

DIVINE ARMORY



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Compatible with Scion Second



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This Series

Divine Armory

Divine Garage

Divine Menagerie

Divine Reliquary



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Contents

Chapter 1: Introduction

Stunts and Tags and Conditions... Oh, my	7
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Chapter 2: Melee Weapons

Knives	11
Sticks	12
Swords	12
Axes and Clubs	14
Polearms	15
Whips and Chains	15
Alternative Melee Weapons	16
Tools and Improvised Melee Weapons	18

Chapter 3: Ranged Weapons

Firearms	21
Ranged Weapons	26
Ammunition	30

Chapter 4: Tactical Weaponry

Grenades	33
Rocket Launchers	34
Other Tactical Weapons	34
Artillery	35
Demolition Explosives	36
Toxic Weapons	37

Chapter 5: Armor

Armor	39
-------	----

Chapter 6: Relics

Relics and Ammunition	43
New Relics	43

Appendix: List of Weapons

Melee Weapons	57
Ranged Weapons	60
Tactical Weapons	65
Armor	66
Relics	67



Chapter 1:

Introduction

“THE ANVIL OF JUSTICE IS PLANTED FIRM, AND FATE WHO MAKES
THE SWORD DOES THE FORGING IN ADVANCE.”

- AESCHYLUS

If there is one thing that humanity loves doing throughout history, it is to find creative ways to hurt and kill. We've found and made weapons, from sticks and stones, to blades and arrows, to firearms and explosives. When we get bored with punching someone, we invent a way for the punches to hurt more with brass knuckles. When we get bored with the brass knuckles, we add metal spikes. We don't just invent new weapons, we also improve the old ones. There are a plethora of weapons in existence and that is where this book is meant to come in.

With all the weapons we know exist in The World we are only presented with a handful as an example and the tools to create any weapon we might need. For the most part, this is fine and should be enough. It didn't stop me from thinking, though, that inventing new weapons on the spot would almost definitely slow down the action. Should this weapon have the Brutal tag? Or should it have the Arcing tag? Does the total add up to 3 points or less?

That is why I wanted to make DIVINE ARMORY. In this book, you will find an extended list of all manner of weapons. This list is inspired by another book by White Wolf called

WORLD OF DARKNESS: ARMORY. Created by Clayton Oliver, Keith Taylor, and Chuck Wendig in 2006, the book was a supplement for the New World of Darkness (now known as Chronicles of Darkness) that was dedicated to weapons, armor, and vehicles. Divine Armory transfers most of the weapons and armor from that book into SCION SECOND EDITION, but excludes parts of the book that revolve around the proper care of weapons or legal matters surrounding them. The weapons that were presented in WORLD OF DARKNESS: ARMORY inspired the lists of weapons presented here, but I tried to avoid any use of copyright material.

The weapons and armor in this book have all been given traits and stats according to the tags presented on pages 122-125 in Chapter Four of SCION: ORIGIN, as well as new or altered tags from this book. Note that the tags that are from ORIGIN are not explained in this book; you will need a copy of SCION: ORIGIN and SCION: HERO to make the most use of Divine Armory. All the traits and tags here are presented here with the purpose of providing you with quick samples and inspiration to alter the weapons to fit your game. I do not claim authority over how the weapons or armor are supposed to work in SCION and they are largely built on cinematic feel

rather than realism. As such, all the tags have been listed with their numerical value and a total, so that you can make quicker adjustments.

How to Use This Book

There are six chapters in *Divine Armory*, each one dedicated to different themes and types of weapons.

Chapter 1 - Introduction: This first chapter goes into explaining why I thought this book would be an asset to your gaming table. It also presents new and altered tags that are used in this book, as well as new stunts and Conditions.

Chapter 2 - Melee Weapons: Here are all sorts of melee weapons listed that you can use. Sword, knives, clubs, and spears, but also improvised weapons and industrial tools.

Chapter 3 - Ranged Weapons: Here you'll find all sorts of weapons that can keep you a distance between you and your adversary. Bows and firearms, but also different types of ammunition.

Chapter 4 - Tactical Weaponry: When you are fighting giants and monsters, you go for the big guns. Here you'll find cannons and explosives, but also a little something about bioweaponry.

Chapter 5 - Armor: On the receiving end, there's armor. You'll find some armor in this chapter, to better steel yourself against incoming attacks.

Chapter 6 - Relics: This book

couldn't be called *Divine Armory* if it wouldn't include some sample Relics made from the material found herein. Chapter 6 has 25 new Relics, some based on legends and myths while others are new.

Appendix: In the appendix you'll find a complete list of all the entries in this book. Each chapter is presented individually and every weapon within each chapter is listed in alphabetical order.

Making a Weapon

Crafting a weapon uses the same crafting rules as the ones you'll find on page 75 in *SCION: ORIGIN*. Most weapons are Tier 1 creations, unless they are Relics, experimental weapons, or heavy artillery, and once you have all the material needed you should be able to make nearly any weapon that is listed here within a week, many of them in one or two days even. If you are required to make a Skill + Attribute roll to craft the weapon, the relevant combat Skill are good candidates for the roll, along with Dexterity or Intelligence for complicated and detailed work, or Might for hammering iron and such.

This chapter is not really going to tell you anything new about crafting items, it's mostly here to remind you to use the mechanics used in *SCION: ORIGIN*. But more than that, the weapons listed here do not require any more rules than are in *SCION: ORIGIN*, so if you do happen to be using some improvised or alternative crafting rules for your game, it shouldn't affect these weapons.

Rigging a Weapon

SCION: ORIGIN has a short comment on how to jury-rig an object in moments, under Flaws on page 77. A rigged weapon can be done quickly if you have the right material, or one weapon can be made from another. You can make a spear with some duct tape, a kitchen knife, and a broom stick. Since almost all weapons are Tier 1 creations, rigging such a weapon results in 2 points worth of Flaws (see page 77 of SCION: ORIGIN) or negative tags. The Fragile and Inaccurate tags are especially fitting for a rigged weapon, but you could also consider the Prototype tag (all three tags can be found below).

Stunts and Tags and Conditions... Oh, my

Stunts

Flat of the Blade (1 success). Used with a lethal melee weapon, treat the attack as bashing instead.

Reload (2 successes): If a weapon has the Reset tag (see below), you can use this stunt to rapidly reload your weapon after you fire it.

Weapons Tags

Attach (0). A weapon with this tag can be attached to another item or weapon to create a different type of weapon.

Burns (0). Weapons with this tag cause burns instead of bruises or cuts.



They cause Injury Conditions such as Burned Arm or Scorched Face.

Defensive (2). If the weapon isn't used to attack this round, it grants a +1 Enhancement to defensive rolls instead of the attack. Once it is used defensively, it can't be used to attack.

Double (0). The weapon has two sides that can deal different types of damage. The wielder can switch the weapon between being a Bashing weapon or Lethal weapon, but can only use one type each round.

Fragile (-1 or -3). Some weapons can break when used with too much force. The negative one-point version means you have a level-one Complication that you need to overcome when you make an attack with it or else it will break. The negative 3-point version means that the weapon automatically breaks once you've hit someone or something with it.

Inaccurate (-1). The weapon wasn't designed to be used as a weapon, or it was poorly designed for that purpose. A weapon with this tag has +1 difficulty for using it to attack. This is a common tag for improvised or rigged weapons.

Prototype (-1 or -2). Prototypes are experimental weapons that can be more powerful or introduce a new feature but are also prone to glitching or jamming. Prototype weapons have a Complication of a level equal to this tag's negative cost; failing to beat that Complication gives the weapon the Glitched Condition (see below).

Reset (-1). The weapon can only be used once before it needs to be

The Stun tag that is presented here is an alternative to the one presented on page 124 in *SCION: ORIGIN*. The reason I made the alternative is because the original doesn't make sense to me. It has a cost of 1 but only limits your attack to specific Injuries and that you can't kill with the weapon. The alternative presents you with a more useful version of the Stun, adding a penalty to the target's next attack.

If you still prefer the original, you can still use that tag without it affecting the weapons presented here too much.

reset or reloaded. It can be done automatically with an unrolled action, or as a level 1 Complication that needs to be overcome before it can be used again.

Short Range (-1). This firearm has a shorter range than normal and is only effective out to short range.

Stun (1). When you hit with a weapon with this tag, you can spend Stunts to increase the difficulty of the target's next action. Each Stunt spent increases the difficulty by 1.

Soft (-1 or -3). This weapon deals minimal damage or is not designed to cause any injuries at all. The negative one-point version of this tag increases the difficulty to inflict the Injury Condition by 1. Weapons with the negative 3-point version can't cause any Injury Conditions at all.

Tool (1). Weapons with this tag can be used as tools and grant their +1 Enhancement to appropriate rolls.

Condition: Glitched

A glitched weapon does not work as designed.

Effects: The weapon cannot be used in a fight except as an improvised weapon.

Resolution: This condition ends once a character has used an action to roll Technology + Intelligence to fix the weapon.

Condition: Burning

You're on fire! Drop down and roll!

Effects: Whenever you finish your turn, you take one Injury Condition from the fire. Each time you take damage from this Condition, you get one Momentum.

Resolution: You (or another character) must use an action to put out the flames. You can't do this as a Mixed Action.

Armor Tags

Camouflage (2): The suit of armor is designed with patterns and accessories to make it difficult to see. The designs are usually specific to a certain type of landscape, such as snow, desert, woods, or urban. In the given type of area, you get +1 Enhancement to hiding.

Slot Helm (-1): This armor comes with a helmet that hinders visibility. This discount applies while wearing the helmet piece of the set, and increases the difficulty of all visual based actions outside close range by +1.



Chapter 2:

Melee Weapons

“A SWORD NEVER KILLS ANYBODY;
IT IS A TOOL IN THE KILLER’S HAND.”

- LUCIUS ANNAEUS SENECA

Knives

Bayonet

A bayonet can be attached to some rifles. When combined, the rifle can be used as a spear. Firing a rifle with an attached bayonet has the inaccurate tag.

Bayonet

Tags: Attach (rifle into spear; gets the inaccurate tag when used as a firearm) (0), Lethal (0), Melee (0)

Total: 0

Bowie Knife

Bowie knife is in most regards like a standard knife but adds +1e to some crafting rolls, such as wood carving.

Bowie Knife

Tags: Lethal (0), Melee (0), Thrown (0), Tool (carpentry) (1)

Total: 1

Keris

The keris, or sometimes called kris or kriss, is curved into a pistol-like shape with a curved handle. It is especially adept for piercing through

armor.

Keris

Tags: Concealable (1), Lethal (0), Melee (0), Piercing (2)

Total: 3

Khukri

Khukri has a blade that is curved forward with a heavier point, making it a powerful cutting weapon.

Khukri

Tags: Brutal (1), Lethal (0), Melee (0), Thrown (0)

Total: 1

Knife

These traits and tags represent most knives, such as the combat knife and the trench knife.

Knife

Tags: Concealable (1), Lethal (0), Melee (0), Thrown (0)

Total: 1

Pocket Knife

A pocket knife is definitely not

intended for fighting. Some variations of a pocketknife have tools that give you a +1 Enhancement to some crafting rolls.

Pocket Knife

Tags: Concealable (1), Fragile (-1), Lethal (0), Melee (0), Tool (1)

Total: 1

Switchblade

A switchblade and its butterfly knife variation can be more easily concealed. Shivs can also be represented with these traits.

Switchblade

Tags: Concealable (1), Lethal (0), Melee (0)

Total: 1

Sticks

Bamboo Flute

A flute made of sturdy bamboo and can be used as a weapon. It can be used as a flute as well as a weapon, granting a +1e to rolls that involve playing it.

Bamboo Flute

Tags: Bashing (0), Concealable (1), Melee (0), Tool (musical instrument) (1)

Total: 2

Nightstick

The nightstick represents most batons, generic sticks, and small

clubs in terms of traits and tags.

Nightstick

Tags: Bashing (0), Defensive (2), Melee (0), Stun (1)

Total: 3

Sap

Small bags made of leather and filled with lead shot or powder. These stats can also represent a telescopic baton, which can be collapsed into a smaller size to fit into a deep pocket.

Sap

Tags: Bashing (0), Concealable (1), Melee (0), Stun (1)

Total: 2

Swords

Curved Sword

Curved blades, such as the saber, Persian shamshir, or Japanese katana and wakizashi, are all represented with these traits and tags.

Curved Sword

Tags: Brutal (1), Lethal (0), Melee (0), Versatile (2)

Total: 3

Heavy Sword

This represents heavier blades, such as the great sword and the zweihander.

Heavy Sword

Tags: Brutal (1), Lethal (0), Melee (0), Two-Handed (-1), Unconcealable (-1)

Total: -1

Rapier

A fencing weapon that is excellent for stabbing through thick clothing and even armor.

Rapier

Tags: Lethal (0), Melee (0), Piercing (2)

Total: 2

Sword

This weapon represents the most common swords used by Scions in terms of traits and tags, such as the

gladius, long sword, and bastard sword.

Sword

Tags: Lethal (0), Melee (0), Versatile (2)

Total: 2

Sword Cane

A sword cane can be disguised as a regular cane, making it appear less suspicious.

Sword Cane

Tags: Concealable (1), Lethal (0), Melee (0), Versatile (2)

Total: 3



Axes and Clubs

Battle-Ax

Most axes fall into this category in terms of tags and traits, including fire axes.

Battle-Ax

Tags: Brutal (1), Lethal (0), Melee (0), Piercing (2), Two-Handed (-1), Unconcealable(-1)

Total: 1

Club

The traits and tags for a mace can be used to represent a heavy mace and morning star.

Club

Tags: Bashing (0), Melee (0), Pushing (1)

Total: 1

Flail

A heavy ball that is attached to a handle via chain or rope, a flail can bypass the protection provided by a shield (see chapter V).

Flail

Tags: Bashing (0), Melee (0), Stun (1); a spiked flail is Lethal instead of Bashing

Total: 1

Hatchet

A lighter ax, most hatchets are

weighted to be thrown as well as to be used in melee.

Hatchet

Tags: Melee (0), Lethal (0), Thrown (0)

Total: 0

Ice Ax

An ice ax is really a pick and not an ax, and can grant +1e to climbing.

Ice Ax

Tags: Lethal (0), Melee (0), Piercing (2), Tool (climbing) (1)

Total: 3

Macuahuitl

A weapon of aztec origin, a flat heavy club with rows of sharp obsidian along its edges that make it look almost sword-like. Alternate versions may include rows of shark teeth.

Macuahuitl

Tags: Brutal (1), Lethal (0), Melee (0), Messy (-1)

Total: 0

War Ax

A larger, two-handed ax used specifically for battle.

War Ax

Tags: Brutal (0), Lethal (0), Melee (0), Piercing (2), Two-Handed (-1), Unconcealable (-1)

Total: 0

War Hammer

A heavy, two-handed hammer that was designed to crush enemies. The traits and tags can also be used to represent a heavy sledgehammer and a maul.

War Hammer

Tags: Bashing (0), Melee (0), Pushing (1), Two-Handed (-1)

Total: 0

Polearms

Quarterstaff

A blunt polearm. Works well as a walking stick as well.

Quarterstaff

Tags: Bashing (0), Melee (0), Stun (1)

Total: 1

Spear

The most standard and generic polearm that has a sharp point. This can also cover halberds, pitchforks, and tridents.

Spear

Tags: Defensive (2), Lethal (0), Melee (0), Reach (1)

Total: 3

Whips and Chains

Chain

Most generic chains and heavy ropes can use these traits and tags.

Chain

Tags: Bashing (0), Melee (0), Reach (1)

Total: 1

Kusari Gama

A standard kusari gama has a weight on one end of a rope and a farmer's straight sickle attached to the other end. These traits and tags can represent any weapon that is made of rope with one blunt end and one bladed end.

Kusari Gama

Tags: Double (0), Melee (0), Reach (1)

Total: 1

Manriki Gusari

A standard manriki gusari has a weight on both ends of a rope. These traits can represent any similar weapon.

Manriki Gusari

Tags: Bashing (0), Melee (0), Reach (1), Stun (1)

Total: 2

Nunchaku

Also called nunchucks, the nunchaku are two sticks with small chain attaching them.

Nunchaku

Tags: Bashing (0), Melee (0), Stun (1)

Total: 1

Whip

Generic whips use these traits and tags.

Whip

Tags: Bashing (0), Grappling (1), Melee (0), Reach (1)

Total: 2

Alternative Melee Weapons

Brass Knuckles

Sometimes called knuckleduster, these weapons are worn over the knuckles to give your punches a greater... well, punch. A jagged variant has the lethal tag instead of the bashing tag.



Brass Knuckles

Tags: Bashing (0), Concealable (1), Melee (0), Worn (2)

Total: 3

Catch Pole

This special polearm is normally used to catch animals. It can be used to grapple your opponent at a safe distance but can't deal damage to them.

Catch Pole

Tags: Bashing (0), Grappling (1), Melee (0), Reach (1), Two-Handed (-1)

Total: 1

Iron Fan

This fan is made with metal ribs. They can easily be concealed and appear as normal fans.

Iron Fan

Tags: Concealable (1), Lethal (0), Melee (0), Versatile (2)

Total: 3

Jittei

These metal batons are fitted with a curved side to catch other weapons. They are especially adept at disarming opponents.

Jittei

Tags: Bashing (0), Defensive (2), Melee (0), Stun (1)

Total: 3

Ring Blade

A ring blade is a bladed ring that is worn on your finger. Generally not very lethal, they are often used to deliver poison.

Ring Blade

Tags: Concealable (1), Lethal (0), Melee (0), Soft (-1), Worn (2)

Total: 2

Shield

A shield provides a character with increased difficulty to be hit, much like a soft armor would do. Unlike armor, however, the shield is carried which allows the character to benefit from both their armor and shield.

Shield

Tags: Bashing (0), Defensive (2), Melee (0), Pushing (1)

Total: 3

Shuko

This weapon is worn around the wrist with blades sticking out of the palm to carve into the target. It also grants +1e to climbing rolls.

Shuko

Tags: Lethal (0), Melee (0), Tool (climbing) (1), Worn (2)

Total: 2

Taser

Similar to the stun gun (see next chapter) but needs to be used up

close.

Taser

Tags: Bashing (0), Concealable (1), Melee (0), Soft (-1), Stun (1)

Total: 1

Tiger Claws

Similar to shuko, tiger claws (or the bagh-nakh, as they are rightly named) are worn on the wrists and hands with blades sticking forward. These traits and tags can also represent punching daggers.

Tiger Claws

Tags: Lethal (0), Melee (0), Worn (2)

Total: 2

Unarmed

This is the standard attack for anyone who is not using any sort of weapon or natural weapon. An unarmed attack can be a punch, kick, headbutt, elbow strike, knee kick, or any other variation where your own soft body is used to hurt your opponent.

Unarmed

Tags: Bashing (0), Melee (0), Natural (1), Soft (-1)

Total: 0

Tools and Improvised Melee Weapons

Blow Torch

Much like a flair, these tools burn. They do so at very high heat, causing significant burning injuries almost instantly.

Blow Torch

Tags: Burns (0), Inaccurate (-1), Lethal (0), Melee (0)

Total: -1

Flair

These common safety tools can be used as torches. They can also be used to set things on fire. When used in a fight, they burn rather than bruise or cut.

Flair

Tags: Bashing (0), Burns (0), Melee (0)

Total: 0

Glass Bottle

A glass bottle is a common commodity in a bar fight. They often don't last for the whole fight but leave shards of glass that can be used to cut.

Glass Bottle

Tags: Bashing (0), Fragile (-1), Melee (0), Thrown (0)

Total: -1

Heavy Power Tool

Heavier power tools, such as a chainsaw or a belt sander, are more powerful than the lighter tools and although they can be held in one hand they require both hands to control the weapon once they hit the intended target.

Heavy Power Tool

Tags: Brutal (1), Inaccurate (-1), Lethal (0), Melee (0), Messy (-1), Tool (building, crafting) (1), Two-Handed (-1)

Total: -1

Light Power Tool

Tools such as a power drill or sanding mouse can use these traits and tags.

Light Power Tool

Tags: Inaccurate (-1), Lethal (0), Melee (0), Messy (-1), Tool (assembling) (1)

Total: -1

Scythe

A scythe delivers a nice swinging motion to cut down grass and unfortunate targets.

Scythe

Tags: Brutal (1), Inaccurate (-1), Lethal (0), Melee (0), Two-Handed (-1)

Total: -1

Shard of Glass

A broken piece of glass. It can cut the hand that holds it but not as much as it will cut the other guy. This can also represent a broken bottle.

Shard of Glass

Tags: Concealable (1), Lethal (0), Melee (0)

Total: 1

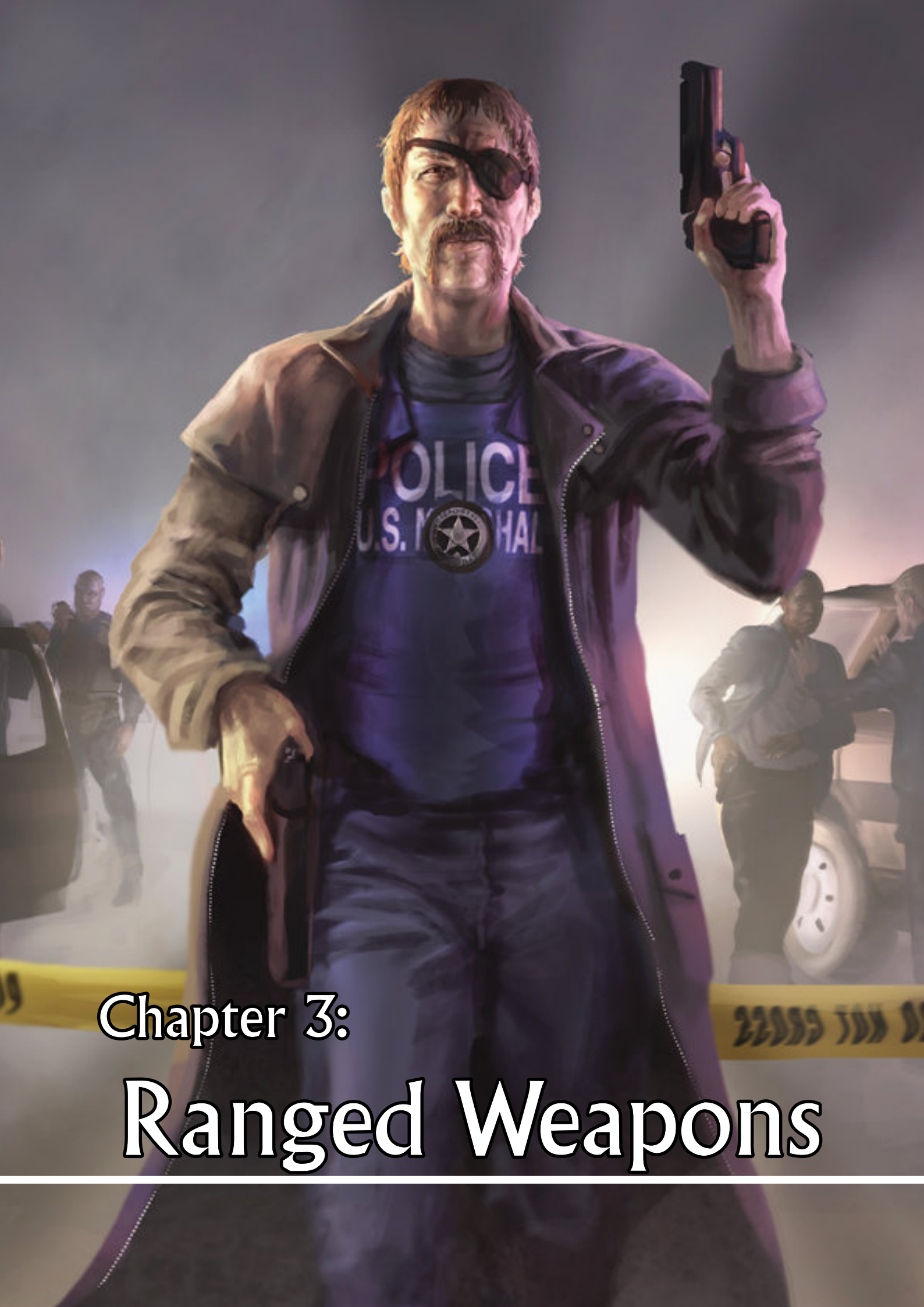
Shovel

A shovel can be used to bash your target with the flat side, or cut or stab them with the sharp edges.

Shovel

Tags: Double (0), Inaccurate (-1), Melee (0), Tool (digging) (1)

Total: 0



Chapter 3:

Ranged Weapons

“THE RIFLE ITSELF HAS NO MORAL STATURE, SINCE IT HAS NO WILL OF ITS OWN.”

- JEFF COOPER, ART OF THE RIFLE

Firearms

Handguns

Derringer

The derringer is a small pistol that can be hidden in one's sleeves or pockets. It only carries a single shot and is normally not very powerful. Similar firearms, such as a pen gun or a homemade zip gun, can use these traits and tags.

Derringer

Tags: Concealable (1), Firearm (0), Lethal (0), Ranged (0)

Total: 1

Heavy Autoloader

Like the heavy revolver, these are designed to pack a punch. Known example from popular culture is the Desert Eagle. Heavy autoloaders sacrifice bullet count for greater lethality and rarely have more than 8 or 9 bullets in the clip.

Heavy Autoloader

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Ranged (0)

Total: 1

Heavy Revolver

More common as a handgun for hunting, these revolvers pack a hefty punch and most people will need both hands to keep steady. Usually hold 5-6 shots.

Heavy Revolver

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0)

Total: 2

Light Autoloader

The lighter variety sees a lot of use, especially among armed law enforcement. Classic use is to fire three shots in rapid succession. Light autoloaders usually carry about 9 shots in a clip but some variations carry as many as 15 bullets.

Light Autoloader

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0)

Total: 2

Light Revolver

Lighter revolvers don't pack the same punch but are more common than light autoloaders. They usually hold about 5-6 shots but some

variations can hold up to 8 shots.

Light Revolver

Tags: Concealable (1), Firearm (0), Lethal (0), Piercing (2), Ranged (0)

Total: 3

Machine Guns

Heavy Machine Gun

Heavy machine guns are not designed to be carried but are fixed to a defensive location. They fire much heavier ammunition to pierce through armor and wreck engines if not the people inside a vehicle.

Heavy Machine Gun

Tags: Automatic (2), Brutal (1), Firearm (0), Lethal (0), Loud (-1), Piercing (2), Ranged (0), Two-Handed (-1), Unconcealable (-1)

Total: 2

Machine Gun

Designed for continuous fire, these machine guns can carry up to 200 bullets. They can be carried, mounted on vehicles, or fixed to a defensive place.

Machine Gun

Tags: Automatic (2), Firearm (0), Lethal (0), Piercing (2), Ranged (0), Two-Handed (-1)

Total: 3

Machine Handgun

A handgun can be altered to provide fully automatic fire and some handguns are designed for that purpose. These are smaller than submachine guns and carry fewer bullets, but are designed to be used with just one hand.

Machine Handgun

Tags: Automatic (2), Firearm (0), Inaccurate (-1), Lethal (0), Piercing (2), Ranged (0)

Total: 3

Submachine Gun

A submachine gun is a smaller machine gun that can be more easily fired while carried. They are better than assault rifles in closer quarters but cannot match them in range. Submachine guns can easily carry 30-50 bullets in a clip.

Submachine Gun

Tags: Automatic (2), Firearm (0), Lethal (0), Ranged (0)

Total: 2

Tommy Gun

The first official type of submachine guns, this historic weapon of the prohibition era is easily recognized with its ammunition drums. These drums can hold as many as 100 bullets.

Tommy Gun

Tags: Automatic (2), Firearm (0), Lethal (0), Ranged (0), Two-Handed (-1); +1e to all rolls to count ammunition

Total: 1 (2 if you count the +1e to ammo)

Rifles

Anti-Tank Rifle

Built for extreme range and to take down heavily armored opponents, an anti-tank rifle can shoot through brick walls and even metal plating. It is truly in a league of its own and a preferred weapon for Scions who go hunting for giants. These rifles rarely carry more than 5 or 6 bullets, largely because of the sheer size of

their ammunition.

Anti-Tank Rifle

Tags: Brutal (1), Firearm (0), Lethal (0), Long Range (1), Messy (-1), Piercing (2), Unconcealable (-1); counts as Scale 1 weapon

Total: 2

Assault Rifle

Most assault rifles fall under this category regardless of design. These rifles can be set to single shots, burst shots, or fully automatic fire depending on your need. Assault rifles commonly have around 30 bullets in a clip.



Assault Rifle

Tags: Automatic (2), Firearm (0), Lethal (0), Piercing (2), Ranged (0), Two-Handed (-1)

Total: 3

Big Game Rifle

Similar to hunting rifles but designed for larger prey, big game rifles are used for putting down bears, elk, and the occasional troll. Big game rifles are more powerful than standard hunting rifles but carry fewer bullets, only about 4 or 5.

Big Game Rifle

Tags: Brutal (1), Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0), Two-Handed (-1)

Total: 2

Hunting Rifle

The standard long-range rifle is commonly used for hunting, although hunters may choose their prey differently. Most hunting rifles carry about 9 bullets.

Hunting Rifle

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Ranged (0), Two-Handed (-1)

Total: 0

Sniper Rifle

The generic sniper rifle is designed for accuracy at long range. It doesn't pack the same punch as a big game

rifle but can be just as lethal if not more so. Sniper rifles often carry around 10 bullets, to offset any inaccuracy.

Sniper Rifle

Tags: Firearm (0), Lethal (0), Long Range (1), Piercing (2), Unconcealable (-1)

Total: 2

Shotguns

Automatic Shotgun

These shotguns are designed to be either semi-automatic or fully automatic to deliver multiple shots in rapid succession. They are more prone to becoming jammed, however.

Automatic Shotgun

Tags: Automatic (2), Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0), Two-Handed (-1)

Total: 3

Dragon-Breath Shotgun

These shotguns are loaded with special ammunition that will set the target on fire, causing burning injuries just as much as bullet wounds.

Dragon-Breath Shotgun

Tags: Burns (0), Firearm (0), Lethal (0), Ranged (0)

Total: 0

Generic Shotgun

Shotguns are designed for close combat and lack the range of rifles or even most handguns. In close quarters, though, they are deadlier than either of those.

Generic Shotgun

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0)

Total: 2

Holdout Shotgun

A shotgun that has been altered to have a short barrel and pistol grip can be just as dangerous to the wielder as it is to the target.

Holdout Shotgun

Tags: Concealable (1), Firearm (0), Inaccurate (-1), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Short Ranged (-1)

Total: 1

Pistol-Grip Shotgun

Replacing a shotgun's grip can make it even smaller and is a common modification made to combat shotguns. They are lighter but also more difficult to handle accurately.

Pistol-Grip Shotgun

Tags: Firearm (0), Inaccurate (-1), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0)

Total: 1

Rock Salt Shotgun

A shotgun can replace their ammunition with rock salt, delivering a hefty punch and leaving their targets either in great pain or stunned.

Rock Salt Shotgun

Tags: Bashing (0), Firearm (0), Pushing (1), Ranged (0), Stun (1)

Total: 2

Short-Barrel Shotgun

A shotgun's barrel can be cut with a good saw to shorten it below the legal minimum. Doing so can reduce the shotgun's range but allows for the weapon to be more easily concealed under a trenchcoat.

Short-Barrel Shotgun

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Short Ranged (-1)

Total: 1

Archaic Firearms

Hand Cannon

A hand cannon is as it sounds: a scaled-down cannon to be carried in hand. They lack accuracy but make it up with immense firepower.

Hand Cannon

Tags: Brutal (1), Firearm (0), Inaccurate (-1), Lethal (0), Ranged (0), Reset (-1)

Total: -1

Musket

Much like the pistol (above) but allowed for much greater range.

Musket

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0), Reset (-1), Unconcealable (-1)

Total: -1

Pepperbox

A pepperbox functions a lot like a revolver but holds up to 9 bullets.

Pepperbox

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0)

Total: 2

Pistol

A single-shot pistol required powder and bullet to be loaded individually before being fired.

Pistol

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0), Reset (-1)

Total: 1

Ranged Weapons Bows and Crossbows

Arbalest

Arbalests are a much larger variety of crossbows that requires both hands to use.



Arbalest

Tags: Firearm (0), Lethal (0), Piercing (2), Pushing (1), Ranged (0), Reset (-1), Two-Handed (-1)

Total: 1

Bow

Most bows share the same traits and tags, represented here.

Bow

Tags: Arcing (1), Ranged (0), Two-Handed (-1); bows can have different types of arrows which add different set of tags (see below)

Total: 0

Crossbow

Most crossbows share these traits and tags.

Crossbow

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0), Reset (-1)

Total: 1

Arrows

The propelled ammunition below are all functionally the same whether they are called arrows or bolts. They all have the same, fixed price to fit onto bows and crossbows, depending on their function.

Barbed

These arrows and bolts are made to cut and tear through flesh, making

them notably messy.

Barbed Arrows

Tags: Lethal (0), Messy (-1)

Total: -1

Blunt

Blunt arrows are used to hunt smaller animals that would be ruined by normal arrows.

Blunt Arrows

Tags: Bashing (0), Stun (1)

Total: 1

Explosive

Dangerous to carry and fire, these experimental arrows and bolts explode on impact.

Explosive Arrows

Tags: Lethal (0), Prototype (-1), Shockwave (4)

Total: 3

Fire

Arrows and bolts can be set on fire, usually to light something else on fire at a distance or to light up the way ahead. They burn as much as they pierce into their targets.

Fire Arrows

Tags: Lethal (0), Burns (0)

Total: 0

Frog-Crotch

These arrowheads are dual-tipped and u-shaped. They are made to cut through rope as much as to deal damage.

Frog-Crotch Arrows

Tags: Lethal (0), Versatile (2)

Total: 2

Humming

These give off a loud shriek, more so to give signals than to actually hurt.

Humming Arrows

Tags: Bashing (0), Loud (-1)

Total: -1

Piercing

Made to pierce through most armor. These are the standard arrows and bolts.

Piercing Arrows

Tags: Lethal (0), Piercing (2)

Total: 2

Target

These are generic arrows that are most commonly encountered.

Target Arrows

Tags: Lethal (0)

Total: 0

Thrown Weapons

Boomerang

The popular boomerang can be used as a thrown weapon. With a proper stunt, the weapon can even return to its wielder after being thrown.

Boomerang

Tags: Arcing (1), Bashing (0), Returning (1), Stun (1), Thrown (0)

Total: 3

Dart

Darts usually don't cause much damage by themselves but are commonly used to deliver poison at a range.

Dart

Tags: Arcing (1), Concealable (1), Bashing (0), Soft (-1), Thrown (0)

Total: 1

Hatchet

Hatchets are detailed in Axes and Clubs, in the previous chapter.

Hatchet

Tags: Arcing (1), Melee (0), Lethal (0), Thrown (0), Tool (woodwork) (1)

Total: 2

Javelin

Javelins are the standard throwing spears but can also be used effectively in melee as well as for

throwing.

Javelin

Tags: Arcing (1), Lethal (0), Melee (0), Piercing (2), Thrown (0)

Total: 3

Throwing Knife

The traits and tags for throwing knives can be used for other blades that are weighted for throwing, such as the popular shuriken or bladed discus.

Throwing Knife

Tags: Arcing (1), Concealable (1), Melee 0, Lethal 0, Thrown (0)

Total: 2

Alternative and Improvised Ranged Weapons

Atlatl

An atlatl is a stick that grabs onto a javelin to give it a greater push when thrown, giving it an even greater range.

Atlatl

Tags: Arcing (1), Lethal (0), Long Range (1), Piercing (2), Reset (-1), Thrown (0)

Total: 3

Ballistic Knife

A ballistic knife has a small spring

hidden in the handle. Although it can be used for stabbing, the wielder can press a button to release the blade and send it flying over a short distance.

Ballistic Knife

Tags: Firearm (0), Lethal (0), Melee (0), Reset (-1), Short Range (-1)

Total: -2

Blowgun

Blowguns are short and hollow sticks used to deliver darts over a greater distance via the power of your own exhale.

Blowgun

Tags: Bashing (0), Soft (-1), Reset (-1), Thrown (0); often used to deliver poison

Total: -2

Dart Gun

This handgun variety of the dart gun is a firearm used to deliver a dart, often poisoned, to a target. It has a greater range and is more accurate than a blowgun.

Dart Gun

Tags: Bashing (0), Firearm (0), Reset (-1), Ranged (0); often used to deliver poison

Total: -1

Dart Rifle

This larger variety of the dart gun is

used for greater distance and larger darts to deliver larger doses of whatever poison they arm it with.

Dart Rifle

Tags: Bashing (0), Firearm (0), Long Range (1), Reset (-1); often used to deliver poison

Total: 0

Flare Gun

A flare gun is a common emergency tool. It fires a colorful flare, often to signal a location, but can be used to harm others by setting them on fire.

Flare Gun

Tags: Burns (0), Firearm (0), Lethal (0), Ranged (0)

Total: 0

Hairspray Flamethrower

This improvised weapon requires a canister of flammable hairspray and a lighter. When used properly, it can easily burn someone's eyebrows off or even set their clothes on fire.

Hairspray Flamethrower

Tags: Burns (0), Bashing (0), Inaccurate (-1), Melee (0), Reach (1)

Total: 0

Sling

The generic sling is a leather cord that is used to throw a small rock with greater force. A well-made slingshot can use the same traits and

tags.

Sling

Tags: Lethal (0), Piercing (2), Thrown (0)

Total: 2

Speargun

A speargun fires a spear as the name suggests, but the spear is often attached to a strong cord to reel in the target.

Speargun

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0)

Total: 2

Stun Gun

Bordering ranged weapons, this device doesn't have the range of firearms but can use the Firearm skill. A stun gun is generally used to stun or incapacitate opponents.

Stun Gun

Tags: Bashing (0), Firearm (0), Melee (0), Reset (-1), Short Range (-1), Soft (-1), Stun (1)

Total: -2

Ammunition

SCION SECOND EDITION, provides a simple system for ammunition on page 123 of SCION: ORIGIN. The system uses a dramatic benchmark to determine whether or not you should roll to see if you've run out of bullets or arrows.

Condition: Out of Ammo

You've run out of ammunition and can't use a firearm for the rest of this scene unless you acquire more.

Effect: You can't use firearms because you have no bullets.

Resolution: You overcome this Condition when you either acquire more bullets or find a loaded firearm. Otherwise, this Condition is resolved at the end of the scene.

For Storyguides who want to emphasize the importance of ammunition in a fight, having your players roll frequently slows down the action. The Counting Bullets system below is presented as an alternative.

Counting Bullets

On your turn when you use a firearm for the first time, make a Firearms + Intelligence roll and record the number of successes. The difficulty of the roll is 1 (for a single shot) or 3 (for burst or automatic fire). Each time in this scene that you attack with your firearm, you need to spend 1s to make a single shot or 3s for automatic fire. This applies to any firearm that you carry. When you run out of Stunts, you take the Out of Ammo Condition.

Types of Ammunition

For the most part, the weapons listed above do not change depending on what sort of ammunition they use.

Some generic ammunition is listed here below, with their own tags that are added to the weapon.

Hollow Point. Hollow points break apart once they hit their target, leaving shrapnel that bounces around inside the torso. Hollow point bullets add the Brutal tag to a firearm if it didn't have it already.

Armor Piercing. These bullets are designed specifically to punch through most worn armor. Most firearms already have the Piercing tag, but you can rule that they lose the tag if they are not loaded with special, armor piercing rounds.

Special Ammunition. Some firearms (commonly shotguns) can be loaded with special ammunition. Often, they're not particularly realistic, like firing ice shrapnel or wood. In a game of SCION, though, realism is a fluid thing.



Chapter 4:

Tactical Weaponry

“I KNOW NOT WITH WHAT WEAPONS WORLD WAR III WILL BE FOUGHT, BUT WORLD WAR IV WILL BE FOUGHT WITH STICKS AND STONES.”

- ALBERT EINSTEIN

Grenades

Gas Grenades

Very much like smoke grenades and do create smoke screens, but are usually filled with harmful gasses. Tear gas is a common choice.

Gas Grenade

Tags: Arcing (1), Shockwave (4), Soft (-3), Thrown (0); the gas used in these grenades usually cause everyone caught in it to suffer a Condition. See sample Conditions at the end of this chapter.

Total: 2

Flashbang

A stun grenade, better known as a flashbang, is meant to disorient rather than harm or kill. It creates a flash of light and a ringing noise that stuns but does not cause injuries.

Flashbang

Tags: Arcing (1), Shockwave (4), Soft (-3), Stun (1), Thrown (0)

Total: 3

Frag Grenade

A fragmentation grenade is designed to take out personnel by showering them with shrapnel. These traits and tags also cover homemade pipe bombs and dynamite sticks.

Frag Grenade

Tags: Arcing (1), Lethal (0), Loud (-1), Messy (-1), Shockwave (4), Thrown (0); Scale 2 damage

Total: 3

Incendiary Grenade

Incendiary grenades use chemicals to create dangerous heat and fire. These grenades burn rather than shred through flesh with shrapnel.

Incendiary Grenade

Tags: Arcing (1), Burns (0), Lethal (0), Loud (-1), Messy (-1), Shockwave (4), Thrown (0)

Total: 3

Smoke Grenade

Like a flashbang, smoke grenades do not really harm anyone but create a cover through which is difficult to see.

Smoke Grenade

Tags: Arcing (1), Shockwave (4), Soft (-3), Thrown (0); the affected area is covered in concealing smoke that creates a level 3 Complication to see anything. The effect lasts for a minute unless it is dissipated earlier somehow.

Total: 2

Rocket Launchers

Disposable Rocket Launcher

These are very similar to the standard rocket launcher, except that it can be collapsed with a prepared rocket. Extending the rocket to fire takes a moment, however.

Disposable Rocket Launcher

Tags: Concealable (1), Firearm (0), Lethal (0), Loud (-1), Messy (-1), Ranged (0), Shockwave (4), Two-Handed (-1); Scale 2 damage, can only be fired once

Total: 2

Grenade Launcher

Grenade launchers can be loaded with any sort of grenade as listed above and can fire them beyond the range that most people can throw. Some grenade launchers have been reduced to their minimal components to be attached to the underside of a rifle.

Grenade Launcher

Tags: Arcing (1), Bashing (0), Firearm (0), Ranged (0); a grenade launcher uses grenades for ammunition and can cause Bashing injuries if they hit a target directly.

Total: 1

Rocket Launcher

These launchers, as the name implies, fires explosive rockets at a target. The standard rocket launcher uses the Attribute appropriate to the weapon's range, while a heat-seeking rocket launcher can use Intelligence regardless of range.

Rocket Launcher

Tags: Firearm (0), Lethal (0), Loud (-1), Messy (-1), Ranged (0), Reset (-1), Shockwave (4), Two-Handed (-1); Scale 2 damage

Total: 1

Other Tactical Weapons

Flamethrower

A modern flamethrower will douse a target with burning liquid that burns the target to crisp.

Flamethrower

Tags: Arcing (1), Automatic (2), Burns (0), Firearm (0), Lethal (0), Short Range (-1)

Total: 2

Artillery

Almost all artillery uses the Intelligence Attribute when firing.

Cannon

The generic cannon covers most varieties, from historic to modern, in terms of traits and tags. Cannons and their variations use either Intelligence or Cunning to fire, but are often aimed at large enough targets to make hitting it easy.

Cannon

Tags: Brutal (1), Firearm (0), Lethal (0), Long Range (1), Loud (-1), Piercing (2), Slow (-1), Unconcealable (-1); Scale 2 damage, this weapon is normally stationary and requires Intelligence to fire.

Total: 1

Chaingun

These machine guns use larger caliber ammunition than other varieties and have high enough rounds per minute that popular culture describes the weapon as "cutting" through metal. These weapons use Dexterity or Cunning and are too heavy for normal people to lift.

Chaingun

Tags: Automatic (2), Firearm (0), Lethal (0), Messy (-1), Piercing (2), Unconcealable (-1); Scale 1 damage, this weapon is usually stationary or attached to a vehicle.

Total: 2

Flak Cannon

The ammunition used by these cannons explodes into shrapnel and are often used against aircraft. However, these flaks can just as easily take down infantry.

Flak Cannon

Tags: Brutal (1), Firearm (0), Lethal (0), Long Range (1), Loud (-1), Messy (-1), Slow (-1), Shockwave (4), Unconcealable (-1); Scale 2 damage, this weapon is normally stationary and requires Intelligence to fire.

Total: 2

Heavy Cannon

Heavy cannons fire more powerful shots that are often loaded with explosives. They are designed to take down large armored vehicles.

Heavy Cannon

Tags: Brutal (1), Firearm (0), Lethal (0), Long Range (1), Loud (-1), Messy (-1), Piercing (2), Slow (-1), Unconcealable (-1); Scale 3 damage, this weapon must be stationary and requires Intelligence to fire.

Total: 0

Mortar

A mortar fires a fragmentation grenade in an arc towards its intended target. Mortars always use Intelligence to fire.

Mortar

Tags: Arcing (1), Firearm (0), Inaccurate (-1), Lethal (0), Loud (-1), Shockwave (4); Scale 2 damage, this weapon requires Intelligence to fire.

Total: 3

Demolition Explosives

Most explosives in this category are intended to bring down walls or entire buildings. They are all Scale 1 or 2, and truly powerful explosives can Scaled even higher. They normally require a roll of Technology + Intelligence to arm, which can take a minute or more, depending on the explosive device. The successes rolled to arm the bomb set the difficulty to disarm it with a

Technology + Cunning roll. The explosive is usually armed with a timer or a trigger, which the bomber can use to set off the bomb after getting to a safe distance.

There are no special rules listed here for different explosives, such as powder kegs or C-4, and the reason is largely because they aren't used in the middle of a fight. When your story requires a large explosion that can take down a temple of Zeus, it is far better suited as a Complication.

Mines and Charges

Mines and explosive charges are largely the same as demolition explosives above. Since they usually require time to set up, they are rarely used during a fight. If you do find the time to set up an explosive charge



during a adrenaline fuelled fight scene, you could do so as an action with either Subterfuge or Survival + Cunning.

Otherwise, mines and charges are better suited as a cool feature on the Field to make the fight all the more intense. You can use any of the stats for explosions listed above as inspiration, though.

Breaching Charge. A breaching charge is a small explosive used to disable locks. It usually doesn't cause much damage.

Land Mine. The standard mine is hidden under dirt and triggered when stepped on. Most mines create an explosion similar to a frag grenade but are ill-suited for throwing.

Toxic Weapons

Toxic weapons are likewise not really a weapon in themselves, but rather used to make a weapon more deadly and threatening. Darts can be used to deliver chemicals, or a rocket could deliver a biological agent. As such, toxic weapons cause Conditions, some lethal and some less so, and you could make them apply any Condition you like that makes sense, if the Scions can't resist the effects.

Below are the simplified categories for toxic weapons. There are possibly other categories out there, such as ones that create harmless smoke. The categories below should cover weaponized toxic sources that affect the characters themselves, rather than create Complications in the Field.

Biological Weapons. Few weapons cause as much alarm and panic as bioweapons. Not so long ago, the threat of anthrax had people alarmed to say the least. Biological agents can be difficult to weaponize but deadly when used. Biological agents introduce characters to a disease that they must resist contracting. The most deadly biological weapons tend to be the most difficult to resist and are the most virulent.

Lethal Chemical Weapons. Deadly chemicals have been known to be used as weapons, both in liquid and gaseous form. Like biological weapons, characters must resist their effects rather than be attacked with them. In most cases, a character is poisoned when they ingest the chemical, but gaseous chemicals can cause acidic burns and blisters by touching skin. These include chemical weapons such as hydrogen cyanide and sarin gas.

Non-Lethal Chemical Weapons. Not all chemicals are used to kill or murder but rather intended to neutralize individuals or disperse crowds. These chemicals do not cause injuries but other conditions or effects. These chemicals can include tranquilizer agents and tear gas.



Chapter 5:
Armor

"PUT ON SOME ARMOR. JUST REMEMBER WHAT'S ARMOR AND WHAT'S YOU, SO WHEN IT'S TIME TO TAKE IT OFF, YOU CAN."

- BRENT WEEKS

Armor

Bomb Suit

Bomb suits are meant to protect the wearer from explosives. Most bomb squads have enough funding to have at least one or two of these suits. The plates inside the suit break once they take damage and must be replaced.

Bomb Suit

Tags: Armored: Hard (3), Cumbersome (-1), Slot Helm (-1), Weighty (-1)

Total: 0

Bulletproof Vest

A bulletproof vest is designed to stop bullets. Most are light enough to be worn under jackets and coats.

Bulletproof Vest

Tags: Armored: Soft (1), Resistant (Bulletproof) (2), Weighty (-1)

Total: 2

Chain Mail

Chain mail is a heavy armor made from metal chains and effective to stop most slashing weapons.

Chain Mail

Tags: Armored: Hard (1), Resistant (Arrows) (2), Weighty (-1)

Total: 2

Full Plate

Full plate armor covers most of the body, fitted with helmets and more. The modern equivalent is the full riot gear armor.

Full Plate

Tags: Armored: Hard (3), Cumbersome (-1)

Total: 2

Hazmat Suit

Not really a sort of armor but will protect the wearer from poisonous gasses. Assuming the gas won't burn through the suit, of course.

Hazmat Suit

Tags: Resistant (Bioweapons, Gas) (4), Slot Helm (-1)

Total: 3

Hunting Suit

A hunting suit is a set of clothing that is designed to keep the wearer

hidden during hunts. They are normally covered in patterns and accessories that allow the wearer to better blend in. A hunting suit is commonly worn by hunters as well as snipers.

Hunting Suit

Tags: Armored: Soft (1), Camouflage (2), Cumbersome (-1)

Total: 2

Leather Armor

Leather armor is standard armor, easily available in some form, and can represent heavy enough clothing to provide some protection.

Leather Armor

Tags: Armored: Soft (1), Weighty (-1)

Total: 0

Segmented Armor

This type of armor is made from overlapping segments from a strong material, such as metal. When damaged, segments can be replaced, making it easier to repair.

Segmented Armor

Tags: Armored: Hard (1), Weighty (-1)

Total: 0



Repairing Armor

Hard armor in SCION SECOND EDITION works sort of like a buffer against injury in the form of additional Injury Condition boxes. Such armor can grant you either one or two of these additional boxes and once they take damage they stay filled until the end of the scene.

An alternative is presented here to have damaged armor needing time to be repaired. Repairing each Armor box offscreen will take about two days, but the alternative is to make active repairs over the course of one scene. It requires a roll using the appropriate Skill + Attribute against a difficulty of 2. Additional 2 successes can be used to empty the armor's second Injury Condition box if necessary.

The roll that is required could be anything fitting to the action. A roll of Athletics + Might could be apt if you are repairing the armor yourself, while a roll of Persuasion + Presence would be more appropriate to hire someone else to repair the armor for you. If your Relic armor has been damaged, a roll of Occult + Might could be fitting to repair the arcane runes that adorn the armor.

This optional mechanic should not be used lightly. The reason why hard armor is fine after at the start of a new scene is a matter of balance. If the armor is out of commission for the rest of the session, most Scions would just wear soft armor instead. Damaged hard armor should rather be treated as an optional Condition which the Scion can take and be rewarded with a point of Momentum for putting their equipment on the line.



Chapter 6:
Relics

“WHETHER LIKETH YOU BETTER, SAID MERLIN, THE SWORD OF THE SCABBARD. ME LIKETH BETTER THE SWORD, SAID ARTHUR.”

- SIR THOMAS MALORY

Relics and Ammunition

It is worth noting that while mundane firearms and bows risk running out of ammunition, the risk is rarely present when the weapon is forged by a supernatural weaponsmith. When using a Relic version of a weapon, tracking bullets and ammunition should not be necessary and endless ammunition should not be a special feature you have to pay for. If you want to rob the pleasure of divine firearms from your players though, add the Relics dots as Enhancement to any roll used to check for ammunition.

When creating a new Relic, though, you may need to decide how a bow is granted this immunity to running out of arrows or not. Does the bow create new arrows each time the archer pulls back the string, or does it come with a quiver that never runs out of arrows?

If you want to create a Relic that risks running out of ammunition, you could apply that to the Relic as a Flaw. Relics that have limited uses are good for intense encounters and interesting complications. How do you reload a Teotl gun that fires solid blood?

New Relics

The list here below includes a fair number of new Relics for your game of SCION. All these Relics are based on weapons and armor found earlier in this book.

Aegis (●●●)

Purview: Epic Stamina

Motif: Stand Against All Threats

The Aegis is the shield of Zeus, one that he is ready to lend to others when needed. Athena has borrowed it on many occasions, and many Scions of the Theoi have borrowed it as well for their own safety.

Tags: Bashing, Defensive, Melee, Pushing

Knack: If you know the Boon Adamant Body, you are granted +2 soft armor when you activate it.

Airgetlám (●●●)

Enhancement: +1 general

Nuada was the first king of the Túatha Dé Danánn until he lost his arm. Dian Cécht gave him this arm made of silver, and although Nuada did not become king again, he was fit enough for a fight. Today, Nuada has

a new arm made of flesh, but the Airgetlám remains a powerful prosthetic arm for any Scion in need. It is strong enough to hold back even powerful attacks, but makes a strict requirement from its wielders.

Tags: Bashing, Defensive, Melee, Pushing, Stun

Knack: Airgetlám cannot be removed from you with the Disarming Stunt or any other means, unless you allow it. While it is attached to you, it functions exactly like a normal arm would.

Flaw: In order to use Airgetlám, you need to be missing an arm as a persistent Condition. Whether left arm or right is not important, Airgetlám adjusts itself to fit your needs. Without attaching it to the stump of your missing arm, you gain no benefit from it.

Artemis's Hunting Rifle (●●●)

Enhancement: +1 general

Artemis, the goddess of the hunt, is not one to stay behind the latest craze in hunting tools. Although she favors the bow, she did have Hephaestus make her this rifle that she played with for a few decades before handing it over to her Scions. The rifle doesn't fire bullets, but instead creates and fires compressed air bubbles that puncture the target before dissipating and leaving an empty bullethole.

Tag: Firearm, Lethal, Long Ranged, Piercing, Two-Handed

Knack: Artemis's Hunting Rifle creates silent air-bullets that have

the same effect as regular bullets but leave no trace of one in the wound.

Flaw: The rifle needs to create the ammunition out of the surrounding air and will not function in a vacuum or underwater, for example. Where the air is thin, such as high up in the mountains or outside on the wings of an airplane, Artemis's Hunting Rifle has a +2 Complication to a shot to reload.

Assassin Dagger (●●●)

Purview: Darkness

Motif: Murder in the Dark

An assassin dagger does not belong to any single pantheon, culture, or time. In fact, many recent daggers of this build have surfaced among Scions who prefer getting close, blinding their enemies, and cutting their throats. As such, assassin daggers have been made into almost any sort of knife or dagger. A secret assassin even used a pocket knife that had been forged into an assassin dagger. No matter the shape, all assassin daggers have black blades. The tags here represent an assassin dagger made from a generic knife.

Tags: Concealable, Lethal, Melee, Thrown

Knack: When a Scion stabs another with an assassin dagger, the Scion can spend a point of Legend to poison their target. The target gets the Poisoned Condition (see page 125 in SCION: ORIGIN) and resisting the poison is made against a difficulty of 1 + (the Scion's Legend). This cost is waived against trivial characters, but a character of equal or higher tier can

make a Clash of Wills roll against the Scion to ignore the poison entirely if they can access the Epic Stamina Purview.

Flaw: All assassin daggers have a Complication called Murderous built into them, which works as follows:

Murderous (level 1 Complication): In every scene that the Scion unsheathes their assassin dagger, they suffer the Complication to any roll that will not bring the Scion closer to killing someone with the dagger. Attacking someone with the dagger is free of this Complication, but so is persuading someone into a place where they can be stabbed in private. Momentum: Any time the Scion fails an action because of this Complication, they get a Momentum. Resolution: Once the Scion has killed

someone with this dagger, they are not affected by the Complication for the rest of the scene.

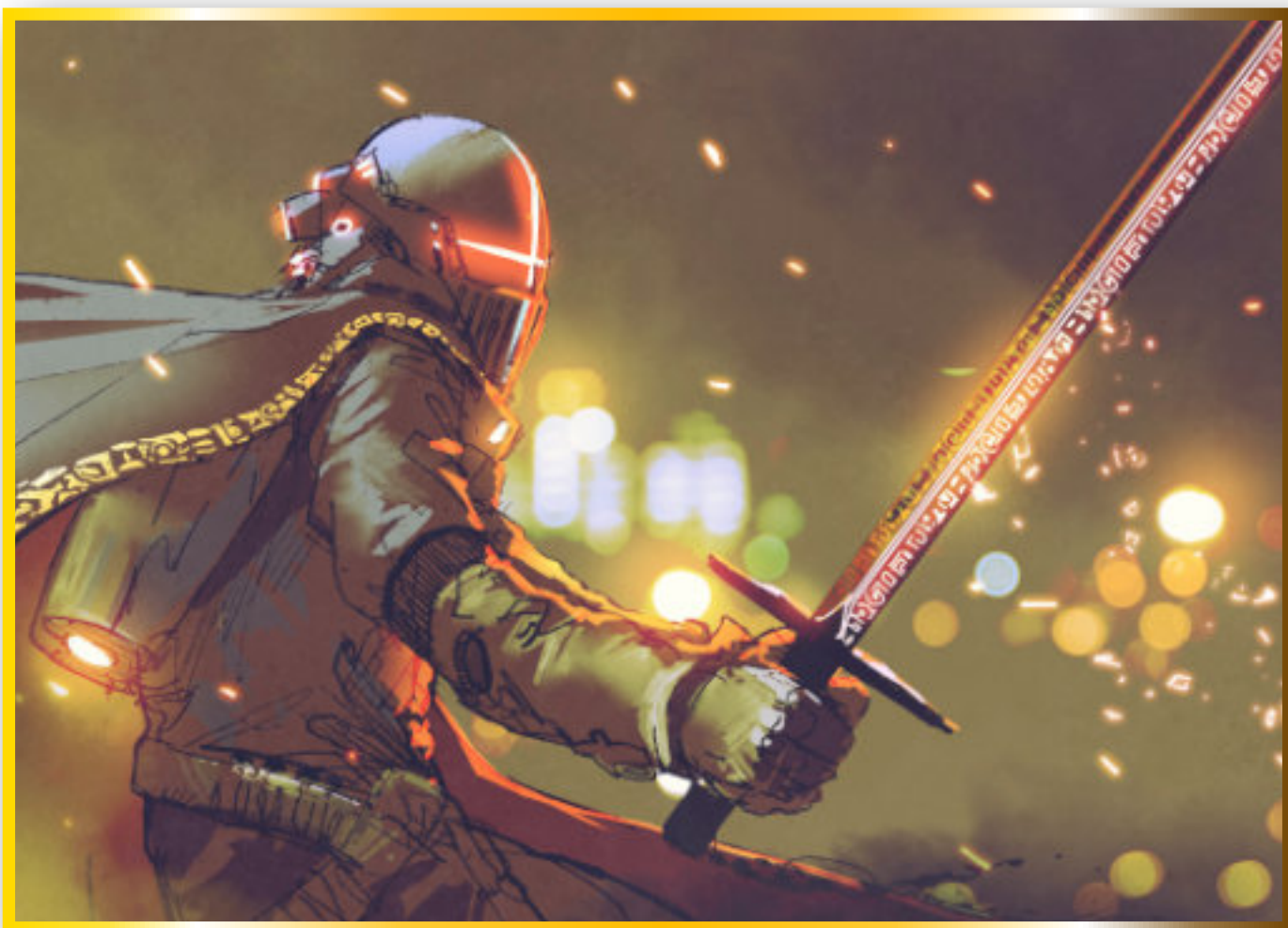
Babr-e Bayan (●●●●)

The Babr-e Bayan was the suit of leather armor that the famed hero Rostam wore into battle. The armor appears dark and hairy, and is made from the skin of a leopard. After Rostam, the armor passed down to his son, Faramarz, and since then it has passed down from one Scion to the next.

Tags: Armored: Soft (3), Resistant (fire), Weighty

Benkei's Armor (●●●)

Benkei was a monk warrior who barred entry across a bridge. During that time, Benkei disarmed 999



soldiers of their weapon, but was defeated by the 1000th, the warlord Minamoto no Yoshitsune. Benkei joined Yoshitsune's forces, but they were both betrayed by Yoshitsune's brother, Minamoto no Yoritomo, who drove them off on a run. Benkei stood his ground on a bridge to buy Yoshitsune time to commit ritual sacrifice, and cut down every single one of the 300 soldiers to attempted to cross it. In the end, Yoritomo ordered his archers to shoot and kill him. After Benkei's death, his armor was taken away and has been handed down to Scions of the Kami since.

Tags: Armored: Hard (3), Cumbersome, Resistance (Arrows)

Knack: While wearing Benkei's Armor and defending someone with whom you have a positive bond, you cannot be moved against your will or knocked prone. Even if you are Taken Out or killed, you remain standing in place until your body is examined or until the end of the scene.

Caledflwch (●●●●●)

Purview: Sun

Motif: Hope as Bright as the Sun

Enhancement: +3 general

Caledflwch has had many names throughout history, but no matter the name it has always been the symbol of hope. Caledflwch was the sword of Llenlleawg when he defeated king Diwrnach. As Caladbulg, it was the sword of the great Irish hero Fergus mac Róich. The weapon has been passed from one hero to the next, but is best known as the sword of King Arthur Pendragon, Excalibur.

Tag: Lethal, Melee, Piercing, Versatile

Knack: You can learn Visage Great and Terrible as a Sun Boon.

Flaw: Your Legend is tied to Caledflwch's own Legend. You must imbue it with a dot of Legend; you can access this dot as normal while in possession of Caledflwch, but without it you lose access to that dot and all its benefits.

Flaming Sword (●●●)

Purview: Fire

Motif: "All Glory to the Gods"

A flaming sword can be found in several myths and legends, the earliest believed to be Sumerian. Whoever claims to have forged the first flaming sword is irrelevant and many copies have been forged since. In fact, it is one of the most commonly forged Relic swords to this date.

Tags: Aggravated, Burns, Melee, Versatile

Knack: If you know the Boon Heaven's Fire, you can use your Close Combat Skill instead of Athletics to make the attack, as the fire leaps from the burning sword.

Flaw: All flaming swords have a built in Flashy Complication, as follows:

Flashy (rank 2 Complication): Whenever you use this weapon to attack or channel a Purview, the effects are obvious and attention-catching in some way appropriate to the action. Result: Using this weapon

obviates mundane stealth of any kind and requires a Clash of Wills to maintain magical stealth (even potentially against yourself). In general, all eyes and ears are on you.

Fragarach (●●●)

Purview: Order

Motif: The Right to Rule

Fragarach is the sword of Nuada that he carried as the symbol of the high king of the Túatha. When Nuada lost his arm, the sword passed on to Lugh but there are no references to Lugh using the sword in battle. There are speculations that Fragarach is the sword that King Arthur Pendragon pulled from the stone, making him King of Albion. Much like the fate of Nuada as high king, bad fortune befell King Arthur at the end of his reign.

Tags: Lethal, Melee, Versatile

Knack: If you know the Boon Divine Right and use its power to declare yourself the sovereign, all characters treat their Attitude towards you as 2 higher instead of 1. While the Boon is in effect, you may treat any social action that benefits from you being the sovereign as Feat of Scale.

Knack: You can spend a point of Legend to add the Shockwave tag to Fragarach. Once spent, the tag applies to all attacks of your choice for the rest of the scene.

Flaw: Fragarach is cursed to bring any authority it provides to an end, giving it its other nickname, Kingsbane. The first time in a scene that Fragarach is used to attack, the

Tension pool adds 3 points.

Gáe Bulg (●●●)

Enhancement: +1 when thrown

The spear given to Cú Chulainn by his martial arts teacher, a warrior woman named Scáthach, was aptly named Gáe Bulg, or “spear of mortal pain”. The spear was made from the bones of a sea monster and has the ability, when thrown correctly, to sprout thirty barbs in every direction, causing a painful death. It was such that Cú Chulainn only used this feature of the spear when absolutely necessary.

The nature of the barbs were such that once thrown in this way, the spear could only be removed by cutting it out of the body, a process that would certainly kill the target if the spear hadn't done so already. With modern medicine, however, the spear can be removed more safely, although not easily.

Tags: Defensive, Lethal, Melee, Reach, Thrown

Knack: When you attack with Gáe Bulg, you can perform the following Stunt.

Thirty Barbs (4s or more): The spear instantly sprouts thirty barbs from its tip into every direction. This replaces the Critical Hit Stunt and causes a second Injury Condition. The injuries cannot be healed until Gáe Bulg has been removed, and the spear cannot be removed from the target without cutting them open or by ripping it from them with force. Removing it by any means causes another Injury Condition and is



attempted with an action against a difficulty of 2. Any additional success spent on this Stunt increases the difficulty by +1.

Gungnir (●●●●)

Enhancement: +1 when used to perform the Sunder Stunt, +1 general

Gungnir is the spear of Odin, which he rarely lends or gives away. It is believed, in some stories at least, that a great part of Odin's power is tied to the spear, leaving him vulnerable if he is caught without it. Gungnir is dwarven made, with runes carved on its entire haft. Some speculate that when Odin lends his spear, it is actually a well-made replica of the original. Although it is a useful and powerful Relic, it does not compare to Gungnir itself.

Tags: Defensive, Lethal, Melee, Reach

Knack: If you know the Cast The Runes Boon, Gungnir becomes a tool of Fate in your hands. Once per session, after using the Boon to get a clue about what the future may hold, you gain a +2 Enhancement to one roll where you use Gungnir to assist in bringing about the foretold events.

Herakles's Club (●●)

Purview: Epic Strength

Motif: Devastating Brute

Herakles, who was considered the greatest of Greek heroes and champion against the Titanspawn, used this club in many of his fights. With time, the club gained some of

Herakles's legendary strength and has been handed down to many Scions of the Theoi to use against monsters and terrors of the Titans.

Tags: Bashing, Melee, Pushing, Two-Handed

Knack: If you know the Pistons For Fists Boon, you send your opponent of equal or lower tier flying another rangeband with a successful attack. Moreover, if you know the Enhanced Impact Knack, you may spend one Momentum to send your target of equal or lower tier flying yet another rangeband, up to a maximum of Out of Range after adding the Enhanced Impact and Pistons For Fists, and other bonuses such as from this Knack.

Flaw: In every scene that Herakles's Club is used, you must resolve a Fatebinding of your choice with a Strength of 2. Appropriate Fatebindings may include Boon Companion, Imperiled, Nemesis, or Paramour (possibly Unrequited).

Kali's Arms (●●●●)

Purviews: Chaos, Fire

Motif: Chaotic Destruction

In modern times, Kali found pleasure in modern weaponry but few brought her as much glee as the chaingun and the flamethrower. Jointly referred to by her Scions as Kali's Arms, these two relics only work properly when used together. Kali's chaingun is much lighter than other models and can be carried in one hand, while her flamethrower is generally carried in the other.

Tags: Automatic, Firearm, Lethal, Messy, Piercing, Ranged

Knack: When using Kali's flamethrower, the weapon causes burns and scorches. Anyone who is hit by the weapon takes the On Fire Condition; until they've used an action to put out the fire, they take 1 damage at the end of their turns.

Knack: When using Kali's chaingun, everything gets torn to shreds. The weapon has +1 Scale when using the automatic tag.

Flaw: Kali's Arms have a built in Heavy Complication, as follows:

Heavy (rank 2 Complication): Kali's Arms are notably heavy, making movement difficult. Any attempt to move, such as disengage, jump, climb, etc., must first resolve this Complication.

Maianakalani (●●●●)

Purview: Beast

Motif: Undefeatable

Enhancement: +1 when used as a weapon

Maui used this giant fish hook to create the islands of Hawaii. He did so by hooking the bottom of the sea and pull up the land to create islands. Even though the Maianakalani ties the wielder more to the sea, it is also a formidable weapon in the right hands.

Tags: Bashing, Melee, Pushing

Knack: If you know the Boon Animal Aspect, you can turn yourself into the animal that you emulate for the duration. While transformed, you

keep your own traits plus the aspect that you are emulating, and your equipment and Maianakalani merge into your new form.

Minotaur's Labrys (●●●)

Enhancement: +2 when used in a maze-like Field.

The Minotaur's Labrys is a massive, double-headed ax with intricate carvings of an impossible maze. The original ax is said to have belonged to the minotaur of Crete, but Scions have reported seeing replicas and new designs that have the same powers.

The Labrys is far deadlier when used in a maze, but in modern times the ax seems to differentiate little between actual mazes and any place with winding passages where you can get lost. Street markets and large hotels have been known to become a minotaur's hunting ground.

Tags: Brutal, Lethal, Melee, Piercing, Two-Handed, Unconcealable

Knack: While you carry the Minotaur's Labrys, you cannot get lost in a maze-like Field; you know exactly how to get from where you are to a place that you've been before within that maze. If you imbue a point of Legend, you also get a sense of where everyone is within the same Field as yourself and how to get there. This effect does not allow you to see through invisibility, though.

Nægling (●●●)

When Beowulf fought Grendel's mother, he found the sword Nægling after his own sword proved

ineffective against her. With Nægling, he defeated Grendel's mother, but the sword broke in Beowulf's battle against the dragon. From the broken sword was made this heavy revolver, the new Nægling. The weapon is well fitted to fight giants and monsters, much like the weapon it was forged from, but is fated to fail the wielder in their final battle.

Tags: Brutal, Firearm, Lethal, Loud, Piercing, Pushing, Ranged

Knack: You can spend a point of Legend when using Nægling to add a Feat of Scale to it equal to half your Legend, rounded up. Once spent, the effect lasts until the end of the scene.

Knack: When your target falls prone from the Pushing tag of this weapon, they are also pushed one range band away from you.

Ocelotl Armor (●●)

Purview: Beast (Jaguar)

Motif: Prowling Hunter

Enhancement: +1 to sneak and be silent

Sometimes called jaguar armor, this sort of armor was given to the warriors of the Teotl as a reward for collecting many living prisoners for slavery or sacrifice. Today, Gods of the Teotl give an Ocelotl Armor to their Scions who show good promise in battle.

Tags: Soft (1), Weighty

Flaw: In addition to the armor being conspicuous, the wearer must soundly growl before use. Once they have growled, the armor provides its

benefits for the rest of the scene.

Ruyi Jingu Bang (●●●)

Enhancement: +1 general

The Ruyi Jingu Bang is the quarterstaff of the great Sun Wukong. It is made from black metal and has golden rings on either end. It is well decorated but Sun's fascination with it comes from its ability to resize to fit the wielder's needs. When not in use, it can shrink to the size of a needle, and Sun Wukong keeps it tucked behind his ear. The real Ruyi Jingu Bang is always in Sun Wukong's possession, but the weapon can create a copy of itself that he gives to his Scions.

Tags: Bashing, Concealable, Melee, Reach, Stun

Knack: The quarterstaff can resize itself to fit the needs of the wielder, becoming thick as a stone pillar and tall as a building. In a fight, it can strike out to Medium Range. A Demigod can make it strike out to Long Range, and a God can use it to strike at anything out to Extreme Range. It is unknown how far Sun Wukong can make the staff, but speculations are that it can become endless.

Flaw: In every scene that Ruyi Jingu Bang is used, you must resolve a Fatebinding of your choice with a Strength of 1.

Shango's Ax (●●)

Purview: Sky

Motif: Raging Storm



Shango's Ax is a double-headed ax that can be held and wielded in one hand despite its weight. Although Shango does not require the ax to direct thunder and lightning, it has been granted some of Shango's power over the sky. Yoruba Scions, especially those of Shango's, have wielded the ax into battle, but also for dramatic effect.

Tags: Arcing, Melee, Lethal, Returning, Thrown

Knack: If you know the Bolt From The Blue Boon, you may direct the bolt using this ax as you throw it. If you do, you may roll your Athletics + Might instead of the normal roll for that Boon, and you may ignore any cover to the Boon provided by using it indoors. In addition, you may use the Boon to target Shango's Ax even if you cannot see it or don't know where it is, as long as it is within range of the Boon.

Flaw: Once per arc, Shango requires the Scion's service; gain the Paying Tribute Condition (SCION: HERO, page 204).

Sharanga (●●●)

Purview: Epic Dexterity

Motif: Master Archer

Sharanga was Vishnu's bow, created by Viswakarma, the Cosmic architect and maker of weapons. In a bow duel against Shiva that threatened to disturb the natural order of the world, Vishnu was declared the winner after having stunned Shiva with Sharanga. After the duel, Vishnu gave the bow away to the sage Richika. In time, the bow came into

possession of Vishnu's later avatars and has been passed down since.

Tags: Arcing, Long Ranged, Two-Handed (Target arrows: Lethal)

Sir Percival's Pepperbox

(●●●●)

Purviews: Fire, Frost

Motif: Weapon of Vengeance

This pepperbox is often wrongfully associated with Sir Percival of King Arthur's court. The vengeful motif of the weapon, as well as being a firearm, seems uncharacteristic to Sir Percival though. The weapon is believed to be given power by a demonic entity, although the identity is unknown.

Tags: Firearm, Lethal, Piercing, Ranged

Knack: If you know the Fire Boon Heaven's Fire, you can use the pepperbox to direct and aim the fire. This allows you to use your Firearm Skill instead of your Athletics to attack with the fire.

Knack: If you know the Frost Boon Flash Freeze, you can use the pepperbox to fire a bullet that causes the effect. This allows you to make the standard roll for the Boon with your Firearms + Dexterity.

Flaw: Once per arc, the demonic entity that granted this weapon power requires your service; gain the Paying Tribute Condition (page 204 of SCION: HERO). This is always presented as a name that is magically carved onto one of the pepperbox's barrels, marking that person for death. The

targeted person is usually someone your Scion has already a grudge against.

Special Note

This weapon is not based on myth or legend, but on a weapon that has been popularized in modern media, specifically in *CRITICAL ROLE*. The weapon is built on Percy's pepperbox, the List, but the demonic entity that gives power to the weapon is kept secret. Whether this is Percy's actual pepperbox (and the demon is Orthax) is entirely up to you, if that fits your game.

Sword of Freyr (●●●)

Enhancement: +1 general

Freyr's sword is sometimes considered to be the greatest weapon belonging to the Æsir, at least by some accounts. For one, the sword can fight on its own. It would save Freyr's life at Ragnarök, should he have it in the battle, but Freyr had his messenger, Skírnir, give the sword to Gerd's father, his father-in-law, as the price to marry Gerd. After that, no one knows where the sword is or what happened to it. Some think Gerd's father hid it, knowing that losing it would leave Freyr defenseless during Ragnarök. Others speculate that Skírnir may have it or know where it is. What is known is that no manner of divination seems to reveal the sword's location.

Tags: Lethal, Melee, Reach, Versatile

Knack: The Sword of Freyr was believed to fight on its own, but that

is not entirely true. It does not require hands to control it, but it does need the attention of whomever is fatebound to it. The sword uses the wielder's Mental Arena to fight by default and since it does not require hands, the wielder can fight with it even if they are tied up, as long as they can speak the words to draw it.

Flaw: The sword requires the wielder to speak command words to draw the sword and use it. The command words can vary depending on what the wielder's intentions are, whether to fight, intimidate, or defend. Once the commands have been spoken, the sword draws itself from its sheath and is ready to fight for the rest of the scene or until commanded to return to the sheath.

Vel Murugan (●●)

Purview: War

Motif: Vanquisher of Illusions

A vel is a spear with a flat and wide head. It is most notably connected with Murugan, a war God that was notable for vanquishing the evil asura Soorapadman with his vel. A true Vel Murugan is a Relic that is tied to Murugan's legend and ability to see through deceptions.

Tags: Defensive, Lethal, Melee, Reach

Knack: While armed with a Vel Murugan, a Scion can more easily see through illusionary appearances. A Vel Murugan grants +3 Enhancement to any Clash of Wills rolls to see through any and all illusions, as long as the Scion is allowed such a roll.



Flaw: Once per arc, Murugan requires the Scion's service; gain the Paying Tribute Condition (SCION: HERO, page 204).

Warwrecker (●●●)

Purview: War

Motif: Terrible ruin of war

Enhancement: +1 when using automatic fire

This rusty-looking AK-47 almost looks like it could fall apart at any moment. It has cuts, dried blood, and scorch marks. Ares had this assault rifle made especially for one of his Scions during the war in Vietnam and it has seen a lot of use since then. This is not a weapon to show off to your friends or minions, this is a

weapon for actual killers. It is lighter and steadier than most assault rifles, allowing Ares's Scions to use it with one hand while holding a sword in the other.

Tags: Automatic, Firearm, Lethal, Messy, Piercing, Ranged

Knack: You may imbue a point of Legend to give Warwrecker the Brutal tag for a scene.

Knack: By spending a point of Legend, you can give Warwrecker the Aggravated tag for a scene.

Flaw: Each time you fire Warwrecker, you must overcome a level 2 Complication. If you don't, Warwrecker's bloodlust forces you to use the Empty the Clip Stunt.

Zeus Cannon (N/A)

Enhancement: +3 when targeting a single target

The Zeus Cannon is a terrible weapon that can cause ruinous destruction. The cannon requires a minute to warm up after every shot, and is much too big to be carried on anything other than a large vehicle. The weapon was designed by an anti-divinity organization that hired supernatural weapon smiths for the sole purpose of fighting against Gods or Titans. Whether the Zeus Cannon was named for a weapon to kill Zeus or if it was being ironic has been up for debate, but most nations recognize the weapon as one of mass destruction and its use is severely limited. It doesn't mean that some nefarious groups have acquired schematics to build their own Zeus Cannon.

Tags: Aggravated, Brutal, Firearm, Lethal, Long Range, Loud, Messy, Piercing, Shockwave, Slow, Unconcealable

Knack: When fired, the blast explodes into a terrifying destructive force that covers an area out to long range. The blast counts as a Scale 4 attack against anyone within that area, and is enough to demolish most buildings it hits.

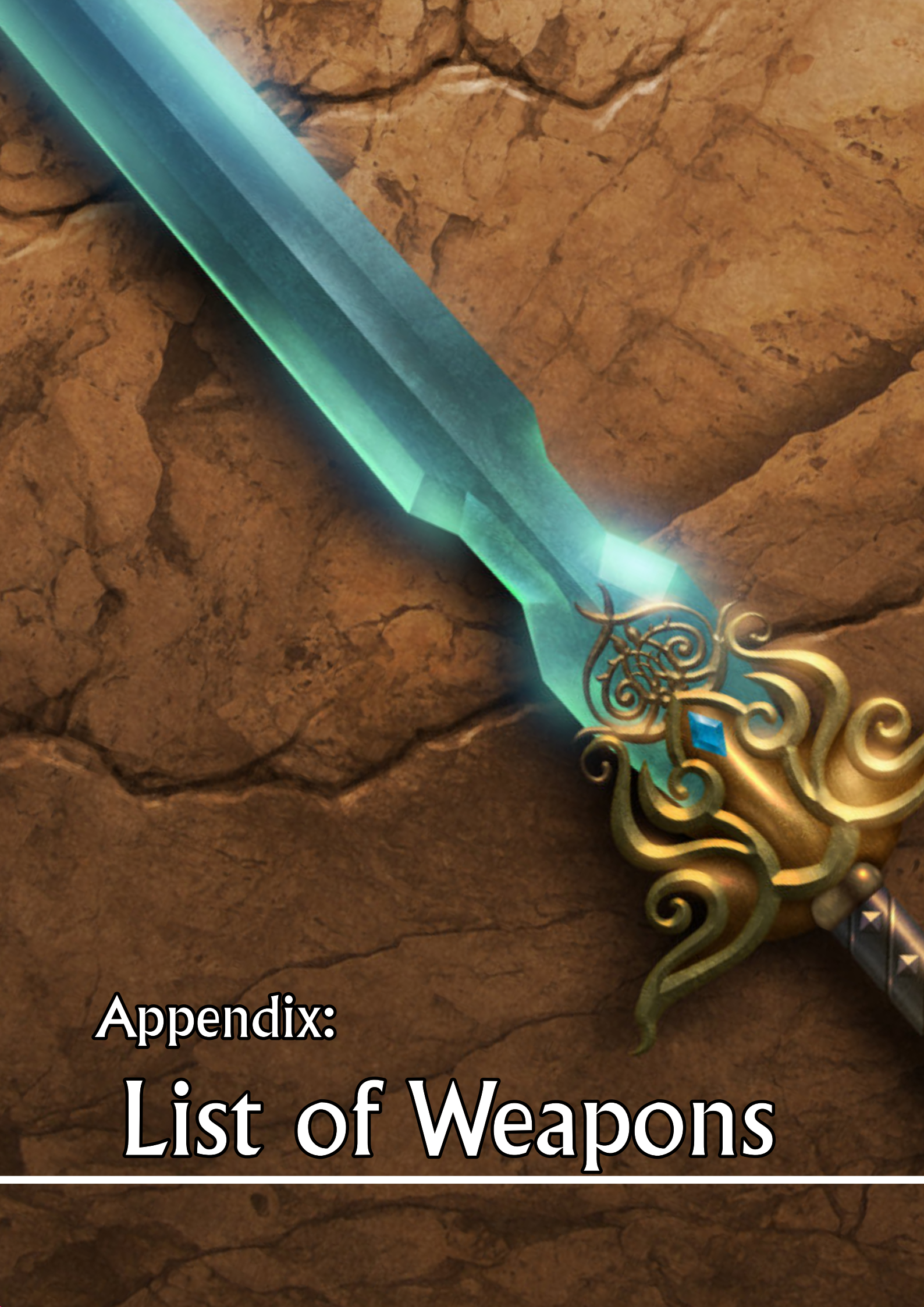
Flaw: The Zeus Cannon uses an accurate targeting system to fire. It requires a roll using Firearm + Intelligence or Technology + Intelligence. No matter what Knacks or Boons you have, you cannot replace the Intelligence with another Attribute.

Flaw: The Zeus Cannon requires at least one minute to warm up before every shot. Each shot after the first extends the charging time by another minute (2 minutes before the 2nd shot, 3 minutes before the 3rd, etc.).

Secrets of the Zeus Cannon

You may find it a bit odd that the Zeus Cannon is listed among the Relics of this book, especially since it is not even given a Birthright rating. That is because it is intended more as a weapon to propel the plot than a weapon to grant the players mass destructive powers. The Zeus Cannon is not made for Godly use, it is made to destroy them. The safest option is to destroy it first.

Whether the Zeus Cannon is technically a Relic or not is entirely up to the Storyguide. It could be a weapon that was created by humans using advanced technology, or it could have been created by titanspawn or dwarfs who didn't want to live under the thumb of divine beings anymore. In any case, it is too powerful for the players to control at this stage, so the best course of action is probably to not give them control over it.



Appendix:

List of Weapons

Here is a handy list of all the weapons listed in this book. They are presented in alphabetical order according to the chapter they appear in, except for the Unarmed entry, which is kept separate.

Unarmed

Tags: Bashing (0), Melee (0), Natural (1), Soft (-1)

Total: 0

Melee Weapons

Bamboo Flute

Tags: Bashing (0), Concealable (1), Melee (0), Tool (musical instrument) (1)

Total: 2

Battle-Ax

Tags: Brutal (1), Lethal (0), Melee (0), Piercing (2), Two-Handed (-1), Unconcealable(-1)

Total: 1

Bayonet

Tags: Attach (rifle into spear; gets the inaccurate tag when used as a firearm) (0), Lethal (0), Melee (0)

Total: 0

Bowie Knife

Tags: Lethal (0), Melee (0), Thrown (0), Tool (carpentry) (1)

Total: 1

Brass Knuckles

Tags: Bashing (0), Concealable (1), Melee (0), Worn (2)

Total: 3

Blow Torch

Tags: Burns (0), Inaccurate (-1), Lethal (0), Melee (0)

Total: -1

Catch Pole

Tags: Bashing (0), Grappling (1), Melee (0), Reach (1), Two-Handed (-1)

Total: 1

Chain

Tags: Bashing (0), Melee (0), Reach (1)

Total: 1

Club

Tags: Bashing (0), Melee (0), Pushing (1)

Total: 1

Curved Sword

Tags: Brutal (1), Lethal (0), Melee (0), Versatile (2)

Total: 3

Flail

Tags: Bashing (0), Melee (0), Stun (1); a spiked flail is Lethal instead of Bashing

Total: 1

Flair

Tags: Bashing (0), Burns (0), Melee (0)

Total: 0

Glass Bottle

Tags: Bashing (0), Fragile (-1), Melee (0), Thrown (0)

Total: -1

Hatchet

Tags: Melee (0), Lethal (0), Thrown (0)

Total: 0

Heavy Power Tool

Tags: Brutal (1), Inaccurate (-1), Lethal (0), Melee (0), Messy (-1), Tool (building, crafting) (1), Two-Handed (-1)

Total: -1

Heavy Sword

Tags: Brutal (1), Lethal (0), Melee (0), Two-Handed (-1), Unconcealable (-1)

Total: -1

Ice Ax

Tags: Lethal (0), Melee (0), Piercing (2), Tool (climbing) (1)

Total: 3

Iron Fan

Tags: Concealable (1), Lethal (0), Melee (0), Versatile (2)

Total: 3

Jittei

Tags: Bashing (0), Defensive (2), Melee (0), Stun (1)

Total: 3

Keris

Tags: Concealable (1), Lethal (0), Melee (0), Piercing (2)

Total: 3

Khukri

Tags: Brutal (1), Lethal (0), Melee (0), Thrown (0)

Total: 1

Knife

Tags: Concealable (1), Lethal (0), Melee (0), Thrown (0)

Total: 1

Kusari Gama

Tags: Double (0), Melee (0), Reach (1)

Total: 1

Light Power Tool

Tags: Inaccurate (-1), Lethal (0), Melee (0), Messy (-1), Tool (assembling) (1)

Total: -1

Macuahuitl

Tags: Brutal (1), Lethal (0), Melee (0), Messy (-1)

Total: 0

Manriki Gusari

Tags: Bashing (0), Melee (0), Reach (1), Stun (1)

Total: 2

Nightstick

Tags: Bashing (0), Defensive (2), Melee (0), Stun (1)

Total: 3

Nunchaku

Tags: Bashing (0), Melee (0), Stun (1)

Total: 1

Pocket Knife

Tags: Concealable (1), Fragile (-1), Lethal (0), Melee (0), Tool (1)

Total: 1

Quarterstaff

Tags: Bashing (0), Melee (0), Stun (1)

Total: 1

Rapier

Tags: Lethal (0), Melee (0), Piercing (2)

Total: 2

Ring Blade

Tags: Concealable (1), Lethal (0), Melee (0), Soft (-1), Worn (2)

Total: 2

Sap

Tags: Bashing (0), Concealable (1), Melee (0), Stun (1)

Total: 2

Scythe

Tags: Brutal (1), Inaccurate (-1), Lethal (0), Melee (0), Two-Handed (-1)

Total: -1

Shard of Glass

Tags: Concealable (1), Lethal (0), Melee (0)

Total: 1

Shield

Tags: Bashing (0), Defensive (2), Melee (0), Pushing (1)

Total: 3

Shovel

Tags: Double (0), Inaccurate (-1), Melee (0), Tool (digging) (1)

Total: 0

Shuko

Tags: Lethal (0), Melee (0), Tool (climbing) (1), Worn (2)

Total: 2

Spear

Tags: Defensive (2), Lethal (0), Melee (0), Reach (1)

Total: 3

Switchblade

Tags: Concealable (1), Lethal (0), Melee (0)

Total: 1

Sword

Tags: Lethal (0), Melee (0), Versatile (2)

Total: 2

Sword Cane

Tags: Concealable (1), Lethal (0), Melee (0), Versatile (2)

Total: 3

Taser

Tags: Bashing (0), Concealable (1), Melee (0), Soft (-1), Stun (1)

Total: 1

Tiger Claws

Tags: Lethal (0), Melee (0), Worn (2)

Total: 2

War Ax

Tags: Brutal (0), Lethal (0), Melee (0), Piercing (2), Two-Handed (-1), Unconcealable (-1)

Total: 0

War Hammer

Tags: Bashing (0), Melee (0), Pushing (1), Two-Handed (-1)

Total: 0

Whip

Tags: Bashing (0), Grappling (1), Melee (0), Reach (1)

Total: 2

Ranged Weapons

Anti-Tank Rifle

Tags: Brutal (1), Firearm (0), Lethal (0), Long Range (1), Messy (-1), Piercing (2), Unconcealable (-1); counts as Scale 1 weapon

Total: 2

Arbalest

Tags: Firearm (0), Lethal (0), Piercing (2), Pushing (1), Ranged (0), Reset (-1), Two-Handed (-1)

Total: 1

Assault Rifle

Tags: Automatic (2), Firearm (0), Lethal (0), Piercing (2), Ranged (0), Two-Handed (-1)

Total: 3

Atlatl

Tags: Arcing (1), Lethal (0), Long Range (1), Piercing (2), Reset (-1), Thrown (0)

Total: 3

Automatic Shotgun

Tags: Automatic (2), Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0), Two-Handed (-1)

Total: 3

Ballistic Knife

Tags: Firearm (0), Lethal (0), Melee (0), Reset (-1), Short Range (-1)

Total: -2

Barbed Arrows

Tags: Lethal (0), Messy (-1)

Total: -1

Big Game Rifle

Tags: Brutal (1), Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0), Two-Handed (-1)

Total: 2

Blowgun

Tags: Bashing (0), Soft (-1), Reset (-1), Thrown (0); often used to deliver poison

Total: -2

Blunt Arrows

Tags: Bashing (0), Stun (1)

Total: 1

Boomerang

Tags: Arcing (1), Bashing (0), Returning (1), Stun (1), Thrown (0)

Total: 3

Bow

Tags: Arcing (1), Ranged (0), Two-Handed (-1); bows can have different types of arrows which add different set of tags (see below)

Total: 0

Crossbow

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0), Reset (-1)

Total: 1

Dart

Tags: Arcing (1), Concealable (1), Bashing (0), Soft (-1), Thrown (0)

Total: 1

Dart Gun

Tags: Bashing (0), Firearm (0), Reset (-1), Ranged (0); often used to deliver poison

Total: -1

Dart Rifle

Tags: Bashing (0), Firearm (0), Long Range (1), Reset (-1); often used to deliver poison

Total: 0

Derringer

Tags: Concealable (1), Firearm (0), Lethal (0), Ranged (0)

Total: 1

Dragon-Breath Shotgun

Tags: Burns (0), Firearm (0), Lethal (0), Ranged (0)

Total: 0

Explosive Arrows

Tags: Lethal (0), Prototype (-1), Shockwave (4)

Total: 3

Fire Arrows

Tags: Lethal (0), Burns (0)

Total: 0

Flare Gun

Tags: Burns (0), Firearm (0), Lethal (0), Ranged (0)

Total: 0

Frog-Crotch Arrows

Tags: Lethal (0), Versatile (2)

Total: 2

Generic Shotgun

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0)

Total: 2

Hairspray Flamethrower

Tags: Burns (0), Bashing (0), Inaccurate (-1), Melee (0), Reach (1)

Total: 0

Hand Cannon

Tags: Brutal (1), Firearm (0), Inaccurate (-1), Lethal (0), Ranged (0), Reset (-1)

Total: -1

Hatchet

Tags: Arcing (1), Melee (0), Lethal (0), Thrown (0), Tool (woodwork) (1)

Total: 2

Heavy Autoloader

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Ranged (0)

Total: 1

Heavy Machine Gun

Tags: Automatic (2), Brutal (1), Firearm (0), Lethal (0), Loud (-1), Piercing (2), Ranged (0), Two-Handed (-1), Unconcealable (-1)

Total: 2

Heavy Revolver

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0)

Total: 2

Holdout Shotgun

Tags: Concealable (1), Firearm (0), Inaccurate (-1), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Short Ranged (-1)

Total: 1

Humming Arrows

Tags: Bashing (0), Loud (-1)

Total: -1

Hunting Rifle

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Ranged (0), Two-Handed (-1)

Total: 0

Javelin

Tags: Arcing (1), Lethal (0), Melee (0), Piercing (2), Thrown (0)

Total: 3

Light Autoloader

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0)

Total: 2

Light Revolver

Tags: Concealable (1), Firearm (0), Lethal (0), Piercing (2), Ranged (0)

Total: 3

Machine Gun

Tags: Automatic (2), Firearm (0), Lethal (0), Piercing (2), Ranged (0), Two-Handed (-1)

Total: 3

Machine Handgun

Tags: Automatic (2), Firearm (0), Inaccurate (-1), Lethal (0), Piercing (2), Ranged (0)

Total: 3

Musket

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0), Reset (-1), Unconcealable (-1)

Total: -1

Pepperbox

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0)

Total: 2

Piercing Arrows

Tags: Lethal (0), Piercing (2)

Total: 2

Pistol

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0), Reset (-1)

Total: 1

Pistol-Grip Shotgun

Tags: Firearm (0), Inaccurate (-1), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0)

Total: 1

Rock Salt Shotgun

Tags: Bashing (0), Firearm (0), Pushing (1), Ranged (0), Stun (1)

Total: 2

Short-Barrel Shotgun

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Short Ranged (-1)

Total: 1

Sling

Tags: Lethal (0), Piercing (2), Thrown (0)

Total: 2

Sniper Rifle

Tags: Firearm (0), Lethal (0), Long Range (1), Piercing (2), Unconcealable (-1)

Total: 2

Speargun

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0)

Total: 2

Stun Gun

Tags: Bashing (0), Firearm (0), Melee (0), Reset (-1), Short Range (-1), Soft (-1), Stun (1)

Total: -2

Submachine Gun

Tags: Automatic (2), Firearm (0), Lethal (0), Ranged (0)

Total: 2

Target Arrows

Tags: Lethal (0)

Total: 0

Throwing Knife

Tags: Arcing (1), Concealable (1), Melee 0, Lethal 0, Thrown (0)

Total: 2

Tommy Gun

Tags: Automatic (2), Firearm (0), Lethal (0), Ranged (0), Two-Handed (-1); +1e to all rolls to count ammunition

Total: 1 (2 if you count the +1e to ammo)

Tactical Weapons

Cannon

Tags: Brutal (1), Firearm (0), Lethal (0), Long Range (1), Loud (-1), Piercing (2), Slow (-1), Unconcealable (-1); Scale 2 damage, this weapon is normally stationary and requires Intelligence to fire.

Total: 1

Chaingun

Tags: Automatic (2), Firearm (0), Lethal (0), Messy (-1), Piercing (2), Unconcealable (-1); Scale 1 damage, this weapon is usually stationary or attached to a vehicle.

Total: 2

Disposable Rocket Launcher

Tags: Concealable (1), Firearm (0), Lethal (0), Loud (-1), Messy (-1), Ranged (0), Shockwave (4), Two-Handed (-1); Scale 2 damage, can only be fired once

Total: 2

Flamethrower

Tags: Arcing (1), Automatic (2), Burns (0), Firearm (0), Lethal (0), Short Range (-1)

Total: 2

Flak Cannon

Tags: Brutal (1), Firearm (0), Lethal (0), Long Range (1), Loud (-1), Messy (-1), Slow (-1), Shockwave (4), Unconcealable (-1); Scale 2 damage, this weapon is normally stationary and requires Intelligence to fire.

Total: 2

Flashbang

Tags: Arcing (1), Shockwave (4), Soft (-3), Stun (1), Thrown (0)

Total: 3

Frag Grenade

Tags: Arcing (1), Lethal (0), Loud (-1), Messy (-1), Shockwave (4), Thrown (0); Scale 2 damage

Total: 3

Gas Grenade

Tags: Arcing (1), Shockwave (4), Soft (-3), Thrown (0); the gas used in these grenades usually cause everyone caught in it to suffer a Condition. See sample Conditions at the end of this chapter.

Total: 2

Grenade Launcher

Tags: Arcing (1), Bashing (0), Firearm (0), Ranged (0); a grenade launcher uses grenades for ammunition and can cause Bashing injuries if they hit a target directly.

Total: 1

Heavy Cannon

Tags: Brutal (1), Firearm (0), Lethal (0), Long Range (1), Loud (-1), Messy (-1), Piercing (2), Slow (-1), Unconcealable (-1); Scale 3 damage, this weapon must be stationary and requires Intelligence to fire.

Total: 0

Incendiary Grenade

Tags: Arcing (1), Burns (0), Lethal (0), Loud (-1), Messy (-1), Shockwave (4), Thrown (0)

Total: 3

Mortar

Tags: Arcing (1), Firearm (0), Inaccurate (-1), Lethal (0), Loud (-1), Shockwave (4); Scale 2 damage, this weapon requires Intelligence to fire.

Total: 3

Rocket Launcher

Tags: Firearm (0), Lethal (0), Loud (-1), Messy (-1), Ranged (0), Reset (-1), Shockwave (4), Two-Handed (-1); Scale 2 damage

Total: 1

Smoke Grenade

Tags: Arcing (1), Shockwave (4), Soft (-3), Thrown (0); the affected area is covered in concealing smoke that creates a level 3 Complication to see anything. The effect lasts for a minute unless it is dissipated earlier somehow.

Total: 2

Armor

Bomb Suit

Tags: Armored: Hard (3), Cumbersome (-1), Slot Helm (-1), Weighty (-1)

Total: 0

Bulletproof Vest

Tags: Armored: Soft (1), Resistant (Bulletproof) (2), Weighty (-1)

Total: 2

Chain Mail

Tags: Armored: Hard (1), Resistant (Arrows) (2), Weighty (-1)

Total: 2

Full Plate

Tags: Armored: Hard (3), Cumbersome (-1)

Total: 2

Hazmat Suit

Tags: Resistant (Bioweapons, Gas) (4), Slot Helm (-1)

Total: 3

Hunting Suit

Tags: Armored: Soft (1), Camouflage (2), Cumbersome (-1)

Total: 2

Leather Armor

Tags: Armored: Soft (1), Weighty (-1)

Total: 0

Segmented Armor

Tags: Armored: Hard (1), Weighty (-1)

Total: 0

Relics

Aegis (●●●)

Tags: Bashing, Defensive, Melee, Pushing

Airgetlám (●●●)

Enhancement: +1 general

Tags: Bashing, Defensive, Melee, Pushing, Stun

Artemis's Hunting Rifle (●●●)

Enhancement: +1 general

Tag: Firearm, Lethal, Long Ranged, Piercing, Two-Handed

Assassin Dagger (●●●)

Tags: Concealable, Lethal, Melee, Thrown

Babr-e Bayan (●●●●)

Tags: Armored: Soft (3), Resistant (fire), Weighty

Benkei's Armor (●●●)

Tags: Armored: Hard (3), Cumbersome, Resistance (Arrows)

Caledflwch (●●●●●)

Enhancement: +3 general

Tag: Lethal, Melee, Piercing, Versatile

Flaming Sword (●●●)

Tags: Aggravated, Burns, Melee, Versatile

Fragarach (●●●)

Tags: Lethal, Melee, Versatile

Gáe Bulg (●●●)

Enhancement: +1 when thrown

Tags: Defensive, Lethal, Melee, Reach, Thrown

Gungnir (●●●●)

Enhancement: +1 when used to perform the Sunder Stunt, +1 general

Tags: Defensive, Lethal, Melee, Reach

Herakles's Club (●●)

Tags: Bashing, Melee, Pushing, Two-Handed

Kali's Arms (●●●●)

Tags: Automatic, Firearm, Lethal, Messy, Piercing, Ranged

Maianakalani (●●●●)

Enhancement: +1 when used as a weapon

Tags: Bashing, Melee, Pushing

Minotaur's Labrys (●●●)

Enhancement: +2 when used in a maze-like Field.

Tags: Brutal, Lethal, Melee, Piercing, Two-Handed, Unconcealable

Nægling (●●●)

Tags: Brutal, Firearm, Lethal, Loud, Piercing, Pushing, Ranged

Ocelotl Armor (●●)

Enhancement: +1 to sneak and be silent

Tags: Soft (1), Weighty

Ruyi Jingu Bang (●●●)

Enhancement: +1 general

Tags: Bashing, Concealable, Melee, Reach, Stun

Shango's Ax (●●)

Tags: Arcing, Melee, Lethal, Returning, Thrown

Sharanga (●●●)

Tags: Arcing, Long Ranged, Two-Handed (Target arrows: Lethal)

Sir Percival's Pepperbox (●●●●)

Tags: Firearm, Lethal, Piercing, Ranged

Sword of Freyr (●●●)

Enhancement: +1 general

Tags: Lethal, Melee, Reach, Versatile

Vel Murugan (●●)

Tags: Defensive, Lethal, Melee, Reach

Warwrecker (●●●)

Enhancement: +1 when using automatic fire

Tags: Automatic, Firearm, Lethal, Messy, Piercing, Ranged

Zeus Cannon (N/A)

Enhancement: +3 when targeting a single target

Tags: Aggravated, Brutal, Firearm, Lethal, Long Range, Loud, Messy, Piercing, Shockwave, Slow, Unconcealable

