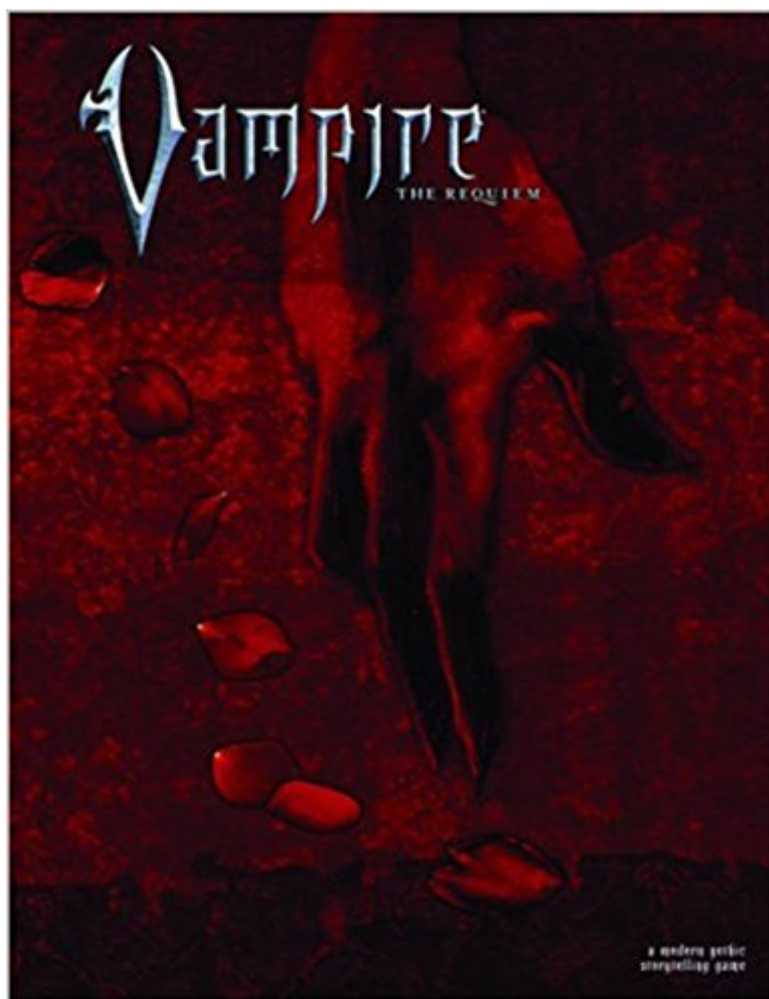


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# Vampire: The Requiem: A Modern Gothic Storytelling Game



## Synopsis

Welcome to the Danse Macabre Since time immemorial, the Kindred - vampires - have stalked their prey, unseen by the mortal masses. Their world is a xenophobic nightmare, populated by tyrannical despots, wildeyed heretics, bloodthirsty rogues and scheming manipulators, all unified by the mysterious curse of vampirism. And you would join them? You would live forever? To play the lusts of mortals like a violinist plays the strings? Then beware, the price is steep to enter the neofeudal hell that the Damned have wrought. Welcome to Undeath Join the revival of the Storytelling tradition. Vampire: The Requiem invites you to tell your own stories set within the world of the Kindred. This book includes rules for using vampires in World of Darkness chronicles, covering everything from the five clans to covenants to Disciplines, bloodlines, storytelling advice and a complete spread of game systems governing the undead. Hardcover. Requires the World of Darkness rulebook for play. U.S. Page Count: 304

## Book Information

Series: Vampire the Requiem

Hardcover: 294 pages

Publisher: White Wolf Publishing; 1st edition (August 21, 2004)

Language: English

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Product Dimensions: 8.4 x 0.9 x 11.2 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 3.8 out of 5 stars 66 customer reviews

Best Sellers Rank: #142,304 in Books (See Top 100 in Books) #1 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire #2 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

## Customer Reviews

If you are trying to get your non-gamer friends to play something with you, this is a good starting point. The rules are simpler than DnD and the themes are easier to grasp, especially if you set your story in a modern city. Lots of fun, and interesting thematically. I dare you to try to be a good guy when you have to commit assault and battery on a nightly basis just to survive!

In really good shape to be used, inner pages are as good as new and even retains the smell of a

fresh new book. There were really small scratches on the borders of the covers that go unnoticed and are not a big deal. The book in itself has the best vampire storytelling setting ever written (personal opinion). It's easy to understand at first read and can give you hours and hours of fun just by planning plots for your players. A must have for those in the need of a dark (and well groomed unlife) role playing game.

I am a WoD fan, and Vampire is a great product. My only complaint is some of the fonts are hard to read on red pages.

Some people hated the new vampire but I love how streamlined it is and how it now easily works with any World of Darkness product. I'd highly suggest getting into the series

Some folks love this new vampire RPG. I don't. I bought it because I agreed to play in a friends game. I much prefer the original Vampire: The Masquerade and Laws of the Night (Revised.) If you're considering it, check out someone's books before you buy it, if you can. Some folks love it.

good quality, fast shipping

Vampire: The Requiem is a required book, along with the "The World of Darkness" book, to play a vampire character. The book is well put together, though some information is repeated in different sections. The story vignettes are interesting and the book gives a lot of hints and ideas for characters. If you have already been playing Vampire: The Requiem, and know the rules (How did you do that without this book?) I would not recommend this book. The book contains the basic rules for playing as a vampire, information on the clans and covenants, how the disciplines work, as well as information on how to customize your games with new bloodlines. Information can be glossed over, but this is solved by the brilliant marketing ploy of the Vampire: The Requiem Clan and Covenant books. The core book does give you enough information to start a game, and if you aren't worried about your stories being 'true' to the WoD universe this book will be enough. Vampire: The Requiem does a good job of introducing interesting clans with varied strengths and weaknesses. If you are worried about spending a lot of money on a game you may not enjoy, I recommend downloading the free demo from [...]

This was a great find! It came new as expected and was packaged so there was no damage to the

book.

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