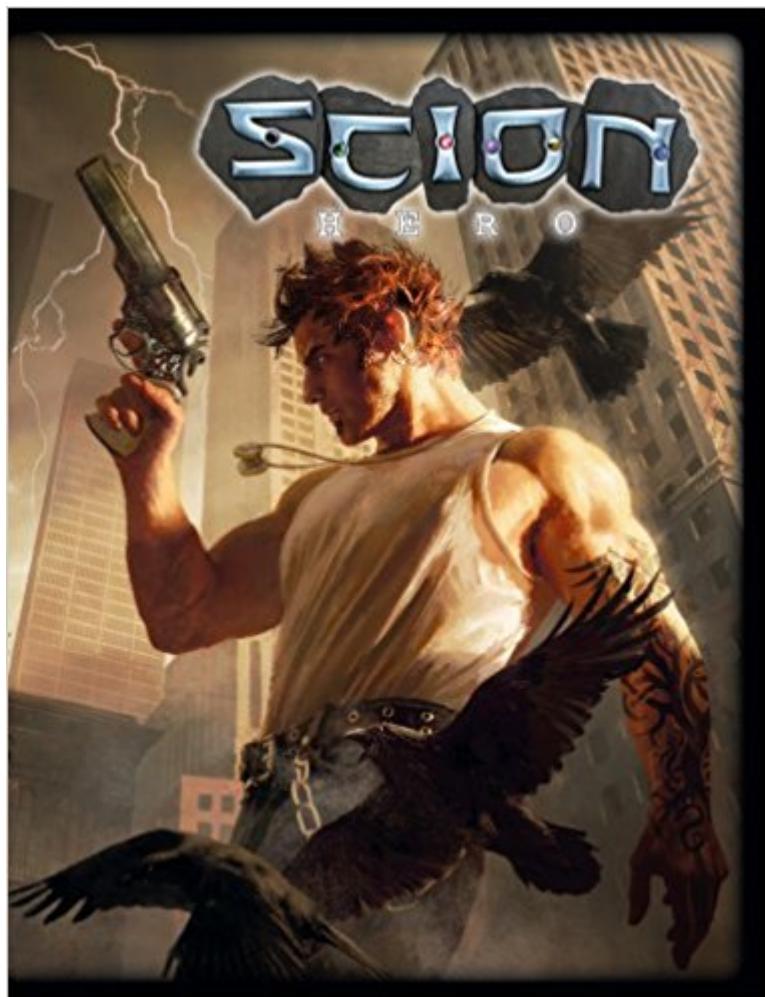


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## Scion 1 Hero



## Synopsis

1St In A 3 Book Limited Series. PCs Discover They Are The Child Of A God And Must Embrace Their Destiny.

## Book Information

Series: Scion

Hardcover: 334 pages

Publisher: White Wolf Publishing (April 18, 2007)

Language: English

ISBN-10: 1588464687

ISBN-13: 978-1588464682

Product Dimensions: 8.5 x 0.6 x 11 inches

Shipping Weight: 2.8 pounds

Average Customer Review: 4.2 out of 5 stars See all reviews (20 customer reviews)

Best Sellers Rank: #165,119 in Books (See Top 100 in Books) #31 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games

## Customer Reviews

Scion is like cable tv. In order to get what you want, you have to buy a package that contains a lot of stuff you don't want, don't need, will probably never use and which only serves to drive up the price of the total package. Ideally the Scion manuals would consist of a player's handbook, a separate Storyteller's guide, and maybe a softcover campaign pack. Unfortunately that's not how the Scion books are packaged. Instead all three of those elements are combined into a set of three books which are divided based on power level rather than target audience. What that means is that if you're a player, you've still got to buy all three books, with a combined list price of over \$100, just to get the full 200-250 pages of information (100-150 pages from Scion: Hero and 50 pages each from Scion: Demigod and Scion: God) that players need. That's not very good value for your money. For Storytellers the situation is a little better. Most Storytellers will find about half of every book useful because they'll be getting an additional 200-250 pages of information aimed at helping them run an ongoing Scion campaign. Still not that good a value in my opinion. So what about the other half of the content in the Scion books? Well, each book begins with around 40 pages of mediocre fiction that you'll probably read once, if you read it at all, and then never look at again. The rest is a mini-campaign. The inclusion of this campaign completely baffles me. Its like the folks at White Wolf don't understand how roleplaying groups work. While its customary for RPGs to include a few

sample adventures that GMs and Storytellers can use as a basis for creating their own adventures, I've never seen anyone devote half of every game manual to a campaign and with good reason.

Scion: Hero is the first installment of the Scion series, to include Demi-God, God and soon to be released Companion and Ragnarok. I'm going to break down the book by a few categories, feel free to use the headings to guide you, or read it all. Presentation: The book is beautiful. The cover art and depiction of the deities is wonderful and illustrations throughout highlight scenes of gameplay and are generally entertaining. Very similar to the new World of Darkness books. Concept: The gods of old (Japanese, Aztec, Loa/Voodoo, Greek/Roman, Egyptian, Norse) have been preparing for war with the recently escaped Titans whom they'd sealed away for thousands of years. In step with their preparations the gods of come to the material world to create children endowed with some of their god like power and the ability to transcend their own human limitations to god hood. These concepts should be pretty familiar to someone who has read American Gods by Neil Gaiman or who has played Exalted. Some of the other themes of the game include coming to terms with your divine heritage, creating a legend for yourself as you grow in power, and the idea that fate has a purpose for all of the scions. System: The system is -VERY- similar to the Exalted 2nd edition system. It is not terribly unlike the new WoD system and with a working knowledge of old or new world of darkness the game should be a breeze to pick up, combat works differently and the difficulties are set and different but otherwise it's very similar. The combat system can slow things down a bit, but my group has never had any real complaints. I would recommend that your players (and you for NPCs) write down dice pools and page numbers to help speed things up.

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