

SECTION

PLAYER'S GUIDE

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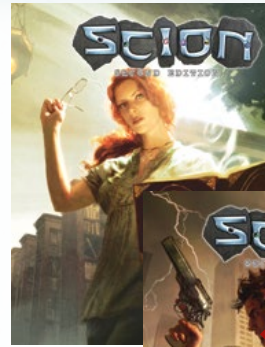
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INTRODUCTION

"I do not know whether there are gods, but there ought to be."

— Diogenes

There's more in Heaven and Earth than is dreamt of in your philosophy. More in Hell, more in the Underworld, more in the Terra Incognitae that hide in the secret nooks and crannies of the World. There's more than a kernel of truth to every story, and sometimes that truth lies closer than you think. The World is a place of magic and myth, of Heroes and their ever-greater deeds, of stories that might ensnare you and drag you along for the ride at any moment if you're uncareful — but The World is far more than just the Gods, the Scions of the Gods, and mortals.

No, for though mortal humanity has spread across the face of the World, has raised towers of glass and steel, has made purely-mortal wonders of stunning scope and complexity, they are not the only audience privy to Fate's grand tale. Mythic beings lurk just out of sight among the masses, hiding their true natures from the inquisitive eyes of humans (and especially from deifans!). Some carve out isolated homes for their own kind, and still others retreat entirely to Terra Incognitae, where things seem more as they once did. Sorcerers eke every last erg of mystic force out of the World that they can, often without care for where it comes from so long as it grants their desires. The children of the Titans struggle to reconcile their mortal nature with the inhuman power roiling within them and bleeding out into the World, torn between a terrible doom and the hope of apotheosis, forever living in the shadow of annihilation. Prophets whisper secrets into the ears of any who will listen, building quiet empires and shaping the destiny of the World. Saints make Virtue a weapon potent enough even to face down the Gods themselves, and pull mortals along in their spiritual wakes.

This is the story of the World you haven't been told, the story of those who don't tend to get the headline role. Now is your time to stop waiting in the wings, to take center stage and let your dramas rise to the occasion. This is your story now, and it's got more than enough twists and turns to satisfy even Fate.

LIVING IN SHADOW

Scion is a game of narrative action, of larger-than-life heroes (or Heroes) doing the nigh-impossible, of the universe itself (or Fate, at least) steering things toward ever-greater and ever-more-dangerous spectacle. Scions, with divine ichor running through their veins, are called to that sort of thing, impelled by Fate towards greatness even if they never embark on the road towards apotheosis. Belief, heroism, destiny — the struggle against Fate, against the weight of the past, to determine one's own future — this is all the stuff of **Scion**.

But there's another side to that coin, a different kind of tale that doesn't end with a throne in Heaven if one plays their cards right. To be a Denizen, a Sorcerer, a Prophet, a Saint, or even a Titanic Scion is to have a rougher life, without the blessing of a divine parent looking out and pulling strings. A lucky few might, to be sure, make such connections, but they're not born with them. What they have, they more than likely built for themselves, and it was no simple task.

One might think this gives these outsiders a measure of freedom — no patron, no demands, no responsibilities. Nothing gained, nothing owed. But what of Titanic Scions, empowered by inhuman beings to fight in the Titanomachy with no thought given to their place in a future beyond it? Can a Sorcerer, who has glimpsed the keys to remaking their life, turn away from expending everything they are to have it? Is a Prophet who knows what will happen if he doesn't act truly free? Is a Saint, embodiment of and empowered by Virtue, not bound by that Virtue? Is a Denizen not marked, indelibly, by who and what they are? Truly, though they may not occupy Fate's grandest designs, they are nevertheless subject to its whims, as are we all.

To be any of these beings — be they mythic or a mortal who has seized myth's reins for herself — is to walk a different path, to be an outsider in much of the World, but to do it on one's own terms. Prophets and Saints can change the world, for all that they're mortal, though it may cost them everything and more. Sorcerers can reach terrifying heights of power so long as they're willing to pay a commensurate price. Titanic Scions stand at a crossroads — become the monster, or fight against everything in your divine nature to become something else? Denizens live in parallel communities, or alone amongst the throng of humanity, with their own needs, their own problems, and their own solutions.

Ultimately, this is a book that's largely about playing the people who don't get the spotlight, or, if they do, don't find it casts them in the best light. The children of the Gods, for all they're pawns of their divine parents, are beloved (or at least known and respected) the World over in myriad ways, the subject of documentaries, books, and fancams. Such is not your lot, or at least, not without far more work than Scions must put in to get it. This is a book about finding a place for yourself in a world that isn't for you, and making your mark on it nevertheless, however you must. Whatever shape that journey takes, and whatever vicissitudes Fate has in store, it's about taking that next step, and the one after that, and so on down the line, the journey and the destination one and the same.

Be yourself, as best as you can, however you can — and to hell with anyone who stands in your way.

HOW TO USE THIS BOOK

Scion Player's Guide: Saints and Monsters is a companion to the core **Scion** books (**Origin**, **Hero**, and **Demigod**), providing new options or expanding upon options in those books for playing non-Scion characters at each of the various tiers of gameplay. Each chapter in this book focuses on a specific kind of being, and has its own self-contained character creation section.

- **Chapter One: Heroic Compendium** adds two new Callings, Outsider and Shepherd, providing yet more roles for your characters to play in the legends their lives will become. It also details two similar kinds of empowered mortals, Saints and Prophets. Both take relatively small quirks — the ability to see the future, or the ability to channel Virtue — and use it to affect change in the World around them. Don't take these mortals lightly, children of the Gods, for Prophets have seen all your tricks and are prepared for them, while Saints will simply shrug them off.
- **Chapter Two: Denizens** centers on mythic beings like centaurs or satyrs who share the World (or Terra Incognita) with mortals. They may be mortal themselves, or bound to the land, or simply Not Quite Ordinary. They have their own needs, their own traditions, and their own cultures — and must find a way to make those fit in a World increasingly dominated by mortal humans.
- **Chapter Three: Sorcerers** details mortals who beg, borrow, or steal the fire of the Gods and work miracles with it. Power isn't free, though, and Sorcerers always pay a high price for theirs. Some cut a deal, others bind themselves to powerful Relics, and some walk inhuman paths, all in the name of the power to make or take what they desire.
- **Chapter Four: Titanic Scions** gives the children of the Titans their due. These Scions have inhuman ichor running through their veins, ever pulling them away from their mortal nature. The tools of their incomprehensible parents, few outlive their usefulness in the Titanomachy, for their masters have little desire for more peers. It's not all doom and gloom, though, for Titanic Scions are still children of divinity, and are still able to choose to strive for a divine apotheosis.
- **Chapter Five: New Rules** presents new rules for use in Scion games. Supplement Birthrights with Edges, perks that reflect special training or traits, or use a lifepath system to create your characters. Mythic Scion showcases a variety of rules modifications to streamline the Storypath system, boost the narrative sway of your character, and even make wagers against Fate itself.

MORE INSPIRATIONAL MEDIA

The following media present excellent inspiration for **Scion** stories having to do with Denizens, Sorcerers, and the other sorts of characters this book concerns.

ANIMATION

Gargoyles: Cursed to remain stone for a thousand years, the last remaining gargoyles awaken half a world away and must cope with the changes that have happened while they've been asleep. The world has forgotten them, forgotten magic and the things it now calls myth. Where does a flying creature that turns to stone by day fit into that? Think of it like a trip from Terra Incognita, many of which could easily pass for 10th century Scotland, to downtown New York City, an experience more than one Denizen has gone through.

Hilda (Comic and TV Series): Hilda lives in a world where trolls are a public safety hazard, elves are her (admittedly reclusive) next-door neighbors, and maintaining a positive relationship with one's nisse (a house spirit) is an essential lifehack for a well-kept home. It's marvelous family-friendly Scion inspiration however you look at it, but it's an especially good example at how Denizens can live among humans in the World without said humans paying them much mind or even necessarily noticing — which often causes problems the heroine and her friends have to solve.

CINEMA

A Dark Song: This horror film centers on a ritual conducted by two people with the intention of summoning a guardian angel to allow a mother to speak to her dead son. The ritual is brutal and agonizing, taking its toll on both the ritualist and the postulant, and driving both to the very edge of reason. Watch this film for a perfect demonstration of the price sorcerers must pay for their power — though, go in prepared, because it's a rough ride.

The Fly (1986): One of Cronenberg's best, this film's depiction of Seth Brundle's transformation is a science-fictional analogue for the life of a Titanic Scion. At first, the telepod accident seems like a blessing, giving him enhanced strength and stamina, but as time goes on and the changes become more and more profound, the ultimate consequences of his condition become horrifyingly clear. Most Titanic Scions, of course, won't turn into enormous fly-monsters — they have other fates in store, few of them as clean-cut.

The Matrix: Neo's journey from ignorance into knowledge, and from knowledge to true liberation of thought, is a perfect example of a Saint awakening to and channeling Virtue. Agents, once an existential threat, become powerless against him. In further films, his presence and charisma, subtle though they may seem, provided

guidance and hope to his community; in the end, his martyrdom brings salvation for humanity. He grapples with things far larger than himself and emerges victorious, not through strength of arms but through commitment to what he believes.

NOVELS

Dune, Dune Messiah, and Children of Dune, by Frank Herbert: Prescience — the ability to see the future — is one of the cornerstones of how the Dune universe works, commodified and distilled into spice. Paul Muad'Dib's own prescience shows him a path, less terrible than the others but still terrible, that he feels

compelled to walk, and when he can walk it no more, his children take up the task. It's the perfect example of the pressures Prophets feel and the changes they leave in their wake.

Winter Tide, by Ruthanna Emrys: Turning Lovecraft's "The Shadow Over Innsmouth" on its head, *Winter Tide* casts the last survivors of the Innsmouth Raid as its protagonists, as they try to piece together the remnants of their heritage in the shadow of the Cold War. It's a darker look at the Denizen experience — even in the World, humans aren't always understanding or accepting of their mythic neighbors.



CHAPTER ONE
HEROIC
COMPENDIUM

“Whither the fates lead virtue will follow without fear.”

— Marcus Annaus Lucanus

To hear some tell it, a Hero is a tightly constrained definition, one born of divine ichor and channeled down a few predetermined paths. This is far from the truth. Heroism, in the broad sense, is the heritage of any willing to sacrifice and strive to see their will done, and there is no shortage of such individuals in the World — even among mortals.

In this chapter, we introduce two new Callings: the Outsider and the Shepherd. The former is as likely to be recognized as a villain than as a hero, while the latter is more concerned with working at a remove and allowing others to claim the heroic mantle (if not necessarily a Mantle). We also expand options for playing Saints, mortals empowered to semi-divine status via their superhuman Virtue, and Prophets, mortals able to perceive (and manipulate) the web and weave of Fate itself.

NEW CALLINGS

Eleven Callings covers the majority of mythic archetypes, but there's always edge cases, stories and characters who don't cleanly fit into one category or another. Having more than one Calling, of course, helps ameliorate that, but still, there are a few core tendencies unrepresented.

The following Callings are optional, and may be used by Scions, Gods, or any other being able to access divine Callings. They may be chosen as usual during character creation, or acquired through the appropriate Deeds by shedding another Calling.

OUTSIDER

Every family and pantheon have their black sheep, those who distance themselves (or are forcibly distanced) from their kin. In some stories they may be cast as Tricksters, ever the cause of problems the Gods must solve. More often, though, they exist outside the pantheon's social order entirely, exiles or black sheep intentionally working to upend it, going well beyond the

boundaries kept by their Liminal kin. Occasionally, an Outsider may even be tantamount to Titans, thorn in the side to their brother and sister gods, and perhaps are key figures in the stories of the end times. For each tale of one of Loki's (relatively) harmless pranks, there is another where they're the murderer of Balder or the parent of the monsters who fight the gods at Ragnarök. An Outsider is Legendary for how they ride that line, a member of their family, but standing against them at the same time. An Outsider often bucks the roles of tradition, prosperity, and sometimes, morality.

While the Outsider might be alluring for those who want to strike out on their own, one must remember that it's often their relationships that make them who they are. They need a foil: Loki has Thor, Sun Wukong has damn near everybody, and thus you, too, need the bonds of your bandmates to fulfil your role as the Outsider.

Skills: Integrity, Occult, Subterfuge

Example Keywords: Loner, mountebank, cheater, troublemaker, black sheep, outcast

Fatebinding Roles: Balm, Rival, Nemesis

Example Gods: Ama-no-Uzume, Ares, Chang'e, Chernobog, Circe, Coniraya, Dionysus, Donn, Erlik Khan, Huehucocoyotl, Loki, Nergal, Obatalá, Prince Nezha, Pukawiss, Set, Sun Wukong, Tāwhirimātea, Tezcatlipoca, Tsukiyomi, Veles

Failure Deeds: Allow a limitation to prevent you from reaching a goal, do what is expected of someone of your station, take a formal role within a group.

Adoption Deeds: Act in favor of your own good over those of the group, interfere in the goals of a member of the same pantheon as you, refuse to play by the rules.

HEROIC OUTSIDER

Outsider Knacks at the mortal level grant you the power to interact with groups that you are not a part of, be unnoticed by others, or fortify boundaries between

FUNGIBLE KNACKS

Outsider and Shepherd occupy niches that stand between several Callings — sometimes even overlapping with them just a little. Some players may be interested in Outsider or Shepherd Knacks that suit their characters, but not in the role these Callings play in stories. Alternately, a Storyguide may wish to focus on the 11 default Callings. In such a case, as Outsider and Shepherd are optional Callings, it's permissible to choose these Knacks without either Calling, as long as it makes sense for the character. Be sure to have the consent of the Storyguide and other players before you do so!

If someone at the table is using either optional Calling, this rule doesn't apply.

themselves and others. These Knacks are driven by the concepts of otherness and bending the generally accepted rules.

- **I Can't, You Say:** Once per session, you may reroll a failed roll. You gain a +1 Enhancement to the roll if that failure was a botch. If another character advised against that course of action or said you would fail, gain +2 Enhancement.
- **Lovable Scamp:** When an action you took would cause a character's attitude to drop, make a Knack Roll. Each success on that roll negates one level of Attitude reduction. With additional successes, the target gains a +1 Complication, which applies to any future Intrigue action targeting your character. Until they buy the Complication off, no action you take can lower their Attitude toward you.
- **Narrow Trolling:** When you cause a character's Attitude to drop, it only drops for you, and the character's Attitudes toward the rest of your Band raises.
- **Exceptions that Prove:** When interacting or entering a Field with a Complication on it, once per scene, spend Momentum and ignore that Complication. If you are alone (not within line of sight to another character, separated by impassable barriers, etc.) do not spend Momentum.
- **There's no I in Team:** When a target tries to affect multiple people in an effect that includes you, spend Momentum to exclude yourself from the effect.
- **Master of Interference:** Once per session, when you compel another character's Fatebound Storyguide character, you gain one Legend and that character gains two points of Legend instead of one.
- **Petard Hoister:** When you uncover an otherwise secret plot, you gain a +2 Enhancement when interacting with the plotter or the effects of the plot as it's set into motion. This effect ends once a day in game time has passed from the Enhancement's first use or if anyone else outside the plot becomes aware of it.
- **With Friends Like These:** When a Scion, God, or Legendary Creature of your pantheon tries to engage with you socially, you can spend Momentum and make a Knack roll. On a success, the target gains a +2 Complication which applies to any Procedural or Intrigue roll involving you. If not bought off, you will be drawn into the target's scheme, taking some of the credit (or blame) and bringing notice to their plot.

IMMORTAL OUTSIDER

- **Black Sheep:** When another character uses Scent the Divine or a similar ability, you present as a member of any pantheon you wish other than your own.
- **Fate Twister:** When interacting with a Fatebound character, make a Knack skill roll. If you roll a number of successes equal to or greater than the Fatebinding's Strength, their Fatebound condition becomes Jinx for the session. This Knack cannot be used on a Fatebound character with the Imperiled, Nemesis, Rival, or Traitor conditions.
- **Friendly Face:** Once per session, you may declare yourself an ally, companion, or otherwise connected with an individual, and sever that individual's tie to a group or Path they possess. You must openly act on their behalf or otherwise prove your ties in order to do so. This effect lasts for the remainder of the session.
- **Nowhere Man:** Efforts to find or track you automatically fail unless supplemented by some form of magic (a Knack, sorcery, etc.), in which case they suffer from a +3 Complication that, if not bought off, warns you that you're being followed.
- **Outside Looking In:** While you are outside of a building or room, you can spend Momentum to see and hear as if you were within said room or building, provided someone you know is within it. These senses last for one scene, or until you relinquish it, and you cannot see or hear normally for the duration.

SHEPHERD

Every hero has a hype-up person, their trainer in their corner, the person who believes most that the hero can complete any challenge put before them. Shepherds are those Gods, and their Scions play those supportive roles. They don't do the work for their Wards, as that would deny them glory and victory they would otherwise earn with their strength and cleverness. Nothing worth doing gets done easily, after all, and there's a reason why some of the most famous stories in myth and history are the trials and tribulations of one hero or another, but always feature the person who starts them on the path. Even as the shit hits the fan, your Shepherd is always there, making sure you can make it through. You may be beaten, battered, and worse for wear, but no one can say victory isn't yours.

Skills: Empathy, Integrity, Leadership

Keywords: Ally, guide, coach, trainer, pusher, organizer, quest giver, cheerleader, support

Fatebinding Roles: Apprentice, Boon Companion, Nemesis

Example Gods: Amaterasu-Omikami, Apollo, Athena, Aset, Bast, Brigid, Centeotl, Chasca, Chicomecoatl, Chinggis Khan, Confucius, Djehuty, Doluvan Edugen, Enlil, Eriu, Éshú Elégbará, Fuxi, Ganesha, Geezhico-Quae, Hachiman, Heimdall, Hera, Heru, Huītzilōpōchtli, Íbejí, Indra, Jayaghaghtsi, Karttikeva, Lugh Lámfhada, Mama Cocha, Mama Killa, Morémi, Nimhursag, Ninlil, Nuada, Odin, Ōkuninushi, Pele, Persephone, Quetzalcoatl, Rehua, Rongomātāne, Set, Shamash, Sin, Susano-O, Takemikazuchi, Umai, Vichama, Vishnu, Xipe Totēc, Yandi Shennogshi

Failure Deeds: Allow your Ward to fail, knowingly give bad advice to an ally, take the spotlight yourself, turn on your Ward.

Adoption Deeds: Expend yourself in the service of another, give wise counsel, put yourself at risk to aid an ally.

HEROIC SHEPHERD

Shepherd Knacks at the mortal level have the power to choose a Ward and support them, allowing them to shrug off wounds or effects that would otherwise be debilitating, or Fatebind them with others with relative ease. These Knacks operate on the concepts of allyship and aid. Your ward may be a bandmate, if that player and your Storyguide both agree, but under most circumstances, they will be a Storyguide character.

- **A Friend to All:** You and your Ward may have additional Fatebinding Conditions over the limit set by Legend, equal to the difference in tier between you and your Ward.
- **Aim For My Mark:** You gain access to the following stunts, which may be used in close and ranged combat:
 - **Weak Point (1s):** On his next attack, your Ward may purchase the Critical stunt at a discount equal to the difference between you in Tiers (i.e., if he is a mortal and you are a Hero, it costs 3s; if you were a Demigod, it would cost 2s).
 - **Find the Opening (2s):** The opponent's Soft Armor doesn't apply to your Ward's next attack.
- **And My Shield:** When you take a Full Defense action and your Ward is within short range, he also doubles his Defense pool.
- **In the Nick of Time:** If your Ward is attacked within your line of sight, you can spend Momentum to instantly move to him.
- **Leading by Example:** When your Ward gains a Complication, you may choose to suffer its consequences, and may overcome the Complication with any roll, even unrelated ones. If you successfully overcome the Complication, your Ward gains

Enhancement on their next action equal to the Complication's rating; you gain half that, round up.

- **Matchmaker:** Instead of using your once per session ability to acquire a new Fatebinding, another consenting player or a Storyguide character may use that ability instead.
- **Taught You Everything I Know:** Once per session, when you spend a scene training your Ward, make a Shepherd skill roll and note your successes. For the remainder of the session, you may spend these successes for any of the following effects, once per turn, so long as they mirror an aspect of the training you provided.
 - **Just Like in Training (1s):** Grant +2 Enhancement to your Ward's action
 - **You Won't Stop Me (2s):** Negate any Complications or Conditions your Ward is suffering for the remainder of the turn, including Injury Conditions.
 - **I Can Do This (variable):** When your Ward spends Momentum, add an additional die for every Momentum and success spent. If your Ward is an SGC, you may spend Momentum on their behalf for this roll.

IMMORTAL SHEPHERD

- **My Senses are Tingling:** You are aware if any Storyguide characters you meet have the Jinx, Nemesis, Rival, or Traitor Fatebinding Condition with your Ward or your Bandmates, but not which Condition they have.
- **Out of the Frying Pan:** If your Ward is Taken Out within your line of sight, roll a Knack Skill. On a success, they negate the damage after Armor is applied and are not Taken Out. You may use this Knack a number of times per Episode equal to the difference in tier between you and your Ward.
- **Punching Above Your Weight:** Once per episode, you may spend Momentum when your Ward makes or defends against an attack. They make that action at Scale equal to the difference in tier between you and him.
- **Wise Counsel:** While together in a Procedural scene, if your Ward is rolling to do research with a Skill they do not have any dots in, you may spend Momentum once per session and make a Knack Skill roll. They make their research roll as if they have a number of dots equal to the number of successes you rolled, up to five.
- **You Can Do This All Day:** When your Ward is trying to buy off a Complication, spend Momentum and make a Knack Skill Roll. Your Ward may spend successes from this roll to buy off that Complication.

THE SMELL OF SAINTHOOD

Saints can be detected by Scent the Divine, but only while they are Virtuous. While they do not have the Virtuous Condition, this Knack cannot tell them from normal mortals. A Virtuous Saint, however, mixes the scents and sounds of the pantheon whose Virtues they share with the scent of human sweat and the sound of indistinct human voices.

SAINTS

Saints are not chosen by the Gods, nor do they wield divine power. They are culture heroes, but they are not Heroes. They are human, quintessentially and completely. While many are moral paragons, they don't have to be, and no small few are terrors. One of the most famous Saints is Amergin mac Mil of Ireland, whose power drove the Tuatha out but who is no more a paragon of modern morals than any of his foes.

Saints, instead, embody the values of their culture. While they share Virtues with the pantheons of the World, a Saint whose Virtues are Kinship and Egotism need not worship the Theoi nor be Greek. Instead, they must embody those Virtues and derive from a community that holds them to be important. Saints are the voice of their community's beliefs and values, as manifested in Virtue. They lead by example, showing others the path that they could take, if they only had the will and the Virtue to do so. They are often champions of their community, but sometimes grave enemies of it if they feel that their people are not living up to their own values.

MECHANICS

Saints are described briefly in **Scion: Origin** (pp. 162–163), but the Saint Path is distinctly different from other Supernatural Paths. A Saint has the following traits, in addition to the Virtue track described in **Scion: Origin**:

Cardinal Virtue: When a Saint's actions cause them to move on their Virtue track, they move twice as far as normal. Thus, a Saint can only occupy the endpoints or exact middle of the Virtue track. Saint Knacks may refer to a Saint's Virtue rating; this is either 3 or 1, depending

on whether the Saint is currently at an endpoint or the center of the track, respectively.

Humanity's Finest: A Saint cannot be a Scion and cannot gain Legend unless they are also a Sorcerer (p. 60). In most cases, a Saint will not have any other Supernatural Paths, but if the other players are fine with it, it's possible to combine them. If a Saint ever gains access to a Marvel or Boon with a Legend cost via a Birthright, they activate it by immediately ending the Virtuous Condition and returning to the center of the Virtue track.

Culture Hero: While a Saint cannot gain Legend, they are able to have up to three Callings. Whenever a Band's members would gain Legend, a Saint in that Band gains one dot to spend on Callings at appropriate Legend dots, either Saint or up to two others, as if they had gained Legend like their Bandmates. When they first enter Hero Tier, they gain 4 dots of Callings despite remaining a normal human, for a total of 5 dots. All of their Callings must have at least one dot.

HERO TIER

Fated Exemplar: Saints do not have Legend or Omens, but can still have Fatebindings. A Saint may have a number of Fatebindings equal to their Saint Calling rating. Any time a Fatebinding would cause the Saint to gain Legend, they instead inflict the Virtuous condition on the Fatebound Storyguide Character; if the Saint is currently Virtuous, it applies to the same Virtue. Otherwise, the Saint selects one of their Virtues for the condition to apply to. Any time that the Saint's Legend would be called for when dealing with the Fatebound for any reason, use the value of the Saint's Saint Calling instead.

VIRTUOUS

You are suffused with the philosophy of your culture's ethos. While this grants you additional power and puissance, it also limits your ability to act freely.

Effect: Every point of Momentum you spend to augment a roll with a Virtue generates two dice. However, you must continue to act and fulfill the pantheon Virtue, and you cannot act against it.

Momentum: Every time your adherence to your Virtue causes trouble, add another point of Momentum into the pool.

Resolution: Reinforcing the opposing Virtue resolve the Condition. Note that this can only occur with an action that reinforces the opposing Virtue without contradicting the Condition's effect.