

Animal communication (Animal ●●●)

Dice pool: Stamina + Animal Ken

Cost: 1 Willpower + 1 Legend

Reference: Companion, part 2, p.28

Description: Scions learn to absorb the capabilities of an animal by devouring such a creature and drawing forth its essence from the digested flesh.



Paper Tiger (Animal ●●●●●●)

Dice pool: Intelligence + Art

Cost: 1 Willpower + 5 Legend per act of creation; 1 Legend per unit

Reference: Companion, part 2, p.28-29

Description: Some demigods use the primal power of their ichor to grant life with the Create Animal Boon, others use the artistic work of creation to infuse their conjurations.



Labyrinthine Linging (Chaos ●●●●●)

Dice pool: Wits + Awareness

Cost: 5 Legend

Reference: Companion, part 2, p.29

Description: Compasses wildly spin, GPS locators lose their signal and landmarks shift and can't be pinned down.



Unlikely Pattern (Chaos ●●●●●●)

Dice pool: Wits + Craft

Cost: 1 Willpower + 10 Legend

Reference: Companion, part 2, p.29

Description: The God picks up a series of items, then throws them up into the air. When they land, they amazingly come together in the form desired by the God



Afraid of the Dark (Darkness ●●)

Dice pool: Manipulation + Empathy

Cost: 1 Legend

Reference: Companion, part 2, p.29

Description: For a single instant, the subject sees everything cast in shadow, with frightening overtones and hideous, nightmarish contortions.



Absorb Light (Darkness ●●●●)

Dice pool: None

Cost: 2 Legend

Reference: Companion, part 2, p.30

Description: The Scion's body turns pitch-black, and he becomes a sinkhole for light.



Delay Rot (Death ●)

Dice pool: Intelligence + Medicine

Cost: 1 Legend

Reference: Companion, part 2, p.30

Description: With a brief touch and the expenditure of one point of Legend, the Scion causes a subject to cease rotting and become completely preserved against decay



Death of the Soul (Death ●●●●●●●●)

Dice pool: Strength + Occult

Cost: 1 Willpower + 20 Legend

Reference: Companion, part 2, p.30

Description: The God indicates a single divine target within line of sight, then severs that target from its connection to divinity.



Rust/Shine (Earth ●●●●)

Dice pool: None

Cost: 2 Legend

Reference: Companion, part 2, p.30

Description: With a pass of the hand, the Scion causes a coating of rust or oxidization to form on a metallic object or conversely removes such a coating, restoring an item to its untarnished form.



Imprisoning Crystal (Earth ●●●●●●)

Dice pool: Strength + Craft

Cost: 5 Legend, +1 Legend per Legend dot of the target

Reference: Companion, part 2, p.30

Description: A massive shard of crystal coalesces around the Scion's target.



Toxic Thorn (Fertility ••)

Dice pool: Intelligence + Science

Cost: 1 Legend

Reference: Companion, part 2, p.31

Description: The Scion sprouts a single thorn from his hand or foot, which he can use in conjunction with an unarmed strike to poison a victim.



Greenskin (Fertility •••)

Dice pool: None

Cost: 2 Legend

Reference: Companion, part 2, p.31

Description: With a moment's thought, the Scion reflects upon the characteristics of the green, growing world. She then internalizes those characteristics, granting herself some of the features of a plant.



Flamin' Bullets (Fire ••••)

Dice pool: None

Cost: 1 Legend per scene

Reference: Companion, part 2, p.31

Description: The Scion reaches into a source of flame — anything from a candle to a bonfire will do — and then “loads” that fire into a projectile weapon.



Hotter than Hot (Fire ••••••••)

Dice pool: Wits + Control

Cost: 5 Legend

Reference: Companion, part 2, p.31-32

Description: Invoking the Hotter than Hot Boon amplifies the mystical force that powers a God's Fire Boons. For the rest of the scene, any time the God uses a Fire Boon, it automatically trumps the simple Fire Immunity



Warning Line (Guardian •)

Dice pool: Perception + Awareness

Cost: 1 Legend

Reference: Companion, part 2, p.32

Description: If a creature of that sort crosses the line, the Scion immediately becomes aware of it.



Watcher at the Threshold (Guardian ••••••••)

Dice pool: None

Cost: 5 Legend

Reference: Companion, part 2, p.32

Description: By marking a series of portals or passageways with his Vigil Brand, the Scion becomes capable of instantly transporting between any of them.



Bolster (Health ••)

Dice pool: Stamina + Medicine

Cost: 1 Legend

Reference: Companion, part 2, p.32

Description: For each success scored, one target gains one temporary health level.



Antidote (Health •••)

Dice pool: Intelligence + Medicine

Cost: 1 Legend

Reference: Companion, part 2, p.32

Description: A quick purging of the subject's system forces poisons and diseases away.



Guilt of the Damned (Justice •••)

Dice pool: Perception + Empathy

Cost: 1 Legend

Reference: Companion, part 2, p.32-33

Description: The enemy becomes wracked with guilt at its lack of integrity and questions its ability to uphold the high standards of Virtue that it considers important.



Star Chamber (Justice ••••••••)

Dice pool: Charisma + Politics

Cost: 3 Legend, +1 Legend per Legend dot of the target

Reference: Companion, part 2, p.33

Description: Crying out for justice, the Scion calls out to Fate to balance the universal scales.



Silver Blessing (Moon ••)

Dice pool: None

Cost: 1 Legend

Reference: Companion, part 2, p.33

Description: For the rest of the Scene, the item has all of the supernatural properties of silver.



Mirror of Lunacy (Moon •••••)

Dice pool: Manipulation + Empathy

Cost: 2 Legend + 1 Willpower

Reference: Companion, part 2, p.33

Description: The targeted Scion sees himself in the reflection and suddenly realizes the extent of his madness.



Spirit Lamp (Psychopomp ••••)

Dice pool: Charisma + Occult

Cost: 2 Legend

Reference: Companion, part 2, p.33-34

Description: The Scion tunes up her mystic resonance and unleashes her Legend energy to become a beacon to ghosts, spirits and strange wandering energies.



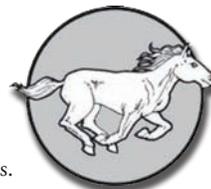
Heart of the Maze (Psychopomp ••••••)

Dice pool: Charisma + Presence

Cost: 3 Legend, +3 Legend per additional scene (see description)

Reference: Companion, part 2, p.34

Description: The Scion tunes up her mystic resonance and becomes a beacon to wandering energies.



Weather Witch (Sky •)

Dice pool: Intelligence + Science

Cost: 1 Legend

Reference: Companion, part 2, p.35

Description: By tasting the wind, putting a finger up in the air or testing the feel of her joints, the Scion gains the ability to predict the vagaries of natural weather.



Divine Threnody (Sky ••••)

Dice pool: Intelligence + Art

Cost: 2 Legend

Reference: Companion, part 2, p.35

Description: With a simple use of Divine Threnody, the Scion can dampen sound.



Life-Giving Rays (Sun •••)

Dice pool: Charisma + Medicine

Cost: 1 Legend

Reference: Companion, part 2, p.35

Description: All healing times (Scion: Hero, p. 196-7) are halved after an hour of being within the Scion's refreshing light, including for the Scion herself.



Fusion (Sun ••••••••••)

Dice pool: Strength + Science

Cost: 10 Legend + 1 Willpower

Reference: Companion, part 2, p.36

Description: As long as this inner fusion reaction continues, the God is capable of absorbing matter, transforming it into newer, denser material and releasing energy simultaneously.



Ríastrad (War ••••)

Dice pool: None

Cost: 3 Legend + 1 Willpower + cost of other Boons and Knacks

Reference: Companion, part 1, p.18

Description: The warp-spasm of Irish legend, the Scion with this Boon can channel a potent war-power, breathing in the very fury and twisting unpredictability of battle itself.



Mortal Stroke (War •••••)

Dice pool: None

Cost: 1 Legend + 1 Willpower per weapon

Reference: Companion, part 2, p.36

Description: The Scion touches one or several weapons and invokes the power of her Legend to grant them supernatural killing power.



Siege Juggernaut (War ●●●●●●)

Dice pool: None

Cost: 10 Legend

Reference: Companion, part 2, p.36

Description: For a demigod, the usual way to do so is to blast right through them, a power epitomized by this Boon.



Potability (Water ●)

Dice pool: None

Cost: 1 Legend

Reference: Companion, part 2, p.36-37

Description: Potability allows the Scion to touch one source of water no larger than a bathtub and cause any liquid in it to become safe to drink.



Drown (Water ●●●●●)

Dice pool: Dexterity + Science

Cost: 1 Legend + 1 Willpower

Reference: Companion, part 2, p.37

Description: With a soft caress, the Scion causes the target's lungs to start filling with fluid.



Measured Foe (Magic •)

Dice pool: Perception + Empathy

Cost: 1 Legend

Reference: Companion, part 2, p.37

Description: A glance at the threads about a particular person can tell much of that person's capabilities, his weaknesses and the way that he handles problems.



Legendary Surge (Magic ••)

Dice pool: Wits + Empathy

Cost: 1 or more Legend

Reference: Companion, part 2, p.37

Description: By using a thread of Fate as a conduit, the magician gifts a target with some of his own Legendary energy.



Tugging Heartstrings (Magic •••)

Dice pool: Charisma + Presence

Cost: 1 or more Legend

Reference: Companion, part 2, p.38

Description: The caster measures the Fatebinding between two people — possibly including herself — and pulls on the thread to draw them closer.



Bound Spirit (Magic ••••)

Dice pool: Manipulation + Occult

Cost: 1 or more Legend

Reference: Companion, part 2, p.38

Description: The magician utters a potent curse, loops the target's thread of Fate around a particular location and pulls it taut.



Sanctify Band (Magic •••••)

Dice pool: Charisma + Presence

Cost: 1 Willpower + 1 Legend per person

Reference: Companion, part 2, p.38

Description: Everyone who is brought into the sanctified Band gains the ability to share Willpower points with other members of the Band.



Meddlesome Fates (Magic ••••••)

Dice pool: Manipulation + Command

Cost: 1 Willpower + 5 Legend

Reference: Companion, part 2, p.38

Description: Once cast, the spell creates a new Fatebinding between the two targets.



Transient Visitation (Magic •••••••)

Dice pool: Charisma + Presence

Cost: 1 Willpower + 5 Legend

Reference: Companion, part 2, p.38

Description: By means of this spell, the caster arranges to Visit her child via the world of dreams.



Steal Birthright (Magic ••••••••)

Dice pool: Manipulation + Stealth

Cost: 1 Legend per point of Birthright + 1 Legend per object or being

Reference: Companion, part 2, p.38-39

Description: The God arranges to temporarily steal away one of the Birthrights of some other Scion.



Heart of Mine (Magic ••••••••)

Dice pool: Stamina + Empathy

Cost: 1 Willpower + 10 Legend

Reference: Companion, part 2, p.39

Description: For a number of days equal to the successes scored on the activation roll, both parties share the same Fatebindings.



Magical Purge (Magic •••••••••)

Dice pool: Intelligence + Occult

Cost: 1 Willpower + 15 Legend

Reference: Companion, part 2, p.39

Description: the God literally tears the skein of Fate and destroys the ability of other magicians to warm the loom.



Brehon's Eye (Enech •)

Dice pool: Perception + Empathy

Cost: 1 Legend

Reference: Companion, part 1 p.20

Description: With this power, the Scion assumes a canny and wise attitude, watching carefully and allowing those insights to influence her judgment.



Hero's Geas (Enech ••)

Dice pool: None

Cost: None

Reference: companion, part 1 p.20

Description: Heroes and Gods are held to a greater standard.



Lay Token Geas (Enech •••)

Dice pool: Charisma + Presence

Cost: 1 Legend + 1 Willpower (or 1 Legend + 1 Willpower dot)

Reference: Companion, part 1 p.21

Description: With this power, the Scion taps into the potent flows of enech and may levy the expectations of greatness on those around him.



Body and Spirit (Enech ••••)

Dice pool: Charisma + Empathy (Spd 3, DV -1)

Cost: 1 Legend, or 1 Legend + 1 Willpower if used on another

Reference: Companion, part 1 p.21

Description: The Scion who uses this Boon chooses to declaim his best attributes and admit to his weakest.



Bard's Tongue (Enech •••••)

Dice pool: Manipulation + Presence

Cost: 2 Legend

Reference: Companion, part 1 p.21-22

Description: The words of the bard are always heeded because he has taken care to see deeply into someone's nature and knows the truth of them.



Lay Potent Geas (Enech ••••••)

Dice pool: Charisma + Presence

Cost: 5 Legend + 1 Willpower (or 5 Legend + 1 Willpower dot)

Reference: Companion, part 1 p.22

Description: This Boon functions as "Lay Token Geas," save that it lays a Potent Geas on the target.



Assumption of the Land (Enech •••••••)

Dice pool: Stamina + Empathy (two Speed 5, DV -2 exclusive actions)

Cost: 5 Legend + 1 Willpower

Reference: Companion, part 1 p.22-23

Description: He sang this song, taking into himself the powers of Eire and making himself one with the land.



Lay Mortal Geas (Enech ••••••••)

Dice pool: Charisma + Presence

Cost: 12 Legend + 1 Willpower (or 12 Legend + 1 Willpower dot)

Reference: Companion, part 1 p.23

Description: This Boon functions as Lay Token Geas, save that it lays a Mortal Geas on the target.



Twist Geas (Enech •••••••••)

Dice pool: Manipulation + Presence

Cost: 5-12 Legend + 1 Willpower

Reference: Companion, part 1 p.23

Description: So deft is the Scion's interaction with enech that he can twist its flows and eddies around an individual, changing it irrevocably.



Beyond the Ninth Wave (Enech ••••••••••)

Dice pool: None

Cost: 20 Legend + 1 Willpower

Reference: Companion, part 1 p.23-24

Description: The Scion withdraws himself past the metaphorical ninth wave of a Godly power, withdrawing from the enech of that part of the world.



Fundamental (Scire •)

Dice pool: None

Cost: 1 Legend

Reference: Companion, part 2 p.26

Description: The Atlantean's player adds the character's Scire rating to all dice pools involving the Craft or Science Ability



Literati (Scire ••)

Dice pool: Intelligence + Science

Cost: 1 Legend

Reference: Companion, part 2 p.26

Description: in a moment, all of the information contained on the item floods into the Scion's mind.



Intuitive Adaptation (Scire •••)

Dice pool: None

Cost: 1 Legend

Reference: Companion, part 2 p.26

Description: The Atlantean's bonus from the Fundamental (Scire •) Boon now extends to any task in which the Atlantean uses a technological device.



Consequence (Scire ••••)

Dice pool: None

Cost: 1 Legend

Reference: Companion, part 2 p.26

Description: With but a glance, the Scion looks at a simple object or tool and ponders, "What would happen if I..."



Proper Tool (Scire •••••)

Dice pool: None

Cost: 2 Legend

Reference: Companion, part 2 p.26-27

Description: The Atlantean simply invokes this Boon and all items that she wears, carries or holds become protected from environmental hazards to the same degree that she is.



Remote Control (Scire ••••••)

Dice pool: Dexterity + Control

Cost: 3 Legend

Reference: Companion, part 2 p.27

Description: With the simplest of gestures, the Atlantean exerts precise command over the technologies of the golden civilization.



Masterful Vector (Scire •••••••)

Dice pool: Wits + Marksmanship

Cost: 3 Legend

Reference: Companion, part 2 p.27

Description: A quick appraisal of a situation allows the demigod to surmise immediately the best way to exert a force such that it affects as many targets as desired.



Anticipation (Scire ••••••••)

Dice pool: None

Cost: 10 Legend

Reference: Companion, part 2 p.27

Description: The Atlantean can derive an accurate conjecture regarding the outcome of any action.



Deep Secret (Scire ••••••••)

Dice pool: Wits + Stealth

Cost: 1 Willpower + 10 Legend

Reference: Companion, part 2 p.28

Description: The Scion calls to mind a certain fact that she knows from personal experience.



Ultimate Effect (Scire •••••••••)

Dice pool: Intelligence + Science

Cost: 1 Willpower + 15 Legend

Reference: Companion, part 2 p.28

Description: If knowledge is power, then ultimate knowledge is ultimate power.



Five-Cycle Augmentation (Taiyi •)

Dice pool: None

Cost: 1 Legend

Reference: Companion, part 3 p.18

Description: This enhances the target character's use of the Boon or spell as if his Legend were one higher than its actual value.



Yin-Yang Destruction (Taiyi ••)

Dice pool: Legend + Occult or Science

Cost: 1 Legend (+1 Willpower)

Reference: Companion, part 3 p.18

Description: A Scion learns how to counter the supernatural force in powers directed against him.



Five-Cycle Conjunction (Taiyi •••)

Dice pool: None

Cost: None

Reference: Companion, part 3 p.18

Description: Increasing mastery of Yin, Yang and the Five Elements enables a student of Taiyi to protect his own Purpose Purview Boons from Yin-Yang Destruction.



Eight Trigram Transformation (Taiyi ••••)

Dice pool: Wits + Craft

Cost: 3 Legend

Reference: Companion, part 3 p.19

Description: The Scion transforms matter into new forms and substances.



Qi Hand (Taiyi •••••)

Dice pool: None

Cost: 2 Legend per item per action

Reference: Companion, part 3 p.19

Description: As demigods master the Great Principle, they can manipulate objects using currents of Qi in a form of telekinesis.



Living Hexagram Metamorphosis (Taiyi ••••••)

Dice pool: Wits + Medicine

Cost: 5 Legend

Reference: Companion, part 3 p.20

Description: Tales of Gods and sages often describe them transforming people and animals as well as inanimate objects.



Resurrection Anchor (Taiyi •••••••)

Dice pool: None

Cost: 10 Legend

Reference: Companion, part 3 p.20

Description: The shen regard death itself as just another change of form and state. Even a demigod can return from death... with help, and at cost.



Divinize Kuei (Taiyi ••••••••)

Dice pool: None

Cost: 10 Legend

Reference: Companion, part 3 p.20

Description: At will, the character can transform a ghost into a lesser immortal with a maximum Legend of 4.



Grand Unity Transformation (Taiyi •••••••••)

Dice pool: None

Cost: 10 Legend

Reference: Companion, part 3 p.20

Description: The shen regard death itself as just another change of form and state. Even a demigod can return from death... with help, and at cost.



Reshape Shen (Taiyi ••••••••••)

Dice pool: Willpower + Legend + Command

Cost: 20 Legend

Reference: Companion, part 3 p.21

Description: Ultimate mastery of the Dao enables a God to transform other Gods, spirits or lesser immortals.



Transmute Pain (Duality •)

Dice pool: Stamina + Integrity

Cost: 1 Willpower

Reference: Companion, part 4 p.23

Description: The Scion employing this Boon can reduce the amount of physical pain he feels by inflicting physical pain upon others.

Know Thy Enemy (Duality ••)

Dice pool: Perception + Empathy

Cost: 1 Legend

Reference: Companion, part 4 p.23

Description: The Scion can, through meditation and study, assume the personality of her foe.

One with the Storm (Duality •••)

Dice pool: None

Cost: 1 Willpower + 1 Legend

Reference: Companion, part 4 p.23

Description: In hostile environmental conditions (extreme cold, driving rain, parching heat), the Scion can actually alter the properties of her body to reflect the climate around her.