

# Scion Cheatsheet

## Rolling Dice

Storyguide determines **Arena** (Physical/Mental/Social). Player determines **Approach** (Force/Finesse/Resistance). Take that Attribute, add a relevant skill. **8s or higher succeed**. 10s Explode.

Number of Successes needs to beat the Difficulty. Extra successes can buy off **Complications** (You succeed but...) or buy **Stunts** (Either add Complication, Enhancement or Difficulty to a different Skill+Attribute roll).

**Enhancements** provide extra successes on any roll in which you already achieved a success. **Teamwork** provides Enhancement equal to successes on Teamwork roll. **Specialties** provide 1 Momentum when you fail that skill and +1 Enhancement for *other* skills when the specialty applies.

**Failure** generates **Consolations**. Often Momentum, but also more information, new characters or Enhancement 1 for a different challenge

**Conditions** provide 1 Momentum when they cause you to fail or experience a setback. Resolving a Condition provides 1 Momentum.

**Complex actions** require multiple **Milestones** to be reached. Each one requires a roll that beats its difficulty. Some Complex Actions set a maximum number of **Intervals** (Attempts).

## Scale

Provides multiplier against minor characters and story elements. Provides Bonus Enhancement for dramatic contests.

Scale	Rank	Narrative	Dramatic	Size	Speed	Leadership
0	Standard	n/a	+0	Normal	Normal	Normal
1	Elite	*2	+2	Elephant	Horse	Manager
2	Supernatural	*5	+4	Giant Squid	Cheetah	Boss
3	Incredible	*10	+6	Blue Whale	Sports Car	Leader of a nation
4	Godlike	*100	+8	Statue of Liberty	Plane	Deity
5	Supernal	*200	+12	Skyscraper	Fighter jet	Important Deity
6	Titanic	*Lots	+16	Small mountain	Railgun	Supreme Deity

## Feat of Scale

Gain Scale equal to  $\lceil \text{Legend}/2 \rceil$ , rounded up. Usually from invoking your Legendary Title

## Paths

Paths *always* give **access** to anything relevant to your character concept. If they're a cop, they have access to the police station; if they're filthy rich, they have lots of disposable income.

Paths can *always* call upon a **group** (a group of associates on similar Paths), or a **contact** (someone specific related to your Path).

*Once per session* you may add two dice to any roll that plausibly applies to your Path experience. You may spend successes on special stunts to make a **Twist of Fate** on this roll.

*Once per session*, your Path may request you complete a task. This can act as a Short-term Deed, or restore a Path connection. Failure provides Complication 2 on the next attempt to use your connections

To access a connection, roll relevant skill + 2 dice. For access, success gives Enhancement = Successes on your next roll. For contacts, success provides 2 dots of Tags for your Contact that last until the end of the session.

**Invoking** your Path more than twice gives the **Suspended** Condition. Invoking again while Suspended gives the **Revoked** Condition.

### Twist of Fate

Special **Stunts** that are tied to your Paths and allow you to add or remove details from a Scene. Without Legend, they cannot be explicitly supernatural.

### Momentum

**Gain** Momentum from a failed roll.

+1 if that roll was a Specialty

+2 if that roll was a Botch (No successes, at least one 1)

**Hold** up to twice the number of players in Momentum (This is sometimes referred to as the **Black Pool**).

**Spend** Momentum to add dice to a roll (1 Momentum = 1 Dice), to extend a Complex action by one Interval, or to activate a Knack that requires Momentum

## Character Creation

- 1) **Concept:** Who is your character? 3 Deeds – One Short-term, one Long-term, one Band-term
- 2) **Paths:** Origin, Role, Pantheon. 3 Skills. Connections/Contact/Access connections. Path Condition.
- 3) **Skills:** Order your paths. 3 dots per skill for Primary, 2 for Secondary, 1 for Tertiary. Add specialties to skills at 3 or above
- 4) **Attributes:** Prioritise Physical/Mental/Social and get 6/4/2 dots. Choose **Favoured Approach**
- 5) **Callings & Knacks:** Choose one of each. Must be from divine patron's Callings.
- 6) **Finishing Touches:** 5 Skill dots, 1 Attribute, and either 2 Knacks or 4 Birthrights
- 7) **Defense:** Equal to Highest Resilience Attribute
- 8) **Health:** Start with Bruised, Injured, Maimed, Taken Out. +1 Bruised at Stamina 3. +2 at Sta 5

## Experience

Event	Gain	Recipient
Player shows up	1	Solo
Achieve Short-term Deed	1	Solo
All players achieve Short-term Deeds	1	Group
Player achieves their Long-term Deeds (Can't gain again until all have achieved it)	2	Group
Spend half the Momentum pool in a single scene	1	Group
Reach a story milestone	1	Group
Complete a Group Story	3	Group

**Legend** advances when you have completed a Short-, Long- and Band-term Deed

## Advancement

Trait	Change	Cost
Attribute	+1 Dot	10 experiences
Birthright	+1 Dot to new/existing	5 experiences
Favoured Approach	Change Favoured Approach	15 experiences
Skill	+1 Dot	5 experiences
Knack	+1 Knack	10 experiences
Specialty	Add a Specialty to a Skill	3 experiences

## Tweaks

**Shift one dot from one Attribute to another Attribute or from one Skill to another Skill.**

At the start of a session, announce that you'd like to move a single dot. Use new trait (Roleplay, in a dice pool, etc.). At the end of the session, make the change

**Swap out an existing Knack for a new Knack**

Max Knacks active = Dots in Calling (Immortal Knacks count for 2).

**Write a new short-term Deed**

Max of 5 Deeds active at once

## Action-Adventure

### Initiative

Appropriate Skill + Cunning. Rank by number of successes. Each player creates a PC slot at that number, which any player can use.

### Attacks

Roll relevant dice pool versus Defence. Additional successes can be used to buy **Stunts**.

For **Close combat** roll Close Combat + Might

For **Grappling** roll Close Combat + Might. The character who initiates the Grapple has control.

For **Ranged** roll Relevant Skill + Might for Close range, Dex/Might for Short, Dex/Cunning for Medium, Cunning for Long, Intellect for Extreme

For **Throwing** roll Athletics + Might/Dex.

### Stunts

Each may only be taken once per roll

**Inflict Damage** (1 Success): Deals an Injury Condition (**All**)

**Blind** (2 Successes): +1 Difficulty to attack at Range (**Close Combat, Thrown**)

**Break Free** (Successes equal to Grapple Successes): Costs no successes if you're in control (**Grapple**)

**Break-up a Grapple** (1 Success): Ends someone else's grapple (**Close Combat**)

**Critical Hit** (4 Successes): Deal an additional Injury Condition (**All**)

**Disarm** (Successes = Combat skill): Disarm. +1 Success to knock it away (**Combat, Ranged, Thrown**)

**Establish Grapple** (1 Success) (**Close Combat**)

**Feint** (Successes = Dodge): For every 2 successes, give +1 Enhancement to ally's attack on this target (**Close Combat**)

**Line Drive** (Successes = Might): Knock target prone (**Thrown**)

**Knockdown** (Successes = Stamina): Knock your opponent Prone (**Close Combat, Ranged**)

**Pin (Grapple)** (2 Successes): Deny opponent Defence against all other attacks. Must be in control. (**Grapple**)

**Pin** (2 Successes): Complication 2 on next attack. Receive Injury Condition if they don't buy it off. +1 to Complication for each additional success (**Ranged**)

**Position** (Difficulty = Opponent's Dodge). Gain Enhancement equal to successes spent (**Grapple**)

**Seize** (3 Successes): Take an object from opponent (**Melee**)

**Takedown** (1 Success): Go prone with your opponent. Must be in control to use. (**Grapple**)

**Trip** (Successes = Dexterity): Force target prone (**Melee**)

## Movement

**Move** (Reflexive): Covers one Range Band

**Disengage** (Reflexive if uncontested): Retreat one Range Band. If contested, Athletics+Dex or Might+Close Combat.

**Rush** (Simple): Move one Range Band. Can be in addition to a **Move**.

Crossing **Barriers**, or **Rising from Prone** under pressure requires Athletics + Might/Dex

**Expendable Cover** absorbs 1 Injury. **Light Cover** absorbs 4. **Heavy Cover** absorbs 10. **Full Cover** blocks line of sight entirely.

## Defending

Roll highest Resistance Trait. Use Successes to buy Stunts

**Dodge**: Provides additional difficulty equal to success to enemy attacks.

**Dive to Cover** (1 success): Move up to one range band to reach cover. Cover provides Hard Armour

**Roll Away** (Successes = Composure): Move away from an attacker

Alternatively, perform a Full Defence – Roll Defense<sup>2</sup>, but takes your Simple action this round.

## Damage

**Injuries**: Gain Momentum when the Injury gets in the way, adding +1/+2/+4 Difficulty to your action. Resolves after 2 days/weeks/weeks

A player can opt to **Concede**. This allows you to be **Taken Out** without taking damage. This provides 3 Momentum

## Ambush

Usually Agility + Dex versus Integrity + Cunning. Provides access to the **Surprise** Stunt, giving Complication on the Initiative roll equal to Successes spent. Failure to buy off the Complication means the target cannot act in the first round.

## Range

Range	Description	Distance	Attribute	Weapons
Close	In range to strike	0-2m	Might	Unarmed, Melee, Pistols
Short	CQC for firearms	3-30m	Might/Dex	Thrown, Pistol, Rifle, Bows
Medium	Can aim a firearm or bow	31-100m	Dex/Cunning	Thrown, Pistol, Rifle, Bows
Long	Sniping	100m-1km	Cunning	Rifle, Some Bows, Artillery
Extreme	Must compensate for curvature of earth	1km-10km	Intellect	Missiles, Heavy Artillery
Out of Range				

## Procedurals

### Information Gathering

**Leads** are the basic facts of a mystery

Investigating these Leads allows you to gather **Clues**.

Examples of methods for finding Clues:

**Analysis:** Experiments and specialised equipment. Medicine/Occult/Science.

**Cracking:** Acquiring information through criminal activity. Subterfuge or Technology.

**Interrogation:** Acquiring information by asking and observing.

Culture/Empathy/Persuasion/Subterfuge. Can also use Access if you have a relevant Path

**Surveying:** Looking at the scene. Any appropriate skill.

**Research:** Hitting the (e-)books. Academics/Culture/Occult/Science

### Stunts

**Extra Clue (1s):** Gain an additional Clue

**Interpretation (1s):** The Storyguide offers context or insight for understanding a clue or lead

**Q&A (1s):** Ask 1 question about the Clue. Must be relevant to investigation method

**Player Inspiration (1s):** The player can create a new fact about the clue

### Crafting

All Crafting projects have a Tier. They require a number of Milestones equal to their Tier, plus one for every key element missing. If you're attempting to resolve a Milestone with a roll, the Difficulty is equal to the Tier. Tier 2 Projects require a relevant Path.

Example Milestones:

**Acquire Rare Materials**

**Hard Labour**

**Uncover a recipe or secret inspiration, or gain inspiration from a similar item**

**Earn the assistance of a God**

**Perform a ritual act**

### Repairs

Repairing a mostly intact object works as creating a new item, but with 1 fewer Milestone

Altering an object to remove its Flaws requires a number of Milestones equal to the total rating of the removed Flaws.

Reforging a Relic to create a new one at a higher Tier provides an Enhancement to each roll equal to the old version's dot rating.

## Intrigue

### Attitude

Characters have an **Attitude** rated between 1-5 (4-5 being supernatural) and it is either positive or negative. When an Attitude would assist in an attempt to influence or bond with a character, or resist that attempt, they receive an Enhancement equal to its rating.

Attitudes shift when circumstances change, such as through **Influence, Consolations, Complications** and **Events**

**Atmosphere** increase Attitudes of the same type and reduce opposing Attitudes.

### Influence

Opposed Roll

**Encourage Behaviour:** Usually Persuasion or Leadership. Resisting it gains +1 to +3 Enhancement, depending on danger.

**Encourage Belief:** Usually Empathy, Persuasion, Leadership or Subterfuge. Resisting it gains +1 to +3 Enhancement depending on how unreasonable to it

**Shift Attitude:** Usually Empathy or Persuasion. Difficulty equal to current Attitude. Extra Successes can allow multiple shifts

**Shift Atmosphere:** Usually Culture or Leadership. Difficulty equal to current Atmosphere. Difficulty increases by 1 for roughly every 5 people.

**Read Attitude:** Usually Culture or Empathy. Opposed.

Players can always resist influence if it would negatively affect the story. However, when it meaningfully inconveniences the character, you receive 1 point of Momentum

### Bonds

When two characters use teamwork to overcome a challenge they can agree to form a Bond.

A Bond has a pool of successes equal to the characters' positive Attitude towards each other. These can be spent to add Enhancement when helping, defending or supporting each other. This pool can be increased by spending excess successes from appropriate rolls.

If the characters spend a scene doing nothing but reinforcing their relationship, they can each roll a suitable Social pool and either forge a bond, or add these successes to their pool.

Actions that work against a Bond gain a Complication equal to their positive Attitude.