

SCION



A RUDE AWAKENING

Ryan Wheeldon
Compatible with Scion 2nd Edition



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This would not have been possible without any of you.

Thank you.



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INTRODUCTION

The text you are about to read was drafted, nearly in its entirety, over the course of a few months on the Onyx Path Twitch channel (<https://www.twitch.tv/theonyxpath>).

What started out as a request for video reviews of Onyx Path products quickly turned into one of the most fulfilling things I've managed to do with the platforms available to me: an opportunity to pull back the curtain and offer advice and tips garnered over nearly a decade of gaming in order to help introduce people to Scion 2nd edition and to writing adventures in general.

Throughout all of this, the Onyx Path Twitch team and community were incredibly supportive and this, quite literally, would not exist without them.

However, I am only a fan, and one person to boot, so where I have incorporated ethnicities, cultures, genders, etc. that are not my own, I have taken what precautions I can to ensure that offence is not taken. If I have failed in this, please do not hesitate to let me know in the discussion section of this product.

The following adventure is written to introduce new players to not only Scion 2nd edition, but to role-playing in general, but is NOT a quick start. Care has been taken to include material only from the Scion: Origin book (with two main exceptions, noted below). It is also important to note that no PC is aware of their divine nature at the outset.

Each section of this adventure will include some summary of my thought process behind its design, as well as (where necessary) narrative prompts provided in italicised text; these can be read aloud, paraphrased, or used as springboards for scene descriptions.

Complications have been abbreviated as Xc where X is the level of the Complication. The same has been done for Difficulty using Xd and Enhancements using Xe.

As is mentioned in Appendix C, throughout this document, each pre-generated character has been given a 'canon' name to cut down on confusion. Each character is presented below with an alternative name and pronouns (where appropriate).

Antagonist names are highlighted in bold and their stat blocks are presented in Appendix B.

THEMES AND MOOD

I approach every adventure I write in terms of the themes I want to explore within it, typically presented as three short sentences/phrases, and the mood, presented as two opposing viewpoints.

As suggested by the title of this adventure, the themes are sudden awareness, changing the status quo, and revelations.

The mood is: confusion vs understanding

OUTLINE

As this is an introductory game, I kept the outline reasonably simple; it consists of a few scenes to provide opportunities for role-playing and to encourage in-character thinking, as well as some light combat and World introduction (scenes 1a and 1b), two scenes to demonstrate the Intrigue and Procedural aspects of Scion 2nd edition (scenes 2 and 3) and a climactic scene consisting of an Action-Adventure sequence to wrap everything up.

This document also provides suggested Visitation scenes for each of the pre-generated characters, as well as the triggering circumstances and the attitudes of the parental Incarnation.

Scene 1a – an opportunity for players to have a spotlight scene focussing on their character IF they are comfortable with solo role-playing.

Scene 1b – a group introduction to the adventure. If you do use scene 1a, this scene can act as filler to encourage getting to grips with the core mechanics of the game.

Scene 2 – a police interrogation scene to provide some clues to point the player characters (PCs) towards the finale and to encourage short amounts of solo role-playing. This scene can happen after scene 3.

Scene 3 – an opportunity for the PCs to find/act on clues and build their knowledge of the city around them.

Scene 4 – the PCs should be able to put together enough clues to direct them towards a warehouse where the finale of this adventure takes place.

SETTING

The following adventure takes place in a small, fictional city in the United States named Oakvale. There is a small university in addition to all the usual amenities one might expect but Oakvale has never had much contact with Scions or the Divine.

SCENE 1A: MANY PATHS

INTRODUCTION

Each of the following sub-scenes is intended to serve as an introduction to a single character and as such presents a suggested location/event important to said character, a handful of suggested SGCs (that other players may temporarily assume control of and that come complete with individualised personality traits and drives presented in square brackets [each SGC's stat block is provided in Appendix B]) and some possible events to give direction to the scene or draw the character into the spotlight. Each sub-scene can be viewed as the start of a scene with PCs leaving for other locations once the scene is resolved.

ASH

Setting: Fundraising event for a community centre, the event is being held in a library.

Design note: Libraries serve as great symbols of urban decay (they are usually the first things to suffer when social care budgets are cut) and a meeting ground for the 'educated elite' and the disadvantaged youth – or, in simpler terms, the clash between having money and a drive to better oneself vs needing something free to do/somewhere free to hang out.

Possible SGCs include:

Organiser/organisation committee [charitable, honest, well intentioned | to raise money, to meet people, to divert attention].

Socialites [philanthropic, ambitious, sceptical | to give money, to climb socially, to mingle].

Security [serious, severe, professional | to keep the people safe, to keep the valuables safe, to make their name].

Disadvantaged youth [hopeful, desperate, naive | to network, to make friends, to learn].

Events:

One of organisers wishes to discuss further events with Ash.

One of the socialites wants to know more about the centre and its offer.

Someone tries to steal something near Ash (prompting a roll to notice before security intervention).

One of the kids comes to Ash with a complaint about one of the other attendees.

HU BAI

Setting: Internet café.

Possible SGCs include:

Staff [bored, tired, hungry | to make money, to make friends, to pass the time].

Customers [angry, excited, addicted | to win, to surf the web, to hide their activity].

Accomplices [worried, nervous, shy | to not get caught, to 'advance' in the Collective, to learn].

Technicians [frustrated, confused, resigned | to fix the problem, to leave quickly, to show off].

Events:

One of the staff can't find something important (keys, wallet, etc.) or someone asks the staff to help them find something important.

One of the customers has a medical emergency (photosensitive seizure because of undiagnosed sensitivity/heart attack/electrical burn from a spilt drink, etc.).

One of the accomplices succeeds in their task (phishing email set up/identity stolen on social media/floorplans found, etc.).

One of the technicians starts an argument because one of the customers breaks something that had just been fixed/is being used incorrectly.

ISABEL KING

Setting: Ashworth Renewables 'Icarus' project meeting.

Design note: 'Icarus' is a project developing upper atmosphere solar panels and their deployment. The purpose of this scene is a roundtable/network event. The meeting is held on campus in an Ashworth Science-sponsored building.

Possible SGCs include:

Scientists [eager, knowledgeable, bookish | to be known, to succeed, to create].

Journalists [curious, cynical, enthusiastic | to report the truth, to cash the next paycheque, to find out secrets].

Catering [confused, concerned, distracted | to live up to expectations, to put on a good event, to sneak off as soon as possible].

Contractors [bored, entertained, observant | to network, to pass the time, to get free food].

Events:

One of the scientists is evincing a controversial point of view about something related to project 'Icarus'.

One of the journalists is asking awkward questions about the personal life of one of the scientists.

One of the caterers gets caught spiking the food/drink.

One of the contractors falls noisily asleep.

LIAM MACMAHON

Setting: Asclepius Mental Health and Awareness Centre.

Design note: I envision this as being a small mental health centre aimed at students and probably has some staff who are here for training purposes before graduation. As with anything dealing with mental health, please be sensitive with any portrayal or discussion during this scene.

Possible SGCs include:

Admin staff [bored, cynical, officious | to earn money, to help, to organise].

Patients [tired, anxious, irritated | to heal, to talk, to get attention (please note, only a VERY small number of people feign illness for this purpose and discussions of Munchausen Syndrome should be dealt with carefully)].

Practising staff [eager, honest, confident | to help others heal, to learn, to make their name].

Self-help group [optimistic, knowledgeable, opinionated | to be praised, to self-actualise, to help others].

Events:

One of the admin staff is hiding irregularities in the paperwork and has just been found out.

One of the patients is agitated and starts being aggressive; they are a pre-Visitation Scion who is being treated as mentally ill because they can see something no-one else can.

One of the practising staff is running late for an appointment and can't find something.

Someone following the self-help group's yoga advice falls and starts a small argument.

MARTINA VASQUEZ

Setting: Activist event at the Redfield Centre for Renewable Sciences

Design note: The Redfield Centre is more of a community-focused organisation than Ashworth Science and hosts public lectures around the city. This one has drawn a crowd.

Possible SGCs include:

Activists [eager, hopeful, determined | to change the world, to change perceptions, to challenge authority].

Band-members [calm, confident, focused | to perform, to brighten someone's day, to improve].

Police [wary, curious, cynical | to protect, to enforce, to learn about others].

Crowd members [curious, bored, angry | to watch, to heckle, to spend time with friends].

Events:

One of the activists starts trying to organise action of some kind.

One of the band-members receives a troubling phone call.

One of the police has an issue to raise with the band.

One of the crowd takes things too far.

MICHAEL KETTERING

Setting: A meeting of the Cult of Odin being recorded for a documentary.

Possible SGCs include:

Cult members [focused, knowledgeable, religious | to progress within the cult, to show willing, to gain favour].

Initiates [nervous, optimistic, cynical | to join the cult, to make contacts, to pay off a debt].

Researchers [jaded, shy, experienced | to gain understanding, to make their name, to make a breakthrough].

Documentarians [eager, precise, tired | to document, to spread knowledge, to win an award].

Events:

A cult member is revealed to be involved in a scandal.

An initiate feels ill/distressed.

A researcher has many questions.

One of the documentarians is causing problems.

CONNECTING THREADS

These threads connect the introductory sub-scenes by occurring at the end of each scene (allow each player a few minutes to react to the radical change in situation before moving to a new sub-scene), but ideally should not be encountered in chronological order.

Each thread is presented here as a summary to account for situations in which not all the pre-generated characters are being used or for if you want to use these threads in scenes of your devising.

1: A gang starts assembling and causing civil unrest in a public place (outside an internet café). - Hu Bai's scene.

2: A gang breaks into a university to steal a drug (disrupting the Project Icarus meeting). - Isabel King's scene.

3: A gang retreats to a run-down neighbourhood to regroup, near a library, and take the drug. - Ash's scene.

4: A gang begins its drug-fuelled destruction at a large, public event. - Martina Vasquez's scene.

5: A gang moves into the city and attacks a mental health centre. One of the patients is a Scion with limited prophetic ability and starts moving people away from the windows before they break. - Liam MacMahon's scene.

6: A gang is chased into the woods on the outskirts where they try to hide in the Cult of Odin's temple. - Michael Kettering's scene.



SCENE 1B: THE FESTIVAL

Design note: This scene is designed to function as a group-focused introduction (so it should not be used to fulfil this purpose if the individual introductory scenes were played, but it can be enjoyed regardless by removing the action sub-scene at the end), to encourage the players to think about what their characters do in their downtime and to help them get comfortable with the core concepts of the game (flexible dice pools, Fields, etc.)/role-playing as well as getting them to start thinking about their characters.

The PCs are at the Black and Crimson Food Festival, but the precise time of day is left to the SG's discretion.

The Black and Crimson Food Festival is a touring festival run by a known Scion of Èshù Elègbará and is a celebration of life, good food and family. It tours the country and brings joy to many people. Within its gates, music is heard, fun is had and stories are told.

The Festival is split into a few areas of similar activities: live music, food, games, a quiet area for contemplation and a large stage for storytelling. The SG should ask each player what their character is doing and allow each player to take their time to explore and interact with one or two things before moving to the next player (see the boxed section for potential activities). It is perfectly okay for the PCs to be separate during this scene.

Each area has a few things the PCs can interact with:

The music area has an open mic tent for musicians/singers, a couple of workshop tents, an art shop/graphic design start-up and a small shop selling instrument supplies with a limited repair service.

The food area has a food tent, an open-air barbeque and cooking lessons.

The games area has a few carnival games (see below).

The quiet area has a few tents with comfortable seating, a meditation tree and a small zen garden with benches.

The story-telling stage is occupied by the Scion in charge of the festival (André Régalien) but there are small workshops for improvisation and story-telling set to one side, as well as a few publicity agents.

In addition, there are numerous rumours surrounding local celebrities and events the players can pick up (this is left to the SG's discretion), and if PCs are present with friends, allow conversations to happen naturally (with other players taking the role of the friends if desired).

Carnival games

Test of strength - allow the players any Might-based dice pool. This game has a Difficulty of 3.

Coconut shy or equivalent (target shooting, etc.) - allow the players any reasonable dice pool. This game has a Difficulty of 1, with prizes (other than a keychain) awarded at 2c, 3c and 4c.

Hook-a-duck - allow the players any reasonable dice pool. This game has a Difficulty of 3 (where success means André's signed biography, 'Papa and I') with a bonus prize awarded at 2c.

House of Mirrors maze - allow the players any reasonable dice pool. A prize is awarded if the player(s) manages to navigate the maze within a set time limit, I recommend 15 minutes (3 intervals). This game is treated as a complex action with 3 Milestones, each interval is 5 minutes long and has a Difficulty of 2.

Other activities

Food eating contest - any players taking part in this contest MUST use a Stamina + Integrity dice pool. The contest is a complex action with a number of Milestones equal to the contestants, each interval lasts for 30 seconds and has a Difficulty of 2. For each successive interval after the first, there is a cumulative +1c

and each unresolved complication subtracts one die from the relevant character's next pool (to a minimum of one die per pool). Any character who fails to get a single success during any interval is out of the contest.

Open mic tent - allow the players any Culture-based dice pool. This activity has a Difficulty of 2 or 3 (depending on the time of day, evening performances draw larger crowds which is reflected in the higher difficulty) but two or more degrees of success will grant a +2e to future Social based rolls for the duration of this scene.

The Meditation Tree - any players taking part in this contest **MUST** use a Composure + Integrity dice pool. This activity has a Difficulty of 3 and succeeding at it grants the character an automatically successful interval in the next complex action they attempt this scene.

Shell game - allow the players any reasonable dice pool. This activity uses an opposed Difficulty using the game runner's pool of five dice. The activity also has 2c, if this complication is resolved the player sees that the game runner palms the ball when they make their choice.

Once all the players have had a chance to explore their character's interests and get to grips with Scion's mechanics, the scene moves in a more action-oriented direction.

Design note: the following sub-scene is intended to be a low-risk action scene demonstrating the basics of Scion's combat system and the initiative roster. The gang members are more interested in self-defence and in destroying property than in harming people but do not care about collateral damage. Treat each area of the Festival as a different Field, using the Field guidelines below, and change the focus once a Field has had three rounds, once all the Antagonists are Taken Out, or once all the player characters present in the scene are Taken Out.

The crowds around you begin to scream and flee as a mass of people descends upon the Festival, weapons swinging freely.

A number of **inked gang members**, plus an **inked boss**, are causing havoc; there are three **gang members** in each Field per player character with the boss being present in the Field with the most player characters. Each **gang member**, and the **boss**, has a customised lead pipe (see Appendix B) and will throw nearby objects if necessary.

FIELDS

Music area

This Field is full of tents and people. Due to the crowd, any ranged attacks from player characters suffer 2c, and, due to the tents, all targets are considered to have *light cover* against ranged attacks.

The crowd will begin panicking after the first round and will count as a barrier for movement (requiring a Athletics + Might/Dexterity roll of 2d) for rounds two and three.

The **gang members** in this Field will flee after destroying a number of tents equal to the number of player characters present in this Field multiplied by two.

Food area

This Field is full of people watching eating competitions, waiting for food, or eating food. All of the tables and chairs in this area count as *expendable cover*. There are so many tables and chairs, as well as panicking members of the crowd, that the entire Field is classified as *difficult terrain*.

The **gang members** in this Field will flee after causing a number of fires equal to the number of player characters present in this Field multiplied by two. A fire is caused after a BBQ, stove, grill, etc. is knocked over as a 2d action (the crowd can provide a Complication of up to 2 at the SG's discretion, if the players try to extinguish the fires use the same numbers to extinguish each one [each round after ignition imposes +1c as another fire starts]), and each fire counts as *dangerous terrain*.

Games area

The games here have drawn quite a crowd. The games stalls have been set up in such a way that there is a series of narrow 'corridors' between them, spread over several rows. Characters in each corridor gain *light cover* against ranged attacks

from characters in another corridor. The games stalls themselves are a plentiful source of thrown objects. Any attack made with an object from a stall suffers from 2c which must be resolved or the action results in throwing a soft toy (which deals no damage). A few of the stalls also have objects which could be used as improvised mêlée weapons with a 1c to represent the object breaking after use.

The thrown weapons have the following tags: arcing, bashing, thrown.

The mêlée weapons have the following tags: bashing, mêlée, reach OR two-handed.

The **gang members** in this Field will flee after finding and stealing (with a challenge of 2d + 1c [because of the crowd]) a number of lockboxes, full of the games' earnings, equal to the number of player characters present in this Field multiplied by two.

Quiet area

There are few people in this area, and little to serve as cover or an obstruction. This Field has no special properties.

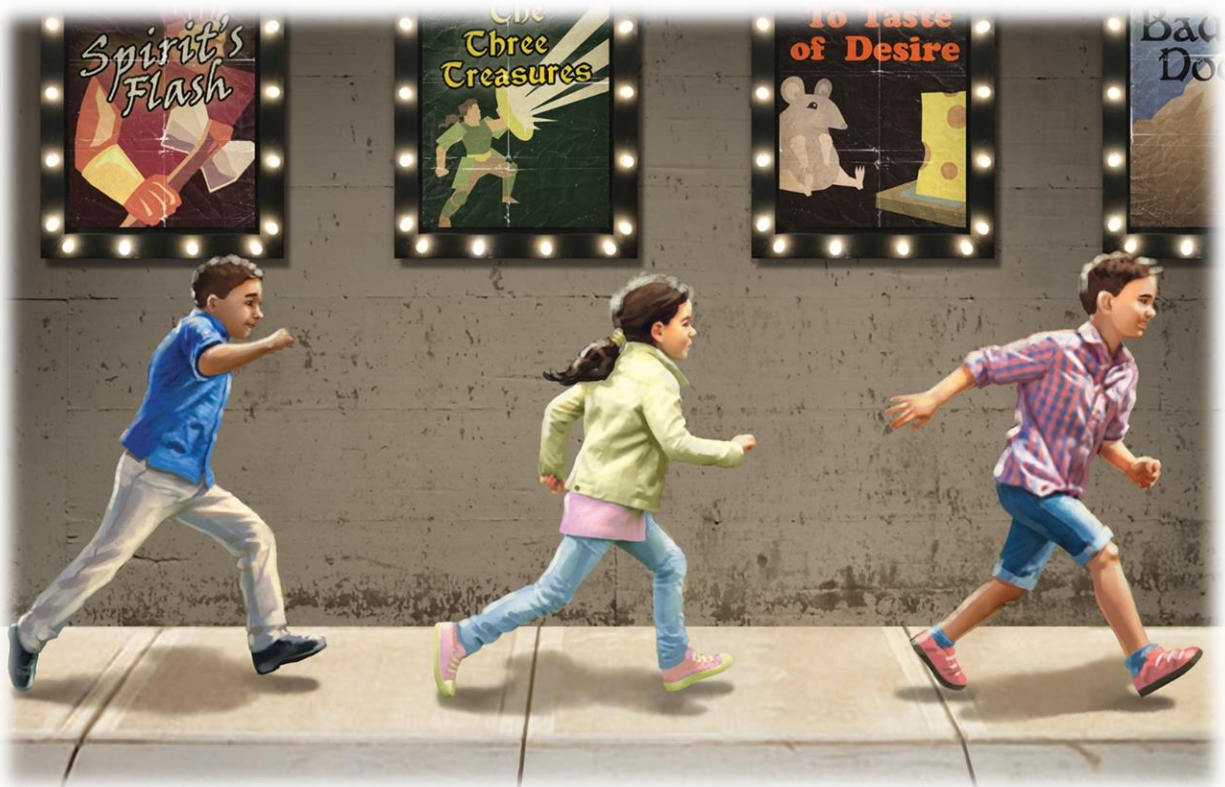
The **gang members** in this Field will flee after spending a number of initiative slots equal to the number of player characters present in this Field

multiplied by two defacing the tree. It takes their first turn to get to the tree and an additional turn to flee.

Storytelling area

A crowd has gathered around the storytelling stage to listen to André's words. The tents set up as workshop spaces can be used as *light cover*, the tables and chairs within them and scattered around count as *expendable cover* and the props used in the workshops can be utilised as weapons using the tags provided above. Finding a usable prop requires a Athletics/Firearms (for thrown weapons) or Close Combat (for mêlée weapons) roll (as usual, the attribute is left to player/SG discretion).

The **gang members** in this Field will flee after either defeating André OR half of their number is defeated. The **gang members** only need 2s to use the 'Yeet Into Space' Stunt (see their template in Appendix B) against bystanders and objects in this Field; they will use this Stunt to Take Out bystanders and break tents, tables, etc., on their way to André.



SCENE 2: THE INTERROGATION



Design note: This scene follows the gang attack(s) and could be the ideal place to introduce Consolations in the form of extra information. The police have put out a call for witnesses to the gang attack(s) to come forward. This scene can lead into, or follow on, from 'The Hunt'.

The police station, Oakvale Central, is a shining hub of steel, glass and bureaucracy. The police officers within are bored, inattentive and counting down the minutes to shift end. The time specified for witnesses to come forth has been and gone and a sizeable crowd still waits to be seen.

The crowd have taken to whispered conversations to pass the time and the PCs may overhear/take part in several (the exact number is up to SG discretion). Things they may hear include:

- 'First and Grand Metro stations have recently been the site of a spate of pickpocketing.' Further information that

could be overheard/revealed through conversation indicates that a group of kids are to blame.

- 'Anderson's Vets on Seventh has had an influx of strays with electrical burns.' Further information that could be overheard/revealed through conversation indicates that the vets only treats animals from a small area of the city or whose owners are in receipt of benefits.
- 'Chestnut Grove has been experiencing brownouts.' Further information that could be overheard/revealed through conversation indicates that it isn't the only place around there experiencing brownouts.

Whilst waiting, the PCs may also see the news via a nearby (muted) television (with a scrolling ticker or subtitles) or on a daily newspaper. News items include:

- ‘Gang attacks around the city.’ Further information that could be overheard/revealed through conversation indicates that the public are losing trust in the police.
- ‘Another bizarre murder along the river.’ Further information that could be overheard/revealed through conversation indicates that many of the people present have an interest in true crime and many (conflicting) theories.
- ‘Ashford Renewables pledges to upgrade its existing hydro-electric equipment spread throughout the city.’ Further information that could be overheard/revealed through conversation indicates that many people think this is a PR move because their equipment has started failing.

After the PCs have had a chance to discover any or all of these things, they are invited individually to an interview room. The officer in charge of the interviews, Roxanne Stein, starts at an Attitude of -1 for each character. She will ask the following questions:

Where were you when the incident happened?
What did you see?
What did you do?
Can you remember anything odd?
Do you require any support?

Based on the PCs answers, the SG is encouraged to devise follow-up questions to convey her aptitude for the job.

It is up to the SG when the following clues are revealed:

- In response to the ‘Can you remember anything odd question?’, Officer Stein

will mumble ‘Another one who didn’t see the timber-carrying tongs.’

- Another officer will stick their head into the interview room and say ‘Mrs. Rothman rang and said she forgot to mention earlier that one of the gang members who attacked the grill next to her was wearing a Grant Green Enterprises patch on their jacket.’ Officer Stein thanks the officer and makes a note, and they leave.
- Officer Stein checks something written earlier in the day, which moves her notebook slightly and reveals a business card in an evidence wallet. The business card is for Smythe’s Industrial and Commercial Holdings. A dark, smudged fingerprint can be seen.

After the PCs have all been interviewed, Officer Stein calls an end to the interviews for the day and sends everyone home. As the PCs leave, Martina’s Muse (the SG is encouraged to discuss their name with Martina’s player before the game) is featured on a local radio show being broadcast in the lobby area and, as she sings, instils the PCs with an unshakeable sense of purpose and a need to investigate the attack further. Any PC who wishes to can attempt an Integrity/Occult + Resistance attribute roll with a difficulty of 2 to question this sense of purpose. Any PC who succeeds realises that it comes from an external source, any PC who manages to also remove a level 2 Complication realises that the source is supernatural.

If Martina is not a player character, the featured musician is the Scion of Elègbará from the Festival.

SCENE 3: THE HUNT

Design note: This scene, and the one preceding, can happen in any order but are intended to follow the gang attack(s). It could also be the ideal place to introduce Consolations in the form of extra information.

The gang have made the local news and have started threatening potential witnesses. The PCs may have heard something as the gang fled the Festival that can lead them to more information, or they can overhear gossip on the street/the news.

This scene can lead into ‘The Interrogation’; if this is the case, ignore most clues that the PCs have already picked up on and repeat any you deem worthy of conversation. As this scene is Procedural in nature, please feel free to allow the Procedural stunts from Scion: Origin. Even though many of the suggestions below do not include specific information regarding challenges/complex actions/contests, you should call for dice rolls where appropriate.

The information contained here is left mostly conceptual to allow for the greatest flexibility in player choice. If you feel overwhelmed by the open-ended nature of this scene, feel free to provide some guidance/limits for your players whilst retaining the sandbox aspect.

Each clue from the previous scene is repeated and then elaborated on.

PICKPOCKETING CLUE

‘First and Grand Metro stations have recently been the site of a spate of pickpocketing.’

This clue is a red herring. If the players investigate, they discover that a group of homeless children are using the Red Line to travel the city and steal whatever they can. Their ‘home base’ is situated in a storm drain connected to both First and Grand Metro stations.

The players could investigate this clue by visiting the stations in question (it requires succeeding at a Difficulty 2 challenge to spot the pickpockets in action and, depending on the time of day, the crowd might levy +1c) or

talk/manipulate their way into getting hold of security camera feeds (which may result in some level of attention from the law).

The results of these investigations should give them at least identifying information that they can use to get the name of a local homeless teen known to the city bureaucracy. The players should also gain an indication of where the home base is through wet footprints/trousers (if the pickpocket is spotted), or a last known location near to a storm drain entrance.

STRAY ANIMALS CLUE

‘Anderson’s Vets on Seventh has had an influx of strays with electrical burns.’

If the PCs follow this up, however they choose to do so (for example, visiting the practice [whether in person or via electronic communication], or talking to people who have informed the practice about the strays [whose names may be in local blogs, on the practice website, or in local newspapers]), the veterinary practice will tell them the animals were all rescued from the failed Acorn Grove industrial redevelopment area.

POWER SHORTAGE CLUE

‘Chestnut Grove has been experiencing brownouts.’

If the PCs investigate this, they can find out that Chestnut Grove and Acorn Grove share a power grid.

The PCs may choose to investigate by:

- Visiting Chestnut Grove. If they do this, a brownout could occur whilst they are present, and they see the lights flickering in an office building clearly marked as being in Acorn Grove. They may also run afoul of the Demon Barbers, a local gang whose signature is a straight razor tattooed on the throat.

- Checking local media (blogs, newspapers, radio, etc.). If they do this, they can discover that the brownouts are not unique to Chestnut Grove, Acorn Grove is also experiencing them. They could also discover that these brownouts have been going on for two weeks, which ties in with the start of Ashford Renewables' renovations to existing hydro-electric resources.
- Attempting a Difficulty 2, Intellect-based challenge to recall information about the area. If they do this, they can discover that both Chestnut and Acorn Grove used to be a single district called the Grove. If a 1c is resolved, they may also discover that Ashford Renewable supplies hydro-electric energy for many buildings in the area. A degree of success of 2 or more allows the players to discover that the Morrison Freight Yard, Burkin's Fine Food, and Our Lady of the Merciful Night Hospital are all drawing more power than they should from the power grid. Alternatively, if the SG or players would prefer to handle this as a complex action, each interval takes two hours and has a base Difficulty of 2. The action requires two milestones and any Mental attribute can be used.
- Visiting the murder site. If they do this, they can overhear from 'rubberneckers' standing at the police tape that the body was found with its head twisted 180 degrees and its throat slashed, as well as learning that the local marina has had a few boats stolen recently. The police on duty will refuse to answer any questions with meaningful answers unless sufficient leverage is applied, in which case they will confirm this story and add the detail that the victim's eyes were full of ink.
- Watching the news item/reading about it. If they do this, they can discover that four other bodies have been found near the river in an identical manner and the reporter remarks that the police are beginning to view the recent boat thefts from the nearby marina as linked.
- Visiting the marina. If they do this, they may find a police officer asking questions of a boat-owner who has reported the theft of their GPS-tagged boat. If the PCs question the police officer, they are dismissed and warned not to interfere. If the PCs question the boat-owner (and gain his trust), they can learn that the boat was heading downstream before the GPS tracker was destroyed.

GANG ATTACKS CLUE

'Gang attacks around the city.'

If the PCs investigate, they can find out that there has been an increase in criminal activity throughout the city. Whilst there is no information here that is directly related to the adventure, the PCs may uncover the names of the largest gangs: Thirteenth Street Pyros, Halobreakers, Harlequins, and the Demon Barbers. The latest flare-up of attacks seems to be centred around the university and the police are blaming the Demon Barbers.

RIVER MURDER CLUE

'Another bizarre murder along the river.'

The PCs may choose to investigate by:



It is up to the SG's discretion if the fact that the river leads to a couple of places, including the Morrison, Fields and Greene freight yards, Aqua Sulis Eatery, Green Thumbs Garden Centre, and the city's commercial docks, is discovered.

ASHFORD RENEWABLES CLUE

'Ashford Renewables pledges to upgrade its existing hydro-electric equipment spread throughout the city.'

No matter how the PCs investigate this, they gain a partial list of properties with old Ashford Renewables hydro-electric equipment. The list includes: the Morrison, Fields and Greene freight yards, Burkin's Fine Food, Cosmo's Stop-and-Go, the Pavilion Theatre, Anderson's Vets and Our Lady of the Merciful Night Hospital among others. Most of the properties on the list are in Chestnut or Acorn Grove, or around the university.

TIMBER TONGS CLUE

In response to the 'Can you remember anything odd question?', Officer Stein will mumble 'Another one who didn't see the timber-carrying tongs.'

No matter how the PCs investigate this, they discover that timber-carrying tongs are usually used for carrying railway sleepers and other large pieces of timber.

GRANT GREEN ENTERPRISES CLUE

Another officer will stick their head into the interview room and say 'Mrs. Rothman rang and said she forgot to mention earlier that one of the gang members who attacked the grill next to her was wearing a Grant Green Enterprises patch on their jacket.'

No matter how the PCs investigate this, they discover that Grant Green Enterprises supply, and

maintain, hydro-electric equipment at various industrial and commercial sites throughout the city.

SMYTHE'S INDUSTRIAL AND COMMERCIAL HOLDINGS CLUE

Officer Stein checks something written earlier in the day, which moves her notebook slightly and reveals a business card in an evidence wallet. The business card is for Smythe's Industrial and Commercial Holdings. A dark, smudged fingerprint can be seen.

No matter how the PCs investigate this, they can discover a contact address for Smythe's Industrial and Commercial Holdings.

They may follow this up with a meeting or other form of communication. If sufficient social leverage is applied to, or they gain the trust of, Simon Kurst, an employee, they may discover a list of companies currently being managed by Smythe's Industrial and Commercial Holdings. This list includes: the Morrison, Fields and Greene freight yards, Throne Self-storage, Harper Transport, the Big Yellow Bug restaurant and Market Forces Business Analytics among others. It also includes a few business/industrial parks.

SCENE 4: THE CLASH

Design note: The Demon Barbers are based in the Morrison Freight Yard and are one arm of a titan cult. It is this cult, the Children of Truth, that attacked during the introductory scenes/the Festival.

Mechanically, this scene ties everything together, providing an opportunity for frequent Stunt usage and the expenditure of Momentum. It should also serve as a demonstration of how different Attributes other than Might or Dexterity can be used to construct dice pools in an Action-Adventure scene.

After their investigations, the PCs should now have a lead on either the Demon Barbers gang or the Morrison Freight Yard.

A few of the gang's more senior members are present in the freight yard to oversee operations. The freight yard itself is about 5–10 years old and starting to show its age. Situated 15 minutes (by car) from the city centre in Acorn Grove, it is in an area of stalled redevelopment.

A terminus of two freight rail lines and one river with some near-obsolete hydro-electric equipment, powering a range of cranes, platforms and buildings, the freight yard is a sprawling complex of discarded equipment, barely functional industrial tools and decaying buildings. There are a few regular guard patrols and a variety of industrial warehouses and workshops, as well as a small office building.

The yard is a complex of rusting buildings, cracked concrete and pervasive weeds. Thick rain clouds overhead mirror the grey atmosphere of the area. Here and there, the signs of artisans' workshops or the badges on the patrolling guards provide a splash of colour in an otherwise monochrome vista.

Site maintenance is provided by Schuster and Sons whilst security is provided by Cerberus Systems and Personnel. Both companies are contracted by Smythe's Industrial and Commercial Holdings, but the on-site employees know not to get involved with the Demon Barbers when they are 'at home'.

The hydro-electric equipment found along the docks is provided by both Ashworth Renewables and Grant Green Enterprises, with the latter being in better repair.

Design note: When describing locals or the buildings, bear in mind that areas of redevelopment typically have a feeling of forlorn hopefulness; the inhabitants are proud of what they have but know the powers that be were going to give them more before the money ran out.

The PCs should be able to find their way here, whether intentionally or by accident. If they are specifically looking for hydro-electric equipment or the cause of the power shortages, they can follow the suspended power-lines to a large, abandoned-looking warehouse.

If they are not looking specifically for this, they may run into either maintenance workers, security or the gang's guards (roaming the freight yard as a team of two **inked gang members**, who do not have access to the 'Toxic' Quality). The former are willing to let the PCs move freely around for a price (whether financial or through gaining the SGC's trust) but the gang's guards (who may be encountered in any Field apart from those directly mentioning the warehouse) will give one warning before attacking. If this happens, the gang's guards will, as a simple action, summon reinforcements from the warehouse on their first turn in the initiative roster (in the form of four **inked gang members**, who also do not have access to the 'Toxic' Quality). The PCs can see where they come from.

The Morrison Freight Yard is split into several Fields: the general buildings, the rail terminus, the docks, outside the gang warehouse, inside the gang warehouse (ground), and inside the gang warehouse (upper).



FIELDS

The following Fields include a brief, descriptive summary of their appearance and any special qualities applying to that Field. You are encouraged to add anything else you wish to reflect the fact that this a centre of urban decay and failed redevelopment: for example, rusting car wrecks, wind-blown litter, etc.

PCs attempting to sneak around the guards gain access to the following Stunt:

Take-down (2s): Silently incapacitate a guard.

General Buildings

A collection of rusted buildings and cracked windows hint at what once must have been a profitable freight yard.

This is the largest Field in this scene and encompasses everything not directly described in the other Fields. This is where the PCs may run into the maintenance workers, site security or the roaming pair of **inked gang members**, as described above. A couple of the buildings and workshops are currently in use, but their inhabitants know nothing about the gang.

As the PCs move further into the freight yard, it begins to rain.

Other than being able to use the buildings and the wide variety of discarded wrecks, tools and containers as cover (of various kinds), there are no real distinguishing features of this Field.

Rail Terminus

Heavy rainfall does little to obscure the large, cracked expanse of concrete scored by the rust-red lines of long-disused rails.

The terminus is largely free of obstacles save for a few rotting train cars, the remains of a crane and a couple of low-loader wrecks. A group of four **inked gang members** (none of whom have the 'Toxic' Quality) patrol this area. Any PC who successfully approaches them without being detected can overhear any relevant gossip.

For the purposes of this adventure and any follow up adventures written by me, they can overhear the following:

Gang member 1: 'Why do we have to do it? It's not like he takes any interest anyway.'

Gang member 2: 'Because he said to, you saw what happened to Alan.'

The conversation then turns to more mundane matters.

Any solid object in this Field functions as a barrier and can be used as either *heavy cover* or *full cover*. The rain provides 1c to any ranged attacks made in this Field, but it provides 1e to any contests to inflict electricity-based damage. If three rounds pass before the scene concludes, both the Complication and the Enhancement are increased by one.

The Docks

Rain splashes loudly on the brackish surface of the slow-moving river, the noise mingling with the harsh cries of birds, the flapping of mouldy canvas, and the grinding of the hydro-electric generator.

The docks are a warren of empty shipping containers (some with the lingering signs of habitation), rotting wooden crates, stockpiled sleepers for use elsewhere in the yard and the wrecks of boats tied to the jetty. The hydro-electric generator is in a small building covered in peeling paint and can be heard from some distance away.

Any PC who succeeds at a Difficulty 2 Technology-based challenge when investigating the generator realises it is nearly-completely broken and could easily be destroyed, cutting the power to the gang warehouse.

A group of four **inked gang members** (none of whom have the 'Toxic' Quality) patrol this area. Any PC who successfully approaches them without being detected can overhear any relevant gossip.

For the purposes of this adventure and any follow up adventures written by me, they can overhear the following:

Gang member 1: 'When's the next shipment due?'

Gang member 2: 'No idea, Rich takes care of all of that.'

The conversation then turns to more mundane matters.

The rain provides 1c to any ranged attacks made in this Field, but it provides 1e to any contests to inflict electricity-based damage or to move without being seen. Also, the rain, when

combined with the other noises in this Field, provides 2e to any challenges or contests to move quietly. If three rounds pass before the scene concludes, both the Complication and the Enhancement are increased by one.

Outside the Gang Warehouse

A large warehouse, standing apart from the others, abuts the hydro-electric generator shed and is covered in large, black signs and symbols reminiscent of straight razors and pies.

The cracked concrete around the warehouse has been cleared of obstacles and currently plays host to a large box-truck. The truck itself has no livery and is unoccupied. If any PC investigates the truck, its keys are not in the ignition and the goods compartment is currently empty save for two wire racks bolted to the walls.

A group of four **inked gang members** (none of whom have the 'Toxic' Quality) patrol this area. Any PC who successfully approaches them without being detected can overhear any relevant gossip.

For the purposes of this adventure and any follow up adventures written by me, they can overhear the following:

Gang member 1: 'Has anyone informed Alan's widow yet?'

Gang member 2: 'Ha. You're having a laugh, right? She's almost as bad as the Barber.'

The conversation then turns to more mundane matters.

The warehouse has two visible doors, one for goods (with its metal shutter closed) and one for people (a door, also closed), as well as a handful of shuttered windows.

The truck functions as a barrier and can be used as either *heavy cover* or *full cover* (if used as *full cover* it retains its 10 injury limit). If it is destroyed as a result of taking damage (per the Scion: Origin book), the truck explodes and deals one Injury condition to all characters within short range. The rain provides 1c to any ranged attacks made in this Field, but it provides 1e to any contests to inflict electricity-based damage. If three rounds pass before the scene concludes, both the Complication and the Enhancement are

increased by one, and thunder starts echoing from nearby buildings, providing an additional level 2 Complication to hear anything in this Field.

Inside the Gang Warehouse (Lower)

The lower floor of this warehouse has been converted into a recreational space-cum-laboratory. Tables, chairs and comfortable sofas fill two-thirds of the floor space with the remaining third being a laboratory hidden by makeshift plywood walls.

The laboratory is where the raw material is purified into the drug known as Ink. Any PC ingesting said drug gains access to the following stunt:

Yeet Into Space (3s): You may knock the target back one range band with a *mêlée* weapon. This does not do any extra damage but can put someone in a tight spot. For the entirety of the next scene, all challenges you make have their Difficulty increased by 1 OR have an additional 2c, where you cause collateral damage if you fail or can't resolve this Complication. The SG chooses which effect is applicable.

There are currently 20 doses of Ink carefully packed into a wooden box and a handful of vials, filled with a clear liquid and labelled Veritas (if consumed, this substance inflicts one Injury condition and allows the imbiber to act as if they were one Scale greater in relation to physical challenges and contests, in addition to suffering the penalty described for the 'Yeet Into Space' Stunt with twice the severity and duration), put to one side. The rest of this space is taken up with state-of-the-art lab equipment. A staircase at the back of the lab provides access to the upper floor. The lab is empty when the PCs arrive in the building.

A number of **inked gang members** (none of whom have the 'Toxic' Quality) equal to the number of PCs plus one are lounging around the common area. Whilst PCs may sneak into the building, they will not overhear anything of consequence.

The tables and chairs are *expendable cover* and the sofas and laboratory walls are *light cover*.

The rain and thunder outside the building provide 3e to challenges or contests to move quietly.

If the power has been cut to this building, the lack of light (apart from the odd flash of lightning) adds 2d to any challenges or contests that require vision beyond close range.

Inside the Gang Warehouse (Upper)

A small office overlooks the lower floor of the warehouse, the sound of rain outside is almost deafening in the enclosed space.

The office is almost entirely empty of furniture, save for a desk, a telephone and a bird cage. The desk drawers contain: a handful of pens, small evenly-sized scraps of paper, several small clasps/rings, a small pouch of bird seed, and a half-empty bottle of spirits.

Any PC who succeeds at a Difficulty 2 Subterfuge roll to quietly approach the office door from below overhears a bird coo, its wings flapping and a window closing.

Todd Swift is in the act of turning from the office's single external window when the PCs enter. Any PC who looks beyond him, through the window, can see a small bird flying into the storm. He attacks as soon as possible, summoning any reinforcements from the **inked gang members** left downstairs.

If the PCs engage him in conversation, he knows very little. His role in the gang is to keep this chapter of the Demon Barbers together and to oversee the conversion of Veritas in Ink. Whilst powerful, he knows little of those above him, save for the fact that his superiors (who he believes operate out of Fairview on the other side of the continent) take their orders from a man he knows only as Sweeney. He suspects this to be a piece of theatre tied into the gang's aesthetic but admits that is who the carrier pigeon he has just sent off is returning to.

APPENDIX A: VISITATIONS

Each Visitation could feasibly appear anywhere in the preceding adventure or could take place afterwards. As such, each includes a suggested inciting event as well as role-playing hints for the Incarnation of that character's 'parent' and any additional information relevant to this, and any following, adventure(s).

ASH

Inciting event: Repairing a relationship between people OR receiving an Injury Condition in defence of a fox.

This incarnation of Inari created Ash to help them finish a social outreach project across a wide swathe of America, but lost track of their Scion in the wake of local civil unrest. They have recently rediscovered Ash and are content to take a back seat for now, providing a compassionate nudge in the right direction if needed.

HU BAI

Inciting event: Tricking, deceiving or otherwise hoodwinking a group of people for personal gain.

This incarnation of Chang'e is a gallery owner specialising in deep space photography exhibitions and a former victim of Hu Bai's hacking. She has kept a keen eye on Bai over the years and believes that she has the potential to truly change the world for the better, albeit through illegal means. True to form, she appears as a Han Chinese woman who enters Bai's apartment at night and knows more about Bai than anyone should considering the care she has taken to remain anonymous.

ISABEL KING

Inciting event: Fight back against great odds.

This incarnation of Heru is currently the head of the local neighbourhood watch (in the suburbs)

and has been an active member of Isabel's life (as her 'mortal' adoptive father). He hopes that his daughter will never have to lose either of her parents again (a situation in which he sees the mirror of his own) and wishes for her to one day ascend to a position of authority in order to become the leader he knows she can be. It was he who suggested pilot training to her.

LIAM MACMAHON

Inciting event: Being present at the time of someone's death during a dramatic moment or directly causing someone's death.

This Incarnation of Donn appears as a weary paramedic, tired of seeing the end of too many lives. He has not had much of a presence in Liam's life but the two are aware of each other. He hopes that Liam will be able to discover meaning in his life before all hope is taken from him. As Donn (not as Liam's father [Donovan]), he is vindictive but hides lessons in his pettiness.

MARTINA VASQUEZ

Inciting event: Martina successfully uses her talent as a musician to distract, inspire or otherwise entertain at a dramatic moment (including performing at one of the open mics in Scene 1b [although this specific example requires two leftover success after Stunts and Complications]).

This Incarnation of Apollo is not unknown to Martina, her Muse (whom she is unaware is supernatural) has introduced the two before, although Martina thinks he is a producer named Paul Gold. He sees the potential in Martina to become a truly awe-inspiring musician and genuinely wants the best for her. Like many gods however, he is unable to realise that what he thinks is best for her and what actually is, are two very different things.

MICHAEL KETTERING

Inciting event: Michael is impaled or otherwise suffers a sudden, sharp shock.

After the initial shock wears off, Michael realises he feels no pain from the injury (but retains the condition [unless it is Taken Out]). The next time he sleeps, he dreams of a longhouse, whispering voices and a holly branch which

pierces his chest. He awakens with the knowledge that he has lived many times, told many stories, taken many lovers and is once more entangled in Fate.

He does NOT instinctively know that he is an incarnation of Baldr, just that he is an Incarnation.



APPENDIX B: SGCS AND WEAPONS

INTRODUCTORY SCENES' SGCS

The following SGCS are intended to represent a wide variety of people and, as such, their dice pools are flavoured to suggest multiple challenges/contests they may be used for whilst remaining vague enough to be used elsewhere.

Ash

Disadvantaged Youth

Archetype: Mook

Qualities: -

Drive: to make opportunities

Primary Pool [5]: Surviving, Knowing the right people

Secondary Pool [4]: Awareness, Reading people

Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: Ear to the ground (-1c to find common items)

Organiser/organisation committee

Archetype: Mook

Qualities: -

Drive: to better the lives of others

Primary Pool [5]: Organisation, Contacts

Secondary Pool [4]: Area of expertise (charitable raising), Head for numbers

Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: Well-connected (always has a contact for any formal event)

Security

Archetype: Professional

Qualities: -

Drive: to protect something/someone

Primary Pool [7]: Observation, Combat

Secondary Pool [5]: Defusing tense situations, Disciplined

Desperation Pool [3]: -

Health: 2

Defence: 2

Initiative: 5

Extras: A cut above (+1e to Observation)

Socialites

Archetype: Mook

Qualities: -

Drive: to meet more people

Primary Pool [5]: I know someone, I can get that

Secondary Pool [4]: My lawyer will hear of this, International traveller

Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: Deep pockets (can get any uncommon item easily)

Hu Bai

Accomplice

Archetype: Professional

Qualities: -

Drive: to not get caught

Primary Pool [7]: No firewall can keep me out, Just your average person

Secondary Pool [5]: False identity, Like the back of my hand

Desperation Pool [3]: -

Health: 2

Defence: 2

Initiative: 5

Extras: Talented hacker (+1e to using a computer)

Customer

Archetype: Mook

Qualities: -

Drive: to buy/use a service/product

Primary Pool [5]: Spending power, I don't need the instructions*

Secondary Pool [4]: I know something about that, Gym membership
Desperation Pool [2]: -

Health: 1
Defence: 1
Initiative: 3

Extras: I want to speak to the manager (can try to intimidate others)

*this covers attempting anything that would require a simple tutorial

Staff

Archetype: Mook
Qualities: -
Drive: to earn a wage

Primary Pool [5]: The customer is always right, Red tape

Secondary Pool [4]: I know where that is, I'll be right with you*

Desperation Pool [2]: -

Health: 1
Defence: 1
Initiative: 3

Extras: Break room (always knows somewhere quiet to hide/relax)

*this specifically relates to acting in stressful situations

Technician

Archetype: Professional
Qualities: -
Drive: to fix things

Primary Pool [7]: I can fix it, Here's my ID*

Secondary Pool [5]: You might have heard of me, My rates are quite reasonable

Desperation Pool [3]: -

Health: 2
Defence: 2
Initiative: 5

Extras: Right tool for the job (+1e to fixing things)

*lends the SGC an air of authority for Leadership, Integrity, etc.

Isabel King

Catering Staff

Archetype: Mook
Qualities: -
Drive: to cater

Primary Pool [5]: Artful displays, At home in the kitchen

Secondary Pool [4]: Winning smile, That's not workplace safe

Desperation Pool [2]: -

Health: 1
Defence: 1
Initiative: 3

Extras: Student of gastronomy (can detect delicate flavours/scents)

Contractor

Archetype: Mook
Qualities: -
Drive: to make money

Primary Pool [5]: I know what I'm doing, Signed in triplicate

Secondary Pool [4]: Of course I'm interested, I have hobbies too

Desperation Pool [2]: -

Health: 1
Defence: 1
Initiative: 3

Extras: I know a guy (-1c to social tests)

Design note: the dice pools for the Contractor are deliberately vague to suit a wide variety of skills and the fields they may work in.

Journalist

Archetype: Mook
Qualities: -
Drive: to find the truth

Primary Pool [5]: I won't divulge my sources, Wordsmith

Secondary Pool [4]: A nose for lies, Hit the books

Desperation Pool [2]: -

Health: 1
Defence: 1
Initiative: 3

Extras: I'm meant to be here (can buy a few seconds before the alarm is raised)

Scientist

Archetype: Professional

Qualities: -

Drive: to push the boundaries

Primary Pool [7]: I know exactly where to look,
Let me explain

Secondary Pool [5]: Cross-discipline
teamwork, This is my work
Desperation Pool [3]: -

Health: 2

Defence: 2

Initiative: 5

Extras: You may heard of me (+1e to social
tests where their identity would be useful)

Design note: this SGC is Professional only
because this is the focus of the scene. Lower them
to Mook (with appropriate dice pools etc.) for out
of scene interaction and replace the +1e with:
Rational mind (given enough time, this SGC can
solve most problems).

Liam MacMahon

Admin Staff

Archetype: Mook

Qualities: -

Drive: to organise

Primary Pool [5]: Everything in its place, I'll be
right with you

Secondary Pool [4]: Wait in line, Well-trained
Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: Cut through the red-tape (can expedite
paperwork, requests etc.)

Patient

Archetype: Mook

Qualities: -

Drive: to heal

Primary Pool [5]: Person on the street, I do that
in my spare time

Secondary Pool [4]: I read it in a book,
Reflexive defence

Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: One of the people (can easily hide in a
crowd)

Practising Staff

Archetype: Mook

Qualities: -

Drive: to learn

Primary Pool [5]: Highly qualified, Air of
professionalism

Secondary Pool [4]: Well-organised,
Something I do on the weekends
Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: This is what I trained for (+1e to rolls
regarding mental health)

Self-help Group

Archetype: Mook

Qualities: -

Drive: to self-actualise

Primary Pool [5]: Know yourself, From a
different point of view

Secondary Pool [4]: No pain, no gain,
Motivational speaker
Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: Fitness buff (-1c to Athletics-based
challenges)

Martina Vasquez

Activist/Speaker

Archetype: Professional

Qualities: -

Drive: to change the world

Primary Pool [7]: We can change the world,
Well-researched claims

Secondary Pool [5]: Member of the digital age,
We're always watching
Desperation Pool [3]: -

Health: 2

Defence: 2

Initiative: 5

Extras: I know what I'm talking about (+1e to
challenges related to the cause)

Band member

Archetype: Mook

Qualities: -

Drive: to perform

Primary Pool [5]: I went through music school,
Cool and composed

Secondary Pool [4]: Practiced talent, Works
well with others

Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: Obvious diversion (can easily distract
people with their music)

Crowd member

Archetype: Mook

Qualities: -

Drive: to watch/listen

Primary Pool [5]: I know something about that,
Well-read

Secondary Pool [4]: One of the crowd, A
known face

Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: I have a book on that (can talk about any
topic to some degree)

Police

Archetype: Mook

Qualities: -

Drive: to serve the public trust

Primary Pool [5]: Calm under pressure, Non-
lethal training

Secondary Pool [4]: Experienced driver,
Sensitivity training

Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: One of many (can call on back up)

Michael Kettering

Cult member

Archetype: Mook

Qualities: -

Drive: to progress within the cult

Primary Pool [5]: Keeper of lore, I am not
alone

Secondary Pool [4]: Summer camp trainer,
Avid ornithologist

Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: Deep pockets (can request cult
resources)

Documentarian

Archetype: Mook

Qualities: -

Drive: to document

Primary Pool [5]: I'm good at what I do, Here's
a little known fact

Secondary Pool [4]: Well connected, Can turn
a phrase (marketing/hype-related)

Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: Tools of the trade (can access the
equipment needed for their job)

Initiate

Archetype: Mook

Qualities: -

Drive: to join the cult

Primary Pool [5]: Student of hidden knowledge,
Still an outsider*

Secondary Pool [4]: I have a sponsor, Willing
to learn

Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: Former ties (has contacts not related to
the cult)

*this relates to dice pools involving Subterfuge
and Integrity

Researcher

Archetype: Mook

Qualities: -

Drive: to gain understanding

Primary Pool [5]: Highly-organised mind, Eloquent

Secondary Pool [4]: Teaching Assistant, Technologically savvy

Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: Cross-discipline knowledge (+1e to recall information outside of their speciality)

GROUP INTRODUCTORY SCENE

Inked Gang Member

Archetype: Mook

Qualities: Stand Tall OR Toxic (this represents the gang member being under the effects of Ink and is described below)

Drive: to cause chaos

Primary Pool [5]: Do harm, wreck stuff

Secondary Pool [4]: Speed demon, word on the street

Desperation Pool [2]: -

Health: 1

Defence: 1

Initiative: 3

Extras: Yeet Into Space (3s: this antagonist may knock the target back one range band. This does not do any extra damage but can put someone in a tight spot.)

For Hero characters (and above), these are considered trivial targets.

Toxic

Transmission vector: Projectile regurgitation via a 'Do harm' roll with 1c.

Effect: The character gains a Complication to every roll they make per turn equal to the number of successes which inflicted the Poisoned condition (equal to the successes over the target's Defence). The level of complication is reduced by one at the start of each turn until it reaches

zero, at which point the character loses the Poisoned condition.

Momentum: Every time the sufferer causes collateral damage by succeeding without paying off the Complication.

Resolution: Overcome the poison via a Resolve/Survival + Stamina simple action, receive healing magic, or be Taken Out.

Design note: The toxins are a drug which increases the affected character's strength by one, in terms of Scale, which drastically increases the odds of collateral damage. The complication reflects characters trying to limit the collateral damage they deal.

Inked Boss

Archetype: Professional

Quality: Twitchy

Flair: Seeing Red

Drive: to destroy

Primary Pool [7]: Do harm, keep 'em in check

Secondary Pool [5]: Smarter than the rest, light on their feet
Desperation Pool [3]: -

Health: 2

Defence: 2

Initiative: 5

Extras: Drug-fuelled rampage (when Seeing Red is active, this Antagonist's Defence is 3)

Yeet Into Space (3s: this antagonist may knock the target back one range band with a mêlée weapon. This does not do any extra damage but can put someone in a tight spot.)

André Régalien, Scion of Elègbará

Archetype: Rival [this archetype is found in Scion: Hero but none of the this stat block requires that book]

Qualities: Shroud, A Cage of Words, Institutional Disbelief, Smoke and Mirrors (Trickster Knack)

Flairs: Selfless Shield (innocent bystanders count as allies), Illusions, Hypnotic Charm, Honor Bound

Drive: to have a good time

Primary Pool [9]: I tell a good story, Silver-tongued and light-fingered

Secondary Pool [7]: Looking out for the little guy, What's up my sleeve?
Desperation Pool [5]: -

Health: 3
Defence: 3
Initiative: 6
Extras: +2e for Stunts other than Inflict Damage

Design note: This Scion is underpowered compared to other example Scions found in Scion: Hero to avoid the scene unnecessarily focusing on him. If he reappears, considering building him as a Nemesis archetype, or using a full character sheet.

THE CLASH

Todd Swift

Archetype: Villain

Qualities: Stand Tall

Flairs: Dread Gaze, Here I Come

Drive: to reach beyond his grasp

Primary Pool [9]: Defend what's mine, Take what someone else holds

Secondary Pool [7]: Cow others, Man with a plan

Desperation Pool [5]: -

Health: 4

Defence: 3

Initiative: 7

Extras: Get Out of Jail Free (As long as the Villain dies offscreen or in questionable

circumstances, she can later reveal herself to have miraculously survived. This costs 1

Tension. Cooldown: One arc)

Yeet Into Space (2s: this antagonist may knock the target back one range band with a mêlée weapon. This does not do any extra damage but can put someone in a tight spot.)

Todd also uses a pistol as per the example found in Scion: Origin.

SAMPLE WEAPONS

The gang has a limited supply of weapons, located wherever seems appropriate.

The following is merely a selection, as the armoury includes many easily available weapons such as knives, knuckledusters and pistols.

Customised lead pipe: Bashing, Mêlée, Pushing, Stun

Straight razor: Brutal, Concealable, Lethal, Messy

Ink bomb: Arcing, Stun, Thrown, Special: inflicts the effects of an **inked gang member's** 'Toxic' Quality.

At most, one in four **inked gang members** is wearing soft armour.



APPENDIX C: PRE-GENERATED CHARACTERS

Please note that throughout this document, each pre-generated character has been given a ‘canon’ name to cut down on confusion. Each character is presented below with an alternative name and pronouns (where appropriate). No Deeds, Contacts or physical descriptions are provided as these are ways for the players to truly make the character their own.

Each character’s Paths are presented in parentheses in their Background in the order of Origin Path, Role Path, and Society/Pantheon Path. The order in which they are recorded in the character summary itself reflects the order of importance to that character (with the first path being their primary path, etc.).

Characters with multiple Knacks may only have one active at a time, but they may change their active Knack at the end of each session.

MOONLIT THOUGHTS

Around them, the apartment was quiet. Ember, the fox they’d rescued years ago and who had filled a previously unknown void in their heart, stirred in her sleep. Absent-mindedly, Ash reached out and stroked her head, marvelling, as ever, at the warmth of the coarse red fur.

The sheets on their bed were slick with sweat as they stared at the water reflected on the ceiling. They weren’t in the habit of sleeping with the curtains open, but the gloriously full moon had called to them earlier in the night and they hadn’t wanted to hide that bright, silver coin from view.

Turning their head, their fringe falling into their eyes, Ash smiled. The moon was hanging low in the sky, almost to the horizon, and was reflected perfectly in the small bowl of water next to the bed. There was a serenity to be found staring at the moon that very few people know, and Ash took every chance they could get to hold onto that fleeting peace.

Too many times they caught themselves thinking of the parents who had abandoned them, of the guardians who had failed them, and of the system that continued to throw the children of the city to the wolves. Those dark, unwelcome thoughts brought with them whispers, promises that they could change everything, intimations that everything would be possible when they truly knew themselves.

Nothing ever came of those thoughts but sadness, so Ash had long ago trained themselves to lose their senses in the feel of the ground beneath their feet, or the scent of the city around them, or, on nights like tonight, in the simple pleasure of gazing at the moon. They felt kinship with that calm, ever-changing body: the eternal outsider looking in, reflecting the light around them, forever apart.

Ember stirred and Ash glanced at the fox, the smile fading wistfully.

Tomorrow was a new day and would bring with it more chances to enact the change that was so desperately needed.



ASH (THEY/THEM)

Created Scion of Inari

Background: With no parents, no birth certificate and no sure identity, Ash grew up lost in the foster care system (Child of the System). Learning how to take a beating and the best way to avoid notice, they channelled their natural talents into taking on leadership roles, working within the system to send support to those who needed it (Shield of the Lost) and aiding the police in running community outreach programs to help disadvantaged youth and keep them off the streets (Soul of the Community).

Concept: Compassionate peacemaker.

Skills (Specialties, * shows Path Asset Skills): Academics 1, *Close Combat 2, *Culture (Street) 3, Empathy 2, *Integrity 2, *Leadership (Disadvantage Youth) 5, *Medicine 1, *Persuasion (Hostile situations) 5, *Survival 2

Attributes (* shows favoured): Intellect 2, Cunning 3, *Resolve 5, Might 1, Dexterity 2, *Stamina 4, Presence 3, Manipulation 4, *Composure 4

Paths: Soul of the Community, Shield of the Lost, Child of the System

Virtue: Right Action v Sincerity | **Knacks:** The Bare Minimum (Healer) | **Calling:** Healer 1

Health: Bruised 2, Injured 1, Maimed 1, Taken Out | **Movement dice:** 3 | **Defence:** 5

Notes:

Creature ** - Fox.

Relic ** - Moonlit Cloth: +1e to Medicine. Knack: if used to clean a wound under the light of the moon, the patient gains +1e to resist illness/ disease from that injury. Motif: soothing touch of the moon's light.

Ash's given surname is Carter.



HU BAI (SHE/HER)



Chosen Scion of Chang'e

Background: Life isn't easy when you're always travelling as a child (Globetrotter), but it gives you the skills to blend in as an adult, become one of the crowd, do whatever you wish to tear it all down (One of the Faceless Mass) and create a new society of like-minded people (Founder of the Moon Collective).

Concept: Cyber-anarchist.

Skills (Specialties, * shows Path Asset Skills): *Academics (Cyber Security) 3, *Culture (Online) 3, *Empathy 2, Integrity 2, *Leadership (Hackers) 4, *Persuasion 2, Subterfuge (Online) 3, *Technology (Computers) 4

Attributes (* shows favoured): Intellect 4, Cunning 3, *Resolve 4, Might 2, Dexterity 3, *Stamina 4, Presence 1, Manipulation 3, *Composure 4

Paths: Founder of the Moon Collective, One of the Faceless Mass, Globetrotter

Virtue: Yin v Yang | **Knacks:** Rumour Miller (Trickster), In Sheep's Clothing (Trickster) Takes One to Know One (Trickster) | **Calling:** Trickster 1

Health: Bruised 2, Injured 1, Maimed 1, Taken Out | **Movement dice:** 4 | **Defence:** 4

Notes:

There are no male pronouns suggested here to reflect Chang'e's preferences, but feel free to play this character as male if that is your own preference.

ISABEL (SHE/HER) / ISA (THEY THEM) KING

Born Scion of Heru

Background: Growing up on the streets, Isabel was quick to find the power of anonymity (Among the Lost) and swore that she would rise above the buildings towering over her. Through luck and hard work, she caught the eye of a couple willing to adopt her and who encouraged her to attempt a pilot's exam, after which she became one of the most reliable pilots on the company's books (One with the Skies). In her down time, she pilots light aircraft for an atmospheric science research project (Lightbringer).

Concept: Diamond in the rough.

Skills (Specialties, * shows Path Asset Skills):
*Academics 2, *Athletics 1, *Close Combat (Bare-knuckle) 3, Culture 2, Integrity 1, Leadership 1, *Occult 2, *Pilot (Jets) 3, *Science (Solar) 3, *Subterfuge 1, *Survival 1, *Technology (Atmospheric Instruments) 3

Attributes (* shows favoured): *Intellect 5, Cunning 1, Resolve 3, *Might 4, Dexterity 1, Stamina 3, *Presence 3, Manipulation 4, Composure 4

Paths: One with the Skies, Lightbringer, Among the Lost

Virtue: Balance v Justice | Knacks: Close the Gap (Warrior), Well Tempered (Warrior) Enhanced Impact (Warrior) | Calling: Warrior 1

Health: Bruised 2, Injured 1, Maimed 1, Taken Out | Movement dice: 5 | Defence: 4

Notes: -



LIAM (HE/HIS) / LEAH (SHE/HER)

MACMAHON



Born Scion of Donn

Background: Anyone who grew up where Liam grew up can tell you of the horrors they saw, whether for legal or political means, and he was always in the wrong place at the wrong time (Always in Trouble), but the skills he learned on the streets made him a natural fit for a life of medicine, and he can always be found in the thick of it (Hands Stained Red AND Doctor Without Borders).

Concept: Doctor without hope.

Skills (Specialties, * shows Path Asset Skills):
Academics 2, *Athletics 1, *Close Combat 2,
*Culture 2, *Empathy (Wounded) 4, *Integrity 2,
Leadership 1, *Medicine (Emergency Care) 3,
Persuasion 1, *Science (Anaesthetics) 3, *Survival 2

Attributes (* shows favoured): Intellect 3,
*Cunning 4, Resolve 4, Might 1, *Dexterity 5,
Stamina 3, Presence 1, Manipulation 3, Composure 4

Paths: Hands Stained Red, Doctor Without Borders, Always in Trouble

Virtue: Honor v Prowess | Knacks: Perfect Poise (Leader), Lighthouse of Society (Leader) Good Listener (Leader) | Calling: Leader 1

Health: Bruised 2, Injured 1, Maimed 1, Taken Out | Movement dice: 6 | Defence: 4

Notes: -

MARTINA (SHE/HER) / MARTIN (HE/HIM) VASQUEZ

Chosen Scion of Apollo

Background: Raised in wealth (Bountiful Youth), she displayed rare talent with the violin and quickly became a local sensation (Ruler of the Stage) who teaches disadvantaged youth in her spare time (Teacher of the Young).

Concept: Award-winning musician.

Skills (Specialties, * shows Path Asset Skills):
Academics 2, *Culture (Musicians) 4, *Empathy (Children) 3, *Integrity 2, *Leadership (Stage) 3, *Persuasion (Disadvantaged youth) 5, *Technology 2

Attributes (* shows favoured): Intellect 2, *Cunning 3, Resolve 2, Might 1, *Dexterity 5, Stamina 3, Presence 4, *Manipulation 5, Composure 3

Paths: Ruler of the Stage, Teacher of the Young, Bountiful Youth

Virtue: Egotism v Kinship | Knacks: Palace of Memory (Sage) | Calling: Sage 1

Health: Bruised 2, Injured 1, Maimed 1, Taken Out | Movement dice: 5 | Defence: 3

Notes:

Guide **** - Muse with the Culture (Musicians) and Science (Medicine) specialties. Invoke this Guide to access these specialties.

Doesn't know about the Legendary nature of her Muse, hence the reduced abilities of the Guide (this also means that Scion: Hero is not required).

If Scion: Hero is available, consider allowing the Guide to function fully after Martina's Visitation.



MICHAEL (HE/HIM) / MICHAELA (SHE/HER) KETTERING



Incarnated Scion of Baldr

Background: The sole child of a large family, he was doted upon (Apple of Everyone's Eye). As he matured, he wanted to provide others with the attention he was given and trained as a therapist (A Ready Shoulder), who spends the odd weekend in the woods, tending to the local cult of Odin's ravens (Master of Ravens).

Concept: Everybody's friend.

Skills (Specialties, * shows Path Asset Skills): Academics 2, *Close Combat 1, *Culture 1, *Empathy (Emotionally lost) 3, Integrity 1, *Leadership (Psychologists) 5, *Occult 1, *Persuasion (Self-doubters) 5, Science 2, *Survival 2

Attributes (* shows favoured): Intellect 4, *Cunning 4, Resolve 3, Might 1, *Dexterity 4, Stamina 2, Presence 2, *Manipulation 5, Composure 3

Paths: A Ready Shoulder, Apple of Everybody's Eye, Master of Ravens

Virtue: Audacity v Fatalism | **Knacks:** Soothing Presence (Lover), Fluid Appeal (Lover), Aura of Greatness (Any) | **Calling:** Lover 1

Health: Bruised 1, Injured 1, Maimed 1, Taken Out | **Movement dice:** 4 | **Defence:** 3

Notes: -

SCION

A Rude Awakening

Name _____

Chronicle _____

Player _____

Parent _____

SKILLS

<input type="checkbox"/> Academics _____	00000	<input type="checkbox"/> Medicine _____	00000
<input type="checkbox"/> Athletics _____	00000	<input type="checkbox"/> Occult _____	00000
<input type="checkbox"/> Close Combat _____	00000	<input type="checkbox"/> Persuasion _____	00000
<input type="checkbox"/> Culture _____	00000	<input type="checkbox"/> Pilot _____	00000
<input type="checkbox"/> Empathy _____	00000	<input type="checkbox"/> Science _____	00000
<input type="checkbox"/> Firearms _____	00000	<input type="checkbox"/> Subterfuge _____	00000
<input type="checkbox"/> Integrity _____	00000	<input type="checkbox"/> Survival _____	00000
<input type="checkbox"/> Leadership _____	00000	<input type="checkbox"/> Technology _____	00000

ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect _____ ●0000	Might _____ ●0000	Presence _____ ●0000
FINESSE	Cunning _____ ●0000	Dexterity _____ ●0000	Manipulation _____ ●0000
RESISTANCE	Resolve _____ ●0000	Stamina _____ ●0000	Composure _____ ●0000

PATHS

- _____
- _____
- _____
- _____
- _____

Effects: _____

DEEDS

- Short _____
- Long _____
- Band _____

VIRTUE

_____ 00000 _____

KNACKS

- _____
- _____
- _____
- _____
- _____

CONTACTS

- _____
- _____
- _____
- _____
- _____

CALLING

_____ 00000

MOMENTUM

□□□□□□□□□□□□

HEALTH

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

NOTES

Movement Dice: _____

Defense Roll: _____