithe, dark-skinned woman who had his eyes. His encounter with Bast brought him into a larger world.

Daniel is now a detective lieutenant on the Supernatural Crimes squad, and serves as the squad’s liaison with the Pythian Congress. He works to balance the needs of the gods with the laws of humanity. It’s a difficult road to walk, but Daniel lives to serve.

Description: Daniel is a tall man with deeply-tanned skin. He wears a suit and tie, and is usually immaculately well-kept and shaved. His tie-clip is a Masonic square-and-compass symbol, enchanted to protect him. Daniel is an intensely serious man, with eyes that drive through a person. He rarely laughs, but has been known to smile enigmatically at the strange twists of his life.

FOLLOWERS

SCD Detectives: Daniel has a squad of detectives at his call. *Tags:* Heavy, Consultant, Group, Defensive.

RELICS

Builder’s Amulet: This amulet grants +2 Enhancements to resist magic which seeks to harm or control the wielder, and +1 Soft Armor.

KNACKS

Scent the Divine: Having a touch of divinity, you have an innate sense of anything divine near you. With a sniff or a knowing listen, you may detect another Scion (or God, or Legendary Creature, etc.) of a particular pantheon.

GUARDIAN

A Purpose: When you take action to uphold the ideals of law & justice, gain +1 Enhancement to all applicable rolls and to any Stunts you may have gained from Knacks.

A Talisman: Bless an object (usually belonging to someone you wish to protect, but not required) and make a Knack Skill roll. If any successes are achieved, it then grants the bearer 2 Enhancement to rolls made to defend or protect against a particular person, thing, or situation as defined at the time of blessing. If you are making a talisman for your charge, this happens automatically without needing to roll.

A Vigil: When you stand guard over a person, place, or thing, you do not need to eat or sleep so long as your vigil persists. This benefit extends so long as the protected target remains within your sight. You may do other things — talk, interact, move around, etc. — but must devote most of your time to keeping your vigil. You may only keep vigil over one thing at a time.

A Warning: You sense the presence of danger before it emerges. Spend Momentum and double the successes on any roll to detect ambushes or to discern whether a person means harm. If you are protecting your charge, you do not need to pay the cost.

HUNTER

Keen-Eyed Predator: When you enter a Field, you extend your senses to determine what might await you. Ask one question from the following list for free. You may roll your Knack Skill and spend one success per additional question.

- What kinds of hazards (such as terrain) are present?



- Where is the nearest exit?
- Where is the safest way in?
- How many hostile enemies are present?
- Who (or what) is the biggest threat?

LEADER

Lighthouse of Society: As long as a crowd has not been frightened directly by magical means, you can get a group of people to act calm and do as you ask (such as evacuating a dangerous area) in an orderly fashion without needing to roll. A supernatural situation requires a Clash of Wills.

PURVIEWS

Heku: Heku holds dominion over rebirth and the afterlife, exerting outward power in the form of sekhem, external life force, and through the many-part soul. You hold power over those whose ren, or true name, you know. For most mortals, this is their full given name, while the ren of mythical beings, cautious occultists, or Gods require more extensive research or subterfuge to uncover. Knowledge of a character's ren grants Enhancement 2 on rolls to gain knowledge or understanding of them.

Moon: This Purview holds sway over the moonlight, mutability and change, embodying the cyclicity of the moon's phases through profound or subtle transformations. You can radiate an aura of moonlight that cuts through darkness out to long range as a reflexive action. Only you and those you designate can perceive this illumination — others do not benefit from it. You may pay 1 Legend to attempt to reveal the true form of any shapeshifters or other transformed characters within the moonlight, rolling Cunning + Legend against the Manipulation + Legend of a character that wishes to conceal the truth.

BOONS

Ren Harvest (Heku): As your name spreads across mortal lips and thoughts, your Legend grows. Once per session, when you hear someone talk about you by name and describe your exploits, you gain 1 Legend. Reading a published written description of your exploits that attributes them to you by name in a newspaper, blog, or other similar document can also trigger this reward.

Revelations (Moon): You may pay 1 Legend to banish an illusion or reveal the location of a hidden object or person you can see by your moonlight. A hidden person or an illusion created by someone on the scene forces a Cunning + Legend roll against the hider's Manipulation + Legend.



SCION

HERO

Name: Daniel Stone
Concept: Masonic Cop
Parent: Bast (Netjer)

PATHS

Origin: Blue Widow's Son
Role: Supernatural Crimes Investigator
Pantheon: Sword of Ma'at

SKILLS

ORP	Academics	●●○○○	ORP	Medicine	○○○○○
ORP	Athletics	○○○○○	ORP	Occult <i>Troublemakers</i>	●●●●●
ORP	Culture	○○○○○	ORP	Persuasion	○○○○○
ORP	Close Combat <i>Takedowns</i>	●●●○○	ORP	Pilot	○○○○○
ORP	Empathy	○○○○○	ORP	Science	○○○○○
ORP	Firearms <i>Pistols</i>	●●●○○	ORP	Subterfuge <i>Silent</i>	●●●○○
ORP	Integrity <i>Ethics</i>	●●●●○	ORP	Survival	○○○○○
ORP	Leadership	●●○○○	ORP	Technology	○○○○○

ATTRIBUTES

MENTAL		PHYSICAL		SOCIAL	
<input type="checkbox"/> Force	Intellect ●●●○○	Might ●●○○○		Presence ●●○○○	
<input type="checkbox"/> Finesse	Cunning ●●●○○	Dexterity ●●●○○		Manipulation ●●○○○	
<input checked="" type="checkbox"/> Resilience	Resolve ●●●●●	Stamina ●●●●○		Composure ●●●●○	

LEGEND

● ○ ○ ○

LEGENDARY TITLE

Shield in the Night

VIRTUES

Balance ○○○○○ Justice

INJURY CONDITIONS

Bruised -1
 Bruised -1
 Bruised -1
 Injured -2
 Maimed -4
 Taken Out

DEEDS

Short term: _____

Long term: _____

Band: _____

EXPERIENCES _____

CALLINGS & KNACKS

CALLING: Guardian ●●●○○

KNACKS EFFECTS

A Purpose +1E to uphold law & justice
 A Talisman Create a talisman; +2E to safeguard user fr. stated danger
 A Vigil Need not rest while standing guard
 A Warning 1 Momentum; double successes to detect danger

CALLING: Hunter ●○○○○

KNACKS EFFECTS

Keen-Eyed Predator Roll Knack; Ask questions re: Field equal to successes +1

CALLING: Leader ●○○○○

KNACKS EFFECTS

Lighthouse of Society Lead a group to act calm/ do as asked (not vs. magic fear)

ANY

KNACKS EFFECTS

Scent the Divine

FATEBINDINGS

NAME: _____
Role: _____ ○○○○○

NOTES

NAME: _____
Role: _____ ○○○○○

NOTES

NAME: _____
Role: _____ ○○○○○

NOTES

NAME: _____
Role: _____ ○○○○○

NOTES

MOTIFS

MOTIF

SOURCE

Pantheon

MOTIF

SOURCE

MOTIF

SOURCE

MOTIF

SOURCE

BIRTHRIGHTS

BIRTHRIGHT: SCD Detectives (Followers) ●●●○○
EFFECTS: Tags: Heavy, Consultant, Group, Defensive.

BIRTHRIGHT: Builder's Amulet (Relic) ●●●○○
EFFECTS: +2E vs. magics to harm/control. +1 Soft Armor

BIRTHRIGHT: _____ ○○○○○
EFFECTS: _____

PURVIEWS

PURVIEW: Heku Source: Netjer
Innate: +2E to learn things about people if you have their true name.

PURVIEW: Moon Source: Innate
Innate: Generate moonlight that can only be seen by those you choose.
1 Legend: Reveal any shapeshifters in the light (Cunning + Legend)

PURVIEW: _____ Source: _____
Innate: _____
:

PURVIEW: _____ Source: _____
Innate: _____
:

BOONS

BOON: Ren Harvest (Heku) Cost: None Action: Reflexive
Effects: 1/session, regain 1 Legend when you hear someone talk of your exploits.

BOON: Revelations Cost: _____ Action: _____
Effects: 1 Legend to banish an illusion or reveal a hidden person/thing in moonlight

BOON: _____ Cost: _____ Action: _____
Effects: _____

BOON: _____ Cost: _____ Action: _____
Effects: _____

DAVID MARTINEZ

"I am not a janitor. I have more to do than pick up messes."

BACKGROUND: David grew up in a Puerto Rican neighborhood in Philly, child of a single mother. He was a natural leader, bringing the neighborhood kids together in games and pranks (many not appreciated by the local adults or, in at least one case, the police). The adults were surprisingly tolerant of this activity, merely nodding their heads as if in on a secret that David didn't know.

At fourteen, David was brought to the local babalawo (Orisha diviner) and made his apprentice. Some people were surprised at the ease at which the young hellion submitted, but even then David could sense that this was his destiny. By 21, he had surpassed his teacher, and was a practicing babalawo in his own right. Then one day, a strange man came to him, and David saw the marks of the orisha on him. The man told him he was his father, Orula, and his destiny was greater than to prophecy for a single neighborhood.

David has been involved in the Congress for a decade now. He ran for election to the triumvirate almost as soon as he arrived, and was elected on his first try in spite of his age. He sees the effects that the Curse has had on the people of Philadelphia, and works hard to try and rectify those damages.

Description: David is tall man of about 30, with striking, swarthy looks. He favors elegant shirts and slacks, often in his father's colors of yellow and green. He accessorizes sparingly, forsaking bling in favor of his eleke bracelet.

David has an energetic personality, driving himself and others towards his goals with relentless enthusiasm.

GUIDE

Égún: You have the aid of honored ancestors who have ascended to Heaven. **Skills:** Culture, Persuasion. **Stunt (1-3 success):** You allow your ancestor to possess you briefly, guiding your hand. Gain an Enhancement equal to

successes spent to your next roll in the current scene to perform an action that slides you further toward your Tradition Virtue.

Unique Knack: When you attempt to convince titanspawn or a Titan to lay down arms and negotiate or work together with you, imbue a point of Legend, rather than spending, to invoke your Legendary Title as a Feat of Scale.

RELIC

Eleké Bracelet: A simple bracelet made of alternating green and yellow beads, the bracelet gives you +2 Enhancement to Defence rolls (including against mental or magical attacks).

PROPHET PATH EFFECT

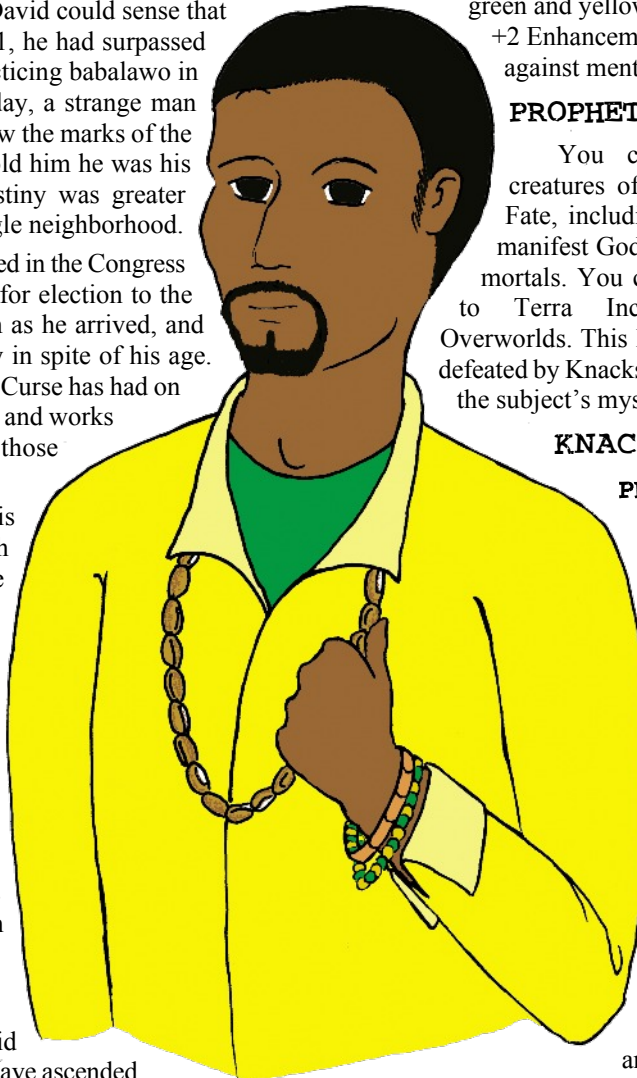
You can automatically recognize creatures of Myth and those touched by Fate, including but not limited to Scions, manifest Gods, Titanspawn, and Fatebound mortals. You can likewise recognize portals to Terra Incognita, Underworlds and Overworlds. This Effect requires no roll but it is defeated by Knacks or similar powers that conceal the subject's mystical nature.

KNACKS

PROPHET

As the Prophecy Foretold: Once per session, the Prophet can declare that events happening in-game match a previously-made prediction and completely refill the Momentum pool.

Failure of Virtue: Once per session, the Prophet can foretell a Scion or God's fall to a Virtuous rage. The next time that Scion spends Momentum (or at Storyguide's discretion for NPCs), they enter the Virtuous Condition and move their Virtue track to one end or another, weighted by whichever end they happen to be near. If they're in the middle of the track, the prophecy hangs over their head for the rest of the session.



Inauspicious Signs: Once per session, the Prophet may remove up to 5 dice from the Tension pool, and remove half that amount (rounded up) from the Momentum pool.

JUDGE

Lie Detector: Anyone of a Tier lower than you suffers +2 Complication to lie to you. If you are currently casing and they are somehow involved, they simply cannot lie to you at all. The Storyguide should also notify you when a lie has been told, though it does not automatically reveal the truth, and also reveals nebulous truth.

The Truth Arises: When you engage in conversation (or other such interaction) with an alleged perpetrator of a crime, make a Knack Skill roll. On a success, if the target is guilty, he will leak a piece of information that connects him to his crime. Before expending effort on using this Knack, let the Storyguide know, and she should tell you if the target does not have any valuable information to leak.

LEADER

Cloak of Dread: You project an aura of menace that terrifies and intimidates anyone who would dare cross you. Spend Momentum and double your successes on any Knack Skill rolls to intimidate targets. Enemies of a lesser Tier and extras simply will not attack you.

Inspirational Aura: When you take charge of a group, roll Knack Skill. For every two successes rolled, reduce the Difficulty of all actions taken by the group you command by 1. You can inspire a number of people equal to her Leadership + Leader Calling, or can spend a point of Momentum to apply this to a much larger group, multiplying that number by 10 for each Momentum spent. The decrease in difficulty does not apply to you, though while you are inspiring others, you gain 2 Enhancement to apply to social rolls involving leadership, and any Stunts you may have gained from Knacks.

PURVIEWS

Gún: Through sacred drumming and dance, worshippers enter into a sacred trance state that makes room for the Gods to enter into them. You can tell whether any mortal you see is possessed by a spirit or deity and identify the nature of the possessing entity. You can attempt to drive out a possessing enemy with a Clash of Wills using Presence + Legend against its Resolve + Legend

Fortune: The purview of Fortune encompasses curses, blessings, and the power of chance and fate. Whenever you interact with someone, you immediately senses any Fatebindings they may have. You can also identify when another character uses a Boon or a Knack to manipulate Fate, even if the effect cannot normally be perceived. For the purposes of a Knack, this includes any time a player character spends Momentum to power it, or if an antagonist fuels an ability with Tension.

BOONS

Dance with the Divine (Gún): Through a scene-long ritual, you invite one of the Orisha to share your body,

gaining access to their innate powers and marvels, or can invite an ancestor to do the same, treating it as a Guide instead. This boon can only be ended when the spirit is ready to depart, though they do not overstay their welcome.

Divination (Fortune): Spend 1 Legend to divine a character's luck in the near future. Out of character, you decide whether they will enjoy good or suffer bad luck as a Condition. Once per scene, before that character makes a roll, you can declare that their luck intervenes — good luck lowers the target number by 1, while bad luck increases it by 1.



SCION

HERO

Name: David Martinez **PATHS** **Origin:** Born Ringleader
Concept: Master of Diviners **Role:** Babalawo
Parent: Orula (Orunmila) **Pantheon:** Orula's Envoy

SKILLS

ORP	Academics	○○○○○	ORP	Medicine	●○○○○
PRP	Athletics	●○○○○	PRP	Occult Divination	●●●○○
QRP	Culture Hispanic	●●●○○	QRP	Persuasion	○○○○○
RRP	Close Combat	●○○○○	RRP	Pilot	○○○○○
SRP	Empathy	●○○○○	SRP	Science	○○○○○
TRP	Firearms	○○○○○	TRP	Subterfuge Sneaking Around	●●●○○
URP	Integrity Don't Push Me	●●●○○	URP	Survival	○○○○○
VRP	Leadership Community Action	●●●●●	VRP	Technology	○○○○○

ATTRIBUTES

	MENTAL		PHYSICAL		SOCIAL	
<input checked="" type="checkbox"/>	<i>Force</i> Intellect	●●●○○		Might	●●●○○	
<input type="checkbox"/>	<i>Finesse</i> Cunning	●●●○○		Dexterity	●●○○○	
<input type="checkbox"/>	<i>Resilience</i> Resolve	●●●○○		Stamina	●●○○○	
					Presence	●●●●●
					Manipulation	●●●○○
					Composure	●●●○○

LEGEND

● ○ ○ ○ ○

LEGENDARY TITLE

Master of Diviners

VIRTUES

Tradition ○○○○○ Innovation

INJURY CONDITIONS

Bruised -1
 Bruised -1
 Bruised -1
 Injured -2
 Maimed -4
 Taken Out

DEEDS

Short term: _____

Long term: _____

Band: _____

EXPERIENCES _____

CALLINGS & KNACKS

CALLING: Prophet ●●○○○

KNACKS EFFECTS

Innate Detect divine creatures, Fetebindings & portals to Otherworlds
 As the Prophecy Told 1/session, declare events fit a prophecy & refill Momentum
 Failure of Virtue 1/session, foretell a fall to a Virtuous rage
 Inauspicious Signs 1/session, remove up to 5 Tension and half that of Momentum

CALLING: Leader ●●○○○

KNACKS EFFECTS

Cloak of Dread 1 Momentum to double successes to intimidate.
 Inspirational Aura Knack roll; Reduce Difficulty of rolls for group by 1/2 successes

CALLING: Judge ●○○○○

KNACKS EFFECTS

Lie Detector Lower Tiers suffer +2C to lie to you. You know if a lie is told
 The Truth Arises Knack roll; Guilty culprits will leak a clue to their crime.

ANY

KNACKS EFFECTS

FATEBINDINGS

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

MOTIFS

MOTIF

SOURCE

Pantheon

MOTIF

SOURCE

MOTIF

SOURCE

MOTIF

SOURCE

BIRTHRIGHTS

BIRTHRIGHT: Egun (Ancestor Spirit) (Guide) ●●●●○

EFFECTS

Skills: Culture, Persuasion.

Stunt (X success): +X E to next action in line with Tradition

Knack: Imbue Legend on Feats of Scale to make peace w Titans

BIRTHRIGHT: Eleke bracelet (Relic) ●●●○○

EFFECTS

+2E to Defence rolls.

BIRTHRIGHT: ○○○○○

EFFECTS

PURVIEWS

PURVIEW: Gun Source: Orisha

Innate: Sense possession. Use Presence + Legend to drive out a spirit

PURVIEW: Fortune Source: Innate

Innate: Sense Fatebindings and other manipulations of Fate.

PURVIEW: _____ Source: _____

Innate: _____

: _____

PURVIEW: _____ Source: _____

Innate: _____

: _____

BOONS

BOON: Dance With the Divine Cost: Imbue 1 Action: Complex

Effects: 1 scene action to be possessed by an orisha, gaining a Purview.

BOON: Divination Cost: Spend 1 Action: Simple

Effects: Determine someone's luck; 1/scene, good luck -1 Difficulty, bad luck +1 Difficulty

BOON: _____ Cost: _____ Action: _____

Effects: _____

BOON: _____ Cost: _____ Action: _____

Effects: _____

IRENE RAVENSBLUD

“The city is my world and I know it well.”

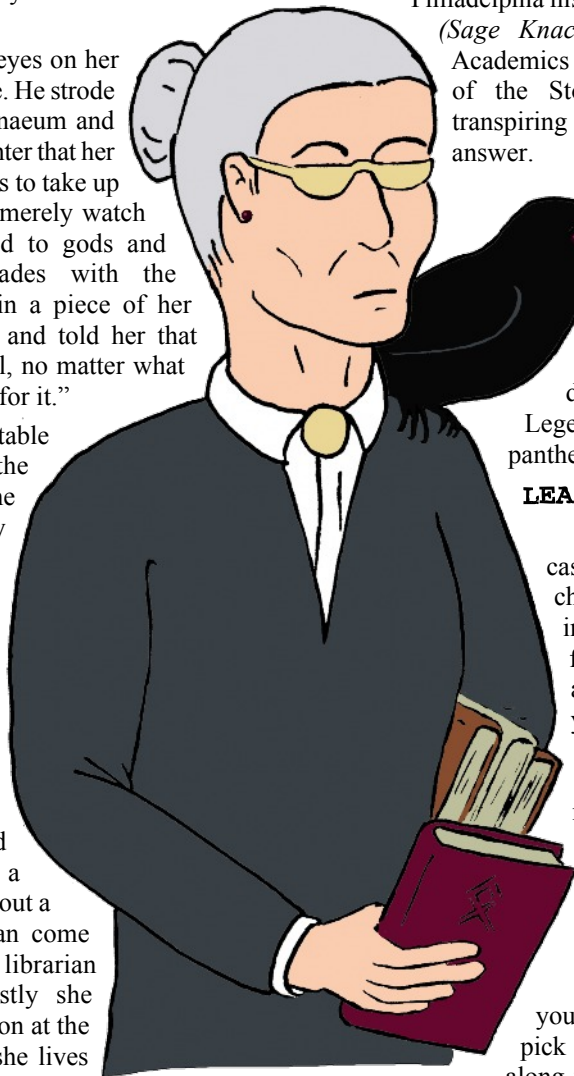
BACKGROUND: Jurgen grew up with a fascination for both history and myth. Her parents, history professors themselves, encouraged her academic studies, but forbade her explorations into religion, myth and magic. Attempting to be the good son her parents expected, Jurgen complied.

Jurgen went away to university in Philadelphia, and when she came home, Irene had a few revelations for her parents. She had come out as a woman, and discovered both laukr and her heritage. When she confronted her mother with the evidence of the infidelity that had produced her, Irene’s parents promptly disowned her. She left home and moved to Philadelphia permanently. She found the Congress, and maneuvered her divine heritage into a position. She quickly became Assistant Historian.

A year ago, Irene set eyes on her birth father for the first time. He strode into her study at the Athenaeum and informed his shocked daughter that her time had come, and she was to take up her own Destiny, and not merely watch the Fate of others. Inured to gods and heroes after three decades with the Congress, Irene gave Odin a piece of her mind. Odin only laughed and told her that “Fate will take its due, girl, no matter what you think of me. Be ready for it.”

Today, Irene is the stable centre around which the Congress resolves. Long the Historian, she has recently joined the Triumvirate as its third member. Still exploring the limits of her new powers, she is eager to work with committees in the field as she waits for her Destiny to find her.

Description: Irene is thin, middle-aged woman with pure white hair and glasses. She dresses like a librarian, and is rarely without a book in her arms. She can come across like a fussy librarian sometimes, too, but mostly she exudes an aura of fascination at the strangeness of the world she lives in.



GUIDE

Muninn: Odin’s raven visits Irene periodically, whispering secrets lost and forgotten into her ear. *Skills:* Academics, Occult. *Stunt:* (1-3s) When Information Gathering, you may gain clues from distant locations or other time periods.

RELIC

A History of Philadelphia: This large and bulky tome contains a history of both mundane and mythical events in Philadelphia from its founding onward. It frequently accounts information that nobody could have known about. It gives +3 Enhancement to any skill roll on Philadelphia history. *Knack:* *Overworld Knowledge (Sage Knack)* - Once per scene, make an Academics roll. For each success, ask a question of the Storyguide relevant to the events transpiring and receive a truthful and applicable answer.

KNACKS

Scent the Divine: Having a touch of divinity, you have an innate sense of anything divine near you. With a sniff or a knowing listen, you may detect another Scion (or God, or Legendary Creature, etc.) of a particular pantheon.

LEADER

Good Listener: When you make casual conversation with an SGC, that character will reveal information or an important detail that you are looking for, if they know it. Before using this ability, tell the Storyguide what you’re seeking; if the SGC doesn’t know it, you immediately become aware that the character isn’t relevant to your quest. Even the most recalcitrant of characters eventually opens up and reveals a clue — this power requires no roll.

LIMINAL

Experienced Traveler: When you travel to a new place you quickly pick up the social mores and behaviors, along with enough of the language to get by. Add +1 Enhancement to any applicable rolls to blend

into the culture, if the Storyguide feels a need to call for a roll at all. This bonus applies before you roll. Additionally, when you attend a social ritual you always know exactly the right social mores to follow.

SAGE

Master of the World: While inside a Field, you may define up to three points of Enhancements or Complications (or a combination of each) that are readily apparent to your perceptions (which may be enhanced by other abilities) but not obvious to other observers. They must conform to the Features of the Field. Only three total Enhancements or Complications can be applied to a Field at a time, regardless of how many Scions possess this ability.

Presence of Magic: You always know when you are near an object or place of true magical or sacred power. How this manifests is up to you. Ask the Storyguide if an object is magical or sacred, and she must tell you honestly “yes” or “no.” This bypasses the need to make any kind of Occult roll to identify a place or object of magical or sacred power.

Omniglot Translation: When you converse in or read a foreign language, your communication is flawless, without a trace of an accent. You can turn out translations in your native language in a matter of minutes without needing to roll. If you are translating mystical runes or the handwriting of Gods, you still do so swiftly, but must make a Knack Skill roll.

Speed Reading: Halve the time you need to do any kind of academic research. Once a scene you may establish that you’ve read up on a subject and gain 1 Enhancement to the next applicable roll. This bonus applies before the roll.

PURVIEWS

Wyrd: The Wyrd Purview encompasses the magic used by the Æsir and their worshippers to foretell and manipulate the fates spun by the Nornir. You have a personal fate that you know you are destined to meet -- you are destined to give advice that will doom Philadelphia. Whenever you encounter narrative difficulties that advance your fate or echo its circumstances, or because you are trying to avoid your fate, add 1 Momentum to the pool.

Journeys: The Gods of Journeys hold power over the roads and routes that cross the World, and that which travels of them. You have an unflinching sense of direction, allowing you to find a route that leads to any point in the World as an unrolled action, unless its position is obscured by magic. You can sense the presence of an Axis Mundi or other gate between realms of existence from (Legend) miles away.

BOONS

Cast the Runes (Wyrd): Once per session, you may perform a divination by casting runes etched onto stones, strips of bark, or other objects in a ritual that takes a

handful of minutes to complete. The Storyguide gives you a lead or a clue about what will happen in the near future (i.e. what they expect to happen in the current session). If you use a Boon or marvel later in the same session, and the Storyguide agrees that it will help in bringing about the foretold events, you may draw on the divination to waive the cost of imbuing or spending a single point of Legend. Each use of this Boon only provides this benefit once.

Spin the Thread (Wyrd): You use the art of seiðr to lay a blessing or curse on another character, entering into a ritual trance that lasts one scene and envisioning their future. You imbue 1 Legend, predict a specific triumph or downfall the character will face, and impose a Condition that represents this destiny on them. If an action is likely to bring about the foretold fate, the Condition provides Enhancement 2. Actions that struggle against this destiny have their Difficulty increased by 1, or by 2 if they would make it outright impossible for it to come to fruition.



SCION

HERO

Name: Irene Ravensblud
Concept: Congressional Historian
Parent: Odin

PATHS

Origin: Born in an Ivory Tower
Role: Scholar of the Congress
Pantheon: Interpreter of Omens

SKILLS

ORP	Academics	History	●●●●○	ORP	Medicine	○○○○○
ORP	Athletics		○○○○○	ORP	Occult	Rituals ●●●●●
ORP	Culture	Mysteries	●●●●○	ORP	Persuasion	Debate ●●●●○
ORP	Close Combat	Walking stick	●●●●○	ORP	Pilot	○○○○○
ORP	Empathy		●○○○○	ORP	Science	○○○○○
ORP	Firearms		○○○○○	ORP	Subterfuge	●○○○○
ORP	Integrity		●○○○○	ORP	Survival	○○○○○
ORP	Leadership		●○○○○	ORP	Technology	○○○○○

ATTRIBUTES

MENTAL			PHYSICAL			SOCIAL		
<input type="checkbox"/>	Force	Intellect ●●●●○	<input type="checkbox"/>	Might ●○○○○	<input type="checkbox"/>	Presence ●●○○○		
<input checked="" type="checkbox"/>	Finesse	Cunning ●●●●●	<input type="checkbox"/>	Dexterity ●●●○○	<input type="checkbox"/>	Manipulation ●●●●○		
<input type="checkbox"/>	Resilience	Resolve ●●●○○	<input type="checkbox"/>	Stamina ●●●○○	<input type="checkbox"/>	Composure ●●●○○		

LEGEND

● ○ ○ ○ ○

LEGENDARY TITLE

Scholar of the Congress

VIRTUES

Fatalism ○○○○○ Audacity

INJURY CONDITIONS

Bruised -1
 Bruised -1
 Bruised -1
 Injured -2
 Maimed -4
 Taken Out

DEEDS

Short term: _____

Long term: _____

Band: _____

EXPERIENCES _____

CALLINGS & KNACKS

CALLING: Sage ●●●○○

KNACKS EFFECTS

Master of the World ID up to 3 points of Enhancements/Complications in a Field
 Omniglot Translation Speak/read all languages flawlessly. Roll only for mystic text
 Presence of Magic Sense magical objects or locations
 Speed Reading 1/2 time to do research. 1/scene, gain +1E from past reading

CALLING: Leader ●○○○○

KNACKS EFFECTS

Good Listener People will tell you info you're looking for without rolls.

CALLING: Liminal ●○○○○

KNACKS EFFECTS

Experienced Traveller Always familiar with local customs & rites.

ANY

KNACKS EFFECTS

Scent the Divine Sense the nature of Divine beings

FATEBINDINGS

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

MOTIFS

MOTIF

Writing of runes or weaving of threads

SOURCE

Aesir

MOTIF

SOURCE

MOTIF

SOURCE

MOTIF

SOURCE

BIRTHRIGHTS

BIRTHRIGHT: Muninn (Guide) ●●○○○

EFFECTS: Skills: Academics, Occult.

Stunt: (1-3s) When gain clues from other places/times.

BIRTHRIGHT: A History of Philadelphia (Relic) ●●●●●

EFFECTS: +3 to research Philadelphia's history

Knack - Overworld Knowledge: Academics roll. Ask one question of the SG per success.

BIRTHRIGHT: _____ ○○○○○

EFFECTS: _____

PURVIEWS

PURVIEW: Wyrd Source: Aesir

Innate: Personal fate - Gain Momentum when on the path or it interferes

Your Fate: Give advice that will doom the city

PURVIEW: Journeys Source: Innate

Innate: Find a route to anywhere in the World. Sense portals to Otherworlds

from Legend miles away.

PURVIEW: _____ Source: _____

Innate: _____

: _____

PURVIEW: _____ Source: _____

Innate: _____

: _____

BOONS

BOON: Cast the Runes Cost: None Action: Complex

Effects: Cast the runes to get a clue about the future. If a Boon or Marvel would aid the clue coming to pass, this pays 1 Legend (once).

BOON: Spin the Thread Cost: Imbue 1 Action: Complex

Effects: Predict a triumph or downfall. Actions which help are +2E, actions which hinder are at +1 Difficulty (+2 if they would negate).

BOON: _____ Cost: _____ Action: _____

Effects: _____

BOON: _____ Cost: _____ Action: _____

Effects: _____

LAUREL HOLT

“Something’s coming.”

BACKGROUND: Laurel was born on the longest day of the year, and also the sunniest. She grew up in a typical middle-class neighborhood, but her prophetic abilities manifested early. Laurel’s family, earnest followers of Apollo, took this as a mark of her special destiny, but other children found it “creepy” and “weird”.

When their little girl was ready for school, the Holts took her to the temple for a blessing from Apollo. When Laurel met the priest, she said “You’re supposed to take me to my work”. That day, Laurel was taken to the Athenaeum, where she began her training to become the new Pythia.

Ten years later, Laurel sat for the first time above the Omphalos, and gave her first prediction. The old Pythia retired, and Laurel became a full part of the Pythian Congress at the ripe old age of 16 (Pythias get voting rights early). At 18, she was confirmed as a member of the Triumvirate who guide the Congress.

Laurel is now 23. She’s studying history part-time while taking care of her duties for the Congress. She doesn’t have much in her life besides the Congress, and while she regrets that, she figures she has plenty of time to live her life once she retires, in another 10 years or so.

Description: Laurel is a pretty young woman with a slender figure and curly brown hair. When she’s not working, she dresses for comfort rather than style, in yoga pants and University of Pennsylvania sweatshirts. “The job”, though, demands more archaic dress: traditional Greek dresses and laurel wreaths.

Laurel is intensely focused on using her abilities to their fullest. She can see that Philadelphia is in danger, and she wants to prevent it if possible. Sometimes, the limits of her powers frustrate her, and she grows short-tempered with people’s questions. Mostly she holds her tongue -- she knows that people are just as desperate as her to get to the bottom of things.

FOLLOWERS

Talos the Younger: The original Talos was a giant bronze automaton created by Hephaestus.

This newer model has been scaled down to about 7’ tall. Talos has been given orders to protect Laurel. *Tags:* Heavy, Tough, Defensive, Savage. *Knacks:* A Vigil, The Biggest Threat.

RELICS

The Omphalos: The Omphalos is an egg-shaped stone, carved with a net of ropes, that is said to be the “navel of the world”. It is the source of the Pythia’s power. The Pythia sits on a stool above the stone and prophesies.

Purview: Fortune - “Verses of Prophecy”. *Knack: Overworld Knowledge:* Make a Knack Skill roll. In a later

scene, you may ask a question of the Storyguide for each success relevant to the events transpiring and receive a truthful and applicable answer. If you have remaining unasked questions, spend Momentum to roll over the remaining questions into the following scene. *Flaws: The Cost of Prophecy* - In order to use the Omphalos, you must be exposed to the holy fumes, giving you the Fits Condition for the next scene, which creates a Complication (2) on all Dexterity rolls.

Immobile - The Omphalos can only be used when sitting firmly across an opening that accesses the Caverns of Python.

PROPHET PATH EFFECT

You can automatically recognize creatures of Myth and those touched by Fate, including but not limited to Scions, manifest Gods, Titanspawn, and Fatebound mortals. You can likewise recognize portals to Terra Incognita, Underworlds and Overworlds. This Effect requires no roll but it is defeated by Knacks or similar powers that conceal the subject’s mystical nature.

KNACKS

PROPHET

Glimpses Forward: A Prophet can learn to read the symbolism Fate spins into the world, assembling cues and signifiers to glean an understanding of the future Fate holds. Once per session, you may ask one of the following



questions about a particular topic (an individual, group, or course of action, for example):

- What is the greatest peril the subject faces?
- What must be done to ensure the subject does not come to disaster?
- What must never come to pass, if the subject is to prosper?
- How will the subject change the World, in ways great or small?

Obnoxiously Prepared: Once per session, remove all complications from a single action by retroactively having the foresight to prepare just the right tool, circumstances, etc.

As the Prophecy Foretold: Once per session, declare that events happening in-game match a previously-made prediction and completely refill the Momentum pool.

LIMINAL

Neither the Minute nor the Hour: You make a prediction about the details of your target's inevitable death (which does not have to be true) and make an opposed Knack Skill roll. If successful, the target suffers a +1 Difficulty to all actions for the rest of the scene.

Unerring Delivery: Send a message via another person — a stranger you choose on the street, a spirit or ghost of your pantheon, etc. — to someone in an instant, which can be done even if you are not present in the World, or somewhere else where a simple text or email might not reach.

SAGE

Palace of Memory: When you recall past events that you have experienced or studied, you are able to recall the details flawlessly. If you missed a Procedural Clue in a prior scene, you may attempt to rediscover it.

Omniglot Translation: When you converse in or read a foreign language, your communication is flawless, without a trace of an accent. You can turn out translations in your native language in a matter of minutes without needing to roll. If you are translating mystical runes or the andwriting of Gods, you still do so swiftly, but must make a Knack Skill roll.

PURVIEWS

Fortune: You can sense the presence of Fatebindings when you interact with someone. If you later meet the other "half" of a binding that you have already sensed, you can tell the two characters are bound together. You can also sense when a Prophet or Sorcerer manipulates Fate with their Knacks or other powers, identifying them as the one responsible even if the effect cannot normally be perceived.

BOONS

Questions and Answers (Fortune): You can peer into the web of Fate to answer a question asked of you regarding the future or distant events. You answer "in tongues", which then must be translated into a verse or epithet that provides guidance. If the questioner follows the prophecy given, they receive +2 Enhancement in bringing things to pass. If they attempt to defy the prophecy, they gain a Complication (3) that their actions will bring it to pass in any case.



SCION

HERO

Name: Laurel Holt **PATHS** **Origin:** Marked by the Sun
Concept: Latter-Day Pythia **Role:** Professional Seer
Parent: None **Pantheon:** Voice of Apollo

SKILLS

RP	Academics History	●●●○○	ORP	Medicine	●●●○○
PRP	Athletics	○○○○○	PRP	Occult Omens and Portents	●●●●○
QRP	Culture Ancient Greece	●●●○○	QRP	Persuasion Prophecies	●●●○○
RRP	Close Combat	○○○○○	RRP	Pilot	○○○○○
SRP	Empathy Bad News	●●●○○	SRP	Science	○○○○○
TRP	Firearms	○○○○○	TRP	Subterfuge	○○○○○
URP	Integrity Fits	●●●●○	URP	Survival	○○○○○
VRP	Leadership Good Advice	●●●○○	VRP	Technology	●○○○○

ATTRIBUTES

MENTAL			PHYSICAL			SOCIAL		
<input type="checkbox"/>	<i>Force</i>	Intellect ●●●○○	<input type="checkbox"/>	<i>Might</i>	●●○○○	<input type="checkbox"/>	<i>Presence</i>	●●○○○
<input type="checkbox"/>	<i>Finesse</i>	Cunning ●●●●○	<input type="checkbox"/>	<i>Dexterity</i>	●●○○○	<input type="checkbox"/>	<i>Manipulation</i>	●●○○○
<input checked="" type="checkbox"/>	<i>Resilience</i>	Resolve ●●●●○	<input type="checkbox"/>	<i>Stamina</i>	●●●○○	<input type="checkbox"/>	<i>Composure</i>	●●●●○

LEGEND

● ○ ○ ○ ○

LEGENDARY TITLE

VIRTUES

Kinship ○○○○○ **Egotism**

INJURY CONDITIONS

Bruised -1
 Bruised -1
 Bruised -1
 Injured -2
 Maimed -4
 Taken Out

DEEDS

Short term: _____

Long term: _____

Band: _____

EXPERIENCES _____

CALLINGS & KNACKS

CALLING: Prophet ●●●○○

KNACKS EFFECTS

Innate Detect divine creatures, Fetebindings & portals to Otherworlds
 As the Prophecy Told 1/session, declare events fit a prophecy & refill Momentum
 Glimpses Forward 1/session ask a question about what is to come
 Obnoxiously Prepared 1/session, remove Complications by having the right tool

CALLING: Liminal ●○○○○

KNACKS EFFECTS

Neither Min Nor Hr Death prediction; Knack roll (opposed); +1 Difficulty for scene
 Unnerving Delivery Send a message via a stranger...it will arrive.

CALLING: Sage ●○○○○

KNACKS EFFECTS

Omniglot Translation Speak/read all languages flawlessly. Roll only for mystic text
 Palace of Memory Perfect recall of past events. May re-discover clues

ANY

KNACKS EFFECTS

FATEBINDINGS

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

MOTIFS

MOTIF

Verses of Prohecy

SOURCE

The Omphalos (Relic)

MOTIF

SOURCE

MOTIF

SOURCE

MOTIF

SOURCE

BIRTHRIGHTS

BIRTHRIGHT: Talos the Younger (Follower) ●●●●●

EFFECTS *Tags: Heavy, Tough, Defensive, Savage.*

Knack: A Vigil. Need not rest while guarding someone/thing

Knack: The Biggest Threat. Roll. +1D for foes to attack another

BIRTHRIGHT: The Omphalos (Relic) ●●○○○

EFFECTS *Purview: Fortune - "Verses of Prophecy". Flaws: The Cost of*

Knack: Overworld Knowledge - :Knack roll. Later, ask a question of the SG per success.

immobile - Can only be used when accessing the Cavems of Python.

Cost of Prophecy - Use causes Fits Condition (+2C on Dex actions)

BIRTHRIGHT: ○○○○○

EFFECTS

PURVIEWS

PURVIEW: Fortune Source: Innate

Innate: *Sense Fatebindings and other manipulations of Fate.*

PURVIEW: _____ Source: _____

Innate: _____

:

PURVIEW: _____ Source: _____

Innate: _____

:

PURVIEW: _____ Source: _____

Innate: _____

:

BOONS

BOON: *Questions & Answers* Cost: *None* Action: *Complex*

Effects: *Answer an asked question in tongues. Will provide a clue. Following the clue gives +2E to actions.*

BOON: _____ Cost: _____ Action: _____

Effects: _____

BOON: _____ Cost: _____ Action: _____

Effects: _____

NOURBESE AMADI

"If our rulers will not give us justice, we will take it."

BACKGROUND: Born in Benin, the daughter of a line of Dahomey Amazons who had begun protecting the people instead of the king, Nourbese's mother moved to Philadelphia when she was only a child. She was raised with her mother's proud warrior tradition, even if she didn't have her mother's natural talent with guns.

As a teenager, Nourbese was going home one night when she was attacked by a gang of neo-Nazis. She was competent to defend herself, but she was also badly outnumbered. Then she picked up a baseball bat dropped by one of her assailants and lost herself in a red haze.

When she came to, a black man in a red t-shirt was helping her up; all around them were the gang, beaten up. "Nice going, girl" said the man. He explained that he was her father, and he expected her to become a great warrior. With a twist of his hand, the bat became a twin of his beaded weapon.

Today, Nourbese leads a squad of "street Amazons" who patrol her neighborhood and deal with the gangs and criminals in their own way. Heroes to the people on the street, they are looked on by the police with a combination of respect and exasperation.

Description: Nourbese is a tall, broad-shouldered woman with very dark skin. She wears her hair in cornrows, and prefers casual clothing. When on patrol, she wears a white t-shirt and jeans, and a red bandana.

Nourbese isn't the most approachable person -- a rough life has taught her to be on guard, and to let that guard down slowly. She can come across as aggressive and in-your-face, especially to people who act better than her. Earn her trust, though, and she is a boisterous friend, ready to encourage people to take risks and enjoy life.

FOLLOWERS

Street Amazons: *Tags* -- Heavy, Group, Tough, Savage

RELIC

Oshe of Shàngó: This is a wooden baseball bat decorated with red and white beads. In battle, the bat may become an axe with the fury of the storm behind its powerful swings. *Tags:*

Lethal, Loud, Melee, Piercing (axe); Bashing, Loud, Melee, Pushing, Versatile (bat). *Purview:* Epic Strength (Go big or go home). *Knack:* The oshe's wielder can take a simple action to change the bat to an axe or vice versa. *Knack:* The Critical Strike Stunt costs only three successes with either version of the oshe. *Flaws:* If the Scion doesn't spend a simple action "calling his shot" with the bat or axe, making his intent in the scene 100% clear ahead of time to all present, it functions only as a mundane weapon. Once activated, it retains its abilities for the scene.

KNACKS

HUNTER

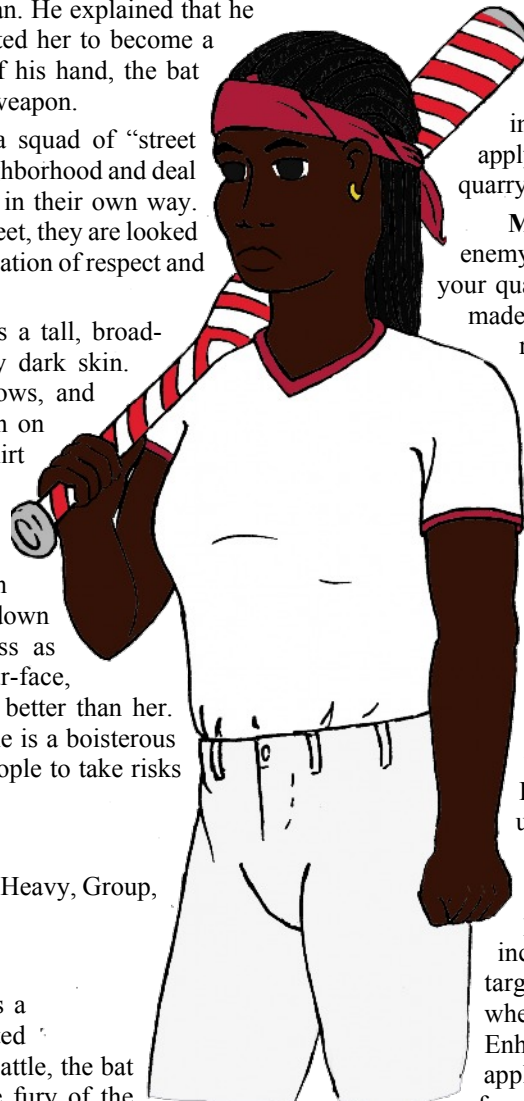
Apex Predator: When a target of lower Tier who you have been pursuing attacks you or otherwise attempts to hunt you in return, increase the difficulty of all Stunts they apply against you by 1. If this target is your quarry, increase it by an additional +1.

Most Dangerous Prey: Choose an enemy to be your quarry. When you pursue your quarry, gain Enhancement 1 to all rolls made against the target (including attack rolls) until the end of the session or until you catch them, whichever comes first. You gain access to the following Stunts, which may be applied to any attack action made against your quarry:

Stalk (1s): After resolving your attack, spend a success to take an additional Move action.

Snare (any successes above Defense): You trap the target in place. They may not make Move, Rush, or Disengage actions. To end the effect, the target must make Athletics + Dexterity rolls vs. your Knack Skill until they succeed or until you choose to end it, whichever comes first.

Worrying Hound: While pursuing a target, you do not face any increase in difficulty to track down your target. You always have some idea of where your target has gone, and gain +1 Enhancement to keep up with him and to apply any Stunts you may have access to from Hunter Knacks. When you hunt your quarry, add another +1 Enhancement.



LEADER

Cloak of Dread: You project an aura of menace that terrifies and intimidates anyone who would dare cross you. Spend Momentum and double your successes on any Knack Skill rolls to intimidate targets. Enemies of a lesser Tier and extras simply will not attack you.

WARRIOR

The Biggest Threat: When you make a show of force or intimidate your enemy, make a Knack Skill roll. On a success, the target must focus its efforts on dealing with you first, suffering +2 Difficulty to attack anyone else.

Close the Gap: The first time you make a combat movement roll, make a Knack Skill roll instead. Spend successes on the following Stunts for the rest of the fight:

Charge! (1s): You make the Rush action without needing to make an opposed roll. This negation is limited by the rules for applying Knack abilities — i.e. you may not apply it to anyone two Tiers higher than you.

Inescapable (1s): Opponents of a lower Tier than you who are engaged with you in combat may not make the Disengage action. You must spend a success on this Stunt each time a different opponent would try to escape you, but only need to apply it once per target.

Sure-footed (1s): Apply this Stunt to a combat movement action; Difficult terrain does not apply to this movement.

Tempered: When you wear no armor, you are considered to have the Armored (Soft) Tag. This benefit stacks with the increased difficulty of the inflict damage Stunt granted by any other armor you wear when you fight lesser foes (minor characters, or anyone a Tier lower than you).

PURVIEWS

Gún: Through sacred drumming and dance, worshippers enter into a sacred trance state that makes room for the Gods to enter into them. You can tell whether any mortal you see is possessed by a spirit or deity and identify the nature of the possessing entity. You can attempt to drive out a possessing enemy with a Clash of Wills using Presence + Legend against its Resolve + Legend

Epic Strength: You have +1 Scale for purposes of lifting, breaking, or carrying large objects. You can use Might in place of Presence for intimidation, seduction, or building Bonds of camaraderie.

War: This Purview governs strife on a conceptual level as well as armed conflict. You can grant a group of Heavy followers the Savage tag with your blessing as an ordinary action. This lasts indefinitely, but only one group can benefit from this at a time.

BOONS

Pistons for Fists: Imbue 1 Legend to have Your Close Combat and Athletics attack rolls strike with incredible force. On a hit, you can either send an opponent flying

back one range band, or knock him prone. Felled enemies must succeed on a Dexterity + Athletics roll at Difficulty 3 to Rise from Prone even if you are not threatening them. This attack can scatter a group of trivial targets, gaining the Shockwave tag as long as all characters in the targeted range band are trivial.

Herald of Victory: Your blessing promises victory. Spend 1 Legend, and all characters on the side of your choice in a fight (whether physical or not) gain Enhancement 1 on all actions. If you are passively observing a battle between unrelated parties (i.e. none of your allies are involved), you can use this Boon for free to favor one side.



SCION

HERO

Name: Nourbese Amadi
Concept: Street Amazon
Parent: Shango (Orisha)

PATHS

Origin: Dahomey Amazon
Role: Street Angel
Pantheon: Daughter of Blood & Iron

SKILLS

ORP	Academics	○○○○○	ORP	Medicine	●○○○○
ORP	Athletics <i>Chase</i>	●●○○○	ORP	Occult	○○○○○
ORP	Culture	○○○○○	ORP	Persuasion	●○○○○
ORP	Close Combat <i>Disabling moves</i>	●●●●●	ORP	Pilot	○○○○○
ORP	Empathy	●○○○○	ORP	Science	○○○○○
ORP	Firearms	●●○○○	ORP	Subterfuge	●○○○○
ORP	Integrity <i>Fierce</i>	●●○○○	ORP	Survival	●●○○○
ORP	Leadership <i>Threats</i>	●●●○○	ORP	Technology	○○○○○

ATTRIBUTES

	MENTAL		PHYSICAL		SOCIAL
<input checked="" type="checkbox"/>	<i>Force</i>	Intellect ●●●○○		Might ●●●●●	Presence ●●●●●
<input type="checkbox"/>	<i>Finesse</i>	Cunning ●●○○○		Dexterity ●●○○○	Manipulation ●●○○○
<input type="checkbox"/>	<i>Resilience</i>	Resolve ●●●○○		Stamina ●●●○○	Composure ●●○○○

LEGEND

● ○ ○ ○ ○

LEGENDARY TITLE

Street Angel

VIRTUES

Tradition ○○○○○ Innovation

INJURY CONDITIONS

Bruised -1
 Bruised -1
 Bruised -1
 Injured -2
 Maimed -4
 Taken Out

DEEDS

Short term: _____

Long term: _____

Band: _____

EXPERIENCES _____

CALLINGS & KNACKS

CALLING: Hunter ●●○○○

KNACKS EFFECTS

Apex Predator +1D for all stunts from lower Tier. +2D if quarry.
 Most Dangerous Prey Choose quarry. 1E to pursue quarry, extra stunts
 Worrying Hound Always track target. +1E to keep up (+2E if quarry)

CALLING: Warrior ●●○○○

KNACKS EFFECTS

The Biggest Threat Knack roll. +2D for others to attack anyone but you.
 Close the Gap Extra combat move stunts
 Tempered +1 Soft Armor (Defence) vs. Trivial or if unarmored

CALLING: Leader ●○○○○

KNACKS EFFECTS

Cloak of Dread 1 Momentum to double successes to intimidate.

ANY

KNACKS EFFECTS

FATEBINDINGS

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

MOTIFS

MOTIF

Rootwork (herbs & compounds)

SOURCE

Orisha

MOTIF

Go big or go home

SOURCE

Oshe of Shango (Relic)

MOTIF

SOURCE

MOTIF

SOURCE

BIRTHRIGHTS

BIRTHRIGHT: Street Amazons (Followers) ●●●○○

EFFECTS: Tags -- Heavy, Group, Tough, Savage

BIRTHRIGHT: Oshe of Shango (Relic) ●●●●○

EFFECTS: Knack: Take a simple action to change between bat & axe.

Tags: Bashing, Loud, Melee, Pushing, Versatile (bat).

Tags: Lethal, Loud, Melee, Piercing (axe)

Furview: Epic Strength (Go big or go home).

Knack: Critical Strike Stunt costs 3 successes

Flaw: Must "call shot" on first action of combat

BIRTHRIGHT: _____ ○○○○○

EFFECTS: _____

PURVIEWS

PURVIEW: Gun Source: Orisha

Innate: Sense possession. Use Presence + Legend to drive out a spirit

PURVIEW: Epic Strength Source: Oshe of Shango (Relic)

Innate: +1 Scale for the purposes of lifting, carrying or breaking things

Can use Might instead of Presence to impress or intimidate.

PURVIEW: War Source: Innate

Innate: Grant a group of Followers the Savage tag as a Simple action.

PURVIEW: _____ Source: _____

Innate: _____

:

BOONS

BOON: Herald of Victory (War) Cost: Spend 1 Action: Simple

Effects: All combatants on one side gain +1E to all actions. Free if you are uninvolved

BOON: Pistons for Fists (Epic Str) Cost: Imbue 1 Action: Reflexive

Effects: Knock opponents down or back 1 range band; Diff. 3 to rise

Shockwave on trivial opponents

BOON: _____ Cost: _____ Action: _____

Effects: _____

BOON: _____ Cost: _____ Action: _____

Effects: _____

P.B. BATTLES

“Relax. I got this.”

BACKGROUND: P.B.’s first public appearance was on a talent show at age 10. Winning that got him a recording contract and a visit from a harpy. Hog-tying the harpy got him on the front page of the tabloids, and introduced him to the only thrill better than being onstage.

By the time P.B. hit 18, he had three more monster kills under his belt, and a childhood career that had fallen apart when he went from cute kid to awkward teen, and then resurrected with a hard-rocking persona that attracted legions of screaming fans.

One night after a show, P.B. found his long-absent father waiting in his dressing room. Finding out he was the son of Apollo explained a few things. The sun god left his rock god son with some gifts, having exacted the promise to protect Philly against the creatures that his father’s oracle attracted.

P.B. is now arguably more famous for fighting monsters than for his musical career, which has taken a backseat to the constant mythic threats that Philly is infamous for. He still has legions of screaming fans, and whether they’re obsessed with his music or a raving deifan is even odds.

Description: P.B. is tall and rangy, with long blond hair worn down, and a tattoo of a drakon which wraps around his chest and left arm. He favors jeans, leather vests, and open-necked shirts to show off his gleaming physique. In spite of his “rock god” image, P.B. is a genuinely empathetic person, and sometimes a little bit embarrassed about his fame and the wild abandon of his fans.

RELICS

Liar, Lyre: A signature electric guitar with a body shaped like a lyre and a black and gold finish. +1 Enhancement to play music. *Purview:* Artistry (Music) (wail & moan)

Trouble: A .357 Magnum automatic with a gold finish. When P.B. wishes, it fires bullets of concentrated sunlight, doing

Aggravated damage. *Tags:* Concealable, Firearm, Aggravated, Piercing, Ranged. *Purview:* Sun (quicker than a ray of light)

KNACKS

CREATOR

Perfect Rendition: You are a master artist, able to illustrate or recreate an image of a person, place, or object you have seen with photo-perfect clarity, allowing you to flawlessly identify suspects, create detailed maps, or forge signatures. You do this without needing to roll, and can recreate these things in scant instances. If something you observed has been obscured by a supernatural power, make a Clash of Wills.

We Go All Night: When working on a creative project, you can work without ceasing for a number of days equal to your Creator Knack Skill. After this period, you must rest for a day before resuming your work.

SAGE

Omniglot Translation:

When you converse in or read a foreign language, your communication is flawless, without a trace of an accent. You can turn out translations in your native language in a matter of minutes without needing to roll. If you are translating mystical runes or the handwriting of Gods, you still do so swiftly, but must make a Knack Skill roll.

WARRIOR

Can’t Catch Me: When someone attempts to Engage with you in a combat, spend a Momentum to automatically stay at your current range band.

Master of Weapons: At the beginning of the session, choose one of your weapons to be your favored weapon. When you use your favored weapon, add a number of additional Tag points to it up to your Warrior Calling. These do not have to fit the weapon’s existing profile Spend Momentum to switch



the benefit to another weapon. Negative cost Tags cannot be purchased with this Knack.

Trick Shot: When showing off with a ranged weapon, convert any additional Difficulty imposed because of your showmanship into Enhancement instead which may be spent on any Ranged Attack Stunt besides Inflict Damage. This applies before your roll.

Tempered: When you wear no armor, you are considered to have the Armored (Soft) Tag. This benefit stacks with the increased difficulty of the Inflict Damage Stunt granted by any other armor you wear when you fight lesser foes (minor characters, or anyone a Tier lower than you).

PURVIEWS

Metamorphosis: Gods take on the shapes of animals and humans, weather and geography, even abstract forms such as thoughts or emotions. They also transform others, turning foes into beasts, lovers into flowers, and heroes into constellations. When you conceal your identity by any means, trivial characters automatically fail to see through your deception. When you roll to disguise yourself or present yourself as someone else, you ignore any Complications from changing height, size, race, sex, or even species.

Artistry (Music): You can express yourself through an artistic performance to communicate with those who experience it as though you were speaking to them, even if they don't share a language. This can also bypass Complications that would apply to rolls made through ordinary conversation, but not specifically through music. Only the intended recipient of the message (which can be "everyone") can perceive it.

Epic Dexterity: This Purview encompasses the impossible swiftness of fleet-footed deities, and miraculous feats of grace and agility. So long as you continue to move towards a destination, you walk, run, or leap with effortless grace. Any surfaces solid or liquid hold your weight as if you weighed no more than a feather, and you may effortlessly scale or descend vertical surfaces without a need for a handhold.

Sun: You can radiate an aura of sunlight that pierces through darkness out to long range as a reflexive action. You may spend 1 Legend to increase this radiance to blinding brilliance, imposing a +2 Complication on any attack rolls against you or an ally within the light.

BOONS

Blinding Glory (Sun): Spend 1 Legend to unleash a flash of brilliant light, inflicting a Blinding Condition on all enemies in range. When you spend Legend with this Purview's innate power, you may also use this Boon reflexively and for free. In addition, if all targets are trivial, this Boon's cost is waived.

Heartfelt Expression (Artistry): Your emotions overflow into the souls of your audience. When you perform or create a work of art, you can imbue 1 Legend

to instill it with your current emotional state or the personal feelings that inspired it. Any affected character that witnesses the performance or artwork is deeply affected, raising their Attitude by one point. This does not stack with other magical Attitude bonuses.



SCION

HERO

Name: P.B. Battles **PATHS** **Origin:** Child Star
Concept: Rock Star Monster Hunter **Role:** Famous Ass-Kicker
Parent: Apollo **Pantheon:** In the Spotlight

SKILLS

ORP	Academics	○○○○○	ORP	Medicine	○○○○○
ORP	Athletics <i>Acrobatic</i>	●●○○○	ORP	Occult	○○○○○
ORP	Culture <i>Rock & Roll</i>	●●●○○	ORP	Persuasion <i>Power Ballads</i>	●●●○○
ORP	Close Combat <i>Monsters</i>	●●●○○	ORP	Pilot	○○○○○
ORP	Empathy <i>Touching Moments</i>	●●●○○	ORP	Science	○○○○○
ORP	Firearms <i>Pistol</i>	●●●●●	ORP	Subterfuge	○○○○○
ORP	Integrity	○○○○○	ORP	Survival	○○○○○
ORP	Leadership	●○○○○	ORP	Technology	○○○○○

ATTRIBUTES

	MENTAL		PHYSICAL		SOCIAL	
<input type="checkbox"/>	<i>Force</i>	Intellect ●●○○○	<input type="checkbox"/>	Might ●●●○○	<input type="checkbox"/>	Presence ●●●●●
<input checked="" type="checkbox"/>	<i>Finesse</i>	Cunning ●●●○○	<input type="checkbox"/>	Dexterity ●●●●●	<input type="checkbox"/>	Manipulation ●●●○○
<input type="checkbox"/>	<i>Resilience</i>	Resolve ●●○○○	<input type="checkbox"/>	Stamina ●●●○○	<input type="checkbox"/>	Composure ●●○○○

LEGEND

● ○ ○ ○ ○

LEGENDARY TITLE

Blazing Star

VIRTUES

Kinship ○○○○○○ Egotism

INJURY CONDITIONS

Bruised -1
 Bruised -1
 Bruised -1
 Injured -2
 Maimed -4
 Taken Out

DEEDS

Short term: _____

Long term: _____

Band: _____

EXPERIENCES _____

CALLINGS & KNACKS

CALLING: Warrior ●●○○○

KNACKS EFFECTS

Can't Catch Me 1 Momentum to keep an opponent from closing range.
 Master of Weapons Add Knack dots of Tags to a favored weapon
 Tempered +1 Soft Armor when unarmored or facing trivial foes
 Trick Shot Additional Difficulty for tricky shots is instead +E

CALLING: Creator ●●○○○

KNACKS EFFECTS

Perfect Rendition Duplicate anything you've perceived
 We Go All Night Work on a project for Knack days without rest.

CALLING: Sage ●○○○○

KNACKS EFFECTS

Omniglot Translation Speak/read all languages flawlessly. Roll only for mystic text

ANY

KNACKS EFFECTS

FATEBINDINGS

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

MOTIFS

MOTIF

Prayers and supplications

SOURCE

Theoi

MOTIF

Wail & moan

SOURCE

Liar, Lyre (Relic)

MOTIF

Quicker than a ray of light

SOURCE

Trouble (Relic)

MOTIF

SOURCE

BIRTHRIGHTS

BIRTHRIGHT: Liar, Lyre (Relic) ●●●●○

EFFECTS: +1 Enhancement to play music

Purview: Artistry (Music) (Wail & moan)

BIRTHRIGHT: Trouble (Relic) ●●●●○

EFFECTS: *Tags:* Concealable, Firearm, Aggravated, Piercing, Ranged.

Purview: Sun (Quicker than a ray of light)

BIRTHRIGHT: ○○○○○

EFFECTS:

PURVIEWS

PURVIEW: Metamorphosis **Source:** Theoi

Innate: Ignore Complications from race/size/etc. to disguise self

Trivial characters cannot penetrate disguises

PURVIEW: Artistry (Music) **Source:** Liar, Lyre (Relic)

Innate: Communicate through music. Only intended recipient can understand

PURVIEW: Epic Dexterity **Source:** Innate

Innate: Walk/run on vertical surfaces, liquid, etc., as long as you keep moving

PURVIEW: Sun **Source:** Trouble (Relic)

Innate: Reflexively radiate sunlight out to Long range.

Spend 1 Legend to blind: +2 Complication

BOONS

BOON: Blinding Glory (Sun) **Cost:** Spend 1 **Action:** Reflexive

Effects: Inflict Blinding Complication on all within range. Free if used with Sun innate

BOON: Heartfelt Expression (Artist) **Cost:** Imbue 1 **Action:** Reflexive

Effects: Music holds current emotion or one related to song. All hearing it feel it.

+1 Attitude

BOON: _____ **Cost:** _____ **Action:** _____

Effects: _____

BOON: _____ **Cost:** _____ **Action:** _____

Effects: _____

RAY BROOKS

“Luck be a lady!”

BACKGROUND: Louise Brooks was a hard-travelling huckster who had a night of passion with a beautiful First Nations man whose name she never caught. She named the resulting son Ray, and raised him on the road, teaching him the intricacies of the grift and when to run away. Young Ray took to the life of a con artist like water. By the time he was 18, he had escaped from juvenile detention facilities and group homes in 30 states.

Realizing that actual prison was next, Ray switched to gambling. A dream told him to pick the pocket of an aging poker mechanic, and he ended up with a magic deck of cards. The cards got him involved in a high-stakes game with an outrageously-clad Native man who turned out to be his father. Nana'b'oozoo took him aside, and told him that, gifted as he was, he was expected to give back to the people. “Which people?” “The ones who need it.”

Ray continues his life as gambler and occasional swindler.

Description: Blue-eyed, dark-haired and deeply tanned, Ray can pass for most ethnicities in North America. Unless he's in the middle of a con, he dresses like the stereotype of the “rich Indian”, with cowboy hats with beaded bands, fringed leather vests over silk shirts, and bolo ties. The grin on his face is perpetual, as is the predatory glint in his eye.

Ray divides the world into three categories: the desperate, the bloated, and the clever. The first he takes care of, the second he “takes care of”, and the third? The third are the real challenge, aren't they?

GUIDE

Rabbit Dodaem: Ray's personal dodaem takes the form of a rangy prairie hare that Ray is in the habit of referring to as Hassenpfeffer. The spirit tries to keep Ray from being in too much trouble, largely by reminding the cocky young man when it's time to run. *Skills:* Athletics, Empathy. *Stunt (1-3s):* You can add the successes spent to your next Defense roll.

RELIC

Lucky Cards: This unassuming deck is the card mechanic's best friend. It can take the exact form of any deck it has touched in the past day, and always returns to its owner's pocket (unless it's stolen by someone of equal Tier). It grants +2 Enhancement to attempts to cheat using the deck. Finally, it has the Ranged Tag, allowing it to be used as a weapon.

KNACKS

LIMINAL

Beyond Memory: You bend the boundaries of cognition, fading from memory after an interaction. Anyone trying to describe you or recall the details of your interaction must make an Occult + Composure roll at Difficulty 2 to remember anything at all, with a 1-point Complication. If they fail to meet this Complication, your identity is safe, though the details of their interaction are not. If this is magically contested, make a Clash of Wills. You may spend Momentum and double successes on any Liminal Skill rolls to avoid passive detection, notice, or stealth otherwise; this does not work against active searching.

Experienced Traveler: When you travel to a new place, no matter how remote, you quickly pick up the social mores and behaviors, along with enough of the language to get by. Add +1 Enhancement to any applicable rolls to blend into the culture, if the Storyguide feels a need to call for a roll at all. This bonus applies before you roll. Additionally, when you attend a social ritual (such as a wedding or a funeral or a birthday party) you always know exactly the right social mores to follow, and how to appropriately dress. Even if



you were not invited, you will not read as out of place.

Flatlander: When you make a close combat, thrown, or ranged attack, you gain access and 1 Enhancement to apply any of the following Stunts to your action, in addition to the default set:

- *Glimpse the Other Side (any successes above Defense):* Make a Clash of Wills. If the target fails, they are removed from reality (leaving play entirely) until the start of their next turn. They roll initiative as normal and reappear where they were standing on their action. An opponent removed from reality in this way cannot be targeted by any actions until they reappear.
- *Stutter Time (any successes above Defense):* You force the target of your attack to suffer a penalty to their Initiative equal to the successes you spend on this Stunt. This pushes a fast opponent further down the initiative roster. If you are targeting an opponent who has already gone, they take this penalty at the start of the next turn.
- *Bend Space (any successes above Defense):* Reduce the target's Range by 1 for each success spent on this Stunt, to a minimum of Close, which lasts until the end of the target's next action.

LOVER

Not a Fighter: When you are engaged in a fight, as long as you do not make attacks, enemies will not target you directly with their attacks. Additionally, gain +1 Enhancement to disengage and withdrawal rolls. You must also have a partner or Followers present for this effect to apply.

TRICKSTER

In Sheep's Clothing: When you disguise yourself, you do without needing to roll. You have the option to change your hair, skin, and eye color, apparent gender, and height within a few inches, but cannot assume the exact appearance of someone else. The disguise cannot be seen through, though your mannerisms and turn of phrase may give you away. At Storyguide discretion, Knack Skill rolls may be required to blend in.

Takes One to Know One: When you are the target of a scam or a lie, you recognize that a deception is taking place. You do not know what the truth is, but you instinctively understand that you are in the company of liars and cheaters. Whether or not you call out the cheat on his dishonest actions is up to you.

Wasn't Me: When you do something with legal or social consequences, you delay the consequence by transferring blame to someone else of the same or lower Tier. This delay lasts until the end of the session by default, but may be delayed further by making a Knack Skill roll, and spending 1 success per scene of delay. To push blame onto a member of your band, you must do so with the consent of that character's player. Once the delay ends, anyone of higher Tier than you who had

been duped by this Knack realizes they've been tricked, and will likely seek revenge.

PURVIEWS

Dodaem: Scions may use this Purview to commune with the totemic dodaem manitou of all things: people, animals, places, and events. Once each scene, you can ask a manitou for its favor as a simple action. It grants Enhancement 3 on relevant rolls for the scene, such as those to hunt a bear or pass through a forest safely. In exchange, it will either ask you for a favor (e.g. the bear's manitou needs a new charge after the hunt) or impose a restriction (e.g. the forest manitou forbids you from harming living things). You lose the Enhancement if you don't honor the bargain, and the offended manitou may favor your foes until you make amends with it.

Fortune: The purview of Fortune encompasses curses, blessings, and the power of chance and fate. Whenever you interact with someone, you immediately senses any Fatebindings they may have. You can also identify when another character uses a Boon or a Knack to manipulate Fate, even if the effect cannot normally be perceived. For the purposes of a Knack, this includes any time a player character spends Momentum to power it, or if an antagonist fuels an ability with Tension.

BOONS

Dream Quest (Dodaem): Imbue 1 Legend, and as you sleep, your dodaem manitou shows you meaningful visions. Ask the Storyguide one of the following questions:

- Where do I need to be?
- What should I be on the lookout for?
- What is the cause of this problem?
- What is disturbing the dodaem manitou of this area?

Following the Storyguide's answer provides Enhancement 3 on actions that help get you to where you need to be in order to do what you must, but not on rolls to actually do it. If your dreams show you that you must slay a wendigo, the Enhancement would apply on rolls to investigate its victims and track it down, but not to do battle with it.

Nine Lives (Fortune): Your luck is strong enough to survive impossible accidents and deadly firefights. Imbue 1 Legend to add +1 Defense against attacks and have Enhancement 2 on any roll where you could suffer physical harm as a direct result of failing it.



SCION

HERO

Name: Ray Brooks **PATHS** **Origin:** Born Hustler
Concept: Hustler **Role:** Lucky at Cards...and Love
Parent: Nana'b'oozoo (Manitou) **Pantheon:** Walking Windfall

SKILLS

ORP	Academics	○○○○○	ORP	Medicine	●○○○○
ORP	Athletics	●●○○○	ORP	Occult	●○○○○
ORP	Culture <i>The downtrodden</i>	●●●○○	ORP	Persuasion <i>Bluffing</i>	●●●●●
ORP	Close Combat	●○○○○	ORP	Pilot	○○○○○
ORP	Empathy	●●○○○	ORP	Science	○○○○○
ORP	Firearms	○○○○○	ORP	Subterfuge <i>Sleight of hand</i>	●●●●●
ORP	Integrity	●●●○○	ORP	Survival	○○○○○
ORP	Leadership	○○○○○	ORP	Technology	○○○○○

ATTRIBUTES

	MENTAL		PHYSICAL		SOCIAL	
<input type="checkbox"/>	<i>Force</i>	Intellect ●●○○○	<input type="checkbox"/>	Might ●●○○○	<input type="checkbox"/>	Presence ●●●○○
<input checked="" type="checkbox"/>	<i>Finesse</i>	Cunning ●●●○○	<input type="checkbox"/>	Dexterity ●●●○○	<input type="checkbox"/>	Manipulation ●●●●●
<input type="checkbox"/>	<i>Resilience</i>	Resolve ●●○○○	<input type="checkbox"/>	Stamina ●●●○○	<input type="checkbox"/>	Composure ●●●○○

LEGEND

● ○ ○ ○ ○

LEGENDARY TITLE

Gift to the People

VIRTUES

Pride ○○○○○ Dream

INJURY CONDITIONS

Bruised -1
 Bruised -1
 Bruised -1
 Injured -2
 Maimed -4
 Taken Out

DEEDS

Short term: _____

Long term: _____

Band: _____

EXPERIENCES _____

CALLINGS & KNACKS

CALLING: Trickster ●●●○○

KNACKS EFFECTS

In Sheep's Clothing No roll for disguise. May change race/gender/details.
 Takes One to Know One Know when you are the target of a lie or scam.
 Wasn't Me Redirect blame for an action; Lasts 1 session + Knack roll

CALLING: Liminal ●○○○○

KNACKS EFFECTS

Beyond Memory Diff 2 (+1 Complication for ID) to be remembered.
 Experienced Traveler Always know enough language/culture to get by.
 Flatlander Extra stunts. +1E to use on them.

CALLING: Lover ●○○○○

KNACKS EFFECTS

Not a Fighter If you do not attack, others will not attack you.

ANY

KNACKS EFFECTS

FATEBINDINGS

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

MOTIFS

MOTIF

Offerings of tobacco, prayers & song

SOURCE

Manitou

MOTIF

SOURCE

MOTIF

SOURCE

MOTIF

SOURCE

BIRTHRIGHTS

BIRTHRIGHT: Rabbit dodaem (Guide) ●●○○○

EFFECTS: Skills: Athletics, Empathy.

Stunt (1-3s): Add the successes spent to next Defense roll.

BIRTHRIGHT: Lucky Cards (Relic) ●●●●●

EFFECTS: Duplicates any deck of cards its touched to.

+2E to cheat

Thrown Tag: Out to medium range

BIRTHRIGHT: ○○○○○

EFFECTS:

PURVIEWS

PURVIEW: Dodaem Source: Manitou

Innate: Ask a manitou a favor on a single action (+3E).

Owe a favor in return

PURVIEW: Fortune Source: Innate

Innate: Sense Fatebindings and other manipulations of Fate.

PURVIEW: _____ Source: _____

Innate: _____

: _____

PURVIEW: _____ Source: _____

Innate: _____

: _____

BOONS

BOON: Dream Quest Cost: Imbue 1 Action: Complex

Effects: Ask a question about what you need to do and receive a dream

Gain +3E to get to where you need to be to do it.

BOON: Nine Lives Cost: Imbue 1 Action: Simple

Effects: +1 Defence, +2E to actions where you could be injured if you fail.

BOON: _____ Cost: _____ Action: _____

Effects: _____

BOON: _____ Cost: _____ Action: _____

Effects: _____



HERO

Name: _____ PATHS _____ Origin: _____ □□□
 Concept: _____ Role: _____ □□□
 Parent: _____ Pantheon: _____ □□□

SKILLS

ORP	Academics	_____	○○○○○	ORP	Medicine	_____	○○○○○
ORP	Athletics	_____	○○○○○	ORP	Occult	_____	○○○○○
ORP	Culture	_____	○○○○○	ORP	Persuasion	_____	○○○○○
ORP	Close Combat	_____	○○○○○	ORP	Pilot	_____	○○○○○
ORP	Empathy	_____	○○○○○	ORP	Science	_____	○○○○○
ORP	Firearms	_____	○○○○○	ORP	Subterfuge	_____	○○○○○
ORP	Integrity	_____	○○○○○	ORP	Survival	_____	○○○○○
ORP	Leadership	_____	○○○○○	ORP	Technology	_____	○○○○○

ATTRIBUTES

MENTAL		PHYSICAL		SOCIAL	
<input type="checkbox"/> Force	Intellect ●○○○○	Might ●○○○○		Presence ●○○○○	
<input checked="" type="checkbox"/> Finesse	Cunning ●○○○○	Dexterity ●○○○○		Manipulation ●○○○○	
<input type="checkbox"/> Resilience	Resolve ●○○○○	Stamina ●○○○○		Composure ●○○○○	

LEGEND

● ○ ○ ○

LEGENDARY TITLE

VIRTUES
 ○○○○○

INJURY CONDITIONS

Bruised _____ -1
 Bruised _____ -1
 Bruised _____ -1
 Injured _____ -2
 Maimed _____ -4
 Taken Out

DEEDS

Short term: _____

 Long term: _____
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EXPERIENCES

CALLINGS & KNACKS

CALLING : _____ ●○○○○
KNACKS EFFECTS

CALLING : _____ ●○○○○
KNACKS EFFECTS

CALLING : _____ ●○○○○
KNACKS EFFECTS

ANY
KNACKS EFFECTS

FATEBINDINGS

NAME: _____
Role: _____ ○○○○○

NOTES

NAME: _____
Role: _____ ○○○○○

NOTES

NAME: _____
Role: _____ ○○○○○

NOTES

NAME: _____
Role: _____ ○○○○○

NOTES

MOTIFS

MOTIF

SOURCE

Pantheon

MOTIF

SOURCE

MOTIF

SOURCE

MOTIF

SOURCE

BIRTHRIGHTS

BIRTHRIGHT: _____
EFFECTS _____

BIRTHRIGHT: _____
EFFECTS _____

BIRTHRIGHT: _____ ○○○○○
EFFECTS _____

PURVIEWS

PURVIEW: _____ Source: _____
Innate: _____

PURVIEW: _____ Source: _____
Innate: _____
:

PURVIEW: _____ Source: _____
Innate: _____
:

PURVIEW: _____ Source: _____
Innate: _____
:

BOONS

BOON: _____ Cost: _____ Action: _____
Effects: _____

BOON: _____ Cost: _____ Action: _____
Effects: _____

BOON: _____ Cost: _____ Action: _____
Effects: _____

BOON: _____ Cost: _____ Action: _____
Effects: _____