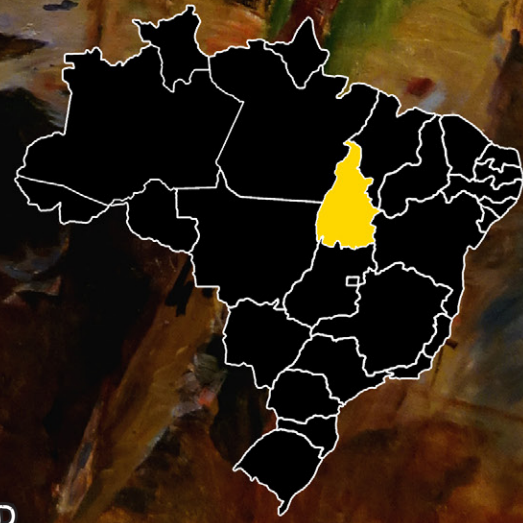
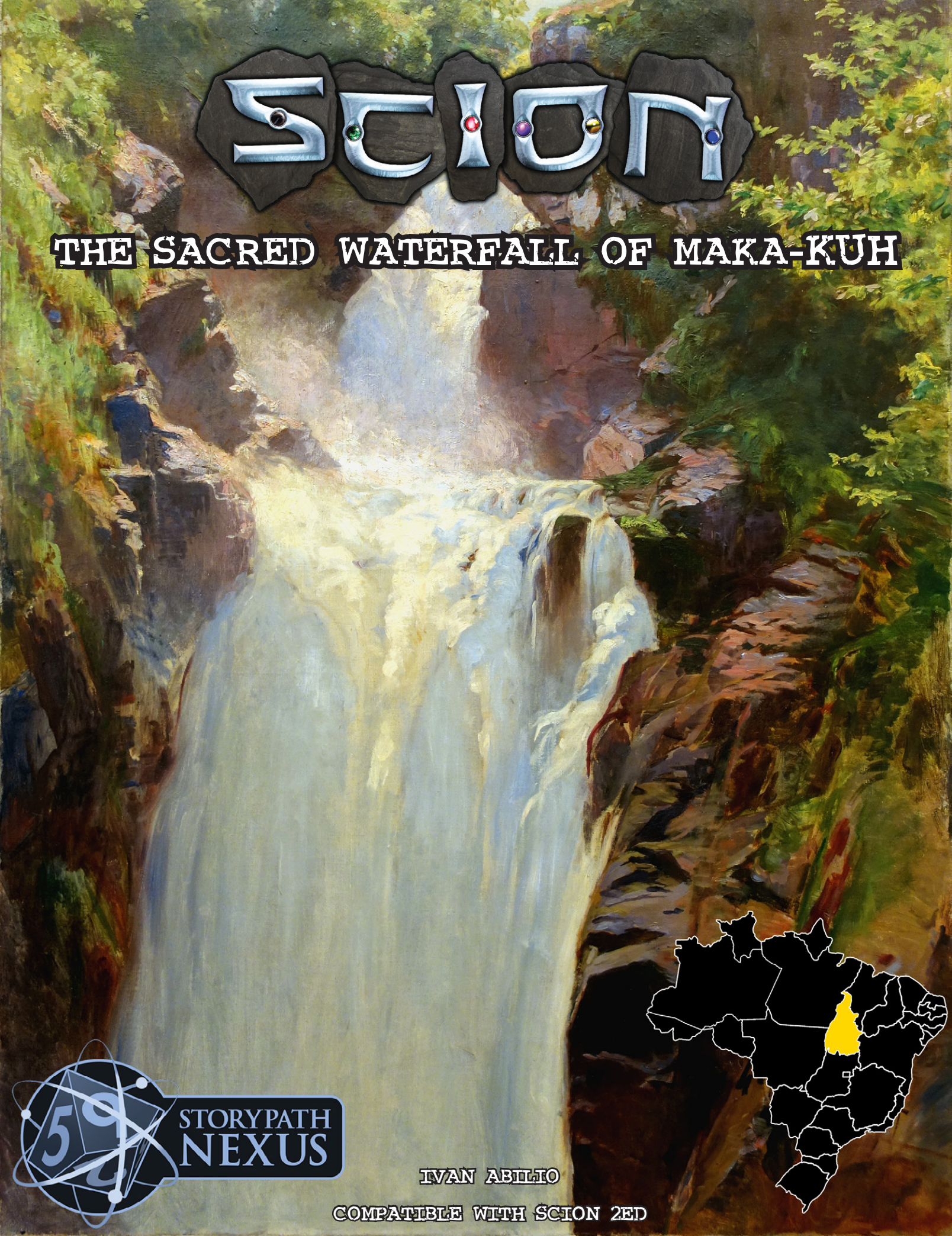


# SCION

## THE SACRED WATERFALL OF MAKAKUH



STORYPATH  
NEXUS

IVAN ABILIO

COMPATIBLE WITH SCION 2ED



## CREDITS

**Author & Editor:** Ivan “Manbat” Abilio

### ARTISTS:

**Gaston Vuillier**

- “La Grande Cascade”, Cover

## SPECIAL THANKS TO

First and foremost, our father, for inciting our creativity, intelligence and curiosity, all who where very much necessary in the production of this work.

And a special thanks to Sacerdos and all the people of the Scion Forum and Discord Server for helping me to improve my craft. I can't appreciate enough.

Thanks to the Athenaeum website (<https://www.the-athenaeum.org/>) for offering so many beautiful pieces of art.

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

# INTRODUCTION

Good day to all who are reading this material. Hope you all are having a great day.

We have recently produced a bigger material (the *Pindorama* book) which required a lot of work and effort. While doing it, we read a lot of material about Brazil and had many interesting and curious ideas we wanted to apply to this setting, but we couldn't. We didn't want to make muddled the difference between real mythology and folklore of the country (or at least the best we could bring) and what we created in our overthinking minds.

However, these ideas didn't disappear into the ether, and now that the *Pindorama* book is out and selling (thanks to all who bought it) we will be presenting these ideas in a series of materials. These ideas, to give them some order and theme, were separated into 27 different parts, each focused in one of the Brazilian states. There was no particular reason to do so, but we thought it would be cool like that.

While they are certainly created with the Brazilian setting in mind, they are as much based on our own ideas and could be replanted into different settings with varying degrees of easiness.

It is more for fun than anything else, and I hope you all can enjoy playing with it as much as I did writing it.

## CONTENTS

This is Part 1 of the series, *The Sacred Waterfall of Maka-Kuh*, presented in the state of Tocantins, quite in the center of the country. In this material you will find the bases to use a group of highly trained monkeys that leave and train beyond the magic waters of a special waterfall.

This game requires the *Scion 2e: Origin* and *Scion 2e: Hero* corebooks and the *Pindorama* book.

This product was created under license. STORYPATH SYSTEM, STORYPATH NEXUS COMMUNITY CONTENT PROGRAM, and all related game line terms and logos are trademarks of Onyx Path Publishing. All setting material, art, and trade dress are the property of Onyx Path Publishing. [www.theonyxpath.com](http://www.theonyxpath.com)

This work contains material that is copyright Onyx Path Publishing. Such material is used with permission under the Community Content Agreement for Storypath Nexus Community Content Program. All other original material in this work is copyright 2021 by Ivan Contini Abilio and Gabriel Contini Abilio and published under the Community Content Agreement for Storypath Nexus Community Content Program



© 2021 Onyx Path Publishing. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright holders of that material. “Scion” and all characters, names, places, and text herein are copyrighted by Onyx Path Publishing.

Keep up to date with Onyx Path Publishing at [theonyxpath.com](http://theonyxpath.com).



# THE SACRED WATERFALL OF MAKA-KUH

## STATE: TOCANTINS

There are many waterfalls spread through the state of Tocantins. All are beautiful beyond description, and some quite hard-to-reach, but none is more beautiful or hidden than the Sacred waterfall of Maka-Kuh.

This waterfall, only heard by few and seem by no one, is a story passed by hearsay by those who adventure depth into the pieces of jungle that remain in the state. It is said that its fresh and cold water can do more than just end thirst and lower heat, but it can also heal wounds and provide longer lives.

But no one is sure of such, as few have ever heard of it, and those who did don't to go after it, as they also hear the legends of those who protect the waterfall: the simian clan of Maka-Kuh.

## THE HISTORY BEHIND IT

Although his more famous journey was made not exactly willingly, Sun Wukong is an avid explorer. Help to discover new lands, make new friends, face new foes, and help new monkeys, and there are not many limits he would care to respect. So it is no surprise that Sun Wukong would eventually reach far beyond the reaches of Asia and end into the central South America Jungle.

There he found many monkeys who reminded him of those who still inhabit the Mountain of Flowers and Fruit, and he couldn't resist but to spend some time with them. He shaped himself into their form and spend many days and nights enjoying their company and games.

However, as they were one day resting on a tree after filling themselves with all manner of fruits, the Monkey King heard gunshots. While all monkeys but the King went away, he decided to inspect it and he found it to be a European with an entire gang. They were hunting monkeys, and have been doing it for a while as they had many monkey pelts and caged monkeys.

This horrified Sun Wukong, who spoke with the other monkeys about it. They said that those Europeans have been going deep into the jungle and have learned from the Natives the best ways to hunt the monkeys, and now they were being hunted like never before.

The king, horrified with such discovery, decided to not let this happen anymore. The gang of hunters, which Sun Wukong never came to know was Banderants, were quickly dispatched by the king, but the monkey knew it wouldn't be enough. He then decided to train them, so they could protect themselves from any dangers the World might throw

at them. He found a waterfall and, beyond the wall of water, created an immense cave where they could inhabit and train in peace.

The training went very well, and many monkeys from far away came to train, and the King himself brought some others from his original court to fill some special ranks and train some special skills, like crafting weapons, making clothes, and housebuilding. To help the village to grow and his pupils to live better and longer, Sun Wukong was able to persuade Uiara to bless the waters of the fall with the gift of health, giving them their healing and life-extending properties. Even more, he was able to get a few locks of hair of Guaraci to cover over the roof of the cave, so it would warm and shine during the day like the sun itself.

The King, however, couldn't stay for too long, and not much later he had to leave, but he still comes back every so often. His pupils, however, kept growing and multiplying, and what was once a band of half-trained monkeys are now a fully fledge Warrior Clan, with a banner of war, chants, strategies, and everything.

## THE WATERFALL

Over the state of Tocantins alone, there are dozens of waterfalls, most impressively beautiful and very hard to access. None of them, however, is as beautiful or as hard to reach as the Waterfall of Maka-Kuh. Clean cool water, even during the hottest seasons, falls for 4 meters from the top of the waterfall to the natural pool just below it, forming an almost flat water wall. While it hides many secrets behind this water, none is more special than the waters of it.

These waters, blessed by Uiara herself for the monkeys that protect those water, provide them and anyone who drinks or swims on it with a surge of health. It can be used to heal wounds, alleviate suffering, help treatments, slow aging, and other health-related miracles, all of which the monkeys use in abundance. Their use of it, however, is never abusive, as these waters are there for them, but they are also there for it.

When, many years ago, Sun Wukong made a deal with Uiara for it, wanting to help his monkey friends, Uiara already wanted to provide this form of blessing to those who needed it. She knew, however, she couldn't just create it without protection, as soon people from all over the land would be migrating there, and soon it would be abused. She needed protectors for it, someone who could judge who deserves to use it and could defend it against anyone who wanted to destroy or abuse it. As Sun Wukong was happy



to give to them something to protect, and something to train for, the deal was closed and the waters blessed.

She blessed the waterfall in front of the hiding place of the monkeys, and since then this is the Sacred Waterfall of Maka-Kuh was created.

### **The Magic of the Sacred Waterfall**

The blessings on the waterfall were many but very specific, so to allow it to exist but not to be too abusive. Anyone drinking or swimming in the waters would have their health restored, healing wounds, curing diseases, and other effects. Those who can drink it often even have their life extended, aging slowly and suffering little for it.

These blessings, however, are limited to the water in the waterfall and on the pool directly beneath it. Any water before the waterfall or that goes out from the pool is just regular water, without any special features. The same applies to any water taken from the waterfall and the pool for more than a few seconds, except for any water which enters into the Cave of the Clan.

This limitation makes so that anyone who needs these waters must travel to the waterfall, which thanks to its remoteness and the protection of the Clan is not easy. Very rarely regular people reach there, only accidentally, but more often heroes reach there, especially Scions of Uiara. Even those, however, must pass the judgment of the monkeys, who will listen to why do you need to use this water and then consider it. If you have good reasons all will go well, but if your permission is denied you better just leave, or risk the wrath of the entire Clan of Maka-Kuh.

## **THE CLAN OF MAKA-KUH**

From a humble beginning, the clan has grown to a considerable size. More than 60 monkeys live there, and while most are of species from South America many others have traveled continents to join there.

They are all as smart as humans if more agile and playful than your average person. Most dedicate their lives to battle, becoming great warriors themselves, but in the clan has space for all, having also famous smiths, masters of knowledge, and even the occasional bard.

If they have a flaw, however, is that they have little knowledge of the outside world. They do go out and protect both their sacred waterfall and all the monkeys around it, but they know little of human societies. Interestingly, the little they know is often unknown from East and South West Asian societies and culture.

Except for hunters or foresters that happen to be working too close to their waterfall, which they will intervene to stop their activities, they will avoid contact with most humans. The only ones outside their society they frequently interact with are Scions who come to visit them, often after training, and the occasionally lost explorer or tourist, which they guide back instead of fighting.

## **HIERARCHY**

The clan of Maka-Kuh is a democratic society, with a mix of Asian ideas that the monkeys got from Sun Wukong teachings. Their leader is called Xogun but is decided by a vote from all adult members of the Clan. His word is an absolute law, but he rarely uses his powers to do anything but to oversee the workings of his ministers and resolve conflicts that might arise between them. While he takes in consideration all that other Ministers and advisors say, say he is the only one who can authorize anyone to drink from the Sacred Waterfall.

The ministers are specialized leaders that watch over different aspects of the monkey society, and as their leader, are decided by vote every 2 years. Some examples are:

**The Minister of Fruit** take care of the supplies of food and rations for all, and as there are no farms on the lands of the clan, they must gather all they need from outside. They also organize the very gathering parties that go out finding (and stealing) any material they might be needing at the moment.

**The Minister of Play** oversees the training of all warriors, and is usually the best warrior on the clan, able to fight all styles. They also oversee that there is no foul play during the many fighting competitions the monkeys do every year. Ironically, their function also entails teaching them to be able to trick opponents and cheat on the same rules they uphold.

**The Minister of Crafts** is responsible for all kinds of craft within the Waterfall, from weapons and clothing to buildings and even the occasional relic. Normally the Minister is the best crafter, but he is by far not the only one on the clan, as most monkeys can do some level of basic crafting. If any damage is done to the cave, the river, or the waterfall, the Minister is expected to find a way to fix it.

There aren't many laws in the Waterfall, but all are written in the Book of Laws, the most important book they have on their library. The three most important being:

- Do not tell others about the Waterfall.
- Do not kill other monkeys.
- Always be sharp on your duties.
- Do not pee on the river before the waterfall.

## **INTO THE WATERFALL**

The biggest challenge to getting into the clan's lands is finding the Waterfall, and be sure that it is the correct waterfall. After such, crossing the wall of water gives a nice and refreshing shower, if not a little cold and forceful, and gives entrance to a humid but otherwise regular cave.

Walking a few dozen meters inside, it starts going down and those who enter find themselves facing a circular hole, with attachments for ropes. The visitor should bring their own rope, or be agile enough to be able to escalate the rustic and slick hand and foot placements on the walls of the hole.



If you can go down without falling, which is highly recommended, it will take a few dozen meters before you found yourself in a bigger cave, which requires some illumination to show a giant decorated wooden door, covered with drawings of many warrior monkeys.

That door is the door of the Great Warriors Gone, and the biggest monkey warriors who died are there represented. They all appear in their scariest poses, to scare away anyone who might enter with evil wishes to the clan.

After opening the door, which isn't easy if the Door Master inside doesn't use its opening mechanism to do so, anyone who enters is meet with a splendid view.

An immense cave appears, with a few acres of jungle-filled space, with enormous paintings of monkey battles and trees all over its 10 store walls. On the top shines a tapestry of golden and black rope tick hairs, which shine and color fluctuate as waves over a lake.

The door gives way to a stairway that stops midway before the ground, giving access to the top of the trees from where any who enters is expected to be able to move through to get into the center of the cave, where the clan buildings are.

If you move straight from there for good while, which is much faster by the treetops, you will eventually reach the center of the cave, finding an opening in the jungle. There where a big patch of grass is surrounded by 3 blocks of buildings in Asian style, one to each side and one in front. During most hours of the day, on the patch of grass, monkeys train all forms of martial arts, but early in the morning and late in the afternoon you can find the School of Crafting testing their new weapons.

### **The Monkeys and their Buildings**

The biggest of the blocks of buildings, a Paloka surrounded by smaller buildings, is the one directed in front of the entrance of the cave, is the administrative center of the clan. There works the Xogun and all Ministers, with the Shogun in the highest room of the Paloka and the Ministers in the smaller ones. There is also the Library, the Treasury, and the Center for Non-Martial Arts, which include many monkey paintings and war-chantings. The most secretive room, although it is not strictly forbidden to visit, is the Room of Outside, in which all they collect from the outside world is stored.

To the left, in smaller and simpler buildings, is the craft center. There, in its many buildings and rooms, all that the clan needs that aren't natural are made: bricks, weapons, furniture, and all sort of garments. There also stay the deposit for all non-food supplies of the clan, which include metals, leather,

To the right is the food court in one single larger building with 3 stores. The lower ones are supplies and kitchen, the 2 higher ones are the halls of feeding, where the monkeys eat their meals (when they give themselves the trouble of eating inside).

All buildings have hand holders on the outside, as well as ropes from the windows, and internally no buildings have stairs. The monkeys walk through the outside, using windows as doors without thinking twice, and whenever necessary a group of friendly monkeys will help incapable monkeys to get where they need to be.

Beyond the central buildings, the only ones made of brick and stone, the only other built structures are in the high trees, where the monkeys build their houses. This housing is built without much care for division or privacy, and no monkey claims "property" over one of those. Even the Xogun and the Ministers, although always having higher prestige, sleep with the other monkeys, often sleeping together in houses with many others. These communal houses don't have any form of stairs to go to them, being accessible only by climbing up the trees and branches, in which many monkeys might also be sleeping.

### **The Monkeys**

The variety of monkeys on the clan is great, and they all share functions without distinction. Their lifespans greatly expanded thanks to the water from the Waterfall, they live for as long as regular humans, sometimes even more.

Sadly for the Monkey King, he was unable to guarantee to them the immortality those back in the Mountain of Fruit and Flowers have, as Yama will not fall for the same trick twice. This, however, has not stopped the monkeys that in there inhabit to do the best with their limited lifespan. The more important monkeys now on the hierarchy are:

**Shogun Atilicio (Woolly Monkey):** The Greatest Monkey, the Xogun, is the leader of all of the Monkeys that live in the Waterfall. His reign has been mostly peaceful, thanks to his wise and generous attitude. He has kept good relations with heroes outside of the Waterfall that had helped to keep it hidden, but not all monkeys like this closeness with outsiders. While his popularity has kept him in charge for many consecutive terms, he is starting to feel the weight of age on his shoulders.

**Minister of Fruit Daniles (Red-handed Howler):** The Most Intelligent of the monkeys, Daniles can recite all that is in the Library by heart, and say it so loud that all within the waterfall will hear. Highly intelligent and organized, Daniles is responsible for the organization of all the Shogunate, from schedules to supplies, and to protect and pass all the ancient knowledge. He hardly has time for friends, but he has a few pupils, all of who consider him an empathetic but demanding teacher. He teaches with all he has, as he is afraid that the new monkeys, always playful, might forget the old knowledge. He is the caller for lunch, and three times every day he shouts to call to eat, and all Monkeys, no matter where they are, hear.

**Minister of Play Gabanata (Golden Lion Tamarin):** The Most Agile Monkey, the Minister Gabanata is the smallest of all Ministers of Play in memory, but what she lacks in physical complexion she compensates in agility and ability. The living proof that you don't need to be big to be deadly, she is also very popular thanks to her shows where



she makes astonishing acrobatic displays. Friendly and as quick in wit as she is with her tail, her almost invincibility has made her overconfident, believing of herself as untouchable and unbeatable.

**Minister of Crafts Jonbell (Spider Monkey):** The Lord of All Weapons, Jonbell's tail can forge better weapons in a day than most craftsman can with both their hands in a year. His stern attitude has guaranteed that he has few who like him, but his ability more than compensate. He has overseen dozens of students, but only a few received a single unqualified compliment from him. Paranoid, he has not only kept the armory of the Shogunate filled with weapons but he also has secret stashes hidden all under and around the Waterfall.

## BIRTHRIGHTS

### RELICS

#### Guarací Hairs (•••)

The hairs of Guarací are one of the most precious gifts that the monkeys ever received. They form a giant tapestry on the ceiling of the cave within the Waterfall, and they shine with the light of the sun every day, allowing the cave to be not only habitable but filled with life. While even touching the tapestry is forbidden to all the monkeys except for the Xogun or the Minister of Craft, sometimes some hairs do fall from it.

These hairs are often found, hard to miss a string shining like a sun, and they are used to make small decorations that bless the user with the power of the sun. These strains of hair are as thick as a shoestring and can be quite long, depending on how much of it fell, and they are often used to make bracelets, collars, weapon decorations, or tail decorations. To this day it is unknown if Guarací gave is even aware that some of his hair was stolen, much less if he knows it is being used.

**Purview:** Sun

**Motif:** "The Light that gives Life"

**Knack:** Whenever you use the Innate Power of the Sun Purview, you can decide to generate heat beyond just light. This allows you to keep yourself and anyone up to Short Range warm. This turns any cold environment comfortably warm, and extreme cold situations (like snowstorms in the Arctic) where it is necessary to make rolls to survive, it provides a +3 Enhancement to any roll to survive.

#### Waterskin of the Maka-Kuh Water (••••••••)

The Water from the Waterfall is the most important of all the gifts for the monkeys, and most of their missions are to protect it against anyone who might want to use it for nefarious reasons. The Monkeys, however, use it often to heal themselves and satiate their thirst, and a few of them receive the right to take it to a mission far from the Waterfall. The Monkeys still use Waterskins as the more common method

of carrying water, and to the Monkeys who go too far from the Waterfall, they received a special waterskin.

This special Waterskin was left under the waters of the waterfall and the shining of the moon for months, absorbing the blessings of the water. After long enough the item is blessed and any water within is also considered the Water of the Waterfall. There are different sizes of Waterskins, which can carry a limited amount of water, related to how many uses it can be used before it is empty. The number of uses is equal to the level cost of the Waterskin minus two.

**Knack:** Anyone who drinks the water receive the following effects depending on the number of doses they drink during a Scene. The effects are cumulative and end by the end of the Scene:

- One Dose: Any attempt to be healed after drinking the dose causes gains a +2 Enhancement.
- Two Doses: Turns an Aggravated Damage Condition in a Regular Damage Condition.
- Three Doses: Drinking a third dose of the water creates the effect of the Healer Knack *Damage Conversion*.

**Flaw:** The Waterskin has a limited number of uses before it needs to be refilled with a ritual with blessed water. The ritual to turn the water blessed is as follows: first, the waterskin is filled with untreated clean freshwater (like from a river, well, or the rain), which must be emptied in a bowl or similar, and left under the night-sky for a night. When the water is put back into the Waterskin it is blessed and remains so as long it stays there or is taken out and used immediately. Any attempt to store the water out of the Waterskin turns it back into regular water.

### GUIDE

#### Minister of Crafts Jonbell (•••)

The Minister of Crafts is a stern teacher, always serious and always demanding, that rarely gives compliments. He is so because he believes perfection is the only target worth

## A TAIL AS OLD AS TIME

This denizen calling expects that your kind of monkey is a monkey, that is, it ain't an ape. The differences are cladistic, but the biggest one is the presence of a powerful prehensile tail. This choice was made as there aren't South American Apes, only monkeys.

And yes, yes, we know that prehensile feet and tails are not like hands. But in a monkey society, they would probably be trained enough to have good coordination, and it is cooler to imagine a monkey fighting with a sword on its tail or shooting with their feet.



achieving, and any flaws need to be exposed if things are supposed to be improved. This makes him a hard teacher, but also makes his students even more dedicated to getting him to compliment their work.

**Asset Skills:** Close Combat, Technology

**Benefits:** Monkey Society, Crafting advice, Paranoid theorizing.

**Guide Stunt (2s):** Whenever evaluating some weapon or technology, you can learn the flaws and weaknesses of this item. If you pass this test, any attempt to use the Sunder stunt against it is reduced in one for the rest of the Session. If the item seems isn't unique (like mass-produced or made quickly by the same forger), the bonus is valid for all the item's copies.

**Knack:** You are never without a weapon. Unless a higher Tier being makes sure you are without weapons you always have a weapon accessible. More often this weapon will have the tag *Concealable*, but if you have somewhere you can hide bigger stuff, you can have any kind of weapon in store. All hidden weapons "summoned" by this Knack are trivial and could reasonably be accessed by your character.

## DENIZEN CALLING MAKA-KUH WARRIOR

*"Yes, I have to train even on Christmas. Where I come from, it is traditional to train on holidays. Yes, I know I train every day. Where I come from it is also always a holiday."*

The Monkeys that live under the Waterfall are a unique kind of monkey. They have intelligence, endurance, and are very well-trained in combat, tactics, and movement, beyond being weirdly obsessed with Asian aesthetics and culture. Living underground under their sacred waterfall, they are trained since childhood in combat, weapon construction, and many other arts. Thanks to the mystical powers of their waterfall some of them can live longer lives, becoming very old and incredibly dangerous.

Just a few of them decide to go beyond the surrounds of their sacred territory, often in search of knowledge or to bring something back home, but the reasons vary wildly. Some more adventurous want to just go far to find the original Flower and Fruit Mountain, or just to go learn the origins of their government system. There are no laws that they can't exist, but all who do know they can't bring anyone back without direct authorization of the Xogun.

On any band of heroes, they tend to be a bit naive, without fully understanding the bureaucratic, and boring, modern world, with so many rules and so little fun. Take a while for them to get used to it, and until them is good for other heroes to keep an eye on them.

**Example Calling Words:** monkey, climber, unbeatable, wild, tail, agile, protector

**Path Asset Skills:** Athletics, Close Combat, Survival

**Path Asset Contacts:** Sun Wukong followers, Others Monkeys, Supernatural Jungle Beings

**Persistent Condition:**

**Monkey Appearance:** You are a monkey. Without some full-body disguise, you are unable to pass as a human and depending on your species, even then. This means people will react with extreme confusion, in the best of cases, to your presence, and might consider you dangerous. You gain a point of momentum any time it is troublesome to you, but you also have a natural +1 Enhancement before the roll to any climbing or balance roll, and prehensile feet and tail, that works effectively like as hands, giving a +1 Enhancement to grapple.

**HEROIC KNACKS:**

**3D Fighter:** You ignore extra Complications to fight due to balance, as when you are holding by your feet to branches above, being held by only your tail to the side of a boat, or by fighting with your feet while making monkey bars.

**Arrow Catcher:** You can catch projectiles from the air before they hit their target. As long as you have one hand/feet/tail free, you have +1 Enhancement in Defense against projectile weapons. All allies up to Close Range also gain this bonus. If you successfully defend, you end with the projectile in your hand/tail/feet.

**Caught by the Tail:** Your prehensile tail reacts to defend you from danger. Anyone attacking you has a +1 Complication to hit you with a melee weapon, or otherwise, they lose their weapon or are left prone on the floor if unarmed.

**Day of the Prey:** Like the Hunter Knack *Most Dangerous Prey*.

**Extremely Ambidextrous:** You use the highest dice roll for any mixed action as long as all actions are done using your hands, feet and/or tail.

**Jungle News:** By using a powerful monkey scream, you can communicate with the animals of the jungle, and quickly gain information about what is happening inside of it. Roll a Knack Skill, the number of successes you get is the amount of information you gather as if you were investigating. You can do the same to other kinds of environments which have animals but has a +2 Complication to get proper information.

**Monkey Fingers:** Like the Trickster Knack *Light Fingered*, but you can use your feet and/or tail besides your fingers.

**Monkey Joints:** You can bend your joints far beyond a regular human, allowing you to escape from most ties, handcuffs, or grapples without much effort. You can't be grappled by those of lower Tier than you, and you gain a +2 Enhancement before the roll to escape any grapple attempt from the same Tier grapplers.



**Weapon Rigger:** You can fix weapons and other pieces of equipment in the heat of combat. You can buy the following Stunt in any roll amid combat

- **As Good as New (2s):** You can remove the Condition generated on one piece of equipment by the Sunder Stunt as long as the piece of equipment is at Close Range of you. This Stunt can be bought multiple times in a single turn.

#### IMMORTAL KNACKS:

**Monkey See, Monkey Do:** Spend a point of momentum when you see someone else using a Knack. You can use the same knack as if you have it for the rest of the Session. You can pay one of momentum of each Scene more you want to extend this effect. You can also use this effect to learn a single temporary Boon of a Purview you have access, but can't extend the duration of knowledge. In both cases, you can't learn what is beyond your Tier.

**Primal Scream:** You can release a primal scream which scares anyone nearby. Roll a Knack Skill, anyone with a Composure smaller than the number of successes you got has a +3 Complication to attack you. As long as you have at least one success, any trivial target automatically runs away. You can only use this effect once a Session, and it lasts for one Scene or until you are hit, whatever comes first. You can also project your voice to be heard up to a distance of a city block.