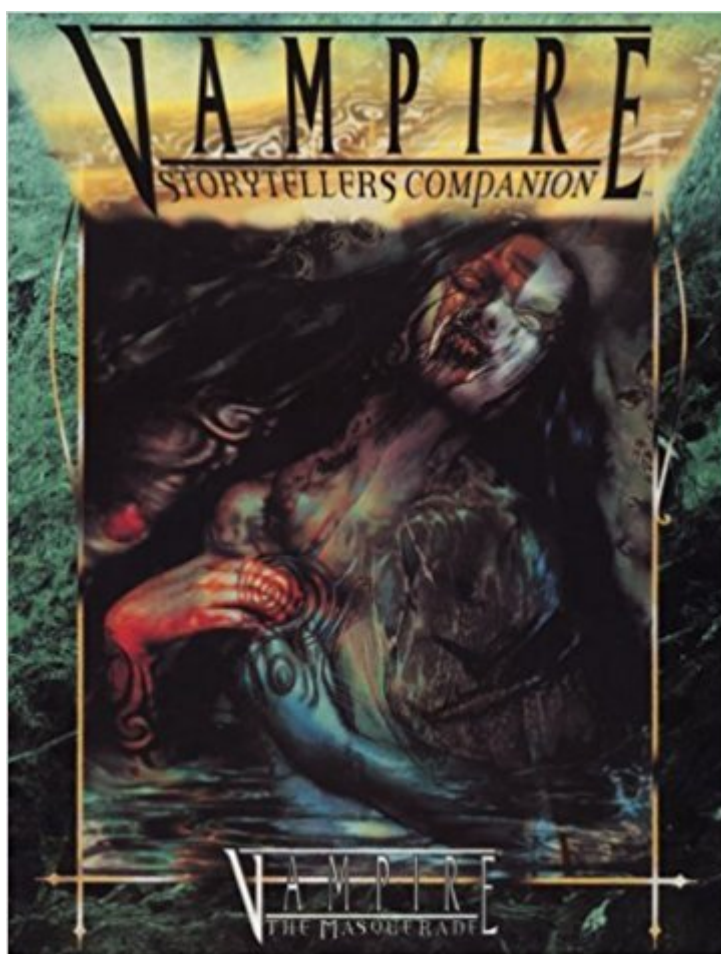


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*OP Vampire Storyteller Companion Screen (Vampire: The Masquerade Companions)



Synopsis

Book by White Wolf Games Studio

Book Information

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Customer Reviews

Book by White Wolf Games Studio

It did not come with the screen...other than that it's a great book!

Good for supplementals, interesting weapons and unusal rolls. Has info on Salubri, Samedi, and Daughters of Cacaphony in the modern nights, but overall something you can live without.

This book is NOT to be confused with VAMPIRE: STORYTELLERS HANDBOOK. (That's the book with the obscure, exotic stuff from SECRETS OF THE BLACKHAND and the sundry practical and philosophical advice for the storyteller.) This book is far less creative but far more essential. My high rating is intended to convey just how essential not any particular profundity or innovation. It's a rather slight looking paperback. DON'T BE FOOLED. This, folks, is where they now keep the information on the Salubri, Samedi and Daughters of Cacophany blood lines and the disciplines Obeah and Thanatosis. This is where they have all the game mechanics for specific weapons- shotguns, handguns, swords, whips, armor ancient and modern, millitary equipment, etc. The optional

secondary abilities include things like ride, archery, pilot, area knowledge, Camarilla lore and Sabbat lore. Unlike STORYTELLERS HANDBOOK, I can't imagine a storyteller for VtM running a chronicle without the info here, frankly. It's all organized in a clear, straight-forward way, too. A BONUS: Lawrence Snelly was art director and he compiled some really fine pictures from folks like Leif Jones, Vince Locke, Guy Davis, Christopher Shy, John Cobb (signed work from the last two but not mentioned in credits).

Let me say first that this is a VERY helpful book for Vampire: The Masquerade players and storytellers. But this book seems to be more of a player's companion than a storyteller's. The information is helpful, but it could either have been included in the main rulebook or could have been done better. -Introduction: How To Use This Book. The intro is short, simple, and completely unnecessary. Admire the artwork of Vincent Locke and then move on. All in all, very helpful book but some stuff could be taken out or moved around. Although technically a storyteller's companion, I encourage any and all storytellers to let your players have access to this book (or at least let them use chapters 2 and 4) in the character creation process.

It's got rules for some obscure blood lines and their pet disciplines and a detailed set of stats for Revised era weapons and armor, but nothing really juicy to aid actual roleplaying.

White Wolf has outdone themselves again. Not only they gave us the great and now classic Vampire Revised, but now this Storytellers Companion helps even the most expert storyteller into their adventure of gameguiding. The content is great, and sheds some light on lost bloodlines, updates the True Black Hand info and is a VERY useful guide to deal with any kind of gamer. Not to get rid of them, but to help them to get into the mood and feeling of the game. The Guide is a great companion for player and storyteller alike. In short: A great book.

As a storyteller who has run the same "game" for the past four summers, I tend to create big plots the sweep across the years and tackle questions of good and evil, right and wrong, survival and control so I like new books to help me out. In this very short book we learn about 3 new clans of Kindred, their disciplines, a whole butch of specialized skills, talents, and knowledges, along with weapons and armor specifics. Still the combat book covers most of what is covered here and how useful are "specialized" abilities? At almost [\$\$\$] for only 67 pages, I say buy it used.

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