

MARVELS

Imbue 1 Legend

Offscreen Action: “Cut” from the current scene to a nearby mortal or animal, and describe how they take some action that has an impact once you cut back to the scene you and your handmates are currently in.

(If that action has long-term effects that last beyond the current scene, or if you want to literally summon a mundane character into existence ex nihilo, spend 1 Legend instead.)

Edony, Scion of Heimdall, manipulates destiny by weaving colorful strands of yarn as an Artistry marvel. Her player cuts away from the scene to a nearby apartment, and describes an art major drunkenly shouting at his ex’s window, distracting everyone from her band’s attempts at stealth.

Equipment: You can magically create or summon an item that is symbolically tied to your Purview, or simply declare that you find it or have had it all along.

Obtain a mundane but useful item, like a handgun, cellphone, or police officer’s uniform. *(Spend 1 Legend instead for rarer items.)*

You keep the item for as long as you imbue the Legend — once you reclaim it, the item either literally vanishes or “fades” between scenes.

Blessings: You empower yourself or another character.

Either grant Enhancement 2 on a single action of a specific type, or ignore up to 3 points of Complication between any number of actions.

These benefits are lost if not used by the end of the scene. The imbued Legend returns once the bonus has been fully used or the scene ends.

Detective Sergeant Sugio, Scion of Amaterasu, asks the kami of some broken glass at a crime scene what they reflected to gain an Enhancement on his roll to find a clue as a Sun marvel.

Complication: You turn your Purview against a character or use it to create obstacles.

Impose a +3 Complication on the next action of a particular type that a character takes this scene.

The imbued Legend returns once the Complication has applied or the scene ends.

James, Scion of the Morrigan, mocks a hired security guard’s life choices to impose a Complication on their next attack roll with a Chaos marvel.

Esoterica: Anything else you can think of! If you wanna do a cool thing that isn’t listed, talk to the Storyguide to figure out the mechanics.

MARVELS

Spend 1 Legend

Impose Condition: Inflict a Condition (a curse, a disease, etc) on a character.

A generic your-life-sucks Condition increases the difficulty of all actions a character takes by +1, and must be resolved by taking a challenging or risky action that’s thematically tied to the nature of the marvel.

Deafen a foe with a thunderclap as a Sky marvel.

Resolve Condition: Resolve a Condition that is related to or opposed to the nature or symbolism of your Purview.

This can break curses and other magically inflicted Conditions.

Free one a bandmate from a siren’s call with a Passion marvel.

Attacking: You wield the forces of your Purview to strike down an enemy.

You can make either melee attacks or ranged attacks (fire breath, ice spikes, etc) for the rest of the scene as simple actions, with up to 3 points of weapon tags to reflect the specific nature of the marvel.

Melee attacks are typically rolled with Close Combat + Might, while ranged attacks are typically rolled with Occult + Cunning.

Upheaval: Make a dramatic change to the terrain or circumstances of a scene — set a building on fire, call down a rainstorm, or spread some love.

Depending on what you’re doing, this can add a significantly advantageous feature, create difficult terrain or a hazard, create an obstacle that imposes a +3 Complication on everyone caught in it, or other dramatic, large-scale effects.

Create a seismic tremor with an Earth marvel, creating difficult terrain and opening up a fissure foes and allies allies.

Emulate Boons: You can use a marvel to replicate the effects of a Boon you don’t know — even one that belongs to another Purview, as long as you can describe how your Purview and motif let you emulate the effect.

You must spend one more Legend than the original Boon costs:

Imbue Legend or Free → Spend 1 Legend
Spend 1 Legend → Spend 2 Legend

Esoterica: Anything else you can think of! If you wanna do a cool thing that isn’t listed, talk to the Storyguide to figure out the mechanics.