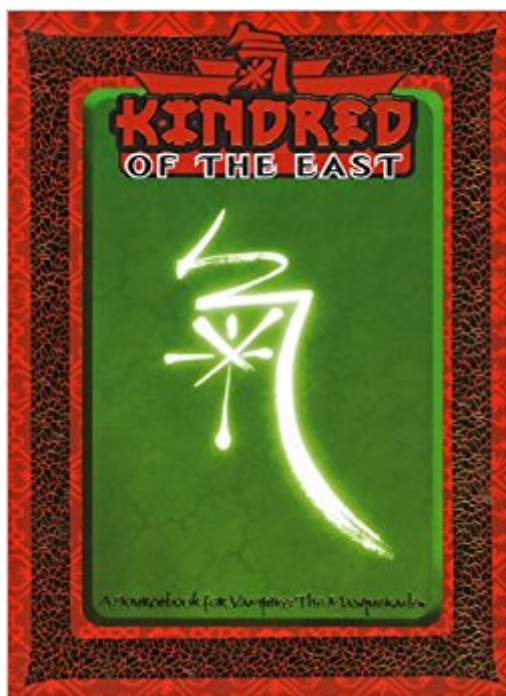


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Kindred Of The East (For Vampire, The Masquerade)



Synopsis

Role playing, focused on the supernatural such as vampires and werewolves. In particular, the book deals with Eastern Vampires, from China, etc.

Book Information

Series: Kindred of the East

Hardcover: 220 pages

Publisher: White Wolf Publishing; First Edition edition (November 27, 1997)

Language: English

ISBN-10: 1565042328

ISBN-13: 978-1565042322

Product Dimensions: 8.6 x 0.9 x 11.2 inches

Shipping Weight: 1.8 pounds

Average Customer Review: 4.1 out of 5 stars 28 customer reviews

Best Sellers Rank: #1,088,934 in Books (See Top 100 in Books) #40 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire #107 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

Role playing, focused on the supernatural such as vampires and werewolves. In particular, the book deals with Eastern Vampires, from China, etc.

I have been hesitant to buy Vampire the Masquerade books in the past, because I have been a devout fan of Werewolf: the Apocalypse and didn't want to start having to collect ALL of the books (which would be harder now, since White Wolf no longer puts out editions of the books I would want to own). But after I had bought Hengeyokai, the Eastern Changing Breed supplement to Werewolf: the Apocalypse, my curiosity was piqued. I have always held a curiosity for The East, and adding supplements to my favorite RPG book series was something I thought was an amazing idea. I had heard from others who had played campaigns with this setting, and I was intrigued, but nervous. The rules seemed very different and very complicated--and THEY ARE--but I would not be deterred. After I bought Hengeyokai, I knew it would only be a matter of time before I bought Kindred of the East. I bought Ten Thousand Hells, which was a supplement that was meant to be used by the Eastern book sets, and became even more eager to play the Eastern Vampire main book. I haven't yet played or DMed a campaign of Kindred of the East or Hengeyokai yet, but I plan to. I just need

to get up the courage. See, it's the location that makes me nervous now. I would want things to be at least mostly accurate. And the system is still complicated enough that I need to further familiarize myself with it. But don't let that deter you. This book is still amazing, and deserves to be played. I recommend it to any White Wolf enthusiast. You will not be bored.

I picked this up as a resource for a recent game I ran of Vampire: the Masquerade. I had to do a little tweaking, but there is enough here that is interesting in and of itself even if the book won't find immediate use. Definitely something to consider to supplement an Old World of Darkness game, with definitely connections to Vampire and Wraith in particular.

This book is a must if you're going to have your player characters traveling to Asia or if you want to run something where the Eastern kindred have invaded the states that could also be a compelling campaign scenario

If you are doing Kindred, get Hengeyokai. If you are doing Hengeyokai, get Kindred. It fleshes out everything that's going on in the East making this a worthy read for all players and Storytellers.

Interesting, rules. New concept like Karma. A very beautiful book, like all books from Justin Achilli. You can play without this, but you can play also only this!

The book hasn't aged well. There's a lot of lines along the lines of "Those westerners don't understand how we do things in Asia", which is odd, given that not a single Asian name appears in the credits. In addition the book is printed with a different design on every page, many of the designs make the text very difficult to read. There are a lot of cool ideas here, and if you're a real fan of the Old World of Darkness you'll probably want this.

I, myself, am a Taoist, and so was overjoyed to hear that White Wolf had decided to pay attention to the far East in it's new supplement: Kindred of the East. I like this book because the theory upon which the Kuei-jin's powers are based follows Taoism without making it silly. However, the book fails to do what every good book must: be logical. The vampires in China and the surrounding areas sound much more like automatons than humans become monsters. This, in and of itself, is well and good, but when you add this to the MASSIVE and uncalled for abilities available to the Demon People - It gets just plain silly. The Kin-Jin, that is, the Kindred, don't have a chance, I fear, nor do

the Lupines, thanks to the Demon Arts. Only the Mages have the power to destroy them, thus making the game rather one sided. Again, the powers are POWERFUL beyond belief! The Chi Rift, I think it's called, is more than even a master of Spirit could handle. My suggestion? Buy this book, but don't let your characters play them! Use them as bad guys exclusively, for that's what what they seem to be anyway.

Gorgeous artwork. Fantastic new world. Great reinterpretations of things. Wonderful use of mixing history with the World of Darkness. They promised to deliver a vampire alien to the kindred of Caine, and they succeeded; the setting is exotic, interesting, and definitely recommended. I especially liked their take on lycanthropes. I didn't like the lack of information on India, which would have been a great setting and prime conflict ground with British vampires. The Russia/Mongolia/China boundaries could have been interesting as well. It's impossible to play without the original Vampire book, which irks me; a completely new setting could use a reexplanation, I think. Lastly, the nature/demeanor/dharma split isn't quite clear. It's obvious that some traits are connected to and sympathetic with others, but what this sympathy does in terms of the game is never well-explained.

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