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Hunter Storytellers Companion/Screen (Hunter The Reckoning RPG)



Synopsis

We know you're out there, lurking in the shadows, manipulating people like puppets. You monsters have controlled mankind for centuries, but you have weaknesses. You can be killed. Just remember, we're cattle like all the rest. That is, till we learn your secrets. Then we'll see who's in control.

Book Information

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Average Customer Review: 3.5 out of 5 stars 5 customer reviews

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Customer Reviews

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While the companion itself seems helpful and well designed, I am very disappointed that the screen didn't come with it, seeing that the ST screen for my favorite World of Darkness game is the main reason I bought this thing. Overall, I am satisfied with the product due to the low price I paid, as well as the quality of the product. However, I am extremely disappointed by the lack of a screen.

Yay it's here! So fast and in great shape! I love it! I can't wait to read it cover to cover! I feel confident it will play me GM my hunter game! Oh no screen with this btw, I thought I was getting just a screen for this low price! It's a book! Once valued at 15 bucks!

The book was in good conditions, and the shipping fast, that would be a 5 star review but I'm a bit displeased that the screen is missing... it was supposed to be included.

The Storytellers Companion is the book that bridges H:tR back into the WoD game. Many have complained that H:tR is too different, or too far removed from the other WoD games and therefore it should be treated as an independent game. Well, this book gets back to the WoD. Not only does it give the storyteller an idea what is going on in the real world, but it also presents a large section on each "monster" type such that a storyteller can bring all the flavor of Vampire, or Werewolf into a Hunters game. Skeptics just have to remember one thing. This game was written from the point of view that these humans know nothing about the Kindred, the Wolves or the Ghosts. Therefore, on the surface it will look like a "different" game. But all it takes is a creative storyteller to make everything link together.

The Comendium contains introducing descriptions of Hunter's antagonists. It's not bad but definitely too little for an own book, even a compendium. It should rather be a chapter in a bigger publication. If you have knowledge about Vampire, Werewolf or Mage you don't need it.

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