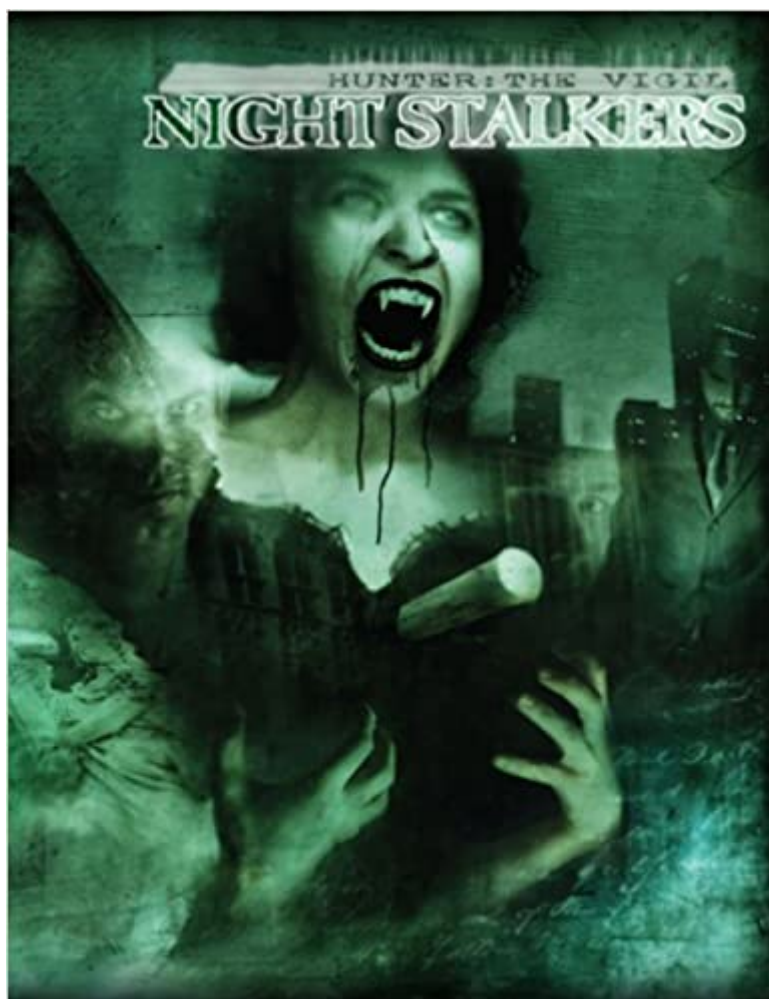


The book was found

Hunter Night Stalkers *OP (Vampire: The Requiem (White Wolf))



Synopsis

They're out there, preying on humanity like farmers culling a herd. They enspell, enslave and then feed on our daughters, our brothers, our parents, our lovers. And nobody notices but us. We'll be enough, though. We'll cast those creatures of the night into the flames. A Chronicle Book for Hunter: The Vigil An intense look into how the timeless Vigil and the immortal vampires come together in an eternal struggle. A look into how each compact and conspiracy deals with the callous depredations of vampire society. Also details new compacts and conspiracies (including the hunters of the Cainite Heresy). For vampire-hunters, a gaggle of new Tactics, Merits and Endowments (including the Cainite Heresy's Rites of Denial). For Storytellers, a "build-your-own" vampire section featuring new options to apply old folklore. Philadelphia by Night: the City of Brotherly Love is besieged by the eternal struggle of vampire versus vampire, hunter versus hunter, and everybody versus everybody.

Book Information

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Customer Reviews

Love it.

This is a book about vampire hunters for the role playing game Hunter the Vigil. I enjoy this book, the art is beautiful and there is allot of good idea is here. Now, here is the problem with the book,

there are some great ideas for unusual vampire hunters in here, rather original ideas that would be great in play, but there are too little information on your plain old standard run of the mill Van Helsing out there wanting to kill some bloodsuckers. It is fun to try something new, and some of the ideas in this book are nice and new, however, sometimes one wants to just use the classical and there is not enough information about that, but all in all this is a good book.

Night Stalkers follows in much the same format and book layout as Witch Finders and Spirit Slayers does. Chapter One covers a wide variety of story hooks and historical outlooks on vampires and the hunt. It also hints at other forms of undead, vampire cults and suggesting ideas or seeds of doubt on just who it is controlling the Hunter Compacts and Conspiracies. And in a retrospective look, you can see hints of the book Immortals laced throughout. Chapter Two delves into the Hunt against Vampires. It covers how the average Hunter isn't going to stand up to a Vampire if they believe crosses and other mythos work on vampires. An average Hunter might get lucky against a neonate vampire who isn't aware of their full powers or being more discreet in their feeding habits. But if they don't learn quickly, they're dead and this chapter covers it beautifully the dangers of confronting older vampires. The existing Compacts and Conspiracies are covered with story hooks and how they deal with or view vampires. There's also new Compacts and a new Conspiracy given. Barret Commission - this compact tries to keep vampires from controlling the government. Maiden's Blood Sisterhood - This compact focuses on the protection of schools from the predations of vampires. Both of these have limited uses or runs for a chronicle in my mind. Night Watch Compact is fairly straight forward with Hunters who take to the streets to hunt Vampires. Caninite Heresy conspiracy is interesting. Fanatics bent on destroying and exposing Vampires to the public. It's an interesting way of bringing back the myth of Caine as the originator of vampires. All of these I could see as antagonists for Vampires in limited settings. Chapter Three stats out new tactics, merits, endowments, benedictions and equipment for Hunters. The section In The Blood offers new rules on creating and portraying vampires that are closer to folklore and not necessarily tied to Kindred society. It's a way of allowing the ST to scale the vampire to the capabilities of the troupe or keep the mystery of vampires just that. As a set of alternative rules, this section is good. Chapter Four goes into STing Hunter & Vampire Chronicles and a look at the Hunter setting of Philadelphia and vampires in that setting.

Good book, but not as useful as I thought it would be.

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