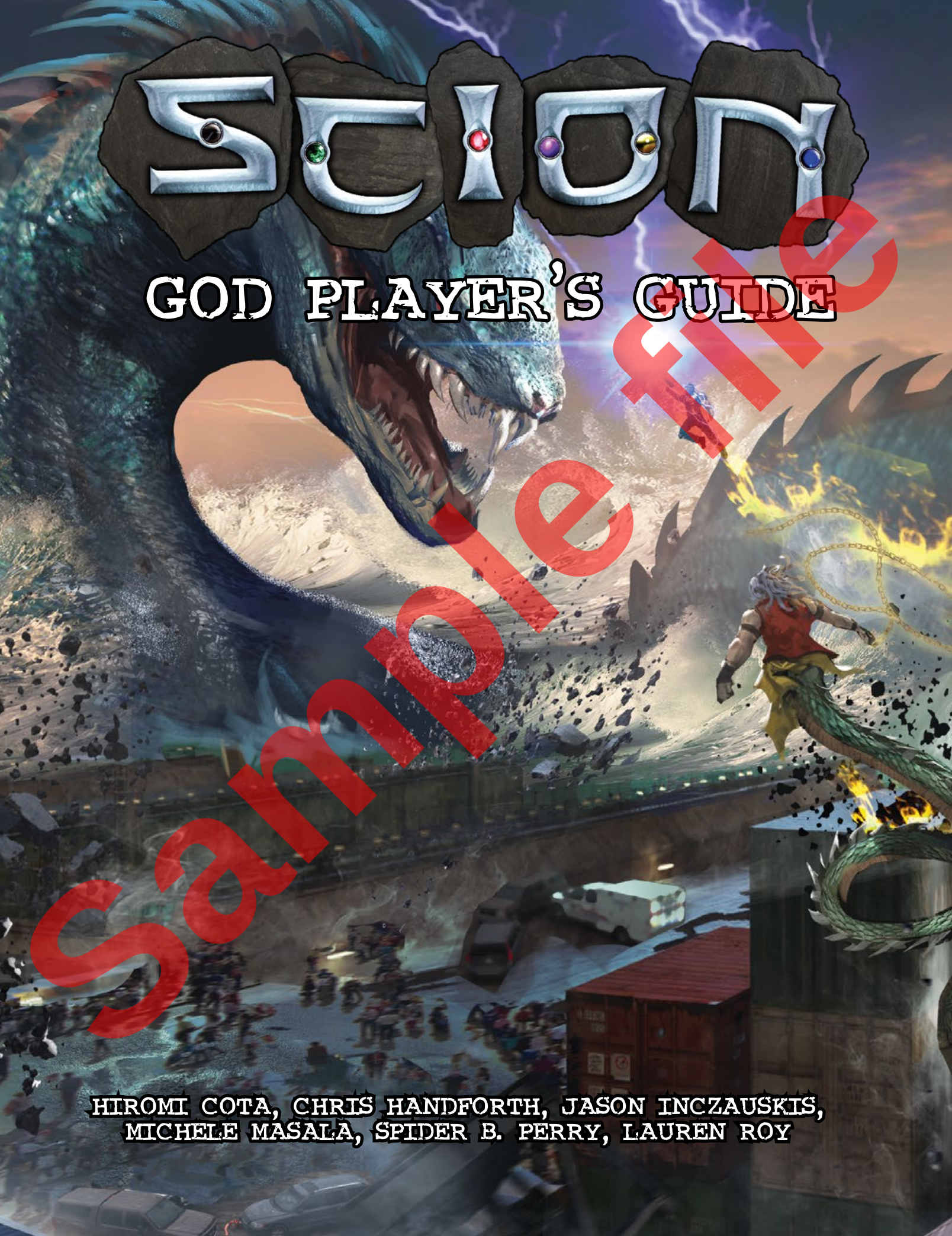


SECTION

GOD PLAYER'S GUIDE

OPTIONS FOR
GOD-TIER CHARACTERS

SCION

The background of the cover is a dynamic illustration. A massive, blue-scaled dragon with a long, segmented tail is breathing a stream of fire from its mouth. The dragon's head is in the upper left, and its body extends across the frame. In the lower right, a character with long white hair, wearing a red tank top and yellow pants, is shown in a dynamic pose, seemingly fighting or dodging the dragon's attack. The character is surrounded by a green, vine-like energy. The scene is set over a city at night, with buildings, cars, and a large red shipping container visible in the foreground. The sky is dark with purple and blue lightning bolts. A large, semi-transparent red watermark with the word 'Sample' is oriented diagonally across the center of the image.

GOD PLAYER'S GUIDE

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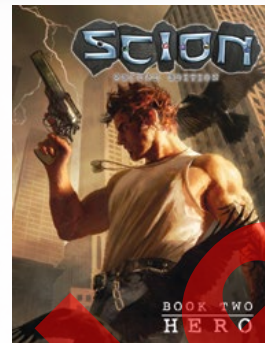
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INTRODUCTION

To mortal men the gods allot woes which cannot be foreseen.

— Apollonius of Rhodes, Jason and the Argonauts

Tier 4. God Tier. It is the space where the veil between **Scion** and the players' imaginations is the thinnest. If you can dream it, your character can do it. Realm Conditions are deliberately left wide open, allowing players to form their own rules for their Terra Incognitae, creating Realms whose physics and imagery look nothing like our world or even the most fantastic areas of the World. Of course, infinite freedom is sometimes its own problem; it's often impossible to select from the endless possibilities.

That's where **God Player's Guide** comes in. The choices are still infinite, but curated lists and procedural steps help players find what they want out of their characters. And deep dives into the core concepts of God-Tier games will help **Scion God** games become as complex and exciting as the people playing them.

WHAT'S IN THIS BOOK?

Scion: God Player's Guide clarifies and expands the rules constellated around the creation of Gods and their Realms, the battles of Gods & Titans, and the potent panoplies of the Gods.

- **Chapter One: The Stuff of Gods:** Rules on the essential aspects of God-Tier characters, including creating Gods, Titans, and Dragons from scratch or through upgrading a previous character. The chapter also details Incarnations in detail, including

how they're made, unmade, and how they can escape from their divine patrons. Lastly, it details how Mantles work for Gods – how they're created, won, and hoarded away by Dragons.

- **Chapter Two: The Gods' Stuff:** Rules and examples of Gods' belongings, namely Cults, Realms, and other Birthrights. The chapter delves into how Gods and Titans war over Realms and the daily problems of Realm upkeep, as well as the many ways that characters can customize their Realms to better suit them. Like Realms, Cults can become battlegrounds for Gods, with characters employing trickery to mislead or steal another's believers. The Birthrights section clarifies and expands the options available to players' Gods.

WHAT'S IN A NAME?

For brevity's sake, we often use the term "God" here to refer to Gods, Titans, Dragons, Mythos Gods, and any other God-Tier characters that may exist in the future. In cases where a rule only applies to a subset of Tier 4 characters, they are specifically named.



CHAPTER ONE
THE STUFF
OF GODS

Just because you're the god of vengeance doesn't mean you have to be some brooding cliché, forever cackling to yourself and totting up what you owe to whom. Choose how your nature shapes you. Embrace it. Find the strength in it.

— N.K. Jemisin, *The Kingdom of Gods*

This chapter covers the three major aspects of having a God character: creating Gods and upgrading characters that achieve Apotheosis, expanded rules and player advice for Incarnations, and a deeper exploration of Mantles.

GOD CHARACTER CREATION

Whether you're starting a game with characters who have already achieved Godhood or bringing a new player into a long-running campaign, the process for creating a God follows Scion's character creation steps. This guide assumes players are creating a Legend 9 God; the table in the "Even More Legendary" section below offers additional values for characters at Legend 10 and up.

STEP ONE: CONCEPT

The character's concept describes who they are at their core. This might be a few evocative keywords, like "Good-Natured Trickster God," or a phrase such as "Protector of the Reefs." For God characters, think big: What are they renowned for? What do worshipers ask for when praying to them? How are they depicted in myths? Do stories say they have a quick temper, or offer wise advice? Are they constantly getting into trouble and needing their friends to help them out of it?

When a Demigod achieves Apotheosis, the World adjusts so that character has *always* been a God. However, as a player, you might want to think a bit about how they got there. Is their Godhood new, or have they been doing this awhile? Do they represent a particular aspect of their divine parent, or have they split off into a completely new deity?

You don't have to have all the answers right away, but jot down a few ideas to start. You can return to this step throughout character creation, either to add more to the concept or to use what you've noted to determine other traits.

Choose three Deeds: one short-term, one long-term, and one Band or group Deed. At the start, these may be loose ideas to help build your character; feel free to adjust them or replace them if your concept changes, but make sure to tell your Storyguide if you alter them before the game begins, so they can plan accordingly!

A FRESH START

The composition of players and their characters at your table might change over time, even during a long-term campaign. New players might join the mix. A long-standing member might decide to retire a beloved character. The Storyguide could rotate in as a player. When players are creating a God for a game involving characters who have been together from pre-Visitation through Demigodhood, it's worth figuring out how they'll fit into the story. Keep the following questions in mind during Session Zero:

- Which of the new God's Deeds have the other characters heard of? Maybe a couple of their Legendary Titles ring a bell, or often trend on social media.
- Have their paths crossed before? Maybe during their Hero days, they teamed up to defeat a Titanspawn. They might have been on a panel together at a Deifan convention or competed in a contest of strength at a festival dedicated to the Òrìshà.
- How do their interests align with the Band's? This might be something the characters discover in the first few sessions, but it's good for players to know up front, to find opportunities for bonding — or even forming Bonds.
- If there'll be friction, set the parameters. For example, if both the new God and an established character share the Death Purview, their opinions on how to run an afterlife might differ. Players should discuss up front what form this takes — is it merely good-natured bickering or actual tension? — and how they want to handle it.

Character Creation Example: Beth decides she's going to create a new character named Abby, who was a storm chaser and a Scion of Chac in her mortal life. She's earned her Godhood recently, representing Chac as a protector, especially of those whose lives and livelihoods are affected by storms. Beth thinks this might extend to people in places where climate change has altered storm patterns and intensities, though she's not sure about that aspect just yet. She makes a note to discuss it with her Storyguide later.

She chooses "Listen to prayers" as a short-term Deed, in order to learn what Abby's worshippers' concerns are. For a long-term Deed, Beth writes down, "Right an old wrong." She doesn't know exactly what this will mean just yet — maybe fixing a situation Abby failed at as a Demigod, or perhaps addressing something that her divine parent did. The players decide on "Establish/get control of a Realm" for a Band Deed. It gives them a place that's theirs and provides the Storyguide with ideas for some related story hooks.

STEP TWO: PATHS

Choose three Paths for your character (**Scion: Origin**, p. 95). The first represents your character's **origin**, or who they were before the game begins. Even if the character has been a God for a long time, consider how their mortal days might inform their current interactions with the World and their worshippers, and which age-old relationships still matter to them. The second is their **role**, often reflecting their Callings or another area of expertise. Lastly, the **Pantheon** Path describes their relationship with their pantheon. Each Path consists of the following:

- A short descriptive phrase.
- Three Skills associated with the Path. Pantheon Paths name two Skills, allowing players to choose the third.
- A Path Condition that triggers when you invoke the Path too often.

FAVORS FOR THE GODS

Paths grant the character group, access, and contact connections. Now that they're a God, the Path connections they relied upon as a Hero and Demigod aren't necessarily as vital. Where once they needed mortal allies to open certain doors for them, now the God can call up the resources or knowledge they need via their powers, Fatebindings, and other awe-inspiring feats.

Still, even a God can't do everything on their own, and sometimes having a friend in the right place at the right time is its own kind of miracle. When upgrading a character from Demigod to God, consider how their relationships to

and within their Paths have changed. Sure, they've shed their mortality (unless they've truly *always* been a God. See "Simply Divine," below), but their mortal experiences still inform who they are. A character with the Military Brat origin might have become a God of battlefield medics; how are their needs different now? How has their Role Path evolved? A character who was a detective might have moved on to solving divine mysteries instead of mortal ones. A pilot probably isn't flying their friends around the World all that often anymore; maybe they now ferry lost souls to the Underworld, or maybe they've taken on an entirely new role.

Likewise, think about how their role within their pantheon has shifted. Did they start out defiant and have now made peace with their divine peers? Or have their experiences put them even more at odds with the other Gods? Which of the pantheon's causes and concerns do they take to heart, and which do they think could use some updating?

Gods' Paths give players a chance to think big, not only about the Path itself, but also the benefits of those connections. **Group** connections might be other Gods who are on the outs with their pantheons, leaders of large organizations who understand what it's like to be responsible for the well-being of thousands of people, or celebrities who've had to adjust to the limelight. **Access** connections can grant the God entry into Terra Incognitae, let them gather rare items found only in certain Underworlds, or allow their Incarnations inside highly restricted areas in the World. **Contact** connections may be CEOs, rebel leaders, or the high priestesses in the God's Cult (p. XX).

NEW ORIGIN PATH: SIMPLY DIVINE

The character was never a Scion. They didn't have to prove themselves as a Hero or walk the path toward Apotheosis as a Demigod. They've always been a God; they remember how the myths came to pass because they *lived* those myths. Maybe this gives them a degree of distance from humanity their once-human colleagues don't struggle with. But maybe they feel closer to humans, because they're the ones who first shaped them. Instead of being drawn from their youthful human experiences, this Path's description might stem from a part they played in their pantheon's early myths. Were they constantly fighting with their divine twin? Did they shower blessings on the first humans, or did they create people that came *before* humanity came along, and they're still bitter toward the God who destroyed them?

Character Creation Example: Beth decides Abby's mortal Origin Path was "Kid with Her Nose in a Book." She decides to keep it, since Abby's not only learning everything she possibly can about Godhood, she's also still deeply invested in weather patterns in the World. Her Role Path used to be "Storm Chaser Extraordinaire," but now that she's protecting people affected by storms, Beth changes it to "The Distant Rumble of Thunder." For Abby's Pantheon Path, Beth goes with "Cheerful Rulebreaker," reflecting her relationship to the

K'uh and their reputation for looking at the World as their game board.

Beth chooses Academics, Culture, and Science as her Origin Path Skills. For her Role Path, she picks Empathy, Integrity, and Survival. Finally, Persuasion and Science are the K'uh Asset Skills, and she chooses Subterfuge to complete the list.

STEP THREE: SKILLS

All of the character's Path Skills are automatically maxed out at 5 dots. The player then distributes an additional 10 dots as they like. For any Skills above 3 dots, choose a Specialty (**Scion: Origin**, p. 59).

Character Creation Example: Beth marks down 5 dots in each of Abby's Path Skills: Academics, Culture, Empathy, Integrity, Persuasion, Science, Subterfuge, and Survival. To represent the experiences Abby had as a storm chaser, Beth gives her Leadership 3, Medicine 2, Pilot 2, and Technology 3.

She assigns Specialties for everything rated at 3 or above, writing them in parenthesis beside the Skill name. Abby's Specialties are: Academics (History), Culture (K'uh Culture), Empathy (Sympathy), Integrity (Standing Up to Authority), Leadership (Inspiring Speeches), Persuasion (Charming Nature), Science (Meteorology), Subterfuge (Bluffing), Survival (Severe Weather), and Technology (Weather Instruments).

STEP FOUR: ATTRIBUTES

Characters begin with 1 dot in each Attribute for free.

Then, prioritize the three Arenas (**Scion: Origin**, p. 97) as primary, secondary, and tertiary. Attributes in the primary category are maxed out at 5 dots. Assign 7 dots within the secondary category, and 3 in the tertiary. No Attribute can be higher than 5.

Next, choose one of your character's Approaches (**Scion: Origin**, p. 97) as their preferred method of handling most challenges. Add 2 dots to each Attribute in that Favored Approach. If any Attributes are already at 5 dots, reassign the extra dots elsewhere within that Attribute's Arena.

Character Creation Example: Beth had originally been thinking of Abby's past as a storm chaser and scientist as her strongest Arena. She realizes that while Abby's smart, she also describes Abby's personality as a force of nature. People didn't follow her into deadly weather because she knew about bombogenesis; they did it because they trusted her and caught her excitement. Beth chooses Social

as Abby's primary Arena. She picks Physical as her secondary, since storm chasing can be strenuous, and sets Mental as her tertiary.

Each Attribute starts with 1 dot. Beth fills in the remaining dots in each of Presence, Manipulation, and Composure, bringing each to 5. For Physical, she places 2 dots in Might, 2 in Dexterity, and 3 in Stamina. Finally, she places 1 dot in Intellect and 2 in Cunning. Resolve remains at 1.

She chooses Resistance as Abby's Favored Approach, adding 2 dots to Resolve. Since her Stamina's already at 4, she adds 1 dot to bring it up to 5 and places the leftover dot in Might.

Abby's final Attributes are: Intellect 2, Might 4, Presence 5, Cunning 3, Dexterity 3, Manipulation 5, Resolve 3, Stamina 5, and Composure 5.

STEP FIVE: CALLINGS AND KNACKS

Choose three Callings (**Scion: Hero**, p. 190). While these can echo the Callings of the character's divine parent, they don't have to — they've achieved their Apotheosis, after all, and are free to have a completely different set of Callings from their parent.

The character receives 9 dots to assign among their Callings. Each Calling must have at least 1 dot, but the other 6 can be placed wherever you prefer. No Calling may have more than 5 dots.

For each Calling, choose a number of Heroic Knacks equal to the Calling rating. The character can learn more but may only have as many Knacks active at a time as they have Calling dots. If a Calling rating is 2 dots or higher, you may instead choose one Immortal Knack in place of two Heroic Knacks.

All characters receive the Scent the Divine Knack (**Scion: Hero**, p. 224) for free.

Character Creation Example: Beth spends some time thinking about whether Abby has followed in her divine parent's footsteps. The Guardian and Leader Callings fit her pretty well — Abby acts as a protector of those in the storms' paths, and she inspires others to join her. While her activities around fighting climate change might also fit Chac's Warrior Calling, this is where Abby diverged from her parent. Her efforts to help people rebuild in the wake of catastrophic events and her larger focus on repairing the damage done to the World's climate fall much more in line with the Healer Calling.