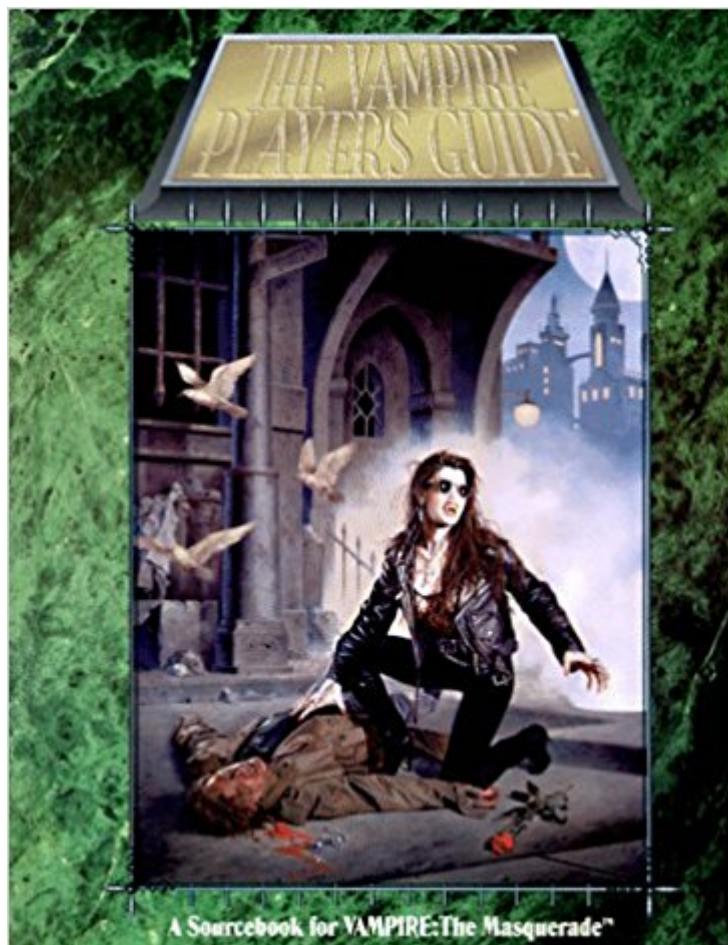


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Vampire Players Guide, 2nd Edition



Synopsis

This is a harccover book written by Andrew Greenberg-The Vampire Player's Guide 2nd Edition, The Sourcebook for Players of Vampire. Copyright 1993 by White Wolf

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Customer Reviews

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I only recently got into playing Vampire. It's a pretty fun game. I was always turned off by it because of some of the stereotypes associated with the game from the 90's and thought there was no way it was my kind of game. However, I had a chance to play White Wolf's super hero RPG Aberrant, which I loved, and then was given a whole pile of Vampire the Masquerade books some time after that. After reading through a couple of the clan books and the main RPG book, I found that I could play a vampire style RPG game that I'd be interested in through the White Wolf system and the use of those books. It really is a great game world that White Wolf has created for Vampire and, if you can get past some of the cheesy 90's infused dramatics, there's a great game at the core. The stereotypes that follow this game are really unfortunate because, like any tabletop RPG, the game can be shaped to fit the needs of the player group. Vampire provides a rich background with a lot of options for players and ideas for game masters. The White Wolf system is easy to learn and quick, and fun. The Players Guide copy that I had originally was pretty beat up, so I ordered the newer copy through . I think this is a testament to how much use it got and shows what a useful book this

one is for the game. I've been referring to it quite often. After looking through the beat up copy that my friend had given me, I had to order the newer copy. Give this older game a try. You won't be disappointed.

I love this book and am glad i could buy it again. I received it faster then I thought I would and there were no issues with the book. Looked brand new and brought me right back to high school when I first bought the book.

I ordered this book knowing that it was used, and would likely have some mild damage. Though it was not as pristine as a new book, there was very little wear on the binding, and was exactly as described. Shipping was very reasonable and arrived before expected. I would definitely order from this bookseller again. The book itself is a great resource for any of us still clinging to the Old World of Darkness game environment. It has a number of familiar merits and flaws, as well as basic information on some of the bloodlines. The secondary skills section is great for creating more specific characters, and fills in some of the skills that older vampires would have that are not covered in the main book.

Though it takes some getting used to it before one can efficiently lookup information at times, this lays the foundation of the awesomely dark world of Vampire. It is told in gritty fashion that is almost reality!

This book is a great resource for anyone playing Vampire Masquerade. It does not replace the core rulebook, but augments a lot of the core rules. It expands on the merits and flaws available for characters and provides a lot of background on the society of the kindred. It really helped me to understand some of the more complicated clans (such as the Tremere) as well as giving me a leg up on political intrigue by understanding the games of status and prestation. This book can add a lot of dimension to the Masquerade game.

Decent purchase and will help with the game . Might of mentioned part of the book was randomly upside down. Still for a buck I will just take it.

Whether or not you play 2nd edition is irrelevant. This book contains so much useful information such as weapon charts, ammo specification, conditions, tips, vehicles, different clan options, it's so

useful and so versatile.

You have to have this book to play a good Vampire chronicle! The merits and flaws and advance disciplines make it a must have

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