



FREQUENTLY ASKED QUESTIONS AND RULES CLARIFICATIONS

No amount of playtesting can completely prepare a roleplaying game for exposure to the whole audience. However many sessions we play, however many playtesters we recruit for their opinions, the audience is always larger. So it is that every RPG generates questions, requests for clarification, and speculation on house rules.

To help players and Storytellers get the most out of **Scion: Hero**, we sifted through some of the questions and comments sent to us by fans and posted on internet forums like our own, at White Wolf Online, and RPGnet. We put the most common questions and comments in front of **Scion's** developer, John Chambers, to get his answers and opinions. Here they are.

HOW DO THE THREE BOOKS OF THE **SCION** SERIES INTERACT?

The **Scion** game line isn't organized like that of the typical RPG. Rather than a single core book followed by a series of small supplementary books, **Scion** consists of three vital rulebooks, each expanding and augmenting the gameplay of the previous book. Each **Scion** volume concentrates on a different period of development in the Scions' lives.

Scion: Hero focuses on the period just after a Scion's Visitation, when she is just realizing her potential and is still not that far removed from mortality.

Scion: Demigod explores a Scion's interstitial range of power, when the balance of mortal flesh to divine ichor in the Scion's body has reached a tipping point. Now she's more God than man,

with a much greater degree of personal power and a greater level of responsibility in the current war.

Finally, **Scion: God** finds the Scion reaching the pinnacle of her power: Godhood.

Each of these books features antagonists scaled to present viable threats to the ever-more-puissant Scion characters and another part of the continuing adventure that winds through all three levels of power in **Scion**. Each book also opens another front of the Overworld War:

- The World, in **Scion: Hero**
- The various Terrae Incognitae and the Underworld, in **Scion: Demigod**
- The Overworld, with its Titanrealms and Godrealms, in **Scion: God**

WHERE ARE THE THROWING RULES? HOW DOES MY SCION THROW THINGS?

As with any attack, roll the character's appropriate (Attribute + Ability) combination — in this case (Dexterity + Thrown). There are a number of thrown weapons listed in the "Ranged Weapons" section of **Scion: Hero**, pp. 203-204. Thrown ranges can be influenced by Epic Strength as explained on p. 126 of **Scion: Hero**. The Knack called Hurl to the Horizon, pp. 126-127, doubles that distance.

Also, don't forget to add the successes provided by Epic Dexterity to the attack roll. If the attack is successful, add the successes provided by Epic Strength to the attack's damage.

WHAT'S THE DAMAGE OF IMPROVISED WEAPONS?

It really depends on the weapon. Given that even at the power level of a hero, a Scion can hit someone with a car (not just when driving it), and that a god's mighty thews can hurl an aircraft carrier, we decided to leave the adjudication of such things to the discretion of the individual Storyteller.

The damage of improvised weapons is more about *how* they're used, not just *what* they are. It's fair game for a Storyteller to decide that hitting someone with a car swung like a bat may do different damage than a car dropped like an anvil.

THE RULES SAY RELIC DOTS CAN INCREASE THE SPEED OF A WEAPON, BUT LOWER SPEED IS BETTER. IS THAT AN ERROR?

Yes, Speed should decrease by 1, not increase. *Mea culpa.*

WHAT'S THE DIFFERENCE BETWEEN A WEAPON WITH SPEED 1 AND A WEAPON WITH SPEED 0?

A Speed 1 weapon allows its wielder to attack on each tick, which is crazy fast. Speed 0 is flat-out impossible. Sorry.

HOGZILLA HAS A KNOCKBACK ATTACK, BUT I CAN FIND IT IN THE BOOK. HOW'S IT WORK?

Check out Knockdown/Knockback under the "In Addition" header on p. 198.

HOW DOES THE PHASE CLOAK WORK?

It obscures part of the body of the Scion employing the Boon, much as the moon seems to leave only smaller and smaller sliver of itself in the night sky as a month progresses. The Scion's player decides on the difficulty he's willing to shoot for when he chooses use Phase Cloak, and a success on a (Dexterity + Stealth) roll decides whether or not the Scion succeeds in partly vanishing.

HOW MUCH DO AMAZONS COST?

The cost ranges from three to five dots, as explained on p. 284. Three dots give a player five amazons, four give the player 10, and five give her 15 followers. Only female Scions can buy amazons as followers.

WHAT ABOUT ADDITIONAL PURVIEWS?

Some likely exist — certainly there are other pantheon-specific purviews out there. Our aim was to present the most common. Some fans have lamented that certain ubiquitous Purviews such as Love or Might don't exist, but we decided the Epic Attributes simulated their powers to such a degree that those Purviews would be redundant.

WHAT DO YOU MEAN BY "SEPARATELY" AND "SEQUENTIALLY" IN THE RULES FOR BUYING BOONS?

Basically, all-purpose Boons can be bought out of sequence, so one might use three dots to buy Unbarred Entry (Psychopomp •••) without buying the prior two Boons. Pantheon-specific Boons, meanwhile, must be bought in sequence, so putting three dots in Heku would not enable one to buy Sekem Barrier (Heku •••), only Ren Harvest (Heku •) and Sekem Blaze (Heku ••).

ARE SPECIALS MEANT TO BE BOUGHT SEPARATELY OR SEQUENTIALLY?

Only in sequence, from one dot, to two, to three, etc.

Spells may be bought separately, though, assuming a Scion's already mastered the level of the Magic Purview to which they belong.

COMMENTARY AND SUGGESTIONS FROM THE FANS

We've received a lot of commentary and suggestions on **Scion: Hero** from our fans. Some of these comments contain their own questions about the design of the game. You may have been wondering about some of these yourself. A lot of the comments that we get cover the same general territory, but a few of you have asked unique questions (or phrased those questions in ways that we liked), and so we've quoted you here.

CALCULATING DVs DURING PLAY IS A BUMMER. YOU SHOULD ADD BOXES FOR DVs TO THE CHARACTERS SHEET.

The addition of Dodge DV to the character sheet is a good idea. In the meantime, there's space on the character sheet for other stats already, under "Weapons." If the problem is that the signature characters lack the Parry DVs for unarmed attacks, I have to admit I'd have liked the stats to be there, but there just wasn't room. They were originally intended to have those calculated and part of the write-up.

WHY DOES THE GAME HAVE MULTIPLE UNARMED ATTACK OPTIONS WITH ALL THOSE DIFFERENT MODIFIERS TO YOUR DICE POOL TO KEEP TRACK OF?

The idea is that the appendages one's born with are naturally intuitive to use in a fight, so they offer bonuses to light unarmed attacks. Heavy unarmed attacks feature penalties to actually hitting and blocking because, by their nature, they tend to throw off the attacker's center of gravity or make him overextend himself and open him up to a counterattack. Of course, all the extra force behind these kinds of attacks leads to a stronger, more damaging attack, which is the trade off. A simple +0 across the board wouldn't take such factors into account.

LOSE THE +1 TO BASE DAMAGE! I REALLY CAN'T THINK OF ANY GOOD REASON TO KEEP IT.

It's as easy to leave as change, and the +1 is already calculated into the damages of the signature characters and the antagonists.

I THINK THE SOAK RULES ARE OUT OF WHACK.

In games I played, the soak rule ended up working fine as is. Defense is favored a bit, and that's by design.

I'D SAY A MENTION IN THE RULEBOOK AS TO THE CONSPICUOUSNESS OF RELIC ARMOR WOULD BE GOOD FOR GAME BALANCE, SO PLAYERS REMEMBER THAT WEARING THE BLESSED RIOT GEAR OF ARES MAKES THEM LOOK A BIT SILLY.

—FROM "AESCLUPUIS," VIA RPG.NET

I don't know. I think Victor Fingers looks quite cool in the Armor of Achilles. But, it does tend to draw police interest, truth be told.

LEGEND POINTS ARE TOO EASY TO GET AND TOO POWERFUL. IT SEEMS LIKE PLAYERS ALWAYS HAVE A READY SUPPLY OF THEM.

I'm not sure this is a problem. It allows for the epic attacks necessary for heroic Scions to face overwhelming numbers of enemies or foes with monstrous strength and come out on top. I'm concerned that many of the proposed fixes that I've seen online might leave Scions in danger of being overwhelmed by their foes.

CHANNELING VIRTUES REQUIRES TOO MUCH BOOKKEEPING AND IS BOGGING DOWN PLAY.

This seems like a matter of personal preference to me and not something I would concede as a problem. I think the limit is fine as is and haven't really seen it strain the bookkeeping ability of players.

THE ABILITY TO SPEND **WILLPOWER** FOR
AN AUTOMATIC SUCCESS TAKES AWAY
FROM THE IMPORTANCE OF
CHANNELING VIRTUES.

Yeah, I'll concede that this might be an example of me taking an extant rule of **World of Darkness** and **Exalted** and keeping it more out of instinct rather than playtesting — since it didn't raise its head as a problem during testing, I didn't see a reason to remove it. Still, maybe it is redundant.

FATE IS THE FORCE THAT SHAPES THE CYCLE INTO A STORY, AND A PLAYER'S LEGEND HELPS HIM DISTORT THE SKEIN OF FATE. I LOVE THESE IDEAS CONCEPTUALLY. BUT FATEBINDING AS A SYSTEM SEEMS A LITTLE CLUNKY — EVERY TIME THE SCION USES A BOON, OR CHANNELS LEGEND, YOU HAVE TO GET OUT THE LEGEND DICE AND ROLL THEM, AND A LOT OF THE TIME EVEN IF YOU DO GET THOSE HARD-TO-ATTAIN FIVE SUCCESSES, THE FATEBINDING DOESN'T DO MUCH.

SO THIS MORTAL IS GOING TO TURN UP AND FULFILL HIS ROLE FOR 24 HOURS? HE WAS PROBABLY GOING TO DO THAT ANYWAY.

—FROM “**AESCLUPUIS**,” VIA **RPG.NET**

I admit that putting a system to the concept wasn't easy, so it may not be as elegant as I had hoped. Still, one of the main reasons of even using that structure was to give a system to fall back on to those players and Storytellers who aren't comfortable with just winging it.

I always assumed a lot of Storytellers would just take matters into their own hands. That said, I was really surprised and delighted by Bill Bridges' inclusion of the Fatebound roles, and think that alone is worth its weight in gold.

“IS THERE A LIST OF WHO ALL THESE DIVINE HERALDS ARE? SOMEONE LIKE HERMES IS PRETTY OBVIOUS BECAUSE HIS NATURE AS A GOD WAS MESSENGER. I WOULD NEVER HAVE KNOWN I COULD USE HUGIN AND MUGIN IN THAT WAY WITHOUT THE BOOK HAVING TOLD/SHOWN ME.”

—FROM “**GMILLER55**,”
VIA THE OFFICIAL **SCION FORUM**

There are really too many to list. In addition to Hermes, for instance, the Greek pantheon has Iris. Also, some Gods possess their own heralds — lesser Gods who act as their messengers (such as Thialfi often acts for Thor or the ghede for Baron Samedi). Really, the easiest way to find inspirational examples is to look online or in your local library.

“DOES IT HAVE TO BE SOMEONE FROM YOUR PANTHEON THAT “AWAKENS” YOU TO YOUR DIVINE NATURE? LIKE, COULD HERMES “ACTIVATE” A SCION OF THOR (WITH HIS PERMISSION OF COURSE) IF THOR WAS TOO BUSY AND COULDN'T SEND HUGIN/MUGIN?”

—FROM “**GMILLER55**,”
VIA THE OFFICIAL **SCION FORUM**

He potentially could, but that Scion would still be a Scion of Thor unless there was a formal renunciation/adoption. Also, it would be really rude for a God to mess with a Scion from another pantheon and could lead to repercussions later, especially if that God misrepresents his own origins (or those of the Scion) for his own gain.

IS JUST THE PRESENCE OF A DIVINE MESSENGER ENOUGH TO MAKE A SCION AWARE OF HIS DIVINE ORIGIN?

Yes. Typically a divine messenger shows up because he harbors some intent to stir a Scion, but even that might not be absolutely necessary. If, for instance, a God tried to murder the Scion of a rival, that Scion's own partly divine nature might manifest to allow him to survive the attempt on his life.



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