

HEROES FOR THE WORLD

READY MADE CHARACTERS
FOR SCION SECOND EDITION

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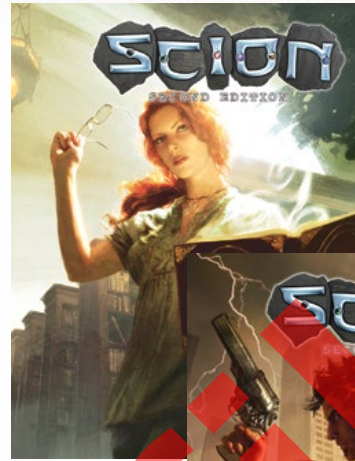
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COLWYN "LITTLE" MAO

Background: The youngest child of an interracial marriage — Colwyn's father is a Chinese fisherman and former Guardian Angel, his mother is a black American who owns a Michelin ranked New York seafood restaurant — lives with his family in Staten Island, a place the young Scion calls home even after his Visitation. Colwyn had a happy and fulfilling childhood, surrounded by loving, supportive family, friends, and classmates. While in elementary school he made a name for himself by hosting (as well as starting and finishing) rap battles on the playground. Kids from all over the neighborhood would congregate to hear Little Mao spit fire.

As he grew up, Colwyn picked up several other hobbies, falling in love with comic books, fighting games, wuxia cinema, and keeping current with the hip hop charts. At his father's insistence, he enrolled in martial arts and took up the study of Bagua Zhang. Little Mao prefers not to carry weapons; having a gun can only escalate violence, and he trusts his skill with fists if someone wants to do him harm.

One day after school in tenth grade, Colwyn was picked up by a different family member. This "uncle" turned out to be his adoptive divine parent, Fuxi, who revealed that the young man was now a part of the Shen, and there was so much work to do. The God has stayed consistently involved in his young Scion's life, helping wherever he can, from homework to college applications to finding exactly the right beat to drop into Little Mao's latest remix. Some of these things Fuxi is better at than others, but Colwyn loves and appreciates his adoptive father's effort regardless. Perhaps more importantly, Fuxi has also introduced Colwyn to the Staten Island branch of the Wudang Clan so the Scion could learn Daoist practices. Little Mao quickly learned that he excelled at intercession: the process of being a go-between for spirits and humans — a skill invaluable among the Shen and their sprawling

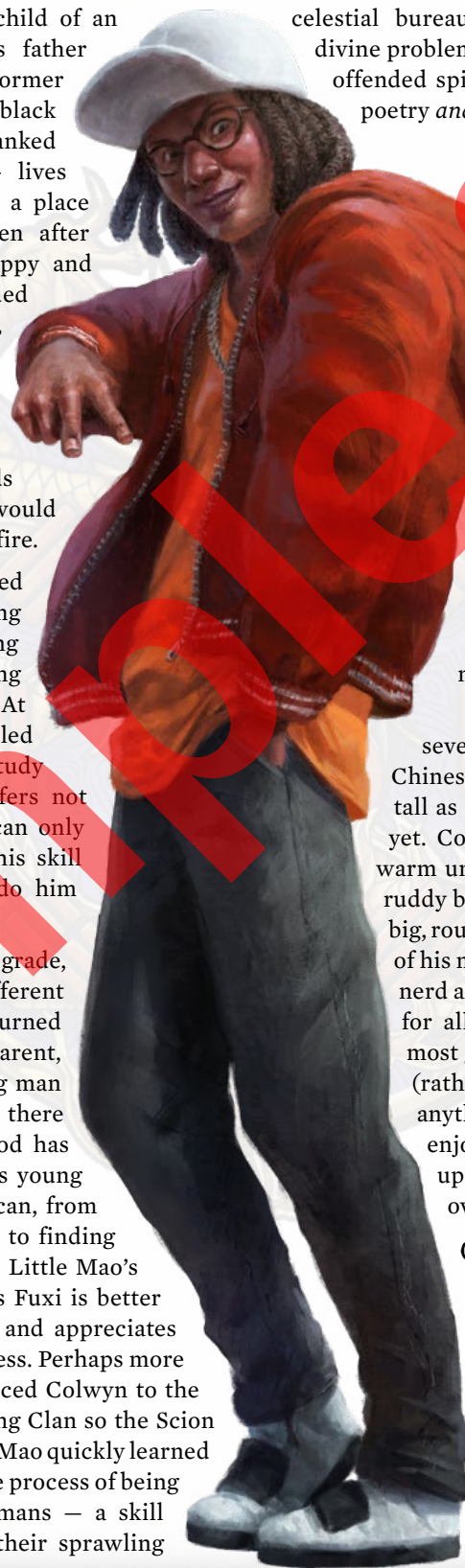
celestial bureaucracy. Sometimes, he's solved these divine problems with a friendly rap battle, calming an offended spirit down with an offering that is both poetry and music.

When he's not acting as an intercessor for the divine or facing down mythological threats with his friends in the Band, he's working on his career as a professional DJ. Little Mao has a wildly popular YouTube channel featuring all his remixes ("Like, comment, subscribe!") and a growing social media following. His fans travel from all over to see him perform in clubs in the city (but not on a school night). "Little" isn't just his Chinese nickname or a reference to his age and height, it's also his stage name. He's the youngest member of the Band, just seventeen, and is treated like a little brother by most of his Bandmates.

Description: Little Mao is a seventeen-year-old young man of mixed Chinese and black descent. He's short, about as tall as Rose, but insists he's not done growing yet. Colwyn's skin is a mid-tone brown with warm undertones; he has dark brown eyes and ruddy brown hair he keeps in dreads. He wears big, round glasses and is never seen without one of his many snapback caps. Little Mao is a total nerd and loves to dress wearing paraphernalia for all his favorite fandoms. Though unlike most geeky types, Colwyn loves bright colors (rather than a daily black t-shirt) and wears anything loud and eye-catching. He also enjoys wearing comfortable clothing: zip-up hooded sweatshirts, baseball tees or oversized t-shirts, and jeans.

GUIDE

Demigod of Confucius: Asset Skills: Academics, Leadership; Guide Stunt (1-3s): Gain an Enhancement equal to successes spent to the next action you take in the current session to either follow instructions or advice from someone of higher Tier than you, or lead or advise someone of lower Tier than you; Purview: Order; Calling; Sage.



RELICS

Red String of Fate: Little Mao may have one additional Fatebinding Condition beyond his dots in Legend.

Jade Seal: Purview: Order; Motif: *"I'm going to need that in triplicate."*

KNACKS

A Purpose: Little Mao has dedicated himself to the purpose of defending the weak. Whenever he takes an action to further this purpose (such as sticking up for kids getting bullied, to stopping a mythological monster from hunting mortals), he gains Enhancement 1 to all applicable rolls and to any Stunts, including Stunts gained from Knacks.

A Warning: Little Mao can sense the presence of danger. You can double the successes on any roll you make for him to detect ambushes or discern if someone means harm. Spend a momentum to do this unless Little Mao is protecting his charge.

Presence of Magic: Little Mao always knows when he is near an object or place of magical or sacred significance. The player may ask the Storyguide if an object would meet the criteria, and they must answer honestly: "yes" or "no." He does not need to roll Occult to identify magical items.

We Go All Night: When Little Mao works on a creative project (recording a remix, editing a video) he can work without ceasing for one full day. He must rest for a day after completing this work.

Wireless Interface: Electronic devices respond to Little Mao without him needing to touch them. They must be powered on and functional, but Colwyn can use one device (his phone, his tablet, his laptop, or even his turntable or soundboard) with his hands free. If he takes other, unrelated actions (such as fighting), he must make a mixed action roll.

PURVIEWS

Artistry (Musical Instruments): Little Mao can express himself through his music to communicate with anyone, even if they don't share a language. This can also bypass Complications that would be applicable for rolls involving ordinary conversation (such as avoiding being overheard). Only the intended recipient of the message can perceive it.

Tianming: He ignores all Complications from bureaucratic delay, from red tape to long lines at the DMV, or any other impediment to functional bureaucratic institutions.

BOONS

Celestial Promotion (Tianming): Little Mao imbues 1 Legend and targets himself or another person and grants them a title under the authority of Heaven such as "Peerless Foe" or "He Who Smelt it, Dealt It." This title is a Condition that is apparent to everyone who encounters the character. It provides +2 Enhancement on all actions to make plans but

imposes +2 Complication when it offends or displeases those working with the target. A character who dislikes their given title can resolve the Condition by making a dramatic action with significant consequences for their duties. If Little Mao recovers his spent Legend, the title ends.

Heartfelt Expression (Artistry): When Little Mao performs, he imbues 1 Legend and rolls Presence + Legend vs the target's Composure + Legend, and instills the performance with his current emotional state or feelings that inspired it. Any character that witnesses his performance increases their Attitude by 1 which does not stack with any other shift. The Attitude shift persists, even after the performance has ended.

BONDS

- **Donnie Rhodes:** Camaraderie 1
- **Horace Farrow:** Camaraderie 1
- **Omolara Muhammad:** Friendship 3
- **Rose Aishquaykezhick-White:** Friendship 1
- **Yukiko Kuromizu:** Camaraderie 1

Little Mao loves his Scion family. As he's something of a little brother figure to the other Scions, Colwyn harbors no negative feelings towards any of his Bandmates. He loves Donnie's sense of humor (and all the trouble Donnie encourages him to get into), plus Donnie likes to go to clubs, likes his music, and is subscribed to Colwyn's YouTube Channel. Donnie has promised to help Little Mao pick up girls. Or boys. Whatever.

Horace is like another father. Little Mao's dad is pretty great, but he loves his adoptive Band dad, even if he's gruff and cranky and fights with Omolara. Colwyn appreciates what he's trying to do and the way he shows he cares regardless, and they have a strong emotional bond, even if it's subtler than others.

One time, Omolara said she'd kill a man for him and then specified it didn't need to be a man. Little Mao is appreciative of his bold, dangerous new big sister and loves spending time with her. While they don't live in the same borough, they also don't live that far apart, so Little Mao makes time to visit and she does the same. She helps him with his studies, especially history and economics, and is always encouraging him to further his art and push himself.

Rose and Colwyn bond over their mutual ability of intercession. He doesn't talk to many folks who understand the importance of what he does — Rose not only appreciates his skill, but also has done the same and frequently coaches him through tips and tricks for dealing with spirits.

Yukiko recognizes fighting potential in Little Mao and they train together, sharing their differences in fighting styles. Little Mao is impressed with her unarmed combat skills and thinks she kicks serious ass. He enjoys their sparring sessions and knows he has a lot to learn from the seasoned fighter.

SCION

ORIGIN

Colwyn "Little" Mao

Name

Chronicle

Fuxi (Shen)

Player

Parent

SKILLS

☒ Academics	●●○○○	☐ Medicine	○○○○○
☐ Athletics	○○○○○	☐ Occult	○○○○○
☒ Close Combat Internal School Boxing	●●●●○	☒ Persuasion Rock the Mic	●●●●○
☒ Culture Street Knowledge	●●●●○	☐ 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

- ☐ New York State of Mind
- ☐ Martial Arts Master of Ceremonies
- ☒ Intercessor between Heaven and Earth (Pre-Visitation Scion)
- ☐
- ☐

Effects:

DEEDS

- ☐ Short
- ☐ Long
- ☐ Band

VIRTUE

○○○○○

KNACKS

A Purpose

CONTACTS

CALLING

Guardian ●○○○○

MOMENTUM

□□□□□□□□□□

HEALTH

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

Taken Out

NOTES

Birthrights: Followers: Wudang Clan (Heavy, Consultant) 4 (Access, Archetype, Mob, Savage)

Movement Dice: 5

Defense Roll: 2