

GIFTS OF THE TITANS



TITANIC POWERS AND BIRTHRIGHTS

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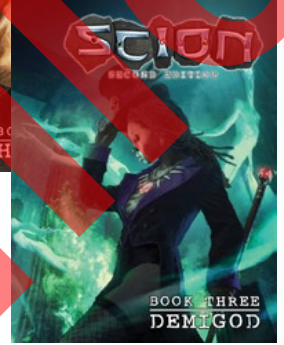
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INTRODUCTION

The master's tools will never dismantle the master's house.

— Audre Lord

The Gods paint the Titans and their Offspring as villains — manifestations of corruption and devastation whose existence is a blight upon the World. The way those Gods tell it, there's another Titanomachy on the way, and it's the Titans' fault for simply existing. If the Titans and their children are to mount any effective resistance, let alone change the narrative they've been forced into, they need weapons and tools of their own.

Not every divinity would agree with the prevailing narrative. Gods in pantheons like the Balahala and the Atua have more nuanced relationships with their Titans, and the Loa don't believe in the distinction between Gods and Titans at all. Plenty of Scions don't find it taboo to use a Titan's gifts; others are willing to overlook the distinction between divine and Titanic power when it suits their needs.

The battle lines are unclear. Smart combatants in the Second Titanomachy, or those who'd like to prevent it altogether, use every tool at their disposal to achieve their ends.

WHAT'S IN THIS BOOK?

Titans Rising gave players the option to portray the Titanic Scions, either opposing or alongside the Offspring of the Gods. **Gifts of the Titans** gives those Titanic Scions more options to explore and enjoy as they develop their Legend and attain their rightful place amongst their

pantheon. Although you have **Titans Rising** to thank for this book's existence, you don't need the former to make use of the latter. All the content in **Gifts of the Titans** works with or without **Titans Rising**.

Gifts of the Titans contains:

- **Chapter One: Knacks and Boons.** This chapter expands the range of abilities open to Titanic Scions with new Heroic and Immortal Knacks for every previously published Calling and Boons for every Purview. The material is inspired by Titans, but is equally suitable for the Offspring of Gods as Titans — Titans aren't all bad guys and Gods are far from universally good.
- **Chapter Two: Birthrights.** This collection of new Birthrights covers Creatures, Covenants, Creeds, Cults, Guides, Realms, Relics, and Sancta. It also introduces three brand new multi-form Birthrights, showing players and Storyguides how to adapt complex, multifaceted legends (such as Athene's owl or Camelot) into different forms depending on their needs and narratives.
- **Appendix: Relics Revisited.** This concise appendix brings together all the rules for Relic creation in one source. It covers every permutation of this Birthright from straightforward Relics for a newly fledged Scion to the complex Mythic gifts wielded by Gods.



CHAPTER ONE KNACKS AND BOONS

To us power is, first of all, the ability to define phenomena, and secondly the ability to make these phenomena act in a desired manner.

— Huey P. Newton

This chapter deals with the powers Titanic Scions wield, namely Knacks and Boons often associated specifically with Titans. Scions of Gods are not excluded from taking them, but other Scions, Gods, Titans, and even sufficiently informed mortals might associate them with Titans and their ilk. In stories revolving around conflict between Titans and Gods, using them can raise questions about which side of the conflict your character sits on. If you're playing a divine Scion, discuss these powers with your Storyguide before investing in them. This way you are aware of any social consequences that might follow.

A NOTE TO STORYGUIDES

Titans aren't all bad. Gods aren't all good (no kidding...). But not every being in the World believes that. Social consequences for divine Scions with Titanic powers aren't a default position; they're a way to express the "us versus them" views some Storyguide characters may hold.

Gifts of the Titans includes a lot of powers that limit or remove character agency. Any power which affects the agency of another player's character requires that player's explicit consent. Discuss the existence and use of such powers before you take them, and check in with your fellow players during the game. A Storyguide can also decide these powers don't work on other players' characters. At the end of the day, don't be a jerk to the people you're there to have fun with.

KNACKS

Titanic influence extends beyond explicitly Titanic Callings. The Knacks presented in this chapter are suitable for any character: divine, Titanic, or other.

HEROIC KNACKS

ADVERSARY

You Need Haters: Haters keep you sharp, and you make sure your enemies have plenty of haters. On a successful Knack Skill roll, increase the difficulty for one target to shift attitude in their favor up to your Adversary dots. You may spend 1 Momentum to affect multiple characters. You don't need to spend Momentum if the additional targets are trivial characters.

CREATOR

Corrupted Creation: Your knowledge of creation allows you to break down constructed objects. By touching an object you can degrade its quality. Spend 1 Momentum to gain Enhancement equal to your Creator dots to turn objects into raw material.

For each Injury Condition you receive from a weapon, you can spend 1 Momentum to weaken the weapon, causing it to lose 1 weapon tag. A mundane weapon can lose up to your Creator dots in tags. Relics lose half your Creator dots (rounded up). The Storyguide decides which weapon tag is lost. Mundane weapons are destroyed if reduced to zero tags, while Relics can never drop below 1. Regaining the weapon's tags follows Making Repairs rules (**Scion: Origin**, p. 77).

DESTROYER

On Sight: You mark a target for destruction. Make a Knack Skill roll. At some point within the next day, a group of SGC characters attack the target. You don't need to be present for the attack, and it doesn't need to be physical in nature. You can choose to have the target beat down by assassins, cops, amazons, or bouncers; socially canceled by trendsetters, Nymphstagram influencers, or socialites; or made the laughingstock of their chosen professional community. Physical attacks are quick beatings resulting in 1 damage for every success on your Knack Skill roll. Social or mental assaults come in the form of several verbal jabs in rapid succession adding +1 difficulty to their next relevant action. Characters of a higher Tier resist with a Clash of Wills.

GUARDIAN

Aggravated Defender: Sometimes you need to make it very clear someone's under your protection. Spend 1 Momentum. Your attacks gain the Aggravated and Messy tags when defending your declared charge for the duration of combat. You gain +2 Enhancement to intimidation rolls against any who have witnessed your brutal display of force until the end of the scene. If your attacks already have the Aggravated and Messy tags, increase the level of your Bond with your ward by 1.

HEALER

Protect Doc: In conflicts all over the World, medical professionals rush in to give aid to the wounded. During an action scene, make a Knack Skill roll. If you succeed, an SGC of the Storyguide's choice makes your safety their priority while you're rendering medical aid. The character defends you until they lose a number of Health boxes equal to your successes rolled +1. If you take an offensive action, you can disengage and spend 1 Momentum to use this Knack a second time in the same scene.