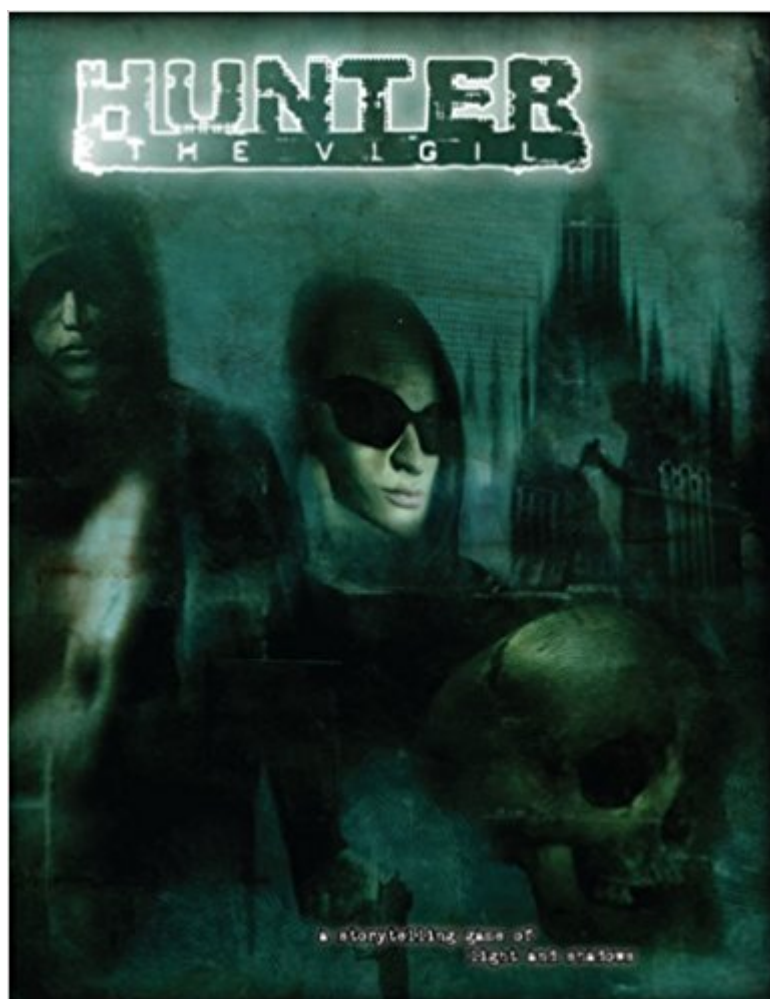


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Hunter: The Vigil



Synopsis

Candle in the Darkness The scales have fallen from your eyes. A fire is lit: is it a lamp perched over the inscription upon an ancient blade? Or a roaring conflagration consuming the house in which the howling fiends wait? Things will never be the same after this. You've set forth on a damning path. Carry the Vigil. Fight back the shadows.

Rulebook for Hunter: The Vigil™ This book includes:

- * A rulebook for playing hunters, those humans who have seen the truth of the World of Darkness and are spurred to action.
- * A many-faced Vigil for many types of hunter: characters might choose a path of violence, of investigation, or even of rehabilitation. Decipher mysteries and confront the horrors.
- * Provides new player types and antagonists for crossover-intensive chronicles as well as those chronicles focused only on hunters.

Book Information

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Customer Reviews

When Hunter: The Reckoning came out, I was overjoyed. As a Storyteller, I enjoy telling stories from the human's perspective more. I find their struggle against the odds more in line with my skills and intents for telling stories. What I got was a good book, but it kind of took the focus in a more action-oriented, "blockbuster" arena. I still used it, but I thought for all the cool skills and abilities, it was missing something. So, when Hunter: The Vigil came out, I had high hopes that it would reinvent the series in a fashion more appealing to the kinds of stories I wanted to tell. It does that and more.

Hunter: The Vigil is a nice sized guidebook with plenty of clarification and subtle tweaks to rules already established in the core WoD guide. One of the biggest changes comes to the ways in which players can get back Willpower. It's a slight tweak that allows Hunters to get much needed

(and, now, used) Willpower back, allowing them to "risk Willpower" on a roll that is for The Vigil (think gambling that your character will make the roll). But what is the Vigil? The best way to describe this new structure is to think of a Hunter as a candle, fighting back the darkness. Those called to The Vigil are each candles, forming cells and larger organizations throughout the world. This structure is very fluid, allowing Storytellers and players to play through the game from various perspectives. It also provides some terrific factions (called Conspiracies) to place your character in (or not). You can easily have your players form a small cell that doesn't know a wider organization exists. Or you can have them formally enrolled in one of the factions.

Hunter is a very pro-active game. In a sense, it doesn't matter whether your mortal character is built according to the Hunter rules or not. Unless he goes out into the dark and tries to push the monsters back, he's not really a hunter. That's what makes Hunters different from ordinary mortals and why they have a full game line: their obsession drives them, pushing them to extremes that regular people can't match. That's true for their physical abilities and their ingenuity, but also in their morals and sanity. For example, with many players seeing The Dark Knight, Batman is often presented as a Hunter model. He's good, but to my mind, Heath Ledger's Joker is not just an awesome example of a slasher, but of a fallen Hunter too. Some people have evidently been calling this a core content update for the World of Darkness mortal game. While White Wolf may not like that perspective, there is a huge amount of material that can be used in any mortal and perhaps any game. Chapters 2 and 4 are the Character Creation and Special Rules chapters. The main innovations here are Practical Experience, Tactics and the Professions. Tactics are, usually, tactical applications of teamwork to achieve some specific effect. The names pretty much sum those up, for example Controlled Immolation and Dentistry (that's not so much removing teeth as smashing the mouth). Practical Experience supplements normal experience to an extent, and is earned solely through hostile encounters with supernatural beings. Hunters can deal civilly with supernatural beings if they choose, but only taking risks gets them practical experience for it. Professions describe various character types and give some specific benefits for Hunters from their day jobs.

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