Scion 2e Quick Reference

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Rolling Dice

Roll a number of **d10**s equal to the size of your **dice pool**.

The dice which meet or exceed your character's *target number* (**8** *until very high level play*) are **successes**.

> If you roll at least one success, you may add any applicable **enhancement** bonus to your success total. *Enhancements stack, up to a max of 5.*

You *spend* successes to:

1. Meet the *difficulty* set by the GM to succeed the roll.

   else ⟶ you fail what you were trying to do, and instead receive a consolation

2. Buy off *complications* set by the GM.

   else ⟶ the complications occur (e.g., you climb up to the window, but someone sees you)

3. Perform **stunts**.

> **Stunts** are narrative things that let you change the scene in your favor.
>
> ***complication stunt*** — spend successes to create a complication for another character
>
> > e.g. scatter caltrops in the hallway as you dodge through a laser alarm grid.
>
> ***enhancement stunt*** — spend successes to create an enhancement on another action (can be for you or other characters)
>
> > e.g. clip the barbed wire as you leap over a fence, so other characters can climb it easily.
>
> ***difficulty stunt*** — increase the difficulty of other characters acting against you
>
> > e.g. wrap yourself in barbed wire from the fence you leapt over, so other characters can't grapple you.

Any leftover success just determines how well you do the thing.

1 — a bit of extra flair
2 — remarkable luck or skill
3 — a dazzling display
4 — honor, glory, viral social media

Dice Pools

A dice pool is literally just a handful of dice. The number of dice is determined by combining an ***attribute*** and a ***skill***.

Choose a skill on your character sheet that you feel is relevant to the task you're trying to accomplish. *If you can plausibly explain how you're using the skill to do the task, you can use it.*

SKILLS		
■ Academics	●0000	■ Medicine ●●000
■ Athletics (Carrying Others)	●●●00	□ Occult 00000
■ Close Combat (Disarming)	●●●00	□ Persuasion 00000
■ Culture (Rescue Organizations)	●●●00	■ Pilot (Evasive Driving) ●●●00
□ Empathy	●●000	□ Science 00000
■ Firearms	●0000	□ Subterfuge 00000
■ Integrity	●●●00	□ Survival ●0000
□ Leadership	00000	□ Technology ●0000

■ Culture **(Vampires)** ●●●

If your skill has a relevant **specialty**, you also get a +1 **enhancement** bonus to the roll.

For the **attribute**, the GM will choose an ***arena*** (*mental, physical, or social*) appropriate to the roll, and you will **choose your *approach*** (*power, finesse,* or *resistance*).

ATTRIBUTES	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect ●●000	Might ●●●00	Presence ●●●00
FINESSE	Cunning ●0000	Dexterity ●●●00	Manipulation ●0000
RESISTANCE	Resolve* ●●●●0	Stamina* ●●●●●	Composure* ●●●●●

Just add the dots from your skill to your dots from your attribute to get your total dice pool size.

Tip. You'll tend to re-use the same skill/attribute combinations over and over, so you can just write down your commonly used dice-pools on your character sheet to avoid having to figure it out every time.

Consolation

Failure isn't all bad. When you don't meet the difficulty of a roll, you earn a consolation, which can be one of:

• 1 momentum *(see **momentum** quick reference sheet)*
• something that reveals another approach to your goals
• a chance meeting with a character who might help (probably for a price)

Botch

A roll with *no* successes and at least one rolled ① is a **botch**. A botch earns you an additional setback, but you get 3 momentum as consolation.

Momentum

Momentum is a *shared pool of points* the players can use to activate special abilities or get bonuses to their die rolls.

> The **momentum pool** can hold up to two points per player, or a flat 12 points for 1–1 sessions.

Broadly speaking, the players **gain** momentum when bad stuff happens to their characters, and they **spend** momentum to do cool stuff.

> **Flavor.** Characters aren't aware of momentum; rather, it represents the abstract forces of destiny, fate, or luck.

Gaining Momentum

Momentum is gained when:

Event	Momentum Gained
Consolation for a failed roll	1
Failed roll with a skill specialty	1
Failed roll due to a condition	1
Botched roll *(including the point from a failed roll)*	3
Getting *Taken Out* or Conceding a fight	3
Lack of a *Taken Out* PC causes problems	3
According to specific Knacks, Relics, etc	*varies*

Spending Momentum

Players may spend momentum to:

Add dice. 1 point of momentum adds 1 die to a dice pool before it is rolled. *(The dice pool can belong to any character, even an NPC. **All players must agree** to spend momentum this way.)*

Activate Knacks. A player may spend momentum a *Knack* which requires it. *(They do **not** need permission from other players)*

Add Interval. For 3 momentum, the players may add an interval to a *complex action* (giving the characters more time (rolls) to complete it).

> **Tip.** *Spend momentum*! Don't be afraid to use it, you'll get it back.
>
> Whenever the players spend half the momentum pool in a single scene (min 1), their characters earn an experience point.

Scale

Scale represents a huge difference in power, such as that between a human and a tank, or a tiger and a god.

Dramatic Scale. When two forces or characters of different scale collide, they each add their Dramatic Scale enhancement bonus:

Scale Rank	Bonus	Examples
0: Standard	+0	humans doing anything
1: Elite	+2	a martial arts master; anti-tank rifle
2: Supernatural	+4	a giant hurling cars
3: Incredible	+6	outrunning a car on a highway; a tank
4: Godlike	+8	smashing a tank with a fist
5: Supernal	+12	lifting an aircraft carrier
6: Titanic	+16	a thermonuclear warhead

> **Trivial Targets.** Any character or force that is *more than three* scale ranks lower is considered a trivial target, and actions against them automatically succeed without needing to roll.
>
> Player characters are *never* trivial targets.

> **Feats of Scale.** Characters with a relevant *Legendary Title* may *spend* one point of Legend to increase their scale by [Legend/2] for a single action

Scale in Context. Scale depends on the specific action being attempted—*trying to outrun your CEO is probably easier than trying to outmaneuver them politically.*

Scale	Size	Speed	Influence
0	human	human sprinter	normal
1	bus	horse	supervisor
2	whale	sedan	ceo
3	behemoth	sports car	king
4	statue of liberty	airliner	minor deity
5	skyscraper	supersonic	major deity
6	mountain	meteoric	head deity

> **Narrative Scale.** When scale comes into play with narrative elements such as scenery, bystanders, or minor characters, *narrative scale* is used instead of *dramatic scale*.
>
> When determining the effect a character has on e.g. a shrubbery, narrative skill applies a simple multiplier to the number of successes.
>
> 0: x1   1: x2   2: x5   3: x10   4: x100
> 5: x200   6: xLots

Actions in Combat

Initiative. To roll initiative, a character uses a dice pool using their most appropriate *skill* plus their **Cunning** attribute.

Ties between PCs and NPCs go to the PCs.

Players characters can freely trade initiative slots with each other.

Turns

Each *round* of combat, every character gets a *turn*, during which they may perform:

- one *simple* or *mixed* action
- any number of *reflexive* actions

A **simple action** takes a character's full focus for the round, and usually requires a dice roll.

A **mixed action** combines multiple simple actions into one roll, using the *smallest* dice pool of the individual actions.

The resulting successes may be spent towards the individual actions one at a time (it is possible to succeed at one while failing another).

A **reflexive action** is something that can be done trivially, without a roll. A character can perform any number of reflexive actions per round, within reason. Examples are moving short distances, speaking, spitting, et cetera.

Teamwork. An assisting character can make their own roll, and add up to 3 successes as an Enhancement bonus to the other character's roll.

Movement

Movement up to one *range band* is a reflexive action which can be done once per round.

Range Bands	Distance Estimate
Close *in swinging distance*	0 — 2 meters
Short *across a room*	3 — 30 m
Medium *across the street*	31 — 100 m
Long *several blocks away*	100 — ~1000 m
Extreme *the curvature of the planet might matter for ballistics*	1000+ m

Special Movement

Barriers. Getting past a wall or gap under pressure typically requires Athletics + Might or Dexterity

Rush. You charge one range band towards an opponent, which you may do so as a simple action after making a reflexive Move action.

If an opponent wishes to keep you at a distance, make reflexive, contested Athletics + Dexterity or Might rolls. Ties favor the Rushing character.

Disengage. You can move one range band away from an attacker reflexively, if they let you.

If they contest, it's a simple action and a contested roll:

Athletics + Might/Dexterity *vs* Close Combat + Might

Utilize Cover. Finding cover in the heat of battle requires a simple Athletics + Dexterity action, or a Defensive Stunt (p116).

Cover is **expendable**, **light**, **heavy**, or **full**.

Expendable — Absorb 1 point of Injuries

Light — Absorbs 4 Injuries.

Heavy — Absorbs 10 Injuries.

Full — Character cannot be targeted by ranged attacks.

Drop/Stand. Dropping is reflexive, Standing is reflexive but also uses the character's movement for the round.

If the opponent chooses to threaten your rise, your rise must be part of a mixed action, with a Complication of 1 that threatens an Injury if it's not bought off.

prone characters have -1 Defense vs melee attacks, but +2 Defense vs ranged attacks.

Withdraw. After *Disengaging*, make an Athletics + Dexterity/Might roll to continue crossing range bands.

If enemies pursue, the action is contested, and treated as additional *Disengaging*.

Attacking

1. Declare targets. Choose your dice pool for attacking. The targets declare a Defense action, and rolls their own dice pool.

2. Make your attack roll.

3. Spend successes to overcome target's Defense, spending additional successes on Stunts.

4. If you use the Inflict Damage stunt, the target takes injuries.

Attack Stunts

Inflict Damage ((Opponent's Soft Armor) Success): Deals an Injury Condition (**All**)

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

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 (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**)

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

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

Damage and Injuries

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

Attack Dice Pools

Close Combat: roll Close Combat + Might

Grapple: roll Close Combat + Might

Ranged: relevant skill + attribute from table

Throwing: Athletics + Might/Dex

Range	Distance	Attribute	Weapons
Close *melee, grappling, etc*	0 — 2 meters	Might	unarmed, melee, pistol
Short *across a room*	3 — 30 m	Dexterity	thrown, pistol, bow
Medium *max pistol range*	31 — 100 m	Cunning	pistol, rifle, bow
Long *long-range sniping*	100 — ~1000m	Cunning or Intellect	rifle, long bow, artillery
Extreme *curvature of the planet and speed of light delays matter*	1000+ m	Intellect or dice pool of guidance system	missiles, rail-guns, heavy artillery

Grappling Stunts

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

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

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

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

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 x2, but takes your Simple action this round.

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

Paths

Paths describe the narrative arc of a character's life experiences.

All characters have three paths chosen at character creation: *Origin*, *Role*, and *Pantheon* (or *Society*, for characters who are not Scions).

PATHS

Potemkin World	☐
Technology Expert	☐
The Hidden Javelin of Agni	☐
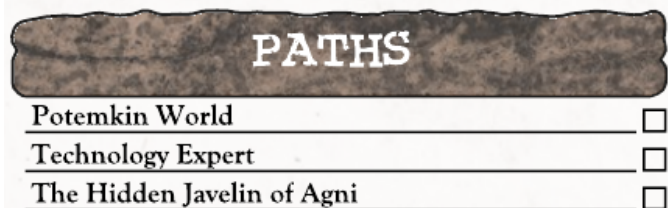
Origin Path

The Origin Path refers to a character's backstory—where they came from. This might be how they were raised, but doesn't have to be.

Examples. *army brat, child of war, carved of limestone by Khnum, raised in secluded cult of Artemis*

Role Path

The Role Path is a character's occupation or area of expertise. This is more than just their job—it's their calling, and is part of how they see themselves.

Examples. *trauma surgeon, financial whistleblower, themstress of the woods, holy geologist*

Pantheon Path

The Pantheon Path describes a character's connection to their divine family (or their culture, in the case of Society Paths). This typically references a divine parent.

Examples. *daughter of Frigg, fire of her mother Brigid, resentful son of Thor, she who walks in darkness*

Invoking Paths

Character's automatically have access to anything relevant to the character concept—lawyers have offices and paralegals, librarians have access to libraries, corporate heirs have fancy condos and cash to throw around.

A character can always call upon a **group** (a group of associates on similar paths) or a **contact** (a specific person related to the path).

Invoking for Rolls *and Twisting Fate*

Once per session (per Path), you may add two dice to any roll relevant to the Path.

You may spend extra successes on this roll to make a **Twist of Fate**.

Twist of Fate. Each success spent on a Twist of Fate can add or remove one detail from the scene.

The Twist *cannot* directly contradict anything that's already been established, but you *can* alter the context or add a new fact.

The Twist cannot be overtly supernatural, unless the character has *Legend (i.e. is at Hero level or above)*

The Twist must be somehow related to the Path.

Examples: *An enemy runs out of ammo. The cops show up. The car suddenly starts. A hidden note is found inside a magazine. One of the mooks secretly is on the player's side.*

Connections: Contacts and Access

Once per session (per Path) (more triggers a *Path Suspension*), you may invoke a Path's connections: Contacts (specific people), and Access (resources).

Invoking Access. Use your access (*e.g. to a library or a chemistry lab*) to get a bonus on a roll.

Roll an appropriate skill + 2 dice. Use the successes from this roll as an Enhancement bonus on your *next* roll.

Invoking Contacts. Leverage contacts to do things for you.

Roll an appropriate skill + 2 dice. If successful, your contacts act according to your wishes.

Tags. Each contact has *tags* that define what they're capable of helping you with.

They get an enhancement bonus their actions equal to the *number of tags* they have.

You get 2 tags to allocate: you can give them both to one contact, or one each to two contacts.

Examples. *Dangerous, Informant, Influential, Numerous*

Path Suspended. You've overextended or otherwise irritated your path connections. You suffer Complication 2 whenever you interact with your Path's group. *Resolves at the end of a game session*.

Path Revoked. You seriously offended your Path connections. You cannot access any benefits from your Path. *You must dedicate a long-term Deed to regain your Path's good graces.*

Character Creation

1. Concept and Deeds

Concept. Describe your character in a one-liner, e.g. *Rebellious Scion of Odin* or *Odin's Head-Empty Trans Daughter*. Choose a divine parent.

This has no mechanical effect, it's just flavor, but it'll probably help you answer the later questions.

Deeds are goals you want your character to accomplish. These *could* be goals your actual character is aware of and working towards, but they can also be goals you only know as the player.

Short-term Deeds are something achievable in a single session. They can be a scene a player wants to see happen, or a character ability they want to use.

Long-term Deeds are goals that take a few sessions (a story arc) to achieve, and are related to one of the character's Path's. A long-term deed is a guide for how the character will change and grow.

Band Deeds are goals that all the players share, and are decided as a group. Typically they're accomplished over multiple arcs. These typically read like grand quests.

2. Paths

Choose *Origin*, *Role*, and *Pantheon/Society* Paths *(see page 5 — Paths quick reference sheet)*.

Give each Path a **short description**, and **choose three associated skills**. *Any given skill can be associated with at most two Paths.*

You can make up Contacts now, or wait until you need them and make them up on the fly *(see Paths quick reference sheet)*.

3. Skills   *see Scion 2e Origin p.58—61 for skill descriptions*

Order your Paths however you want into Primary, Secondary, and Tertiary Paths. **Add the following dots** to *all* of their corresponding associated skills:

Path	Skill Dots
Primary	3
Secondary	2
Tertiary	1

Add a specialty (in parenthesis) to any skill with at least three dots.

Distribute 5 extra skill dots anywhere you want.

4. Attributes

Every attribute starts at 1 dot.

Order your arenas (Mental, Physical, and Social) by which your character is best at.

Distribute dots for attributes in each arena however you like, according to the table below:

Arena	Dots to Distribute
Best	6
Middle	4
Worst	2

Choose a favored approach (*Power*, *Finesse*, or *Resistance*). Add two additional dots to *each* attribute in your favored approach.

Add 1 extra dot to any attribute you want.

No Attribute may have more than 5 dots at character creation—if you max one out, move excess dots to other attributes in the same Arena.

5. Callings and Knacks

Choose a Calling, and one **Knack** from your **Calling**. *See page 7.*

6. Finishing Touches

Choose either 2 extra Knacks *(Scion 2e Origin p.104–113)*, or 4 points of Birthrights *(Scion 2e Hero p.201–221)*

Health: Add 1 extra Bruised slot if your Stamina is 3-4, or 2 extra if your Stamina is 5.

Defense rolls: Choose *Stamina*, *Resolve*, or *Composure*

Movement: Athletics + Might or Dexterity

Callings

Callings are archetypal roles that define and bind the gods.

Most Gods and Scions have three callings, but origin-level Scions have only one (with a single dot).

CALLING

Guardian ●○○○○

For origin-level Scions, their calling *must* come from one of their divine parent's **Favored Callings** *(see the full list on Scion 2e Origin, Appendix 2: Pantheons, p.170–177).*

Mechanically, Callings define what Knacks a Scion can use.

Knacks are special (sometimes supernatural) abilities that often require spending Momentum to use.

You may gain additional Knacks by spending Experience, but you can only have as many active as you have dots in Calling.

(see the list of Knacks on Scion 2e Origin, Chapter 3, Knacks, p.104–113)

KNACKS

A Vigil (A Fortress, Scent the Divine)
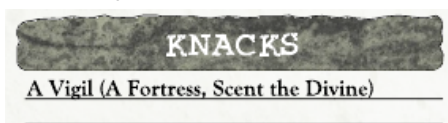
Character Advancement

Characters earn experience, which they can spend on mechanical improvements.

Solo Experience

Event	Exp
Attending a game session.	1
Achieving a short-term Deed.	1
Achieving a long-term Deed.*	2

*can only achieve this once before the rest of the band

Group Experience

Event	Exp
All short-term Deeds achieved in a session.	1
1/2 Momentum Pool spent in a single scene.	1
Reach a story milestone.	1
Complete a group story.	3

Spending Experience

Change	Exp Cost
+1 **Attribute** dot	10
+1 **Birthright** dot	5
+1 **Skill** dot	5
Add a **Specialty** to a Skill	3
Change **Favored Approach**	15
Purchase a new **Knack**	10

List of Callings

Creator: genesis actors, child-bearers, life-givers, World-shapers, makers, builders, gardeners, artisans

Guardian: protectors, whether of a territory, a concept, a class of people, or a place

Healer: literal healers, purifiers, repairers, restorers putting things right, mending the body andmind, or repairing the broken

Hunter: rangers, stalkers, trackers, pursuers, following a quarry

Judge: lawyers, judges, hierophants, dictators, imposing rules on others and punishing transgressors

Leader: kings, queens, CEOs, inspirational speakers, ruling or making decisions for others

Lover: irresistible, desirable, erotic, embodying interconnections and relationships, the pure joy of love, carnality, or spirituality

Liminal: those that govern boundaries, transitions, and thresholds, both physical and spiritual; great journeys, crossing between states, or venturing "beyond"

Sage: intellectuals, students, teachers, the wise; overcoming problems through thought, learning, and knowledge

Trickster: those who see and take the unexpected path out of a problem, solve situations with cleverness, flout society's rules, and fool others into going along with it

Warrior: fighters, combatants, and soldiers of all sorts, including those who see combat and con-flict as a viable method of existence

Reference Tables

Roll Difficulties

Challenge	Roll Difficulty
Minor: Escape a pursuer.	1
Notable: Evade coordinated security forces.	2
Significant: Outrun a car on foot.	3
Major: Escape the Wild Hunt.	4
Extreme: Escape a vengeful Fury.	5+

Complication Examples

Situation	Complication Level
Minor: Odin will remember that.	1
Notable: You get a Condition or Injury.	2
Significant: You owe Odin a favor.	3
Major: An enemy agent overhears you.	4
Extreme: Odin hates you.	5

Equipment Enhancement

Equipment	Enhancement Bonus
A fine rapier.	1
An enchanted longsword.	2
A famous enchanted sword.	3
A dagger made from the bone of a war god.	4
Artemis's Bow	5

Circumstantial Enhancement

Circumstance	Enhancement Bonus
You have the high ground.	1
You're familiar with your opponent's style.	2
Your enemy is unaware of your presence.	3
Your enemy has been cursed by the Gods.	4
A god of war guides your blade.	5

Feats of Strength

Feat	Athletics + Might
Lift two migrowaves, rip plastic.	3
Kick open a deadbolted door.	4
Lift a refrigerator, bend iron bars.	5
Punch through a reinforced door.	6
Rip rebar out of a wall.	8
Lift and throw a sedan.	10
Kick over a semi.	12

Legend by Character Type

Character Type	Legend
Pre-Visitation Scion	0
Hero	1—4
Demigod	5—8
God	9—12

Legend Descriptions

Description	Legend
Remarkable: *known to cult and neighbors*	1
Well-known: *often spoken of in cult*	2
Celebrated: *emulated by others*	3
Famous: *magazine covers, wikipedia articles*	4
Epic: *permanently part of cultural history*	5
Iconic: *permanently part of Pantheon mythos*	6
Integral: *deeds are known across all worlds*	7
Definitive: *exploits are foundational stories*	8
Typical God	9
Strong God *(diverse Purviews)*	10
Prominent Gods *(Gods of War, Harvest, etc)*	11
Mightiest Gods *(3—4 top Gods in a Pantheon)*	12

Time

Unit	Description
Turn	A few seconds to a minute
Round	Time for all participants to have a Turn
Scene	A single sequence of events
Act	A single session
Episode	A small story *(might be completed in a session).*
Arc	A group of episodes; 2—5 sessions
Season	A complete and conclusive story
Series	The entire continuity of the game's story