



## Animal communication (Animal •)

**Dice pool:** Intelligence + Animal Ken

**Cost:** None

**Reference:** Hero p.139

**Description:** The Scion can understand and make himself understood by an animal



## Animal command (Animal ••)

**Dice pool:** Charisma + Animal Ken

**Cost:** 1 Willpower

**Reference:** Hero p.139-140

**Description:** The order can describe a single immediate action (“Bite that guy!”) or one with a single condition (“Come find me when a blue car stops here.”).



## Animal aspect (Animal •••)

**Dice pool:** Stamina + Animal Ken

**Cost:** 1 Legend per action

**Reference:** Hero p.140

**Description:** the Scion takes on a metaphorical characteristic associated with an animal.



## Ride animal (Animal ••••)

**Dice pool:** Intelligence + Animal Ken

**Cost:** 1 Legend

**Reference:** Demi-God p.70

**Description:** The Scion stares into the eyes of a specimen of his chosen animal, the one to which his Boon pertains, and overwhelms its mind with his own.



## Animal feature (Animal •••••)

**Dice pool:** Stamina + Animal Ken

**Cost:** 1 Willpower + (1 Legend per feature)

**Reference:** Demi-God p.70

**Description:** The Scion can change a portion of his anatomy to a shape matching the analogous portion of his chosen animal's anatomy for one scene.



## Animal form (Animal ••••••)

**Dice pool:** Stamina + Animal Ken

**Cost:** 1 Willpower + 1 Legend

**Reference:** Demi-God p.70

**Description:** In one action, the character transforms into a specimen of his chosen animal.



## Create animal (Animal •••••••)

**Dice pool:** none

**Cost:** (1 Willpower + 1 lethal health level) per act of creation; 1 Legend per set of units

**Reference:** Demi-God p.70

**Description:** the Scion can create mundane animals of his chosen type



## Epic enhancement (Animal ••••••••)

**Dice pool:** Intelligence + Animal Ken

**Cost:** (1 Willpower + 3 Legend) per Attribute; (1 Willpower + 5 Legend) per Epic Attribute

**Reference:** God p.81

**Description:** By force of will, the character can make an animal simply better than it could ever become on its own.



## Hybrid chimera (Animal ••••••••)

**Dice pool:** Intelligence + Animal Ken

**Cost:** 10 Legend, 15 Legend or 20 Legend

**Reference:** God p.81

**Description:** With this Boon, the God is able to blend living animals that should not be able to procreate with one another.



## Protean understanding (Animal •••••••••)

**Dice pool:** None

**Cost:** None

**Reference:** God p.82

**Description:** any Animal Boon he has can now apply equally well to any type of animal



## Eye of the storm (Chaos ●)

**Dice pool:** None

**Cost:** 1 Legend per scene

**Reference:** Hero p.140

**Description:** Activate this Boon and become an island of calm in the tumult.



## Hornet's nest (Chaos ●●)

**Dice pool:** Intelligence + Awareness

**Cost:** None

**Reference:** Hero p.140

**Description:** The Storyteller should reveal in general terms what action the Scion can take to either cause or defuse chaos in the scene



## Paralysing confusion (Chaos ●●●)

**Dice pool:** Wits + Empathy

**Cost:** 1 Willpower

**Reference:** Hero p.140

**Description:** This Boon turns a person's rational thoughts into seething, chaotic noise.



## Sabot (Chaos ●●●●)

**Dice pool:** Intelligence + Craft

**Cost:** 1 Willpower

**Reference:** Demi-God p.71

**Description:** The Scion can break even the most complicated machine with just the power of her mind.



## Recurring distraction (Chaos ●●●●●)

**Dice pool:** Wits + Empathy

**Cost:** 1 Legend per point of penalty

**Reference:** Demi-God p.71

**Description:** Use this Boon to stick that random bit of inanity into the mind of every person who hears and understands her when she does it.



## Crawling chaos (Chaos ●●●●●●)

**Dice pool:** Wits + Empathy

**Cost:** 1 Willpower + 3 Legend

**Reference:** Demi-God p.71

**Description:** This Boon inflicts a nastier version of Paralyzing Confusion (Chaos ●●●).



## Instant riot (Chaos ●●●●●●●)

**Dice pool:** Charisma + Presence

**Cost:** 1 Willpower + 5 Legend

**Reference:** Demi-God p.72

**Description:** If the activation roll succeeds, a riot breaks out.



## Insanity (Chaos ●●●●●●●●)

**Dice pool:** Manipulation + Empathy

**Cost:** 5+ Legend

**Reference:** God p.83

**Description:** The God can touch his victims' minds and overwhelm them with the essence of pure chaos.



## Shuck Fate (Chaos ●●●●●●●●)

**Dice pool:** Wits + Occult

**Cost:** (1 Willpower + 5 Legend) per bond

**Reference:** God p.83

**Description:** If the God accrues a Fatebond in a scene, he activates this Boon and shuffles the coil of destiny onto another character.



## Unintended Purpose (Chaos ●●●●●●●●●)

**Dice pool:** Wits + Craft

**Cost:** 1 Willpower + 10 Legend

**Reference:** God p.84

**Description:** The character can use any item he has at hand as if it were another completely different item of a similar size.



## Night eyes (Darkness •)

**Dice pool:** None

**Cost:** None

**Reference:** Hero p.140

**Description:** Darkness no longer inflicts visibility penalties on the character.



## Shadow mask (Darkness ••)

**Dice pool:** Dexterity + Larceny

**Cost:** 1 Legend

**Reference:** Hero p.140

**Description:** The Scion pulls a shadow down, wraps it around his head, rendering him completely unrecognizable to human eyes or electronic surveillance equipment



## Shadow refuge (Darkness •••)

**Dice pool:** Dexterity + Stealth

**Cost:** 1 Legend

**Reference:** Hero p.140

**Description:** The Scion can hide within any shadow into which his body fits.



## Shadow step (Darkness ••••)

**Dice pool:** None

**Cost:** 1 Legend

**Reference:** Demi-God p.72

**Description:** The Scion can step into one shadow and emerge instantly from any shadow within his line of sight.



## Shadow craft (Darkness •••••)

**Dice pool:** Dexterity + Art

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

**Reference:** Demi-God p.72

**Description:** This Boon allows for two effects.



## Shadow shroud (Darkness ••••••)

**Dice pool:** Strength

**Cost:** 1 Willpower + 3 Legend

**Reference:** Demi-God p.73

**Description:** A maximum semispherical area with a radius in yards equal to (roll successes x5) becomes pitch black.



## Shadow bodies (Darkness •••••••)

**Dice pool:** Charisma + Presence

**Cost:** 1 Willpower + 5 Legend

**Reference:** Demi-God p.73

**Description:** On the activation, semi-tangible shadows duplicate steps out of the Scion's tenebrous form.



## Strike blind (Darkness ••••••••)

**Dice pool:** Wits + Medicine

**Cost:** 5+ Legend

**Reference:** God p.84

**Description:** The God shows a victim what lies within the soul of depthless dark.



## Oubliette (Darkness ••••••••)

**Dice pool:** (Dexterity or Strength) + Brawl

**Cost:** 10 Legend

**Reference:** God p.84

**Description:** The Scion can break a clinch by throwing a foe not to the ground, but into a realm of black nothingness.



## Eclipse (Darkness •••••••••)

**Dice pool:** Strength

**Cost:** 1 Willpower + 15 Legend

**Reference:** God p.85

**Description:** This power works just as the power Shadow Shroud (Darkness •••••••) but way more powerfull.



## Death senses (Death •)

**Dice pool:** None

**Cost:** None

**Reference:** Hero p.141

**Description:** The Scion can see ghosts even when those ghosts don't choose to manifest.



## Euthanasia (Death ••)

**Dice pool:** Perception + Empathy (to gauge willingness)

**Cost:** 1 Legend

**Reference:** Hero p.141

**Description:** When a living being is at the Incapacitated health level with lethal or aggravated damage due to wounds or a terminal illness, the Scion can end that being's suffering.



## Unquiet corpse (Death •••)

**Dice pool:** Charisma + Command

**Cost:** 1 Willpower + 1 Legend

**Reference:** Hero p.141

**Description:** By touching a corpse or its grave with her hand or her Birthright, a Scion can raise that corpse as a mindless zombie



## Summon ghost (Death ••••)

**Dice pool:** Charisma + Occult

**Cost:** 1 Legend

**Reference:** Demi-God p.74

**Description:** The Scion mystically calls out to a ghost and commands its immediate presence.



## Mother's touch (Death •••••)

**Dice pool:** None

**Cost:** 1 Legend

**Reference:** Demi-God p.74

**Description:** The Scion charges her body with flickering strands of black energy that can contain or disrupt a ghost's intangible body.



## Exorcism (Death ••••••)

**Dice pool:** Charisma + Occult

**Cost:** 1 Willpower

**Reference:** Demi-God p.74

**Description:** The Scion can either expel a single ghost from a mortal host it's possessing, hurl it from the World altogether, or repel a group of ghosts from the immediate area.



## Haunted mists (Death •••••••)

**Dice pool:** None

**Cost:** 1 Willpower + 1 Legend

**Reference:** Demi-God p.75

**Description:** The Scion takes a deep breath and exhales a billowing white mist that sinks to the ground and flows outward to cover the surrounding area in a knee-deep blanket.



## Open underworld portal (Death ••••••••)

**Dice pool:** Dexterity + Occult

**Cost:** 5 Legend

**Reference:** God p.85

**Description:** Whenever he uses the Boon, he opens a portal from wherever he is to the Underworld.



## Ghost control (Death •••••••••)

**Dice pool:** Charisma + Occult

**Cost:** Varies

**Reference:** God p.85

**Description:** As a lord of the Underworld, the God has nighabsolute dominion over the souls of the departed.



## Strike dead/Denydeath (Death ••••••••••)

**Dice pool:** Manipulation + Medicine

**Cost:** 10 Legend

**Reference:** God p.86

**Description:** The God speaks the name of a living victim or a recently deceased corpse and says (respectively) either "Die," or "Wait."



## Safely interred (Earth •)

**Dice pool:** None

**Cost:** None

**Reference:** Hero p.141

**Description:** No amount of collapsing rubble can break the Scion's bones (or the Birthright itself), and he won't suffocate no matter how much dirt piles onto him.



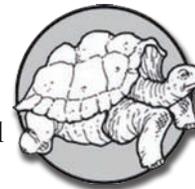
## Echo sounding (Earth ••)

**Dice pool:** Perception + Awareness

**Cost:** None

**Reference:** Hero p.141

**Description:** By stomping or otherwise knocking on the earth, the Scion gets a sense of its general composition and density, as well as finding holes or caves beneath the surface.



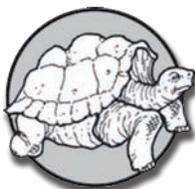
## Shaping (Earth •••)

**Dice pool:** Dexterity + Craft (to shape)

**Cost:** 1 Legend

**Reference:** Hero p.142

**Description:** The Scion can sculpt stone, concrete, fired clay or metal with his bare hands.



## Earth armor (Earth ••••)

**Dice pool:** None

**Cost:** 1 Legend

**Reference:** Demi-God p.75

**Description:** The Scion stomps a foot or pounds a fist on the bare earth, and a thick cloud of particles of the substance rises into the air around him.



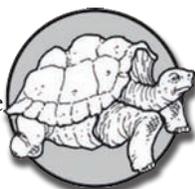
## Earth travel (Earth •••••)

**Dice pool:** None

**Cost:** 1 Legend

**Reference:** Demi-God p.75

**Description:** The Scion can reflexively sink into the bare earth or stone or metal and move through it like a swimmer through water.



## Earth body (Earth ••••• •)

**Dice pool:** None

**Cost:** 1 Legend or (3 Legend + 1 Willpower)

**Reference:** Demi-God p.75

**Description:** The Scion slams his fists together and calls out the name of a type of stone or metal, his body instantly changes into a statue made of that material.



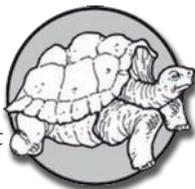
## Landslide (Earth ••••• ••)

**Dice pool:** Strength + Craft

**Cost:** 1 Willpower + 3 Legend

**Reference:** Demi-God p.75

**Description:** The Scion can mentally change the shape of any bare earth or stone within his line of sight, out to a range of 50 yards per dot of Legend he has.



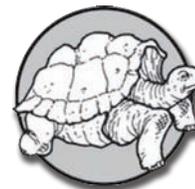
## Earth creation (Earth ••••• •••)

**Dice pool:** Stamina + Craft

**Cost:** 1 Legend per cubic yard

**Reference:** God p.87

**Description:** The God's mastery of the Purview is such that he can literally create stone, earth and metal from nothing.



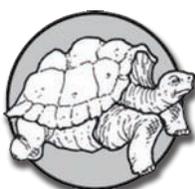
## Property infusion (Earth ••••• ••••)

**Dice pool:** Intelligence + Science

**Cost:** 5 Legend per property

**Reference:** God p.87

**Description:** The God can switch its quality out with the property of another material under the same Purview.



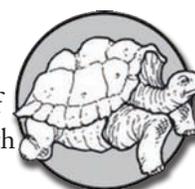
## Magma control (Earth ••••• •••••)

**Dice pool:** Dexterity + Craft

**Cost:** 10 Legend

**Reference:** God p.87

**Description:** For one scene, the character becomes completely immune to the touch of lava and can control it to a limited degree with his mind.



## Green thumb (Fertility •)

**Dice pool:** None

**Cost:** 1 Legend per plant/patch per year

**Reference:** Hero p.142

**Description:** That plant or patch can survive for a whole year (or for its whole life if its natural span is shorter) without food or sunlight or water.



## Cleanse (Fertility ••)

**Dice pool:** Stamina + Survival

**Cost:** 1 Legend

**Reference:** Hero p.142

**Description:** Any blight or infestation ends immediately.



## Bless or blight (Fertility •••)

**Dice pool:** Stamina + Survival

**Cost:** 3 Legend

**Reference:** Hero p.142

**Description:** the Scion protects a patch of land for one year or she can curse the land with a blight.



## Natural camouflage (Fertility ••••)

**Dice pool:** Dexterity + Stealth

**Cost:** 1 Legend

**Reference:** Demi-God p.76

**Description:** When the Scion hides in her verdant element, it's almost impossible to find her.



## Twist plant (Fertility •••••)

**Dice pool:** Intelligence + Survival

**Cost:** 2 Legend

**Reference:** Demi-God p.76

**Description:** The Scion imagines a specific shape she wants the nearby plant life to take, and her will makes it so.



## Accelerate growth (Fertility ••••••)

**Dice pool:** Stamina + Survival

**Cost:** 1-5 Legend

**Reference:** Demi-God p.76

**Description:** The Scion can cause a plant or area of plants to grow to its maximum size in a dramatically reduced time.



## Verdant creation (Fertility •••••••)

**Dice pool:** Intelligence + Survival

**Cost:** 1 Willpower + 3 Legend

**Reference:** Demi-God p.77

**Description:** The Scion can cause plants to spontaneously generate out of nothing at all.



## Eternal bloom (Fertility ••••••••)

**Dice pool:** Stamina + Survival

**Cost:** 2 Legend per plant/patch

**Reference:** God p.88

**Description:** She grants the plants of that area eternal life, regardless of environment or nutrition.



## Impossible hybrid (Fertility •••••••••)

**Dice pool:** Intelligence + Survival

**Cost:** 10 Legend

**Reference:** God p.88

**Description:** The can combine two healthy plants into a hybrid that cannot occur in nature but is nonetheless viable and healthy.



## Endless season (Fertility ••••••••••)

**Dice pool:** Intelligence + Survival

**Cost:** 15 Legend

**Reference:** God p.88

**Description:** All the plants in the affected area react as if it were the exemplary depths of that season.



## Fire immunity (Fire ●)

**Dice pool:** None

**Cost:** None

**Reference:** Hero p.142

**Description:** The Scion takes no damage from fire



## Bolster fire (Fire ●●)

**Dice pool:** None

**Cost:** 1 Legend per scene

**Reference:** Hero p.142-143

**Description:** The Scion removes both necessities from a single flame for one scene.



## Fire's eye (Fire ●●●)

**Dice pool:** Perception + Awareness

**Cost:** 1 Legend

**Reference:** Hero p.143

**Description:** The Scion can see out of any fire.



## Blazing weapon (Fire ●●●●)

**Dice pool:** None

**Cost:** 1 Legend per weapon

**Reference:** Demi-God p.77-78

**Description:** The Scion reaches into a flame that's at least as big as a campfire and pulls out a blazing melee weapon made of flickering fire.



## Flame travel (Fire ●●●●●)

**Dice pool:** None

**Cost:** 1 Legend

**Reference:** Demi-God p.78

**Description:** The Scion can leap into any fire he can get to and instantly emerge from either another fire within his line of sight or one upon which he has used Bolster Fire



## Inferno (Fire ●●●●●●)

**Dice pool:** Charisma + Craft

**Cost:** 3 Legend

**Reference:** Demi-God p.78

**Description:** With a shouted word, a Scion can cause an area in his line of sight to instantly burst into flame.



## Devil body (Fire ●●●●●●●)

**Dice pool:** None

**Cost:** 1 Willpower + 3 Legend

**Reference:** Demi-God p.78

**Description:** Upon activating this Boon, the character's body immediately becomes a human-shaped pillar of whitehot flame.



## Control fire (Fire ●●●●●●●●)

**Dice pool:** Wits + Control

**Cost:** 5+ Legend

**Reference:** God p.89

**Description:** the fire becomes a three-dimensional mass that he can manipulate in all three dimensions in any way his imagination can conceive.



## Ifrit (Fire ●●●●●●●●●)

**Dice pool:** Charisma + Command

**Cost:** 5+ Legend

**Reference:** God p.89-90

**Description:** A God turns faithful mortal worshipers into powerful servants of living flame.



## Rain of fire (Fire ●●●●●●●●●●)

**Dice pool:** Charisma + Survival

**Cost:** 15 Legend

**Reference:** God p.90

**Description:** The God raises a hand and calls down a torrent of blazing projectiles from the sky above.



## Vigil brand (Guardian •)

**Dice pool:** Perception + Empathy (to check up)

**Cost:** 1 Legend (to brand)

**Reference:** Hero p.143-144

**Description:** The Scion touches a person, an object or the entrance to a location and lays a mystical brand there that marks that subject as being under her protection.



## Aegis (Guardian ••)

**Dice pool:** Stamina + Fortitude

**Cost:** 1 Legend + 1 Willpower

**Reference:** Hero p.144

**Description:** By touching a mortal or an object, the Scion grants it a measure of divine physical protection.



## Ward (Guardian •••)

**Dice pool:** Stamina + Fortitude

**Cost:** 1 Legend + 1 Willpower

**Reference:** Hero p.144

**Description:** By touching the entrance to a location, the Scion lays a ward on the area that bars entrance to a certain type of threat.



## Unseen shield (Guardian ••••)

**Dice pool:** Stamina + Fortitude

**Cost:** 2 Legend + 1 Willpower

**Reference:** Demi-God p.79

**Description:** The Scion concentrates and projects an invisible, semi-spherical shield of pure force around herself and those she's trying to protect.



## Come running (Guardian •••••)

**Dice pool:** None

**Cost:** 3 Legend

**Reference:** Demi-God p.79

**Description:** The Scion immediately rushes to the aid of anyone or anything on whom she has placed a Vigil Brand



## Confer knack (Guardian ••••••)

**Dice pool:** None

**Cost:** 1 Willpower + 3 Legend

**Reference:** Demi-God p.79

**Description:** The Scion can bestow on a mortal in her care any Epic Stamina Knack she possesses.



## Confer immunity (Guardian •••••••)

**Dice pool:** None

**Cost:** 1 Willpower dot

**Reference:** Demi-God p.79

**Description:** A Scion who enjoys protection from an element may grant it to a mortal of her choosing, whom she has already marked with Vigil Brand.



## Appropriated vigil (Guardian ••••••••)

**Dice pool:** Perception + Empathy (to check up)

**Cost:** 1 Legend or 5 Legend

**Reference:** God p.91

**Description:** When a God uses it, he can check up on the subject of a Vigil Brand that he did not lay down.



## Divine resolve (Guardian ••••••••)

**Dice pool:** Intelligence + Empathy

**Cost:** 5 Legend

**Reference:** God p.91

**Description:** The God can lend that person his own spiritual fortitude.



## Salvation sacrifice (Guardian •••••••••)

**Dice pool:** None

**Cost:** 2 Legend per attack

**Reference:** God p.91

**Description:** A God redirects all the damage that targets someone or something under his protection.



## Assess Health (Health •)

**Dice pool:** None

**Cost:** None

**Reference:** Hero p.144

**Description:** The Scion can instantly, automatically assess the current medical condition of a single living patient in his presence.



## Blessing of health/Curse of frailty (Health ••)

**Dice pool:** Stamina + Medicine

**Cost:** 1 Legend

**Reference:** Hero p.144

**Description:** The Boon can make her unborn child come into the World strong and healthy or sickly and deformed.



## Heal/Infect (Health •••)

**Dice pool:** Stamina + Medicine

**Cost:** 1 Legend or 1 Willpower

**Reference:** Hero p.144

**Description:** The Scion can repair a patient's injuries or inflict harm directly



## Cradlesong (Health ••••)

**Dice pool:** Manipulation + Medicine

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

**Reference:** Demi-God p.80

**Description:** By singing or playing some sweet lullaby, the Scion makes a number of people equal to the successes on the activation roll drift quietly off to sleep.



## Control aging (Health •••••)

**Dice pool:** Stamina + Medicine

**Cost:** Varies

**Reference:** Demi-God p.80

**Description:** With a touch, the Scion can greatly slow down or accelerate a mortal's aging.



## Restore/Wither (Health ••••• •)

**Dice pool:** None or (Intelligence + Medicine)

**Cost:** 1 Legend

**Reference:** Demi-God p.81

**Description:** The Scion can either heal the most terrible damage a patient suffers or inflict awful damage that's almost impossible to resist.



## Holy font/Epidemic (Health ••••• ••)

**Dice pool:** Stamina + Medicine

**Cost:** 1 Legend or 1 Willpower

**Reference:** Demi-God p.81

**Description:** This Boon has the same effects as the Heal/Infect (Health •••) Boon, but on more people.



## Human clay (Health ••••• •••)

**Dice pool:** Dexterity + Medicine

**Cost:** 10 Legend

**Reference:** God p.92

**Description:** The God can shape a mortal's flesh like wet clay, effecting almost limitless physical changes within the scope of human variety.



## Human hybrid (Health ••••• ••••)

**Dice pool:** Intelligence + Medicine

**Cost:** 1 Willpower + 10 Legend

**Reference:** God p.92

**Description:** This Boon works in one of two ways.



## Plague/Cure (Health ••••• •••••)

**Dice pool:** Intelligence + Medicine

**Cost:** 15 Legend

**Reference:** God p.93

**Description:** The God can create a disease from scratch or completely erase a disease from someone who's suffering its effects.



## Judgment (Justice ●)

**Dice pool:** Perception + Empathy

**Cost:** None

**Reference:** Hero p.144

**Description:** This Boon aids a Scion immensely in determining guilt, one of the foundations of meting out justice.



## Guilt apparitions (Justice ●●)

**Dice pool:** Manipulation + Integrity

**Cost:** 1 Legend

**Reference:** Hero p.145

**Description:** When a Scion knows that someone is guilty of an injustice but she lacks either the evidence to prove it or the leverage to make him admit it, she can rely on this Boon instead.



## Shield of righteousness (Justice ●●●)

**Dice pool:** None

**Cost:** 1 Legend + 1 Willpower

**Reference:** Hero p.145

**Description:** This Boon can protect an innocent victim from suffering someone else's due punishment.



## Dream wrack (Justice ●●●●)

**Dice pool:** Intelligence + Empathy

**Cost:** 1 Willpower

**Reference:** Demi-God p.82

**Description:** The Scion gains the ability to plague a victim with torturous dreams of a recent crime and its aftermath.



## Scarlet letter (Justice ●●●●●)

**Dice pool:** None

**Cost:** 1 Willpower + 1 Legend

**Reference:** Demi-God p.82

**Description:** When a Scion knows that a perpetrator is guilty of some wrongdoing she can make sure everyone else knows it too.



## Sympathy pains (Justice ●●●●●●)

**Dice pool:** Wits + Command

**Cost:** 1 Willpower + 1 Legend (+1 Legend per extra person)

**Reference:** Demi-God p.82

**Description:** If one person in the group suffers any damage, everyone included in the effect suffers the same pain and damage.



## Psychic prison (Justice ●●●●●●●)

**Dice pool:** Intelligence + Empathy

**Cost:** 3 Legend

**Reference:** Demi-God p.83

**Description:** The victim is rounded up by indistinct, faceless figures who drag him away and throw him into the cramped interior compartment of some sort of vehicle.



## Sanctify oath (Justice ●●●●●●●●)

**Dice pool:** Charisma + Command + Legend

**Cost:** 10 Legend

**Reference:** God p.93

**Description:** A God can enforce an oath with the full power of divine justice.



## Overworld judgement (Justice ●●●●●●●●)

**Dice pool:** Manipulation + Presence + Legend

**Cost:** 15 Legend

**Reference:** God p.94

**Description:** What the God says is law in the ears of those who hear it.



## Divine enforcement (Justice ●●●●●●●●●)

**Dice pool:** (Perception + Empathy)

**Cost:** 5+ Legend (+ 1 Willpower)

**Reference:** God p.94

**Description:** His mind becomes a comprehensive legal database that maintains a complete list of the written laws of any society.



## Smoking mirror (Moon •)

**Dice pool:** None

**Cost:** 1 Legend

**Reference:** Hero p.145

**Description:** By looking up at the moon and spending the requisite Legend point, the character sees reflected in it a bird's-eye view of the surrounding terrain.



## Tidal interference (Moon ••)

**Dice pool:** Strength + Presence

**Cost:** 1 Legend per point of DV penalty

**Reference:** Hero p.145

**Description:** The Scion exerts a pull on all enemies with whom he's in close combat.



## Phase cloak (Moon •••)

**Dice pool:** Dexterity + Stealth

**Cost:** 1 Legend

**Reference:** Hero p.145

**Description:** The Scion turns himself away from his enemies much as the moon turns its face away from the earth.



## Lunacy (Moon ••••)

**Dice pool:** Manipulation + Presence

**Cost:** 1 Legend per Virtue Extremity and per person

**Reference:** Demi-God p.83

**Description:** The Scion captures the attention of a group of people and drives them temporarily mad.



## Eclipse halo (Moon •••••)

**Dice pool:** Appearance + Presence

**Cost:** 1 Legend

**Reference:** Demi-God p.83-84

**Description:** The Scion spends a Legend point and causes a thin, glowing corona of fire to appear in the air behind his head.



## Phase body (Moon ••••••)

**Dice pool:** Dexterity + Stealth

**Cost:** 5 Legend

**Reference:** Demi-God p.84

**Description:** the Scion can turn his body away from everyone as the moon periodically turns its face away from the World.



## Moon chariot (Moon •••••••)

**Dice pool:** Strength + Control (to drive)

**Cost:** 1 Legend per 200 lbs

**Reference:** Demi-God p.84

**Description:** A silver chariot descends, pulled by two black horses with manes, hooves and eyes of pure moonlight.



## Tranquility (Moon ••••••••)

**Dice pool:** Intelligence + Empathy

**Cost:** 5 Legend or 10 Legend

**Reference:** God p.95

**Description:** When behavior has gone awry or the mind is troubled, this Boon can set the suffering victim at ease.



## Lunar estate (Moon •••••••••)

**Dice pool:** None

**Cost:** 5+ Legend

**Reference:** God p.96

**Description:** When the character learns this Boon, he earns himself a private estate on the moon.



## Finger moon (Moon ••••••••••)

**Dice pool:** Dexterity + Occult

**Cost:** 15 Legend

**Reference:** God p.96

**Description:** His mind becomes a comprehensive legal database that maintains a complete list of the written laws of an



## Unerring orientation (Psychopomp •)

**Dice pool:** None

**Cost:** 1 Legend

**Reference:** Hero p.146

**Description:** In a locale she knows well, such as her hometown or a national park she visits every autumn, the Scion knows how to get from any point within to any other point.



## Where are you? (Psychopomp ••)

**Dice pool:** Intelligence + Awareness

**Cost:** None

**Reference:** Hero p.146

**Description:** If someone makes remote contact with a Scion (by telephone, instant messenger, telepathy...), the Scion gets a sense of how far away he is and in what direction.



## Unbarred entry (Psychopomp •••)

**Dice pool:** None

**Cost:** 1 Legend

**Reference:** Hero p.146

**Description:** The Scion can pass through a solid surface as if either she or it were intangible.



## Come along (Psychopomp ••••)

**Dice pool:** None

**Cost:** 1 Legend per person

**Reference:** Demi-God p.84-85

**Description:** With this supplemental Boon, however, the Scion can bring other people or ghosts whose presence she's aware of along with her when she uses those Boons



## Terra incognita (Psychopomp •••••)

**Dice pool:** Perception + Awareness

**Cost:** None

**Reference:** Demi-God p.85

**Description:** With a traveler's sixth sense, the psychopomp can mystically feel her way to the nearest terra incognita, Touchstone or other strange place to her location.



## Marathon sprinter (Psychopomp ••••• •)

**Dice pool:** None

**Cost:** 1 Legend + 1 Willpower

**Reference:** Demi-God p.86

**Description:** The Psychopomp's Dash rate increases dramatically when the character does nothing but run.



## Rainbow bridge (Psychopomp ••••• ••)

**Dice pool:** Intelligence + Awareness

**Cost:** 1 Legend per 200 miles

**Reference:** Demi-God p.86

**Description:** The psychopomp can magically teleport almost anywhere from wherever she is.



## Ride along (Psychopomp ••••• •••)

**Dice pool:** None

**Cost:** 5 Legend + 1 Willpower dot

**Reference:** God p.97

**Description:** With this Boon, the God can alter the nature of a vehicle such that it can receive the benefits of his other Psychopomp Boons..



## Otherworldly portal (Psychopomp ••••• ••••)

**Dice pool:** Intelligence + Awareness

**Cost:** 5 Legend or 10 Legend

**Reference:** God p.97

**Description:** The God with this Boon has the ultimate key between planes of existence.



## Co-location (Psychopomp ••••• •••••)

**Dice pool:** None

**Cost:** (1 Willpower + 5 Legend) per duplicate

**Reference:** God p.97

**Description:** The character can be in several places at once.



## Sky's grace (Sky •)

**Dice pool:** None

**Cost:** 1 Legend

**Reference:** Hero p.146

**Description:** The Scion takes no damage from falls of any height.



## Wind's freedom (Sky ••)

**Dice pool:** None

**Cost:** 1 Legend + 1 Willpower per scene

**Reference:** Hero p.146

**Description:** The distances the Scion can move or dash per action remain normal, but they now apply to the Zaxis as well as the X- and Y-axes.



## Storm augmentation (Sky •••)

**Dice pool:** Appearance + Presence

**Cost:** 1 Legend per attack

**Reference:** Hero p.146-147

**Description:** On any attack he makes in the subsequent duration, he may spend a point of Legend to make thunder crash or winds gust violently.



## Wind grapple (Sky ••••)

**Dice pool:** Wits + Brawl

**Cost:** 1 Legend per action

**Reference:** Demi-God p.86

**Description:** By directing freak gusts of wind and the airborne detritus that collects in them, the Scion can wrestle with opponents without even touching them.



## Cloud sculptor (Sky •••••)

**Dice pool:** Dexterity + Art

**Cost:** 1 Legend

**Reference:** Demi-God p.86

**Description:** The Scion with this Boon is an artist with all of the sky as his canvas.



## Levin fury (Sky ••••• •)

**Dice pool:** Wits + Marksmanship

**Cost:** 3 Legend per attack

**Reference:** Demi-God p.87

**Description:** This Boon calls upon the power of lightning, either from the sky or from the Scion himself.



## Tornado tamer (Sky ••••• ••)

**Dice pool:** Wits + Control

**Cost:** 4 Legend per dot of Epic Strength (max ••••)

**Reference:** Demi-God p.87-88

**Description:** The Scion has a pet tornado.



## Create air (Sky ••••• •••)

**Dice pool:** Strength + Fortitude

**Cost:** 5 Legend

**Reference:** God p.98

**Description:** A God with this Boon can do one of two things, either of which costs five Legend points.



## Cloud body (Sky ••••• ••••)

**Dice pool:** None

**Cost:** 10 Legend

**Reference:** God p.98-99

**Description:** With this Boon, the character turns his body and the possessions on his person into a nigh-intangible ephemera of cloud.



## Weather husbandry (Sky ••••• •••••)

**Dice pool:** Strength + Survival

**Cost:** Varies

**Reference:** God p.99-100

**Description:** The God can micromanage the weather in an area.



## Penetrating glare (Sun ●)

**Dice pool:** None

**Cost:** None

**Reference:** Hero p.147

**Description:** As sunlight only dims when it passes through thick clouds, so too can a Scion's vision cut through physical occlusions.



## Divine radiance (Sun ●●)

**Dice pool:** None

**Cost:** 1 Legend

**Reference:** Hero p.147-148

**Description:** This Boon allows a Scion to emit sunlight.



## Heavenly flare (Sun ●●●)

**Dice pool:** Appearance + Presence

**Cost:** 1 Legend

**Reference:** Hero p.148

**Description:** Concentrating for one action (Speed 4), the Scion builds up and releases a flash of sunlight that's impossible for anyone within line of sight to miss.



## Flare missile (Sun ●●●●)

**Dice pool:** None

**Cost:** 1 Legend per missile

**Reference:** Demi-God p.88

**Description:** At high noon or darkest midnight, the Scion can fire projectiles of solid sunlight at her enemies.



## Burn (Sun ●●●●●)

**Dice pool:** None

**Cost:** 1 Willpower + 1 Legend

**Reference:** Demi-God p.88

**Description:** The Scion's skin changes from its normal hue to a deeper brown to an angry red and becomes hot to the touch.



## Solar prominence (Sun ●●●●●●)

**Dice pool:** Appearance + Presence

**Cost:** 3 Legend

**Reference:** Demi-God p.88

**Description:** This Boon calls upon the power of lightning, either from the sky or from the Scion himself.



## Sun chariot (Sun ●●●●●●●)

**Dice pool:** Strength + Control (to drive)

**Cost:** 1 Legend per 200 lbs

**Reference:** Demi-God p.88

**Description:** This Boon is almost exactly the same as Moon Chariot (Moon ●●●●●●●●) on p. 84.



## Inexorable gravity (Sun ●●●●●●●●)

**Dice pool:** Strength + Presence

**Cost:** 5 Legend or 10 Legend

**Reference:** God p.100

**Description:** The God exerts an undeniable, inescapable pull on everyone around him.



## Bleach (Sun ●●●●●●●●)

**Dice pool:** Appearance + Presence

**Cost:** 1 Willpower + 5 Legend

**Reference:** God p.100

**Description:** The God glows briefly and emits a white-hot flash.



## Solar crown (Sun ●●●●●●●●●)

**Dice pool:** Dexterity + Occult

**Cost:** 15 Legend

**Reference:** God p.100-101

**Description:** The God plucks a golden coronet from around the sun and places it around his head.



## Blessing of bravery (War •)

**Dice pool:** Charisma + Command

**Cost:** None

**Reference:** Hero p.148

**Description:** Intoning a benediction over a person or group prepared to engage in battle, the Scion bolsters their courage and determination.



## Battle cry (War ••)

**Dice pool:** Charisma + Presence

**Cost:** 1 Legend

**Reference:** Hero p.148

**Description:** This Boon allows a Scion to emit sunlight.



## Warrior ideal (War •••)

**Dice pool:** Charisma + Presence

**Cost:** 1 Legend

**Reference:** Hero p.148

**Description:** The Scion adopts some idealized warrior aspect, from howling berserker to unquestioning enlisted man to fearless officer to pitiless samurai.



## Battle map (War ••••)

**Dice pool:** Perception + Survival

**Cost:** 1 Legend

**Reference:** Demi-God p.88

**Description:** This Boon creates for the Scion a virtual, threedimensional contour map of a battlefi eld, complete with terrain features and troop movements.



## Moral failure (War •••••)

**Dice pool:** Manipulation + Presence

**Cost:** 1 Legend per 5 troops

**Reference:** Demi-God p.88-89

**Description:** The Scion can shake an enemy's leadership and seed an outbreak of cowardice among the men.



## Army of one (War ••••••)

**Dice pool:** Stamina + Command

**Cost:** 2 Legend per duplicate

**Reference:** Demi-God p.89

**Description:** The Scion can multiply himself into a tightly coordinated unit of duplicate versions of himself.



## Colossus armor (War •••••••)

**Dice pool:** None

**Cost:** 1 Willpower + 10 Legend

**Reference:** Demi-God p.89-90

**Description:** The Scion leaps into the air as liquid bands of brass and steel materialize in the air around him.



## Blessing of ammunition (War ••••••••)

**Dice pool:** None

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

**Reference:** God p.101-102

**Description:** With a touch, a God grants a weapon unlimited ammunition.



## Follower army (War •••••••••)

**Dice pool:** Charisma + Command

**Cost:** 10 Legend

**Reference:** God p.102

**Description:** For a limited time, the God dramatically increases the number of followers he has (via the Birthright of the same name) on the battlefield.



## Surreal draft (War ••••••••••)

**Dice pool:** Manipulation + Command

**Cost:** 15 Legend

**Reference:** God p.102

**Description:** If a God finds his forces wearing thin in a war, he can conscript new soldiers from his surroundings



## Water breathing (Water •)

**Dice pool:** None

**Cost:** None

**Reference:** Hero p.148

**Description:** The Scion need never fear drowning, and she is no longer affected by extremes of water temperature.



## Water control (Water ••)

**Dice pool:** Dexterity + Craft

**Cost:** 1 Legend

**Reference:** Hero p.148-149

**Description:** Scion can exert limited physical control of any water that is touching her.



## Changing states (Water •••)

**Dice pool:** Dexterity + Craft

**Cost:** 1 Legend + 1 Willpower

**Reference:** Hero p.149

**Description:** The Scion can instantly change the state of a body of water just by touching it.



## Create water (Water ••••)

**Dice pool:** Stamina + Craft

**Cost:** 2 Legend per quantity

**Reference:** Demi-God p.90

**Description:** The Scion extends her hands and water pours forth from her open palms.



## Desiccate (Water •••••)

**Dice pool:** Strength + Medicine

**Cost:** 1 Legend + 1 Willpower

**Reference:** Demi-God p.90

**Description:** When she touches an opponent's bare skin, the Scion can suck the water right out of that opponent's body.



## Water mastery (Water ••••••)

**Dice pool:** Dexterity + Craft

**Cost:** 5 Legend

**Reference:** Demi-God p.90

**Description:** the Scion can mentally manipulate liquid water however she desires.



## Water vortex (Water •••••••)

**Dice pool:** Wits + Control

**Cost:** 4 Legend per dot of Epic Strength (max ••••)

**Reference:** Demi-God p.90

**Description:** This Boon works just as Tornado Tamer (Sky •••••••) does.



## Purify water (Water ••••••••)

**Dice pool:** Stamina + Medicine

**Cost:** 1 Willpower + 5 Legend

**Reference:** God p.103

**Description:** By touching a source of water, a God can purge it of every impurity that isn't a water molecule.



## Liquid form (Water •••••••••)

**Dice pool:** None

**Cost:** 1 Willpower + 5 Legend

**Reference:** God p.103

**Description:** With a thought, a character can transform his body into pure, clear water.



## Tsunami (Water ••••••••••)

**Dice pool:** Dexterity + Craft

**Cost:** 15 Legend, 5 Legend per dot of Epic Strength (max ••••••••••)

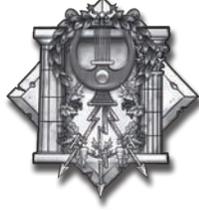
**Reference:** God p.104

**Description:** His mastery of it is nigh total now, as he need only be able to see it to make it move as he desires.



# Arete

Dots	Bonus Dice	Potential Rerolls
•	1	0
••	2	1
•••	4	2



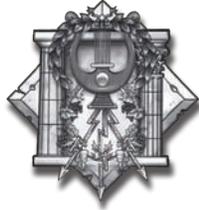
# Arete

Dots	Bonus Dice	Potential Rerolls
••••	7	3
•••••	11	5
••••••	16	8
•••••••	22	11



# Arete

Dots	Bonus Dice	Potential Rerolls
••••••••	29	14
•••••••••	37	18
••••••••••	46	23



## Rada's eyes (Cheval •)

**Dice pool:** Perception + Empathy

**Cost:** 1 Legend

**Reference:** Hero p.150

**Description:** The Scion can experience another person's perceptions as if they were her own.



## Petro's hands (Cheval ••)

**Dice pool:** Intelligence + Control

**Cost:** 1 Willpower

**Reference:** Hero p.150

**Description:** The Scion can now exert some control over a victim whose senses she's observing.



## Horse (Cheval •••)

**Dice pool:** Intelligence + Control

**Cost:** 1 Legend + 1 Willpower

**Reference:** Hero p.150-151

**Description:** The Scion can now exert total control over her victim for a limited time.



## Mind-riding (Cheval ••••)

**Dice pool:** None

**Cost:** 1 Legend

**Reference:** Demi-God p.91

**Description:** While the Scion is using Rada's Eyes (Cheval •) to experience someone else's senses, she can't normally pick up on that person's reactions to the things he's sensing.



## Waking zombie (Cheval •••••)

**Dice pool:** Manipulation + Cheval

**Cost:** 1 Willpower

**Reference:** Demi-God p.91

**Description:** When the Scion has a mortal victim completely under her control, she can temporarily pull the victim's spirit out of his body and boss the body around as her mindless slave.



## Met tet (Cheval ••••• •)

**Dice pool:** Intelligence + Control

**Cost:** 1 Willpower + 3 Legend

**Reference:** Demi-God p.91-92

**Description:** The Scion can mentally manipulate liquid water however she desires.



## Team (Cheval ••••• ••)

**Dice pool:** Intelligence + Control

**Cost:** 1 Willpower + 5 Legend

**Reference:** Demi-God p.92

**Description:** The Scion can now use Horse (Cheval •••) on multiple mortal victims simultaneously.



## Met tet's claim (Cheval ••••• •••)

**Dice pool:** Charisma + Command

**Cost:** 10 Legend

**Reference:** God p.104-105

**Description:** If chooses to, he can take a special interest in a mortal and make her his own.



## Upside down horse (Cheval ••••• ••••)

**Dice pool:** Manipulation + Cheval

**Cost:** (1 Willpower + 5 Legend) per person

**Reference:** God p.105

**Description:** Not just the victim's spirit, but the victim's whole self disappears down the Loa's gullet and remains locked away inside her.



## Ugly mule (Cheval ••••• •••••)

**Dice pool:** Varies

**Cost:** Varies

**Reference:** God p.105

**Description:** He can exert any one- to nine-dot Cheval Boon on any titanspawn or other supernatural creature whose Legend score is less than his unless that victim is a God or Titan.



## Ren harvest (Heku •)

**Dice pool:** Charisma + Empathy

**Cost:** None

**Reference:** Hero p.151

**Description:** Whenever someone speaks of the Scion's deeds, or whenever he sees news of his exploits in print somewhere, the Scion gain Legend points.



## Sekem blaze (Heku ••)

**Dice pool:** None

**Cost:** 1 Legend

**Reference:** Hero p.151

**Description:** The Scion can now exert some control over a victim whose senses she's observing.



## Sekem barrier (Heku •••)

**Dice pool:** Appearance + Command

**Cost:** 1 Legend

**Reference:** Hero p.152

**Description:** The radiance of the character's divine heritage illuminates his entire body, affecting all who look upon him.



## Influence Ba (Heku ••••)

**Dice pool:** Manipulation + Presence

**Cost:** 1 Willpower

**Reference:** Demi-God p.92

**Description:** By capturing a person's undivided attention and staring in her eyes, the Scion can overwrite a portion of her personality.



## Heart scarab (Heku •••••)

**Dice pool:** Dexterity + Craft

**Cost:** 1 Legend

**Reference:** Demi-God p.92-93

**Description:** The corpse will be perfectly preserved in its current condition, free from the ravages of time and decay and more.



## Khaibit trap (Heku ••••••)

**Dice pool:** Intelligence + Occult

**Cost:** 1 Willpower to create, 1 Legend to activate

**Reference:** Demi-God p.93

**Description:** The Scion strikes a wall, floor, ceiling or sturdy object with his palm and speaks the name of his divine parent.



## Awakening the Akh (Heku •••••••)

**Dice pool:** Charisma + Occult

**Cost:** 1 Willpower + 5 Legend

**Reference:** Demi-God p.93-94

**Description:** A Scion with this Boon can blend his ba and ka at will, awakening his akh and separating it from his physical body while he yet lives.



## Ka repository (Heku ••••••••)

**Dice pool:** None

**Cost:** 2 Legend per bandage

**Reference:** God p.105-106

**Description:** In a long holy ceremony, the God inflicts lethal health levels of damage on his ichor-made-flesh and has a follower bind them in specially anointed bandages.



## Khaibit guide (Heku ••••••••)

**Dice pool:** Intelligence + Presence

**Cost:** 15 Legend + 1 Willpower

**Reference:** God p.106

**Description:** With this Boon, a God makes himself someone's guide (as per the Birthright) and opens a channel for frequent communication.



## Ren theft (Heku •••••••••)

**Dice pool:** Intelligence + Empathy

**Cost:** 1 Willpower to use

**Reference:** God p.106-107

**Description:** The God uncovers someone's True name (his ren) and uses it to compel that person.



## Maguey sting (Itztli •)

**Dice pool:** None

**Cost:** 1 lethal health level

**Reference:** Hero p.152

**Description:** The Scion sheds a portion of her blood. This blood serves as a token offering to her divine parent, who rewards her with a single point of Legend.



## Combat sacrifice (Itztli ••)

**Dice pool:** None

**Cost:** 1 Willpower

**Reference:** Hero p.152

**Description:** The Scion stands unflinching before her raging enemies, sacrificing her safety in the name of her Legend.



## Obsidian mutilation (Itztli •••)

**Dice pool:** Conviction

**Cost:** 1 lethal health level per Legend

**Reference:** Hero p.152

**Description:** As with Maguey Sting, the Scion ritually sheds her blood and receives a concomitant reward in Legend.



## Obsidian excruciation (Itztli ••••)

**Dice pool:** None

**Cost:** 1 lethal health level per Legend point

**Reference:** Demi-God p.94

**Description:** The Scion may use Obsidian Mutilation (Itztli •••) on a mortal, titanspawn or fellow Scion instead to reap the Legend reward.



## Sacrifice of will (Itztli •••••)

**Dice pool:** Conviction

**Cost:** 1 Willpower

**Reference:** Demi-God p.94

**Description:** When the Scion contemplates a goal that is important not only to her, but to the Atzlánti she may give herself over to the Gods temporarily in pursuit of that goal.



## Poco a poco (Itztli ••••••)

**Dice pool:** None

**Cost:** 1 aggravated health level per 5 (or 6) Legend

**Reference:** Demi-God p.94

**Description:** The Scion performs a substantial sacrifice and receives a greater reward of Legend points for it.



## The burning heart (Itztli •••••••)

**Dice pool:** None

**Cost:** One heart

**Reference:** Demi-God p.95

**Description:** In an awful, gruesome display of power, the Scion tears the still-beating heart from a living victim and stuffs it into her own mouth.



## Reception of sacrifice (Itztli ••••••••)

**Dice pool:** Charisma + Legend

**Cost:** 1 Willpower

**Reference:** God p.107

**Description:** When becoming a true God, he becomes entitled to a share of the power the Atzlánti receive from sacrifices performed in their honor.



## Communal divinity (Itztli ••••••••)

**Dice pool:** None

**Cost:** None

**Reference:** God p.107

**Description:** A God of this pantheon can freely transfer Legend points to any other God, regardless of pantheon.



## Familiar sacrifice (Itztli •••••••••)

**Dice pool:** Conviction

**Cost:** 1 Willpower

**Reference:** God p.107-108

**Description:** It is no small matter to be a member of a God's family. Someone like that is significant and important, and therefore makes for a richly rewarding sacrifice.



## Bestial endowment (Jotunblut •)

**Dice pool:** None

**Cost:** 1 lethal health level + 1 Legend

**Reference:** Hero p.152-153

**Description:** The Scion grants a beast a single extra dot in either Strength or Stamina.



## Human endowment (Jotunblut ••)

**Dice pool:** None

**Cost:** 1 lethal health level + 2 Legend

**Reference:** Hero p.153

**Description:** The Scion may imbue a human with two free Attribute dots that can be spent into the human's Strength and/or Stamina.



## Heoric endowment (Jotunblut •••)

**Dice pool:** None

**Cost:** 1 lethal health level + 3 Legend

**Reference:** Hero p.153

**Description:** The Scion can now imbue a human with three free Attribute dots to be spent into the human's Strength and/or Stamina.



## Super bestial endowment (Jotunblut ••••)

**Dice pool:** None

**Cost:** 1 lethal health level + 4 Legend

**Reference:** Demi-God p.95

**Description:** The Scion grants a beast four extra dots to be divided as he sees fit between its Strength and Stamina.



## Super human endowment (Jotunblut •••••)

**Dice pool:** None

**Cost:** 1 lethal health level + 5 Legend

**Reference:** Demi-God p.95

**Description:** The Scion can now imbue a human with four free Attribute dots to be spent into the human's Strength and/or Stamina.



## Epic endowment (Jotunblut ••••••)

**Dice pool:** None

**Cost:** 1 lethal health level + 6 Legend

**Reference:** Demi-God p.95

**Description:** The Scion can imbue a human with five free Attribute dots to be spent into the human's Strength and/or Stamina.



## Divine endowment (Jotunblut •••••••)

**Dice pool:** None

**Cost:** 1 lethal health level + 7 Legend

**Reference:** Demi-God p.95-96

**Description:** The Scion can now imbue a human with either six free Attribute dots to be spent into the human's Strength and/or Stamina (see description)



## Dire endowment (Jotunblut ••••••••)

**Dice pool:** None

**Cost:** 1 lethal health level + 8 Legend

**Reference:** God p.108

**Description:** Feeding a beast a measure of his blood, the God increases its Strength and Stamina by three each and grants it one dot each of Epic Strength and Epic Stamina. It gains no Knacks with these Epic Attributes.



## Giant (Jotunblut •••••••••)

**Dice pool:** None

**Cost:** 1 lethal health level + 9 Legend

**Reference:** God p.108

**Description:** When the God feeds his ichor to a mortal and uses this Boon, the mortal's body swells and expands dramatically in mere moments.



## Eitr antivenin (Jotunblut ••••••••••)

**Dice pool:** None

**Cost:** 1 lethal health level + 10 Legend

**Reference:** God p.108-109

**Description:** The divinity of the Aesir can purge a giant's foul influence on a mortal's body.



## The wakeful spirit (Tsukumo-gami •)

**Dice pool:** Charisma + Presence

**Cost:** None

**Reference:** Hero p.153

**Description:** With a little persistence, a Scion can capture the attention of the spirit of an inanimate object and speak to it for a few minutes.



## The Watchful spirit (Tsukumo-gami ••)

**Dice pool:** Charisma + Presence

**Cost:** 1 Legend

**Reference:** Hero p.153

**Description:** The Scion can not only coax information from a kami, but also set it to some passive task on her behalf.



## The helpful spirit (Tsukumo-gami •••)

**Dice pool:** Charisma + Occult

**Cost:** 1 Legend per die of improvement

**Reference:** Hero p.153

**Description:** With the proper shows of respect and decorum, a Scion can convince the kami within an object to enhance the mundane function of that object.



## The summoned spirit (Tsukumo-gami ••••)

**Dice pool:** Charisma + Occult

**Cost:** 1 Legend

**Reference:** Demi-God p.96

**Description:** By constructing a temporary shrine devoted to a kami, the Scion can call upon that kami wherever she is.



## The impressed spirit (Tsukumo-gami •••••)

**Dice pool:** Dexterity + Craft

**Cost:** 1 Legend (to transport)

**Reference:** Demi-God p.96

**Description:** The Scion goes out of her way to flatter the spirit of some treasured item she owns, by crafting in its presence tiny replicas of the item.



## The blinded spirit (Tsukumo-gami ••••• •)

**Dice pool:** Manipulation + Occult

**Cost:** 3 Legend (+ 1 Willpower)

**Reference:** Demi-God p.96

**Description:** The Scion recites certain prayers backward and fills a small enclosure with a cloying pall of incense smoke.



## The abducted spirit (Tsukumo-gami ••••• ••)

**Dice pool:** Charisma + Tsukumo-Gami

**Cost:** 1 Willpower + 1 Legend

**Reference:** Demi-God p.97

**Description:** The kami is forced to instantly appear before the Scion in its fully material form.



## The industrious spirit (Tsukumo-gami ••••• •••)

**Dice pool:** Charisma + Occult

**Cost:** 10 Legend (+ 1 Willpower dot optional)

**Reference:** God p.109

**Description:** Creating an exact replica of its item—duplicating it instantaneously from the original.



## The dancing spirit (Tsukumo-gami ••••• ••••)

**Dice pool:** Charisma + Occult

**Cost:** 5 Legend per scene

**Reference:** God p.109

**Description:** The God requests the assistance of the kami of an object in his possession, asking it to make the object perform its normal function on his behalf.



## The relocated spirit (Tsukumo-gami ••••• •••••)

**Dice pool:** Manipulation + Occult

**Cost:** 1 Willpower + 15 Legend

**Reference:** God p.109

**Description:** the God can exert divine authority over a kami by severing that kami's connection to its item and/or attaching it to another item altogether.



## Ariadne's thread (Magic •)

**Dice pool:** Perception + Survival

**Cost:** 1 Legend

**Reference:** Hero p.154

**Description:** The caster declares a target and can thenceforth unerringly track where that target has gone by following the perturbations he leaves in the threads of Fate.



## The unliddded eye (Magic •)

**Dice pool:** Perception + Occult

**Cost:** 1 Legend

**Reference:** Hero p.154

**Description:** This spell allows its caster to see magic and supernatural powers that are normally invisible to mortal sight.



## Bona fortuna (Magic ••)

**Dice pool:** Wits + Occult

**Cost:** 1 Legend

**Reference:** Hero p.154

**Description:** The caster calls upon Fortune for a good luck streak.



## Evil eye (Magic ••)

**Dice pool:** Manipulation + Presence

**Cost:** 1 Legend

**Reference:** Hero p.154

**Description:** The caster curses a single target with a withering glance or insulting gesture.



## Traiding Fate (Magic ••)

**Dice pool:** Wits + Presence

**Cost:** Dice penalties (see below) + Fatebinding

**Reference:** Hero p.154

**Description:** The caster grants another person a good luck streak, as he can do for himself with the Bona Fortuna spell.



## Deus ex machina (Magic •••)

**Dice pool:** Charisma + Presence

**Cost:** 1 or more Legend + Fatebinding

**Reference:** Hero p.154

**Description:** The caster calls for help—and Fate answers in its own way.



## Demand a labor (Magic •••)

**Dice pool:** Manipulation + Presence

**Cost:** 1 Legend + Fatebinding

**Reference:** Hero p.155

**Description:** The caster can demand that a person perform a task for him.



## Fateful conection (Magic ••••)

**Dice pool:** Intelligence + Occult

**Cost:** 1 Legend

**Reference:** Demi-God p.97

**Description:** When the Scion has some sympathetic link to a victim, he can perform this spell over it to loop that victim's fate around it and cinch it tight.



## Fate prison (Magic •••••)

**Dice pool:** Charisma + Command

**Cost:** 1 Willpower + 1 Legend

**Reference:** Demi-God p.97-98

**Description:** With either a curse or an extremely well-worded request, the Scion binds a victim's fate to a physical location.



## Fate and switch (Magic •••••)

**Dice pool:** Manipulation + Empathy

**Cost:** 2 Legend + 1 Willpower

**Reference:** Demi-God p.98

**Description:** The Scion can twist together the threads of two intelligent beings' destinies at two separate points then cross the strands over in the middle.



## Transform person (Magic ●●●●●●)

**Dice pool:** Dexterity + Occult

**Cost:** 1 Legend per dot of Boon

**Reference:** Demi-God p.98-99

**Description:** By twisting his own Fate together with that of his victim, the Scion can use any one of his own selftransformation Boons on the victim's body instead.



## Birthright bond (Magic ●●●●●●)

**Dice pool:** Manipulation + Occult

**Cost:** (1 Legend per point of Birthright) + (1 Legend per object/being)

**Reference:** God p.110-111

**Description:** With this spell, a parent God binds the fate of an item, a creature, a person or a group of people to that of his Scion.



## Scion adoption rite (Magic ●●●●●●●)

**Dice pool:** Charisma + Occult

**Cost:** 10 Legend

**Reference:** God p.111

**Description:** Performance of this rite requires the presence of a God who has conceived a Scion, a God who wishes that Scion to be his instead and a fateful sympathetic link to the Scion in question



## Divine unweaving (Magic ●●●●●●●)

**Dice pool:** Dexterity + Occult

**Cost:** Varies

**Reference:** God p.111

**Description:** The spell comes undone at once with no ill effects.



## Mystery

**Dice Pool:** Intelligence + Mystery

The Purview of Mystery represents an understanding of the interconnection of bizarre, seemingly random events—an understanding mortal minds are unequipped to achieve. Gods and Scions with this Purview not only recognize this interconnection, but they can read significant clues from it.



## Prophecy

**Dice Pool:** Intelligence + Prophecy

The Purview of Prophecy offers the Scion who masters it glimpses into the machinations of Fate itself. The warnings of future events that the Purview offers are invaluable, but the Scion who relies on them overmuch risks becoming an unknowing agent of Fate itself.

