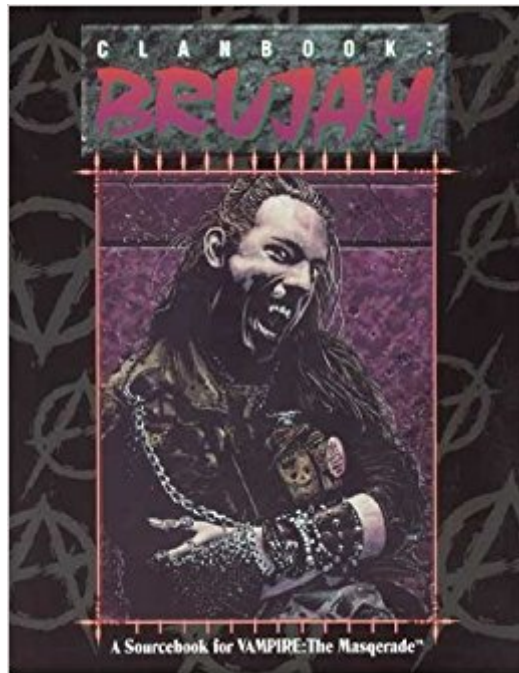




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Clanbook: Brujah (Vampire: The Masquerade)



Synopsis

RPG Book

Book Information

Paperback: 70 pages

Publisher: White Wolf Publishing; paperback / softback edition (December 1, 1995)

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Average Customer Review: 4.3 out of 5 stars 12 customer reviews

Best Sellers Rank: #980,252 in Books (See Top 100 in Books) #35 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire #95 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #11567 in Books > Humor & Entertainment > Puzzles & Games

Customer Reviews

RPG Book

this is a great source book for vampire.

Great book, part of the originals clan book series.

I was hoping for more info on combo disciplines. The book features Burning Wrath, The Scourge of Alecto and Iron Heart.

amazing! took a bit to arrive but its in an amazing condition! would order again!!

It started with the revised Nosferatu clanbook and continues with Brujah. New information for the clan that expands our perception of these rebels. This book is a must. I cannot wait for the rest of the revised clanbooks!

Back in the days when VtM's atmosphere was first described (and trademarked) as "gothic-punk",

the job of upholding the "punk" part fell largely to the anarchic and rebellious Brujah. Quickly, however, there came to be more to the Brujah than mohawks and frenzied head-banging. The clan turned out to have a noble heritage of humanitarianism, philosophy and even a lost utopia. The original CLANBOOK: BRUJAH did a lot to develop this more diverse clan concept as did VAMPIRE: DARK AGES. This is further developed here. In this new edition of CLANBOOK: BRUJAH, the clan's history has been expanded including recent developments in the Anarch Free States. An insider's view is provided from the perspective of an independent-minded, articulate Brujah ancilla who both states and defies the stereotypes about his clan. (You've got to like a guy who dismisses the Tremere with "Whatever, Gandalf.") In general, just as the new CLANBOOK: NOSFERATU seemed to make that clan more monstrous, this book seems to portray the Brujah as more humane and rational. The emphasis now seems to be on presenting the clan as the unsung backbone of vampiric society- individualistic, skeptical of rules and authority, often volatile but willing to do the heavy lifting that the more refined and aristocratic clans won't and gifted with an adaptability that enables them to survive when others don't. There is still room left, however, for the more rebellious Brujah we've come to love. The Iconclast/Idealist/Individualist camps presented in the original book are maintained here but made less rigid. Indeed, despite more conventional graphic design and artwork, this new edition is an improvement over the old one. There are new merits and flaws, new discipline variations (and some old ones), an expanded section on notable Brujah (bigger than in NOSFERATU) and even a sample Brujah coterie. MIND'S EYE THEATRE stats are given for much material. There are all new character templates as well- no more dated pop-music figures and no more white supremacist. (If players want to play one of those, they'll have to think of it themselves.)

While this newest clanbook makes a good attempt at explaining how this clan can attempt to hold power in the world of darkness, ultimately it fails at really making a case on how a clan so lacking in planners or diplomats can hold its own against more unified, well liked clans. Yes, individually, they may be more physically powerful than other clans. But the "V:tM" game has already established how little this matters on the grand scale of things. More illustration of Brujah 'long term' thinking should have been presented. Sadly, this clan is still portrayed as the shortest term thinkers of all the clans, and therefore the least formidable. Despite this, an entertaining read and an adequate update.

Welp, If you are looking for reasons to get the book even though you have the old clanbook there are only a couple. First the back of the book has more distinct characters (with stats and all) for you

to use in stories. Second, the antitribute are given some examples in the sample concepts of characters. Third the old powers in the old clanbook are modified and made better, plus a couple added more. There is a lot more literature and background for people to read. And I even think it's done better than the revised Nosferatu Clanbook.

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