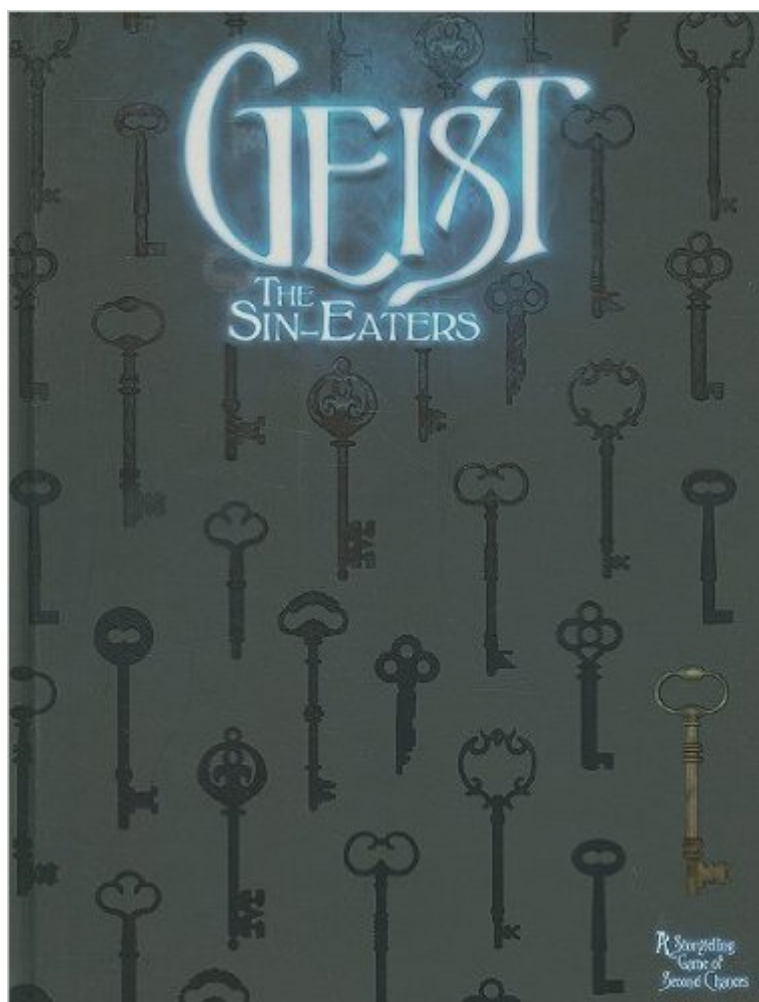


The book was found

Geist: The Sin-Eaters



Synopsis

It's a story that begins with death -- with your death. Why did the Reaper reach out for you before your time? Why was it that you fell between the cracks? Do you remember the flare of the gun or the sharpness of the knife? Do you remember the gnawing emptiness or the choking thickness of disease? Did you fall across the Threshold alone in the wild, or in the heart of the city? The story begins there -- with the moment of death, and with the Bargain that reversed it. With the cold hand that brought you back to the living world, with the dry whispers that still haunt you, with the presence that has nestled in your soul. You've returned to a world where the living cannot see the shades that surround them. You drink rum to the dead, and you eat their remnants and legacies, taking their memories within you. Every night is the carnivale, because every night you walk with ghosts. Death is a door. You are the one with the key. Geist: The Sin-Eaters is the sixth game in the World of Darkness.

Book Information

Hardcover: 320 pages

Publisher: White Wolf Publishing (August 19, 2009)

Language: English

ISBN-10: 158846377X

ISBN-13: 978-1588463777

Product Dimensions: 8.5 x 1.5 x 11 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 3.5 out of 5 stars [See all reviews](#) (14 customer reviews)

Best Sellers Rank: #1,335,189 in Books (See Top 100 in Books) #31 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other](#) #224 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

Customer Reviews

Geist should be great but unfortunately it's only good. Reading it is frustrating because you can see how brilliant it could have been. It's a great concept but there's just so much about it that seems half baked. The game doesn't supply you with enough strong examples, with some sections being maddeningly vague. The x-axis splats, Thresholds, don't hold up as different enough from each other. With all the other game lines there are big philosophical, physical differences you can get your teeth into to create characters, but here the only big difference is the manner of death, and it's pathetically obvious that the writers simply didn't know what to do. The Torn (victims of violence) are

the strongest in their write-up, but then you have the victims of nature who apparently all try to see the "patterns" of death, the victims of disease who stand up to the universe and the Silent, victims of being sad who really want to see the underworld apparently. ("Ok, seen it. Now what?") It's all a bit weak. The worst are the Forgotten, victims of random chance. The developers gave up on them altogether and their entire write-up is a collection of increasingly stupid examples; no discussion at all. The y-axis splats are interesting but poorly written, again with not enough strong examples. White Wolf have great difficulty in convincing us of the difference between Advocates and Gatekeepers, for example. Both seem to do the same job. The Mourners seem entirely pointless. The writer of the section on founding krewes does not seem to have received the memo on the fact that the magic section had changed radically and writes happily away about the dot cost of Keys, clearly from the point in development when they had a dot cost.

The good, the bad, and the ugly: Man, this was a hard review to put together. Geist: The Sin Eaters has some really outstanding elements and some absolutely embarrassingly awful elements. To be kind, I'm going to start with the good. 1. This stands alone successfully without seeming like a tweaked version of one of the existing settings. That's hard to do, considering we've seen all the classic monsters made into settings. The only hesitation I have in saying this involves the Euthantos from Mage: The Ascension, and possibly from the death-mages of Mage: The Awakening (which I haven't played). 2. If you're a fan of Garth Nix's Abhorsen Trilogy, the show Dead Like Me, or horror movies about ghosts, you'll probably dig this a lot. I like all of those things, so I was willing to tackle the massive storyteller project that came with the setting (see below). 3. The really interesting part of Geist is its Morality system, which centers around ghosts rather than the living. This lets players do some horror movie-esque things that would cause Morality rolls with a lot of the other systems. Ethically, it's a very interesting system. And now the bad. Note that this is a longer list. 1. Right off the bat, experienced storytellers will notice that the setting seems to be comprised of content chunks and that they don't fit together really well. I think that this is the result of different people handling different parts of the development project and maybe not working together as well as they could have, but that's just me. I'd like to say that this is just conceptual and theme-oriented, but it's not. In some places the rules contradict one another. No, I'm not going to get into it. Look at other reviews for the details. 2.

[Download to continue reading...](#)

Geist: The Sin-Eaters The Sin Trilogy Bundle: A Necessary Sin, The Next Sin, One Last Sin
ChiRunning: Una manera revolucionaria de correr sin esfuerzo y sin lesiones (Spanish Edition)

Rostro sin edad, mente sin edad (Spanish Edition) Detox - Vida Sana Sin Toxinas - 130 Recetas de Diversas Regiones del Mundo para Desintoxicarse y Mantenerse Saludable (Detox - Vida Sana Sin Toxinas - ... Regiones del Mundo) (Spanish Edition) Pan Sin Gluten: Las Mejores Recetas Para Elaborar Los Panes Más Deliciosos Con Cereales Saludables Sin Gluten (Spanish Edition) Pan Sin Gluten: Principios, técnicas y trucos para hacer pan, pizza, bizcochos, cupcakes y otras recetas sin gluten. (Spanish Edition) Fun Food for Fussy Little Eaters: How to get your kids to eat fruit and veg French Kids Eat Everything: How Our Family Moved to France, Cured Picky Eating, Banned Snacking, and Discovered 10 Simple Rules for Raising Happy, Healthy Eaters The Rules of "Normal" Eating: A Commonsense Approach for Dieters, Overeaters, Undereaters, Emotional Eaters, and Everyone in Between! Pemmican Eaters, The Man-Eaters of Kumaon (Oxford India Paperbacks) Nine Man-eaters and One Rogue (1954) Deadly Animals in the Wild: From Venomous Snakes, Man-Eaters to Poisonous Spiders (Deadliest Animals on the Planet) Spirit Wars: Winning the Invisible Battle Against Sin and the Enemy Cómo Crear una Página Web o Blog: con WordPress, sin código, en su propio dominio, en menos de 2 horas! (The Make Money from Home Lions Club) (Spanish Edition) Sins of Hollywood and Film Truth: Hollywood Exposés from the 1920s - Scandal & Sin Aprender PHP en solo 2 horas y 30 minutos: sin conocimientos previos (Spanish Edition) Poder sin límites: La nueva ciencia del desarrollo personal (Spanish Edition) Incertidumbre en la Habana: Mis experiencias durante la crisis de la Embajada del Perú en la Habana. Acto de Repudio sin precedentes 1980 (Spanish Edition)

[Dmca](#)