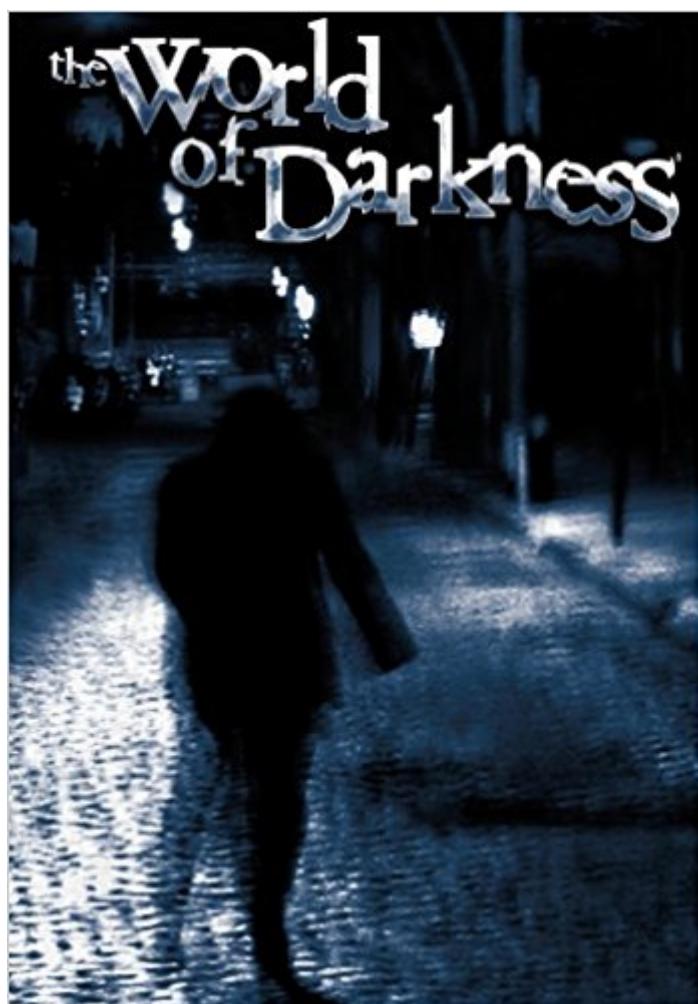


The book was found

The World Of Darkness: Storytelling System Rulebook



Synopsis

Where the Shadows Grow Long We live our days completely ignorant of the true terrors lurking around us. Only rarely do our experiences draw back the veil of shadows and reveal the horror in our midst. These glimpses into the supernatural can cause us to retreat into comforting lies - 'There are no such things as monsters' - or stir our morbid curiosity. Only a few, however, can overcome their fear and dare to look deeper. Abandon Hope All Who Enter The World of Darkness Rulebook introduces a version of our contemporary world where the supernatural is real. Players join to tell tales of mystery and horror, where theme, mood and plot are more important to a character's experiences than his weapons or equipment. Inside are rules for character creation, task resolution, combat and any activity your character attempts as he delves into the shadows. Hardcover. Page Count: 224

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Customer Reviews

Where the Shadows Grow Long We live our days completely ignorant of the true terrors lurking around us. Only rarely do our experiences draw back the veil of shadows and reveal the horror in our midst. These glimpses into the supernatural can cause us to retreat into comforting lies - 'There are no such things as monsters' - or stir our morbid curiosity. Only a few, however, can overcome their fear and dare to look deeper. Abandon Hope All Who Enter The World of Darkness Rulebook introduces a version of our contemporary world where the supernatural is real. Players join to tell tales of mystery and horror, where theme, mood and plot are more important to a character's experiences than his weapons or equipment. Inside are rules for character creation, task resolution,

combat and any activity your character attempts as he delves into the shadows. Hardcover. Page

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In the WoD series this book is the meat. All others are flavor. I love this book. The concept that everything I need to run any WoD game regardless of the flavor text used, I can refer to one core book. Combat, actions, reactions, flaws, merits, it's all here. Biggest Con - Too much fluff. For a core book that deals primarily with mechanics, it is not easy to find any particular piece of information. The organization of the book could be better, but for running any WoD game, or playing one, this is a must buy.

This rulebook not only explains how to roleplay this tricky scenario, but it also inspires the player in a positive way. I had purchased another book in this genre before, but it was rather depressing. The WOD book, by contrast, makes the reader want to create his character and start roleplaying as soon as possible. This book contains rules and helpful information and tips for character creation, various potential scenarios, weapons, tools, movement, combat and other useful information. It also furnishes some examples of types of characters, although I get a bit confused on the number of dots beginning players are allowed, for character development. WOD is a great book to start your monster-hunting adventures.

I found this system a few years back and it has become my favorite RPG. This book serves as the core rules for all of the expansions (i.e. Vampire: the Requiem and Werewolf: the Forsaken) with lots of companion books, so combining pretty much any supernatural elements is seamless. While I have never been a huge fan of D&D I have played lots of D20 systems. The D10 system here is easy to learn and it has exploding dice (10 again), which I always prefer. World of darkness is the best system that I've seen for modern day settings. Also, it is the only one that I've come across that allows for a normal human character to stand a chance in a fantasy encounter. I recommend this game for anyone that's a fan of Buffy, Supernatural, Zombies, Vampires, Ghosts or pretty much any sort of horror genre.

book is as expected for content. You either want WoD or you don't. This book explains the dice and various elements of the game. Shipping was fast, well packaged, book in better than the "good" condition it was advertised as

Well, I can't say much. I had been desiring this book for quite a long time but it's too expensive in my country, so I decided to purchase it here and it's wonderful. The packaging was flawless and the book was obviously treated with superb care. Thank you very much for the diligence. This game presents a very fascinating insight on themes we've all been attracted to in some measure. The World of Darkness is just like our own, but as the creators themselves put it, "Shadows are deeper, nights are darker and fog is thicker". You can literally take advantage of any mystery you've ever heard or read about in your existence, from military and political plots, to enigmatic, esoteric and supernatural events in the history of the world. As the narrator or part of the group of players, you can either expand on these themes to create a thrilling atmosphere of dread and foreboding, or you can create your own plots from scratch just as if you were directing your own film with the help of the rest of the team. Sit down, read the magnificent flavour texts and stories within the rulebook and begin planning environments, characters and twists that would have you filled with edge-of-your-seat anticipation and emotion. D.R.

Fun system, excellently balanced gameplay. A little dark, but I suppose that's why it's not the World of Rainbow-Puppies.

I never played the original WoD, so I'm not going to try to compare it to the older line. Having read this, I can safely say that this is a phenomenal product. The book is attractive, with good art, fonts, and amazing use of space. The running themes of horror, mystery and the unknown are prevalent throughout. The "fluff" content (background information, storylines, how-to's, etc.) is amazing, and the "crunch" aspect (rules, numbers, hard data, etc.) is good as well. Some books like this leave you in the dark about how the rules work, or how you can implement and integrate everything in the book. The World of Darkness book is nothing like that, and there are examples of everything inside. It's very beginner friendly but urges use of your imagination, to come up with story lines and themes that you and your friends will like, rather than using what is considered "stock." Overall I was very impressed. I highly recommend this to anyone who is sick and tired of "roll" playing and would rather do some "role" playing. Let the kids have their umpteenth edition of D&D. This is so far ahead of any of that, it's ridiculous.

I've been playing the world of darkness for almost four years now and it's an amazing game with real depth and meaning. Imagine what it would be like if suddenly you found out that monsters were real and that they were all around us? That's what this game is about, an everyday mortal learning that

they are not alone in the world and even worse, they aren't at the top of the food chain. At first it can be a confusing system, especially if you're used to d20 or some other dice system but it's likely the easiest to learn and the easiest to master of any system I've ever played. Character creation is quick as long as you have a steady idea in your head and there are no classes or other elements to pigeon hole you into a single role. Character development is slow but not so slow to make it meaningless. If you're looking for a realistic horror style game you should definitely pick this book up and if you don't have someone to play with in your area then feel free to join our World of darkness site at [...] we would love to have you

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