

# SCION

## SPECIALIZED PURVIEWS



STORYPATH  
NEXUS

Nicolas Milioni Gravina

## CREDITS

**Author: Nicolas Milioni Gravina**

**Proof Reading: Ran Brynn Reif**

**Layout: Mateus Fontana da Luz**



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**P**urviews are the powers of the gods themselves-with them you can change the World. As scions rise in power and Legend they gain these new and incredible powers, at a price, they must specialize and forever give up a part of the whole of the purview, so they can access a part of it in a better, more refined way, gaining an extra boon. This pack contains 4 specialized purviews ready for your scions to use!

## DISSOLUTION (CHAOS)

Chaos is a reductive force, a force for separation. Even the very atoms of an object can be separated in pure Chaos dissolution.

Drawback: Your Chaos marvels can't cause any kind of purely social chaotic situations.

### Reduced to Nothing

**Cost:** Imbue 1 Legend

**Duration:** Indefinite

**Subject:** All objects in range

**Range:** Long

**Action:** Reflexive.

With the power of chaotic dissolution of chemical bonds, every inanimate object around the scion starts to be destroyed. Computers show demonic images before dying, cars break down. Even non-mechanical objects start to crumble as if made of much more fragile materials. Everyone present in the scene gains enhancement 3 on any rolls to break them. The objects go back to normal once the imbued Legend is reclaimed, but objects already broken remain that way.

## WRESTLING (EPIC STRENGTH)

Drawback: Your Epic Strength marvels and Innate Power can't be used to lift or carry heavy objects- they can only be used for destructive purposes.

### I Must Break You

**Cost:** Spend 1 Legend

**Duration:** Instant

**Action:** Simple

To fight a God of wrestling is a difficult proposition even for the mightiest of beings. With your great skill in body-to-body fighting you dispense grievous injuries. Your unarmed attacks gain the Aggravated tag.

## FLOWERS (FERTILITY)

With the power of all the floral beings of the World, you can give your enemies one hell of a thorny time.

Drawback: Your Fertility marvels can't bless non-flowering vegetation.

### Rose of Distraction

**Cost:** Spend 1 Legend;

**Duration:** Instant

**Range:** Extreme.

**Action:** Simple

You fill your immediate area with the cloying and intoxicating scent of roses. It's impossible to think straight with such a smell beguiling the brain! You impose Complication 3 on all rolls made by your enemies that require concentration.

## LIGHT (SUN)

With the power of illumination, you can control the light the sun showers over the world!

Drawback: Your Sun marvels can only manipulate physical light, not metaphorical.

### Mace of Light

**Cost:** Imbue one Legend

**Duration:** Indefinite

**Action:** Simple

You create a mellee weapon of pure light, (Functioning as the Equipment Marvel), or you coat an already existing weapon with it. It gains the Piercing Tag and enhancement 3 in all close combat rolls to attack armored opponents as the solid sunlight literally melts the enemy armor.