

SCION

ROAD WARRIORS READY MADE CHARACTERS



Joshua Heath

CREDITS

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SPECIAL THANKS TO

Thank you for the folks who played Scion with me at GenCon 2019! Particular thanks to Terry Robinson for always being supportive. Thank you to the friends who I used as inspiration for each of these characters.



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These characters were originally written for a game I ran at GenCon 2019. Each character is somehow connected with movement, travel, or the road. The original storyline had these notes. As a Storyguide, I prefer to have several beats which help me build a story and allow for player agency and direction far away from my original goals. That might not work for everyone, but I wanted to provide the direct pathway for the game I ran and then I'll provide additional story hooks below.

A Thief Is A Terrible Thing

A daring thief has robbed Leyla Hauksdottir. Leyla is a renowned Scion of Freya in the Boston region. She knows she cannot hunt the thief. But she can hire you to. Due to her level of renown Leyla knows she would cause massive disruptions to the region if she were to hunt down the thief herself due to the impacts of Fatebinding. So, she has enlisted the help of a younger squad of Scions to help her retrieve the objects stolen from her. Something more sinister may be happening behind the surface. Will these young Scions be able to discover the truth, or will they become pawns in a battle between powerful Titanspawn and the Aesir?

- Opening Scene is Leyla giving the mission to the group of Hero Scions, she encourages them to avoid fatebinding mortals if possible
- Players are given very minimal clues, push into social/physical trackdown using the rules for these sorts of actions in Scion
- Jumped on the road by Titanspawn bikers
- Uncover that Loki, and several Titanspawn have made a deal with the Theoi to drag Leyla into a turf war
- Assault on New York City Meet-up

The Messenger Calls

Joshua Gobi is a Scion of a being who calls himself, The Messenger. Even Joshua doesn't know much about his parent, and other Scions are even more confused about who they are. Joshua is asked by his parent to investigate a series of occult murders in Boston and is encouraged to enlist his friends. These murders turn out to be dedicated to creating 'holes' in the universe, and they appear to be invoking a being similar to Gobi's parent.

We Didn't Land on Plymouth Rock, Plymouth Rock Landed on Us!

Sota spends time in Plymouth Rock, a Terra Incognita dedicated to the myth of America's Pilgrim past. The Manitou have an extreme distaste for the place, as it represents an attempt to hide the murder of their people by Settlers. When Sota's friend Lisa Ellwood discovers Sota is invited in, she is asked by her patrons to investigate ways to invade and destroy the Terra Incognita. However, another powerful being makes the realm it's home and will not appreciate such an invasion.

You Can't Get There from Here!

Werewolves make their home in Upstate Maine, and normally are left alone by scions and humans alike. However, the wolves have begun preying on the city of Auburn for some unknown reason. Attempts to talk with the Werewolves have only led to violence, which is also out of character for this group of lycanthropes. Something has riled them up and is making them violent. When a Scion of Thor is killed, Marquis Washington and his friends are called in to deal with the situation.

Pizza Wars

Most of the pizza restaurants in New England are run by restaurateurs of Greek descent. Accordingly, many of these folks are also worshippers of the Theoi, and a rare Scion or two is born to these families from time to time. Over the last two months a vicious argument has ripped through the pizza restaurants from Connecticut to Maine. What started as a price and marketing war has turned hot and people are being killed. Nia Thiamakis is asked to investigate the cause of the outrageous situation. Something deeper appears to be at play, however, and it's got the scent of the Titans all over it.



ARJUN GUPTA

Scion of Ganesh

Background:

Arjun was born to an Indo-Caribbean family on the island of Jamaica. Arjun's family were middle class, barely, but Arjun preferred to spend his time with the street kids in the neighborhoods near his. He became the 'guy' pretty quickly. He knew someone that knew someone and could get something for nearly anyone. When he was caught as a 12-year-old with a kilo of drugs... his choices were pretty limited, go to jail or go to military reform school. His parents chose reform school for him, which would have been bad enough, but they also chose a school in upstate New York. He only survived there for two years before he broke out and ran out on his own. He'd have traveled back to Jamaica if he thought he could get away with it, but instead he took to working in NYC, Boston, and DC as a courier. Some of the work was legal, some of it was... extra-legal.

Arjun had his initial Visitation about 4 years ago, but Ganesh usually avoids pushing his followers until they really need to get on with his work. (And honestly, Arjun has been doing it on the sly for quite some time regardless of if he knows it or not.) Arjun was hired by Freya because she knows that he can get from one place to another safely, and that if bullets start flying that he'll be one of the best to handle firing back. Of course, she hopes he won't have to do that.

Arjun is aloof from the rest of the group at first, but is willing to get to know everyone.

Description: Arjun is whip thin, but clearly able to take a hit. He wears clothes that are very fashionable and hopes people don't ask too many questions on where he's gotten them from. He keeps his hair short, and has a very clear scar on the back of his head that he also doesn't talk about.

Roleplaying Hints: You love to bullshit and will tell a tall-tale as quick as you breathe. However, when shit goes down you put down the problem and move on. You know a bit about Scions and the Gods, but generally don't spend a ton of time thinking about that part of the world unless you have to.

Divine Parent: Ganesh



SCION

HERO

Arjun Gupta
Name

A Thief is a Terrible Thing
Chronicle

Player

Ganeshha
Parent

SKILLS

<input type="checkbox"/> Academics	00000	<input checked="" type="checkbox"/> Medicine	●0000
<input checked="" type="checkbox"/> Athletics Perfect Shot	●●●00	<input type="checkbox"/> Occult	00000
<input type="checkbox"/> Close Combat	00000	<input checked="" type="checkbox"/> Persuasion Flattery	●●●00
<input checked="" type="checkbox"/> Culture	●0000	<input checked="" type="checkbox"/> Pilot Sharp Turns	●●●●0
<input type="checkbox"/> Empathy	00000	<input type="checkbox"/> Science	00000
<input checked="" type="checkbox"/> Firearms Quick Draw	●●●●0	<input checked="" type="checkbox"/> Subterfuge Subliminal Message	●●●00
<input checked="" type="checkbox"/> Integrity	●0000	<input checked="" type="checkbox"/> Survival Find the Path	●●●00
<input type="checkbox"/> Leadership	00000	<input type="checkbox"/> Technology	00000

ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect ●●000	Might ●●000	Presence ●●●00
FINESSE	Cunning ●●000	Dexterity ●●●00	Manipulation ●●●00
RESILIENCE	Resolve ●●●●0	Stamina ●●●●0	Composure ●●●●●

PATHS

- Island Kid
- Reform School Dropout
- Courier of Gods' Goods
-

DEEDS

- Short
- Long
- Band

BIRTHRIGHTS

Followers (Customers, Helpful) 3 Access
Relic 4 (Purba) purview Epic Dexterity Enhancement 2, 3 vs Large Scale
Tags: lethal, melee, versatile, Knack: The Critical Strike stunt only costs 2 successes
Legendary Title:

VIRTUE

Conscience 00000 Duty

CONTACTS

Angry Boston Dave

KNACKS

- Immortal Guardian: By Your Side p. 226
- Heroic Liminal: Unerring Delivery p. 231
- Heroic Warrior: Trick Shot p. 235
- Heroic Warrior: Close the Gap p. 235
- Immortal Guardian: Eternal Guardian p. 226

LEGEND

● ○ ○ ○
□ □ □ □

MOMENTUM

□□□□□□□□□□

HEALTH

- Bruised +1
- Bruised +1
- Bruised +1
- Injured +2
- Maimed +4
- Taken Out
- Movement Dice:
- Defense Roll: 4

CALLINGS

Liminal ●0000
Guardian ●●000
Warrior ●●000

BOONS/PURVIEWS

Eyes of Knowledge p. 265
Chariot of the Gods p. 255

JOSHUA GOBI

Scion of: Unknown

Background:

Joshua Gobi was born to a pair of missionaries in Ghana. His mother was born in Kenya, his father in South Africa, and they met in Switzerland during a meeting of the Lutheran Congregation. Joshua's father was also a traditional Xhosa priest, and avatar of *Rarabe ka Phalo*, a warrior hero from Xhosa tradition. Joshua was raised in this tri-traditional household, holding the Christian god highest, while making regular offerings to various gods, spirits, and ancestors. When his parents were brutally murdered and he was press ganged into a local militia, led by a Titanspawn, Joshua felt the life he had dreamed of would be over for good. Joshua wasn't the best soldier, but he did what he was told.

Five years passed, and Joshua finally tore himself away from the militia lifestyle, which could not have happened at a better time, because a UN force tore through and killed the large majority of the militia a month later. Homeless for a few years, Joshua was finally taken in by a peacebuilding organization and he threw himself into attempts to bring his former allies and enemies to a common table. It was in the middle of a tense dialogue session that The Messenger touched Joshua's heart. The Visitation was intense but was over in an eyeblink.

The organization Joshua works for has brought him to the US for a graduate degree program in conflict resolution at Boston College. Here he has become more and more aware of other Scions, and while he's always been aware of the Gods of The World, he's now seeing more and more of their movements in the world around him. He is unclear of who The Messenger is in relation to these other gods, but he also knows that his Divine 'parent' is a powerful and beneficent being. Joshua was hired by Freya because of his work in conflict resolution.

Joshua is close with Marquis and finds Lisa to be a good person.

Roleplaying Tips: Lean in when you talk to people, but let them talk a lot before you say anything. Your expressions should be large. You are sincere when

you say, "AMAZING" and "WONDERFUL!" with all the power you've got. Only ask questions if those questions will help, rather than irritate others. But, you can't always guess so apologize quickly if you cause offense.

Divine Parent: The Messenger



SCION

HERO

Joshua Gobi
Name

A Thief is a Terrible Thing
Chronicle

Player

The Messenger
Parent

SKILLS

■ Academics	_____	●●○○○	□ Medicine	_____	○○○○○
■ Athletics	_____	●○○○○	□ Occult	_____	●○○○○
■ Close Combat	_____	●○○○○	■ Persuasion	_____	●●●○○
■ Culture	_____	●●●○○	□ Pilot	_____	○○○○○
■ Empathy Words of Peace	_____	●●●○○	□ Science	_____	○○○○○
■ Firearms	_____	●●○○○	□ Subterfuge	_____	●○○○○
□ Integrity	_____	○○○○○	■ Survival Bolt holes	_____	●●●○○
■ Leadership Come together	_____	●●●○○	□ Technology	_____	○○○○○

ATTRIBUTES

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

PATHS

- Missionary's Kid
- Young Soldier
- Penitent Peacebuilder
- _____

DEEDS

- Short _____
- Long _____
- Band _____

BIRTHRIGHTS

- Relic 4 (Phone of the Gods) _____
- Guide 3 (The Message) Empathy, Survival _____
- Guide Stunt: Reveal one secret kept or object hidden in any scene _____
- Legendary Title: _____

VIRTUE

- Patience _____ ○○○○○
- Pride _____

CONTACTS

- The Bishop _____
- _____
- _____

KNACKS

- Immortal Liminal: Step Sideways _____
- Heroic Leader: Good Listener _____
- Heroic Leader: Grand Entrance _____
- Heroic Sage: Presence of Magic _____
- Heroic Judge: Eye for an Eye p. 228 _____
- Heroic Guardian: A Purpose _____

LEGEND

- ○ ○ ○
- □ □ □

MOMENTUM

- □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

HEALTH

- Bruised _____ +1
- Bruised _____ +1
- Bruised _____ +1
- Injured _____ +2
- Maimed _____ +4
- Taken Out _____
- Movement Dice: _____
- Defense Roll: 2 _____

CALLINGS

- Liminal _____ ●●○○○
- Sage _____ ●○○○○
- Leader _____ ●●○○○

BOONS/PURVIEWS

- Journeys: Unbarred Passage p. 255 _____
- Sun: Hope Reborn p. 261 _____
- Sky: Flight p. 259 (ASK GUIDE) _____
- _____

SOTA TAKAHESI

Scion of Inari, Kunitsukami of the Road

Background:

Sota was born and raised in Boston by a loyal family of Shinto worshippers of Inari. He was taught from a young age who his real father was, and what he would need to do if he were to serve him in the future. This sense of service is central to Sota's mindset and was the reason he studied for medical school, and when the Boston Marathon bombing happened, he was one out of many medical staff to rush to the scene. Sota has had to put his medical career to the side however, because his father has called him into his service. For the last three years, Sota has spent his time between Plymouth Rock and Boston. Plymouth Rock is a small city in Terra Incognita, just outside of the real Plymouth Massachusetts. Here the various myths of America's origin congregate, and Inari has found that he can make a sturdy profit from the residents. Sota is his main sales person for this task.

Sota doesn't feel like he's really doing all he can with his life though, and while he is always willing to serve his father, he feels like he is letting the people of Boston down by not serving them in some way. Sota would prefer to go back to medical school, but for now, he does what he's told. Sota has a close relationship with Nia and Lisa.

Description: Sota looks like he rolled right out of a Fast and Furious movie. He wears a lot of designer jerseys and a hat on backward. He's got shoulder length solid black hair, and a sour expression more often than not.

Roleplaying Tips: You just want to help and will willingly throw yourself into danger if someone is in trouble. You hate being on the road, but you just feel like you have to be. Things keep calling out to you and you know that you are honor bound to do your duty.

Divine Parent: Inari



SCION

HERO

Sota Inari-Nomusuko
Name

A Thief is a Terrible Thing
Chronicle

Player

Inari, Kunitsukami of the Road
Parent

SKILLS

<input type="checkbox"/> Academics	00000	<input checked="" type="checkbox"/> Medicine	●●●000
<input checked="" type="checkbox"/> Athletics	●●●000	<input checked="" type="checkbox"/> Occult Terra Incognita	●●●000
<input type="checkbox"/> Close Combat	00000	<input checked="" type="checkbox"/> Persuasion Sales	●●●000
<input checked="" type="checkbox"/> Culture	●●0000	<input checked="" type="checkbox"/> Pilot Beyond Worlds	●●●000
<input checked="" type="checkbox"/> Empathy	●●0000	<input type="checkbox"/> Science	000000
<input type="checkbox"/> Firearms	000000	<input checked="" type="checkbox"/> Subterfuge	●●0000
<input type="checkbox"/> Integrity	000000	<input type="checkbox"/> Survival	●00000
<input checked="" type="checkbox"/> Leadership	●●0000	<input type="checkbox"/> Technology	000000

ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect ●●0000	Might ●●0000	Presence ●●●000
FINESSE	Cunning ●●●●00	Dexterity ●●●000	Manipulation ●●●●00
RESILIENCE	Resolve ●●0000	Stamina ●●●000	Composure ●●●000

PATHS

- Loyal Son T
- Boston Proud S
- Terra Incognita - Import and Export Manager P
-

DEEDS

- Short
- Long
- Band

BIRTHRIGHTS

Guide - Tama 3 points (Cat Train Station Master)
Followers 4 points (Access, Smooth)

VIRTUE

Tradition 00000 Innovation

Legendary Title:

KNACKS

- Heroic Judge Indisputable Analysis p. 228
- Immortal Liminal: Step Sideways p. 231
- Immortal Trickster: Woven from Lies p. 235
- Any: Somebody's Watching Me p. 224
- Heroic Healer: Combat Medic p. 226

CONTACTS

Boston Medical Staff

LEGEND

● ○ ○ ○
□ □ □ □

MOMENTUM

□□□□□□□□□□

HEALTH

- Bruised +1
- Bruised +1
- Bruised +1
- Injured +2
- Maimed +4

CALLINGS

Liminal ●●0000
Trickster ●●0000
Judge ●00000

BOONS/PURVIEWS

Appeasing the Kami

Taken Out
Movement Dice:
Defense Roll:

NIA THIAMAKIS

Scion of Hermes

Background: Born in Salt Lake City, Utah, Nia was heavily invested in the surprisingly large Greek-American population in the city. She was used to being the courier, almost from the moment she could walk. “Hey, Nia, go bring this to your uncle Adrian.” “Hey, take these and deliver them before they go bad.” She didn’t think much of it. Until she went to her 8th birthday party and her father’s family were invited. That’s when she realized he was a Scion. That’s when she realized that she was likely too. She’s always been good at delivering things as needed. She moved to Boston about three years ago to help move things cross-country as they arrived in the country. She’s still good at what she does.

Nia has a close relationship with Sota and really isn’t sure about Joshua Gobi.

Description: Nia is a short, slightly heavy Greek woman. She usually keeps her straight long black hair bound up in a ponytail. She wears glasses but may not need them. That’s unclear.

Roleplaying Hints: You hold your tongue until someone’s made you mad, then you rip them a new one. You don’t get mad super easily but your temper is legendary. You enjoy being on the road, having the pavement move under your tires or feet. Getting tied down is when things fall apart for you.

Divine Parent: Hermes



SCION

HERO

Nia Thiamakis
Name

A Thief is A Terrible Thing
Chronicle

Player

Hermes
Parent

SKILLS

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

ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect ●●○○○	Might ●○○○○	Presence ●●●○○
FINESSE	Cunning ●●●○○	Dexterity ●●●○○	Manipulation ●●●○○
RESILIENCE	Resolve ●●●○○	Stamina ●●○○○	Composure ●●●○○

PATHS

- Military Brat
- Cop
- Private Investigator
-

DEEDS

- Short
- Long
- Band

BIRTHRIGHTS

Relic, Car -4
Guides -3 (ignore all penalties for movement for a scene)

VIRTUE

Egotism ○○○○○ Kinship

Legendary Title: Driver of the Gods

KNACKS

- Immortal Liminal: The Long Road to Anywhere p. 231
- Heroic Judge: Indisputable Analysis p. 228
- Heroic Judge: Objection! p. 228
- Heroic Sage: Presence of Magic p. 233
- Immortal Liminal: Pierce the Veil p. 231

CONTACTS

Mathias, pizza joint owner

LEGEND

● ○ ○ ○
□ □ □ □

MOMENTUM

□□□□□□□□□□

HEALTH

- Bruised +1
- Bruised +1
- Bruised +1
- Injured +2
- Maimed +4

CALLINGS

Liminal ●●○○○
Sage ●○○○○
Judge ●○○○○

BOONS/PURVIEWS

Chariot of the Gods p. 255
Journeys
Metamorphosis
Change Shape p. 271

Taken Out
Movement Dice:
Defense Roll:

LISA ELLWOOD

Scion of Cheeby-Aub-Oozoo

Background: Born in Philly, Lisa was the classic Philly punk/goth. Her Mother is Lenape and Black, and her Father was a God, but didn't have a lot of time for his kid. Of course, he invited her to live in the Underworld... but that just wasn't her scene.

When she got into Temple, she nearly flipped. Her whole family were proud, and her father was willing to finally be involved and pay for it. Since then she's been a dedicated journalist, in school, in the world, she'll get the story. When she got crushed by a Rock Giant five years ago, she was pretty sure she was done, not just done with journalism, but done with life. Still, she survived, barely, and she's been suffering the effects of that event ever since. That said, it hasn't stopped her. She's begun reporting on Scions and is a major influencer on social media for issues that impact both Native rights and the actions of Scions in The World. She's got a close relationship with Scions of all gods, and even a few Titanspawn.

Lisa is close to Sota, but doesn't realize Sota spends a lot of time in a place she'd hate. Lisa also thinks there is some sort of story behind Joshua Gobi.

Description: Lisa is a Native American woman of Black descent and she generally favors oversized comfortable clothes. She'll wear whatever she needs to get the right story though, so if she's got to wear a dress to impress or whatever, she will. Lisa usually walks with a cane to help get around, because her back and hip were so badly damaged. Otherwise this does not impact her actions in game, unless you want them to do so.

Tips: You don't take any shit. You know what you know, and you deserve the respect. If someone backtalks you or disrespects you, put them down. Then don't let them get back up. Metaphorically speaking... of course.

Divine Parent: Cheeby-Aub-Oozoo



SCION

HERO

Lisa Ellwood
Name

A Thief is a Terrible Thing
Chronicle

Player

Cheeby-Aub-Oozoo
Parent

SKILLS

<input type="checkbox"/> Academics	00000	<input type="checkbox"/> Medicine	00000
<input checked="" type="checkbox"/> Athletics	●●000	<input checked="" type="checkbox"/> Occult Terra Incognita	●●●00
<input checked="" type="checkbox"/> Close Combat	●●000	<input checked="" type="checkbox"/> Persuasion	●●000
<input checked="" type="checkbox"/> Culture Scions	●●●00	<input type="checkbox"/> Pilot	00000
<input type="checkbox"/> Empathy	00000	<input type="checkbox"/> Science	00000
<input checked="" type="checkbox"/> Firearms	●0000	<input checked="" type="checkbox"/> Subterfuge	●0000
<input type="checkbox"/> Integrity	00000	<input checked="" type="checkbox"/> Survival	●0000
<input type="checkbox"/> Leadership	00000	<input checked="" type="checkbox"/> Technology Social Media	●●●00

ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect ●●●00	Might ●●000	Presence ●●000
FINESSE	Cunning ●●●00	Dexterity ●●000	Manipulation ●●000
RESILIENCE	Resolve ●●●●●	Stamina ●●●●●	Composure ●●●00

PATHS

- City Kid
- Student Punk
- Chronicler of Scions
-

DEEDS

- Short
- Long
- Band

BIRTHRIGHTS

Relic -4 (Quill of the Gods - Computer)
Followers - 3 (online readers) Helpful, Unruly

VIRTUE

Pride 00000 Dream

Legendary Title: Eye on the Prize

KNACKS

- Heroic Hunter Apex Predator p.227
- Heroic Hunter Most Dangerous Prey p. 228
- Heroic Creator Perfect Rendition p.225
- Heroic Liminal Experienced Traveler p .231
- Immortal Hunter: Relentless p.228
- Immortal Hunter: Perfect Camouflage

CONTACTS

Vince, famous journalist

LEGEND

● ○ ○ ○
□ □ □ □

MOMENTUM

□□□□□□□□□□

HEALTH

- Bruised +1
- Bruised +1
- Bruised +1
- Injured +2
- Maimed +4

CALLINGS

- Liminal ●0000
- Hunter ●●000
- Creator ●0000

BOONS/PURVIEWS

- Daedem p. 93 -Raven
- Sacred Medicine p. 267

Taken Out
Movement Dice:
Defense Roll:

MARQUIS WASHINGTON

Scion of Rig (Marquis also appears in *Many Names of Heimdall* and more details on Rig can be found in that book)

Background: Marquis is Rig's son. Not in the traditional sense, but in the sense that Rig has always been the father figure in his life. Unlike some Scions, growing up directly with the Gods has meant he is learned more about them, their lives, and the idiosyncrasies of Divine Life that many Scions have to learn while also mastering their burgeoning power and legend. Marquis' birth parents are worshippers of the Òrìshà who saw that their son was destined to serve other gods and have been active participants

in his life, even if they haven't been as close as most parents are with their children.

This has created an interesting life for a young black man in modern America. When he asked his father to let him spend time in The World... well, he wasn't ready for it, but he's doing his best. He's currently enrolled in Howard University, where he's pursuing a traditional Master's in Electrical Engineering. He's not sure how or why things are so out of sync to the principals Rig and his parent's Gods pursue in Carver Tech. Work together, build together, and treat one another equally... The World has other goals though.

Marquis likes Nia, but thinks she's really aloof. He and Joshua are close.

Description: Five foot six and 140 lbs, Marquis is not particularly imposing, but he has a striking confidence that often makes others uncomfortable. Marquis keeps his hair natural, tying it back more often than not. He knows he's smart, he knows that he's destined to be a powerful force as a Scion, but he also knows that he has a lot to learn and acts like a sponge to The World. He dresses in a mix of fashions, occasionally sporting a traditional Nordic style tunic, which gets him some interesting looks when he does so.

Tips: You love to talk. You also love to listen. You want to hear about everyone's life story and you are always the last person at a party soaking it all in. Love a lot, smile, but damn, you know when shit hits the fan what to do and how to get this finished quick. You've always got some trick up your sleeve to fix anything that's wrong, so don't be afraid to use it.

Divine Parent: Rig/Heimdall



SCION

HERO

Marquis Washington
Name _____

A Thief is a Terrible Thing
Chronicle _____

Player _____

Rig _____
Parent _____

SKILLS

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

ATTRIBUTES

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

PATHS

- Terra Incognita Raised _____
- Electrical Engineering Student _____
- Traditional Magician _____
- _____

DEEDS

- Short _____
- Long _____
- Band _____

BIRTHRIGHTS

- Power Stone (4): An old geode with runes that act as a battery for any electronic. _____
- Guide (3) Rig _____

VIRTUE

Responsibility _____ 00000 Desire _____

Legendary Title: _____

KNACKS

- Unlimited Quartermaster Hero p. 225, Wireless Interface Hero p. 225
- Grand Entrance, Hero p. 230, Lighthouse of Society Hero p. 230
- Omniglot Translation Hero p. 233
- Masterful Efficiency Hero p. 230

CONTACTS

Gothi Mike _____

LEGEND

● ○ ○ ○
□ □ □ □

MOMENTUM

□□□□□□□□□□□□

HEALTH

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

CALLINGS

- Sage _____ ●○○○○
- Leader _____ ●●○○○
- Creator _____ ●●○○○

BOONS/PURVIEWS

- Wyrd _____
- Prosperity - Divine Providence _____
- Forge - Celestial Artiface Hero p 251 _____

Taken Out _____
Movement Dice: _____
Defense Roll: _____