

SCION

ORIGIN

P. 73: Reason should read Intellect instead.

P. 97: Three references to Reason should read Intellect instead.

P. 140: “It’s unsatisfying for most players to think that their character’s stories, and it leaves...” should read, “It’s unsatisfying for most players to think that **of** their character’s stories, and it leaves...”

P. 151: In the “Sorcery without Heroism” sidebar, “sight” should be “site.” Similarly, the reference to the Plants Purview should be Wild.

P. 153: Reason should read Intellect instead.

P. 154: “Conscience” should be “consciousness.”

P. 164: Add the following paragraph to the Kitsune writeup before Knacks: “You can take on a single human appearance at will and maintain that form as long as you are conscious and awake. Any beings with a Legend score will recognize you for what you are when you appear as a human. Mortals who see your tail (see below) can recognize you on a successful Difficulty 2 Occult + Intellect roll.”

P. 167: Under “Adjusting Supernatural Origin Paths” the last sentence should read, “Below are various modifications: two to the Wolf-Warrior Path to create modern-day Amazons, and two to the Satyr Path to reflect various beings in conflict with civilization and the wild.”

Appendix 2: Several of the Gods in Appendix 2 have a discrepancy with their Calling and Purview associations as presented in **Hero**. In general, default to the presentation in **Hero** as definitive, except where as noted in the **Hero** errata.

- **Heimdall (p. 170):** Callings should be Creator, Guardian, Hunter.
- **Freya (p. 170):** Delete Death, Prosperity, and Fertility.

- **Muzzu-Kumik-Quae (p. 171):** Add Wild to her list of Purviews.

- **Artemis (p. 171):** Add Wild to Purviews.

- **Hera (p. 172):** Add Beauty and Passion (Fidelity) to Purviews.

- **Persephone (p. 172):** Delete Wild from Purviews.

- **Ptah (p. 172):** Add Prosperity to Purviews.

- **Zeus (p. 172):** Add Order to Purviews.

- **Tsukiyomi (p. 173):** Delete Stars from Purviews.

- **Susano-o (p. 173):** Delete (Metallurgy) from Forge under Purviews.

- **Sarutahiko (p. 173):** He’s the husband of Ama-no-Uzume, not Ama-no-Izume.

- **Benzaiten (p. 173):** Delete the reference to “Animal (Snake)” and add “Beast (Snake)” to Purviews.

- **Hotei (p. 173):** Change “Passion” to “Passion (Joy)” in Purviews.

- **Goibniu (p. 174):** Add Health to Purviews.

- **Lugh (p. 174):** His name is Lugh, not Health Lugh.

- **Òsanyìn (p. 174):** Òsanyìn, the God of Herbal Medicine is missing. His Callings are Healer, Hunter, Sage, and his Purviews: Beasts (Birds), Epic Stamina, Fertility, Fortune, Health, and Wild.

- **Lakshmi (p. 175):** Delete Wild from Purviews.

- **Vishnu (p. 175):** Change “Passion (all)” to “Passion (Hope)” in Purviews.

P. 178: “...and Wits and Perception and folded together into Cunning” should be, “...and Wits and Perception **are** folded together into Cunning.”

SCION

HERO

P. 3: “Yukiko had never **heard** her speak...”

P. 4: Delete the comma in the section starting “My mother told me this story, once: When the son...” (should be “story once”).

P. 9: Centaur should be its own heading, rather than under Satyr.

P. 50: Add Beauty to Sif’s list of Purviews.

P. 62: Delete Wild from Lakshmi’s list of Purviews.

P. 80: The Kami Asset Skills should be Culture and Persuasion.

P. 83: Add Wild to Muzzu-Kumik-Quae’s list of Purviews.

P. 106: The poem has some incorrect characters. It should read as follows:

*Quando chego no terreiro / As soon as I arrive at the temple
trato logo de louvar / I get right to giving praise
Louvo a Deus primeiramente / First I praise God
Louvo meu pai Oxalá / I praise my father, the King of the White Cloth
também louvo o pai Xangô / I also praise my father, the Striker
e a rainha do mar / and the queen of the sea
Peço licença Deus de Angola / I ask leave of the God of Angola
me dê o salão prá eu vadiar, câmara/ to give me space to kill some time, my friend*

P. 119: Add Beauty to Chang’e’s list of Purviews.

P. 124: Add Epic Strength to Prince Nezha’s list of Purviews.

P. 143: Add Wild to Dionysus’ list of Purviews.

P. 150: Add Order to Zeus’ list of Purviews.

P. 151

- Delete the Foresight Virtue under Phoebe’s entry, and replace it with Kinship.

- The Titan Virtues and Purviews should be formatted as per the rest of the book.

P. 171: In the “Visitations and Origin Characters” sidebar, replace the second bullet with this text: “Choose additional Knacks, as described in Step 5. If your pre-Visitation Scion already knows more than five Knacks (except for ones added in Finishing Touches), don’t take any additional Knacks.”

P. 185: The reference to “Black Pool” should read “Momentum pool.”

P. 187: Under Legend Trait Effects, add the sentence “Your character receives a new Boon per dot of Legend they possess past Legend 2.”

P. 190: The Manitou’s Virtues are Pride vs. Dream, with an emphasis placed on fulfillment of their specific visions granted through dreams and desires.

P. 195: The Trickster Calling presents “Crises” and “Transfigurations”; this should read “Failure Deeds” and “Adoption Deeds,” respectively.

P. 225

- Afternoon of Fortnights should be formatted like the other Knacks.

- Guardian Calling text should not be in Knack font.

P. 237: The reference to “Amatsukami” should read “Kami.”

P. 239: Under Gods of the Arts, “p. XX” for motif should read **p. 210**.

P. 240: Under Sacred Animals, “p. XX” for motif should read **p. 210**.

P. 249: Replace the reference to Strength with Might.

P. 289: The second-to-last sentence of Mystic Arsenal should read, “Of course, that doesn’t mean the Antagonist’s friends won’t try to get it back!”

FREQUENTLY ASKED QUESTIONS

Q) Why does Hassan al-Hakim have the Healer Calling, despite it not being associated with Loki?

A) Loki has a specific Trickster Knack that allows them to sire, bear, create, or choose children of any Calling to which they're mythologically linked (read: strongly Fatebound). In Hassan's case, Loki drew on the binding with their wife, Sigyn, to sire him. This Knack will be featured in **Scion: God**.

Q) How many Knacks do you start with?

A) P. 183 of **Scion: Hero** is clearer than the more-ambiguous p. 223, leading to this question. You may start with one Heroic Knack for each dot of Calling, or one Immortal Knack for every two dots. You must spend all of your Calling dots at character creation, leading to valid characters with five Heroic Knacks, one Immortal and three Heroic, or two Immortals and one Heroic. After character creation, Knacks may be purchased at the same price, regardless of power.

*Q) Why are some Knacks different between **Origin** and **Hero**?*

A) Certain Knacks are present in **Origin**, not in **Hero**, and others function slightly differently (especially in the Liminal Calling). In general, this is deliberate; if you're playing Heroes, use the **Hero** version, while other characters should use the Origin version.

Q) How much Health does a Creature start with?

A) [Creature Birthright rating] x2. Creatures can also concede a conflict and be Taken Out without filling all of their Health with Injuries.

Q) Why aren't Izanagi and Izanami detailed?

A) Even for creator deities, these two are particularly absent from legends of the Kami, leading to little mention of them for Heroes. They will be further detailed in **Scion: Demigod** when dealing with Yomi, the Kami Underworld.

Q) When do I apply Scale?

A) Any time it makes sense. Scale represents overwhelming or superhuman force, but may be accessed via equipment or environmental factors, if need be. Kneecapping a giant with an SUV doing 80 mph is a perfectly valid Pilot attack with Scale, just like using an anti-tank rifle to blast a sword out of the giant's hand is a valid Firearms attack with Scale. Similarly, the rules for differing Scale mean that high-Scale characters are narratively invulnerable to lesser attackers; you may narrate this however the players prefer, whether a God simply shrugs off a hail of bullet fire or deflects each individual bullet with a flashing bronze sword.

Q) How do the Size and Segment rules work?

A) Size refers to a function of automatic Scale, conferring a number of benefits for "big" creatures or beings according to the Scale rules. Segment rules refer to individual parts of especially large creatures as independent actors in a scene, with their own Health and Initiative. A good rule of thumb is giving creatures a number of Segments equal to their Size — so a jötnar (Size 2) would have Segments to make up its upper and lower body. Additional rules for dealing with especially large monsters will be available in **Scion: Demigod**.

Q) How do Feats of Scale work?

A) Any time you're making an action resonant with your Legendary Title, you may spend a point of Legend to add Scale equal to half your Legend (rounded up). For example, Eric Donner's Title is "Guardian of Midgard"; Eric may use Scale to pick up cars or rip up pavement with his bare hands, inspire a group of stalwart defenders, or perform an analysis with a supernaturally intuitive perception of threats. He generally can't punch Loki with a Legend-assisted punch just because he thinks the God is a vague and undefined threat to The World.

Reference the Calling keywords used to build the Legendary Title to determine whether an action is resonant or not. The Storyguide has final veto over whether an action is resonant, but as with the rest of the system, they're encouraged toward leniency and delight at the table.

Q) How much Enhancement can I have at one time?

A) While this is not mentioned under the Storypath rules section, page 105 of **Scion: Origin** clarifies that Enhancement cannot stack above 5, from either a single source or multiple sources. However, Storyguides are heavily encouraged to be judicious in allowing Enhancements greater than 3 at any one time from multiple sources. One can only have so many blessings, headwinds, and good fortune at any one time before it becomes superfluous. Scale explicitly allows for Enhancement above 5, as an exception. If Zeus punches you, you're going to feel it.

Q) If I have Birthright Followers, how do they contest Apocalyptic Presence?

A) Apocalyptic Presence is a fear effect, allowing Knacks (such as Fearless Presence) or Boons to prevent followers from fleeing. Otherwise, they run.

Q) What is the cost of Birthright Creatures?

A) Price Creatures given in example bestiaries according to the number of dice in their pools, as per the Birthright.

Updated pre-generated character sheets can be found in the color errata document.