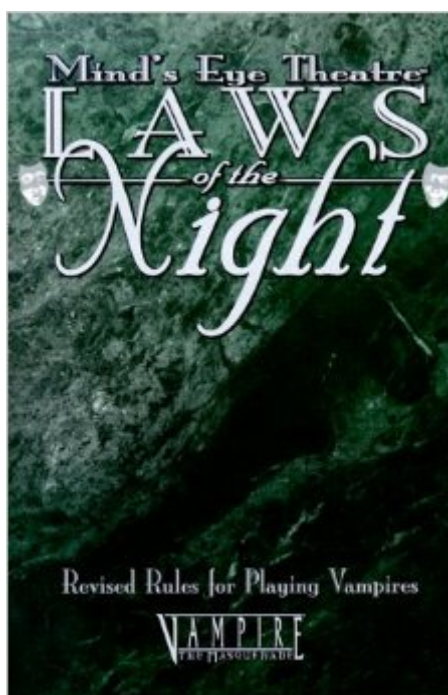


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Laws Of The Night: Revised Rules For Playing Vampires (Mind's Eye Theatre: Vampire- The Masquerade)



Synopsis

Book by Dansky, Richard, Carl, Jason, Heinig, Jess, Woodworth, Peter

Book Information

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Customer Reviews

Those of us with a long history in the live-action roleplaying genre remember the days of "Masquerade." I myself own every version of every Mind'e Eye Theatre product published, and one can easily see this book's vast improvement over the original game. The disciplines are certainly much improved, and a good stab was taken at Mob Challenges. However, I feel the need to point out a few problems with the book. More than a few exist, but I'll get back to that. Firstly, Storytellers and players should make perfectly clear which rules they'll be following. Make notes of specific pages, as the book is ridden with contradictions. Secondly, rules vagaries still exist everywhere. As though contradiction wasn't bad enough, the rules thoroughly fail to cover even the most likely permutations. While White Wolf has a long history of "purposeful vagary," this might sometimes be qualified as sheer laziness. Lastly, it should be pointed out that while the rules allow characters to be much more powerful overall, this is totally untrue in crossover games. The new Laws of the Hunt Revised allows mortals to out-Trait 11th Generation Kindred. Think about it for a minute. In summation, this is an excellent book, but I must suggest that anyone running a game using it make very clear which rules and permutations you're using, and allow players access to your notes on Discipline use. My organization produced four pages of vampire system specific rules modifications and additions as well as a 53 page rule book covering the basic systems like Abilities, damage and Merits & Flaws. While this may not be a requirement of your game, some notation is almost certainly

needed in any environment.

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