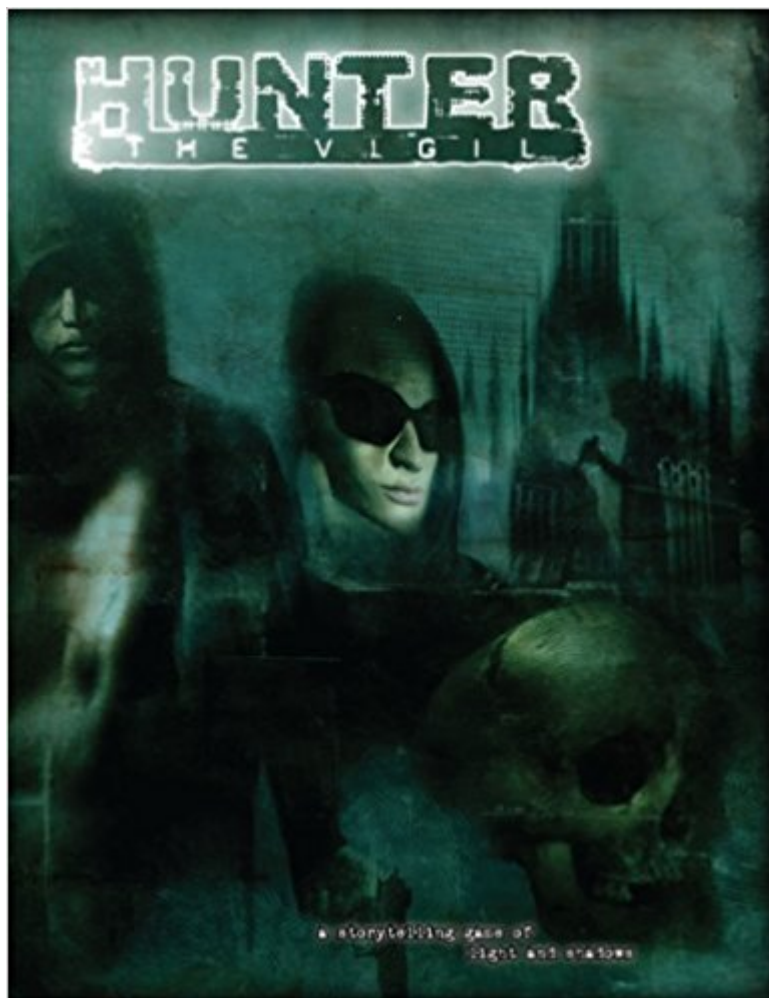


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Hunter: The Vigil



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

Hardcover: 320 pages

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Customer Reviews

There are already many good reviews about this book, so I am mainly going to list the content of the book. Hunter: The Vigil (core rulebook) contains all the bases to play as a hunter. However, if it's your first time playing this, you should think about getting the World of Darkness (rulebook). Why?

Because Hunter: The Vigil (rulebook) don't cover many basics (example: Description of all attributes, skills, many combat rules, etc...). Moreover, Hunter: The Vigil (rulebook) often refers to pages and whole sections of the World of Darkness (rulebook). On with the content of this book:

Amount of pages: About 370

Cover: Hardcover

Illustrations: Lots of dark, black and white illustrations. Adds a lot to the dark theme of this game. Almost all (if not all) feature characters or monsters.

Flesh Trade, Part One to Part Six (Flesh Trade is a story written in the WoD theme, it gives a good idea of what a

plot could look like) Chapter One: Shadows cast by firelight (role of the hunters, history of the hunt, hunter society and cells, classes of monsters, etc...) Chapter Two: Character creation (character concept, attributes, skills, skill specialties, hunter template, professions, merits, etc...) Chapter Three: Hunter organizations (descriptions of all major compacts (group of cells) and conspiracies (group of compacts), such as the Union, Null Mysteries, as well as special endowments (special equipments, elixirs, talisments and such)) Chapter Four: Special rules and systems (spending experience to improve your hunter, cells tactic (special group tactics, such as Controlled immolation), hunter's equipment (general gear, from rescue whistle to thermal scanner), mental equipment, computers, investigation equipment, weapons and much more) Chapter Five: Storytelling (hint and guide on how to create a good story and making your players interested in it) Appendix One: Morality and the vigil (virtues and vices and morality and how they affect your hunter as a human being) Appendix Two: Philadelphia: Monster hunter in the city of brotherly love (honestly, I am not there yet in the book, but it looks like the story of Philadelphia, but contains also a lot of pages on various monsters, as well as power they can use (you can create monsters in a similar way players create their hunters, giving them special abilities to challenge your players)). There are a lot more to find in this book, but this review should give a good idea of what you are going to get upon buying this. Other books you might want to check, related with Hunter: The Vigil: Horror recognition guide (journal themed book relating the encounters of a hunter cells) The Vigil: Story teller screen (hardcover pannels with beautiful, dark illustrations on one side, and useful rule reminder on the other) The Vigil: Night Stalkers (covers vampires monsters) The Vigil: Spirit Slayers (covers shapeshifter and spirits) The Vigil: Witch Finders (covers magic using creatures) World of Darkness rulebook

Hunter the Vigil was a very pleasant surprise. When it came out, some people in my closest gaming circle dismissed it as something that didn't bring too much to the basic WoD table, why, it should have been a blue source book and that's it. I thought so at first. Even though back in the late 90s I hadn't liked that the Imbued in Hunter the Reckoning featured "powers", I came to like the idea of the game, and having not Imbued hunters in the current WoD was something that didn't attract me so much. Over time, however, I started reading more about it, and when I bought *Geist: The Sin-Eaters*, I was intrigued by the concept of tiers and such. Hunter the Vigil is, in a way a source book for the core system, but it comes filled with story hooks, ideas, and a wealth of information to play all sorts of hunters (from the down-to-earth normals championed in Reckoning, to high-tech quasi Technocrat agents, religious fanatics and even demon-spawn who hunt their progenitors *à la Blade*). I've read somewhere that the goal with this game was to give the players the chance to

play all conceivable hunter types, and I think the book delivers this in spades. Just like all books in *Exalted, Second Edition* do, every single word here is a nugget to be mined for your games. I have found out you can open a random page of the book, read a paragraph or two, and you've found a story seed. Aside from *Exalted*, in my experience, very few RPG products have allowed me to do that (perhaps a big exception is *Vampire: the Requiem's* *Vampire Damnation City* (*Vampire the Requiem*), another book I plan on buying soon enough. I also enjoyed the way the old Conviction mechanic was brought into this, by applying the "risking Willpower" mechanic. Nice touch! To sum up, the book is an excellent resource from playing all conceivable types of hunters, and it has a lot of ready-to-use ideas. Top recommendation!

Hunter is another game that White Wolf has brought back and revamped for the new setting and 2.0. The game is about those mortals, humans who having had encounters with the Supernatural take up the fight against them to protect humanity. There's no supernatural template for Hunters, they're straight up mortals. Something I like much better over *Reckoning* and the *Imbued*. Well, you kind of do, it's the character's profession. There's also the Tiers presented in the book, the level of organization a character is part of that can determine his network of contacts, knowledge and any specialized equipment they may have access too. What I also like, is the section for dealing with monsters and having a list of powers so a ST who lacks any other core game line, can create Antagonists for the *Hunter Chronicle*. Also new for the game and for Hunters is the ability to risk willpower when on the Hunt. There's also Practical Experience for a Hunter cell to spend based on their encounters and learning about the Supernatural. Also new for Hunter Cells is the use of Tactics in a fight gained from Practical Experience points. While not Supernatural, Risking Willpower, Tactics and Practical Experience help Hunters to have an edge on their fight against the Supernatural.

it's a great book for those who are interested in learning about the dark side of life.

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