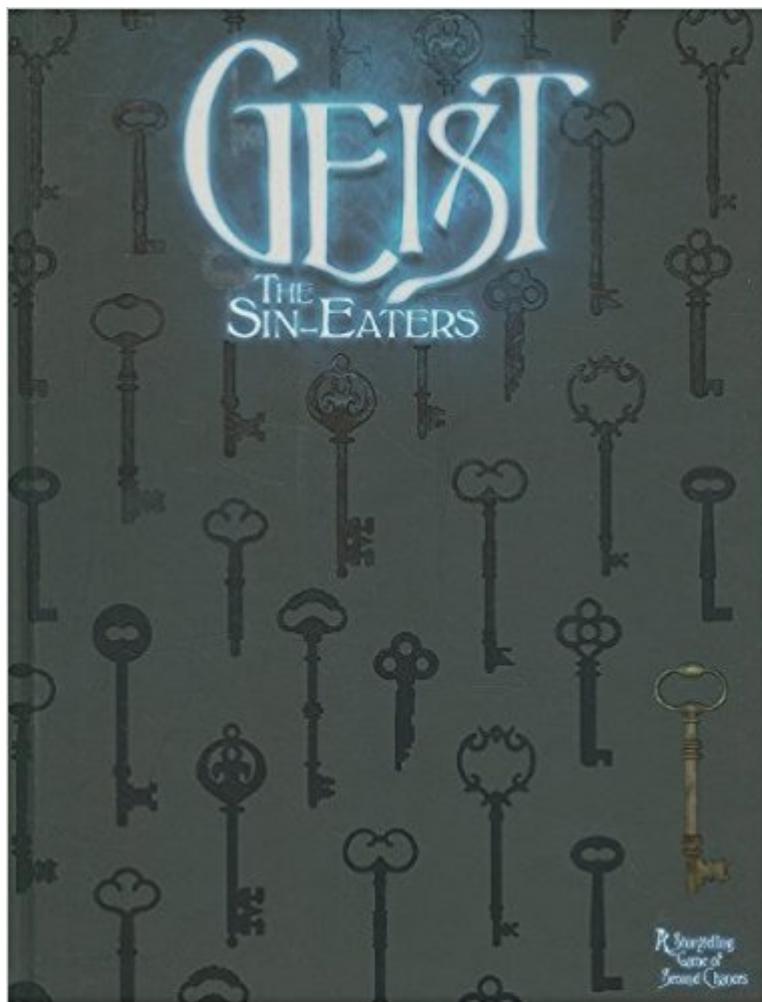


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Geist: The Sin-Eaters



Synopsis

It's a story that begins with death -- with your death. Why did the Reaper reach out for you before your time? Why was it that you fell between the cracks? Do you remember the flare of the gun or the sharpness of the knife? Do you remember the gnawing emptiness or the choking thickness of disease? Did you fall across the Threshold alone in the wild, or in the heart of the city? The story begins there -- with the moment of death, and with the Bargain that reversed it. With the cold hand that brought you back to the living world, with the dry whispers that still haunt you, with the presence that has nestled in your soul. You've returned to a world where the living cannot see the shades that surround them. You drink rum to the dead, and you eat their remnants and legacies, taking their memories within you. Every night is the carnivale, because every night you walk with ghosts. Death is a door. You are the one with the key. Geist: The Sin-Eaters is the sixth game in the World of Darkness.

Book Information

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Customer Reviews

This book is one of the best books white wolf put out if you like ghost hunting. The only negative thing is you have to pair it with the Underworld book that white wolf came out with otherwise it doesn't make as much sense. I love the book and enjoyed it. It takes a bit of getting used to like understanding powers require keys to unlock more powers but otherwise the game is great.

If you enjoy the new World of Darkness line, it's a pretty safe bet you'll enjoy Geist. If you enjoyed Changeling: The Lost, it's an even better bet that Geist is a good buy for you. If you are a Mage from

Mage: The Awakening in your very SOUL, you might cry a little over the fluff (the story elements as opposed to the mechanics which are called 'crunch'). But I'm pretty sure you'll think it's worth a few tears. If you have no idea what I'm talking about, read on. The rest of you should understand pretty well where I stand on this. Now, nit picks first: There are a few errors here and there, but you're going to get that with almost any RPG book you'll ever buy. If you're really that worried that you won't understand, the White Wolf forums and the nice people there are there to help you. You not only have fan boys, but also some of the free lancers that worked on the book. How nice is that? The people that actually worked on it are willing and available to help your gaming experience. The few errors that are in the book are spread out enough to where it's pretty much negligible and it's well within reading tolerance. They're not going to interrupt your train of thought. Some passages are better written than others and this creates some inconsistency in clarity. Some sections are crystal clear. Some are more subtle with story hooks abound! Some sections could be clearer, but going over the relevant passages a second time will usually make whatever was obscure clear. Good things: This is a labor of love. It really is and it really shows. This book practically makes scenarios and campaigns all by itself. There are story hooks EVERYWHERE. The player has lots of new shiny toys to play with from character design to Manifestations, your powers. The storyteller has a vast wealth of material to work from -- settings, antagonists, tons of story fixtures like possible NPCs and rumors, possible situations -- every page has something to build a story on. There are examples abound. You will not want for inspiration with this book. Reading the book becomes really interesting when you keep in mind that it was being developed at the same time as the Core Rulebook. Just little things here and there. I believe that the krewes are quite possibly the vanguard of future character troupe mechanics. In the world of fluff, Geist has what other templates except for Hunter don't have. Sin-Eaters (you) can form new groups called a krewe, and unlike, say, a werewolf pack, it details going from a local scale to a global conspiracy. This is one of those things that's breaking ground for the rest of the world of darkness.

Death. Goth stylings or not, everyone is afraid of it to a point. This book explores those that have gone right to the edge of the Abyss and stared long into its blackness. Some have even fallen over the side. But they all stared too long, because not only did something look back, but it wanted to make a deal. Geist is an amalgamation of Wraith: the Oblivion, Mummy: the Resurrection, and even some parts of Demon: the Fallen. But be aware, this game isn't about Death. It's about what happens when you come back. For those that aren't familiar with the above games, this supplement is a self-contained game system within the new World of Darkness from White Wolf. You play a

Sin-Eater, someone who either died or had a near-death experience and made a bargain with a very powerful ghost. The ghost gets to merge with the person, and the person gets to come back to life. What makes this a proper horror/fantasy (or whatever genre they want to call it now) isn't the bleakness of Death, that's just the background. The heart of the game is simply Hope. My only complaint about the book was that the editing blades cut too deeply. There are a few places where important information was cut for space because this is a single book game. At least in one case (Krewe Binding), the author of the section has promised Errata to fill the information gaps. Otherwise, this is my favorite White Wolf game set in the new World of Darkness.

I agree with Will Reeves, in that the book had promise, but formatting errors, poor grammar, and all around bad writing kept this from being a fun read. I typically read new WOD books from front to back with no problem, but I found myself skipping around in this book because I became frustrated at how poorly it was designed. Even aside from the technical issues of the book itself, the concept and gameplay elements came off as amateurish and didn't seem to mesh very well with the rest of the WOD universe. I hope White Wolf takes a break, and really thinks out their next stand-alone before rushing it out like this one.

Invariably this game is going to draw similarities (and allusions) to that other defunct game called Wraith the Oblivion. While this is inevitable, both games are as distinct as apples and oranges. There are numerous reviews that go in depth into this game and I don't pretend to delve into it here, other than to say that this game is a gem. The themes are unique and the concept of character creation and play are very distinct from the other settings like Vampire the Requiem or Mage the Awakening. You play a Bound, a creature possessed (or cajoled, manipulated, inspired) by a Geist. You are the Sin Eater, the one who tries to balance this supernatural being into your will, forcing a union that creates balance. Not surprising this is yet another hit table top RPG game by White Wolf, a game designer known for producing top quality work. This book is a beauty, as is typical of White Wolf's extremely high production values. This game is also developed by White Wolf's prize winning Ethan Skemp, the creator of Changeling the Lost, which won numerous awards a few years ago.

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