

The book was found

Scion Companion*OP



Synopsis

Just when you think you know everything about the World. The Scions of the Irish, Chinese and Hindu gods make their mark on the World. New Boons, Knacks and Birthrights increase the Scions' arsenal in the war against the Titans. More allies and more enemies entry the fray, which can change the course of the conflict. The war can also extend back further in time, adding a new layer to one of the greatest conflicts in the history of the World. The Scion Companion will help you to create new epics, new legends and new divinities. A resource book for Scion, containing:

- o Three new pantheons: The Tuatha DÃfÂ© Dannan, the Celestial Bureaucracy and the Devatas.
- o New Boons, Knacks and Birthrights for Scions.
- o New Storyteller advice and antagonists to use in your cycle.
- o "The World at War," a new background for playing Scion in World War II.

Book Information

Series: Scion

Hardcover: 248 pages

Publisher: White Wolf Publishing (April 1, 2009)

Language: English

ISBN-10: 1588463982

ISBN-13: 978-1588463982

Product Dimensions: 8.5 x 0.8 x 11 inches

Shipping Weight: 2.6 pounds

Average Customer Review: 4.5 out of 5 stars 9 customer reviews

Best Sellers Rank: #1,087,439 in Books (See Top 100 in Books) #129 inÃ Â Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games

Customer Reviews

My personal favorite of the Scion series, the Scion Companion introduces 3 new pantheons to the game, giving players even more options when building their character. These are roughly the Irish, the Hindu, and the Chinese pantheons of gods respectively. In addition, there is a lot of information pertaining to other events which are going on in the world, both now and in the past. There is even a whole section about playing Scion characters during World War II and various additional 'optional' pantheons to choose from, although my group has had very little (if any) interest in these. I recommend this for anyone who is really looking to add some new elements to their Scion games.

This game is Gorgeous, love the product and line! They HAD to give us the Celestial Bureaucracy

when they gave us Tommy Li in the very first book, Scion: Hero. The Hindu Devas seems a natural addition as a representation of the largest, still-worshipped Pantheon, and the Tuatha seem, to me, to be a classic, well-known Pantheon. Now what escapes me is how Coyote, and the Native American Gods, or Spirits, so well used in the lead-in story in Scion: God, never gets a mention, and instead we get these National Pantheons used in a World War II setting?? Granted, switching the earthly setting is a classic (I myself run Scion: Hero in a Space:1889 setting with the addition of a Confederate victory for tension), but National Pantheons?? And Only three Gods apiece for Britain, France, and Russia? How Biased is that? I myself would have used the room in those sections to include Native American, Polynesian, and for a tweek, something like the Grigori, the Angels of the lowest order, left behind for interfering in Man's existence. As a Line, the only thing that bothers me is the divorce from mortal existence, SO intrinsic to every other White Wolf product, aside from Fatebinding, which ties mortals to a God's Legend. No Resources, or Influence? The Eric Donner lead-in story in Scion: Hero is ALL about the disruption of his mortal existence by otherworldly events, A THAT is great Storytelling, and Great Drama! There should be a system to transfer a Human, with all of his worldly cares, to a full God with all the influence and mystery inherent in that. A slow withering away of the Mortal to the Immortal. I guess they didn't want to rehash the Ultra-reality of Aberrant(possibly White Wolf's Greatest product!!!), in favor of dumping a near-mortal directly into the mystery of Godhood. But clearly, legends such as Heracles show how a Demigod effected and lived in a realistic Greek world,(See how he killed his own family in one of his famous rages, only to be given tasks of repentance.) All in all, still a great product in my huge collection of RPG's.

This book has good things but also has flaws. The new pantheons are cool, some knacks and boons are too specific or difficult to use in a game (kind of unbalanced compared to things from the Hero, Demigod, and God books). The art is great and the illustrations were done with high quality (I would have preferred to have the India, Ireland and China Pantheons in colored pages as in Scion:Hero instead of the WW2 pantheons) I didn't like the World war 2 set (Yankee pantheon?) Sounds good but the WW2 setting is not my style (I think mankind is evil enough to start a world war without having the ancient gods behind them pulling the threads). About the pantheons mentioned for this setting some gods are too "not legendary", but thankfully the book gives you ideas to change it or even create your own pantheon (something GM's or ST's have done before). This book accomplishes its goals of being just a supplement and opening new options for the game. If you like the game and want to play another type of characters or use a different setting, it's OK. If you look for more spells, knacks and boons, creatures, you will be disappointed because there are not

enough (instead of WW2, they should have done that). In a few words: It's a book just for fans of the game.

The added pantheons (The Chinese "Celestial Bureaucracy", The Irish "Tuatha de Dannan", The Hindu "Devas") are well thought out and complete. The new Boons and Knacks are useful but I am slightly disappointed that more Hero level material is not present. I love the added Birthright creatures and followers, which until now didn't feel fully realized in Scion: Hero. There is also a detailed section on creating unique Relics, which would have been great to see in Scion: Hero. I highly recommend this for any storyteller or player. P.S. - The artwork, as always, doesn't disappoint.

Great condition.

This book has some really interesting material on lesser-known pantheons as well as great ideas for translating modern icons into mythic figures in their own right. The Irish and Hindu gods were particularly interesting to me.

The Scion Companion is a must have for any Scion campaign. I bought it specifically for the Tuatha De Dannan, but the rest of the book has incredibly valuable information as well.

Great book for your Scion group. we love the Relic section and use it in our podcasted real play games all the time for inspiration of modern 'Relics of godly might!' not a big fan of the ww2 Yankee and other pantheon in the back but there is a cool adventure set in WW2!

[Download to continue reading...](#)

Scion: Demigod (Scion) Scion Companion*OP Scion of Raizel (The Divine Elements Book 3) Scion Ragnarok*OP Progeny: The Legion (Scene 1 | Progeny: Rising of the Scion) Progeny: The Exile: Dystopian Fiction (Scene 3 | Progeny: Rising of the Scion) Progeny: The Elect (Scene 2 | Progeny: Rising of the Scion) Kushiel's Scion Companion Planting: Companion Gardening - A Practical Guide For Beginners To Learn Everything About Companion Planting (Organic Gardening, Container Gardening, Vegetable Gardening) Weight Watchers Points Plus Complete Food Companion 2011 (Food Companion ONLY) Weight Watchers 2008 Dining Companion & Complete Food Companion Set Pocket Companion for Physical Examination and Health Assessment, 6e (Jarvis, Pocket Companion for Physical Examination and Health Assessment) The Dog Lover's Companion to California: The Inside Scoop on Where to Take Your Dog (Dog Lover's Companion Guides) The

Lighthouse Companion for Connecticut and Rhode Island (The Lighthouse Companion, 1) The Unofficial Guide: The Color Companion to Walt Disney World (Unofficial Guide to Walt Disney World Color Companion) Summer Love: Garrison Keillor and the cast of A Prairie Home Companion (Prairie Home Companion (Music)) A Prairie Home Companion Anniversary Album: The First Five Years (Prairie Home Companion (Audio)) The Companion Chronicles: The First Doctor Volume 2 (Doctor Who - The Companion Chronicles) The Outlandish Companion (Revised and Updated): Companion to Outlander, Dragonfly in Amber, Voyager, and Drums of Autumn The Outlandish Companion Volume Two: Companion to The Fiery Cross, A Breath of Snow and Ashes, An Echo in the Bone, and Written in My Own Heart's Blood

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)