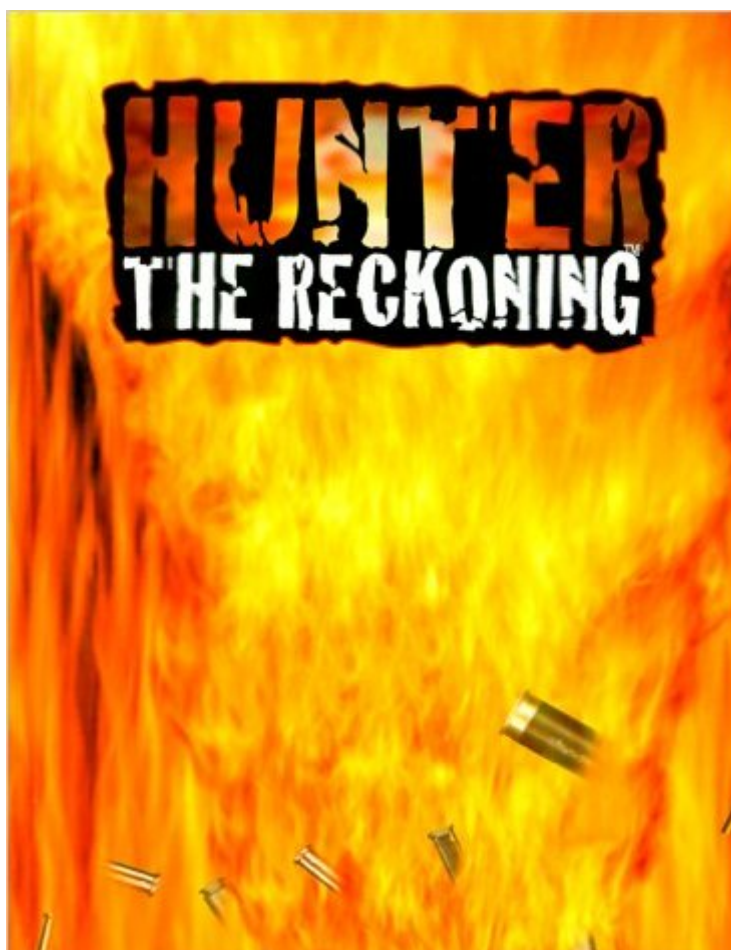


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Hunter: The Reckoning



Synopsis

Hunter: The Reckoning - A Storytelling Game of Righteous Fury. Take Back the Night... For centuries, supernatural powers have reigned, warring among themselves, culling the human herds and lashing out from the shadows. The creatures of the night have held court since before the dawn of history. Nothing lasts forever. From the throng of humanity, individuals emerge who know the truth. They know if monsters exist. Enough is enough. The forces of darkness must pay their due. You are the reckoning!

Book Information

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Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (32 customer reviews)

Best Sellers Rank: #367,968 in Books (See Top 100 in Books) #17 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other](#) #48 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #24066 in [Books > Science Fiction & Fantasy > Fantasy](#)

Customer Reviews

Though suffering from a bit of the verbosity that seems to plague White Wolf publications (the supplements in particular; you could halve their lengths if you just made sure each point was made only once), Hunter: The Reckoning is, despite the judgements flung towards it, actually one of the most down-to-earth, difficult, and tactically challenging games White Wolf has released. Though many might instantaneously assume that it is meant to be an Army of Darkness style shoot-'em-up (like the namesake video games based on Hunter), the inclusion of firearms is primarily just a natural human response to grab SOMETHING they can fight back with. Honestly, against blood-drinking walking corpses, semi-spirit werewolves, immaterial ghosts, and horrors far worse, you'll need brains to survive. Unless your storyteller is heavy on action and firepower, trying to play this game in the twinkly stereotype it's often given will get you killed, fast. In fact, not all the Creeds (philosophical archetypes of Hunter, which determine their powers) are even geared toward fighting at all. Some try to rehabilitate or cure monsters, while others don't even go that far, simply seeking

to understand them, let them know they are not begrudged for it, and leave the doors of forgiveness open. Trying to talk an angry vampire out of killing a roomful of mortals can take on challenges all its own. An issue of confusion seems to be those who mix up the Hunters (capital H; note the full, proper title being the "Imbued Hunters") with unrelated groups. Though some number of them may have joined groups like the Society of Leopold, Hunters are imbued with their powers when confronted with the supernatural. They share no unified system, no overarching organization or membership cards.

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