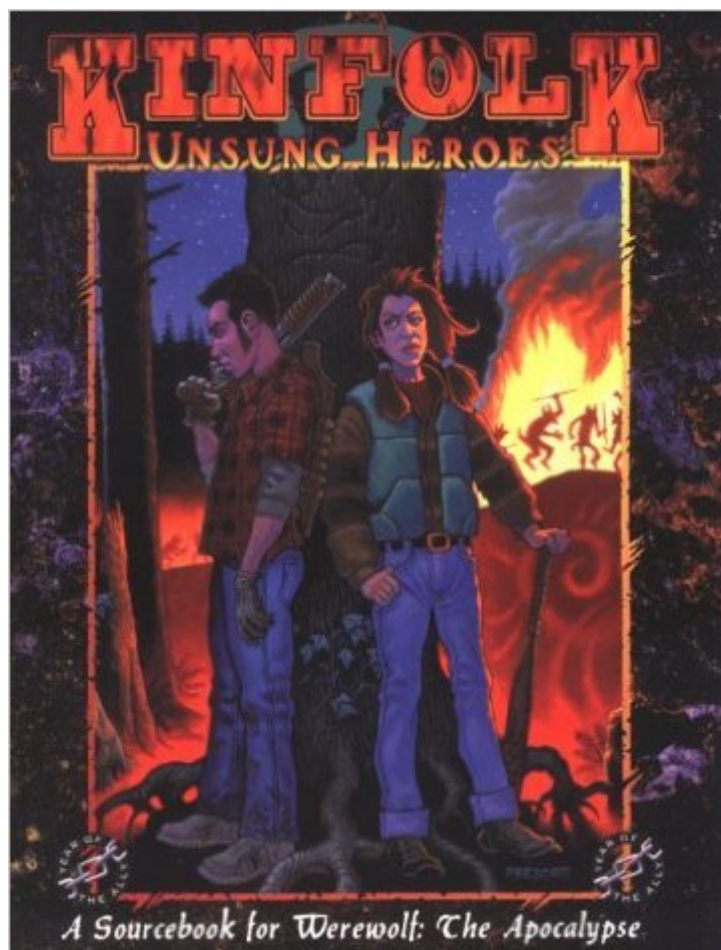


The book was found

*OP Kinfolk Unsung Heroes (Werewolf: The Apocalypse)



Synopsis

Kinfolk: Unsung Heroes deals with the mortal relatives - human and wolf - of Garou. Learn what it's like to be the poor cousins to werewolves, the family members with the heaviest responsibilities of all. See what inspires loyalty in Kinfolk - and the treatment that turns so many against the Garou.

Book Information

Series: Werewolf: The Apocalypse

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Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (7 customer reviews)

Best Sellers Rank: #1,970,955 in Books (See Top 100 in Books) #63 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf](#) #374 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games](#) #396 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

Customer Reviews

I've played a Shadow Lord woman trying to atone for her mother's ..er.. idiocy (and dropped a few jaws while doing so), a Fianna who runs the pub with her husband, and an Uktena who married a Shadow Lord (and is now expecting twin Ragabash girls). My husband had a blast playing a Black Fury male. A great synopsis of how the tribes relate to their Kin, written from the POV of a Fianna Kin. My only problem is that to get all the Numina, you need two or three other books. This book gives great templates and directions for creating human and wolf Kin, as well as ideas for creating Kin for other Changers. Gives a rundown on BSD Kin, as well as the infamous SkinDancers. You know, the ones that ruined it even more for the other Kin.

I had never given much thought to playing a kinfolk until I picked up this book. I was like "They can't shift. What's the point?" But once I saw how vital they are to the Garou society (and numerous bete cultures as well), I was absolutely hooked! I now have about 5 kinfolk characters for various settings. Did you know that kinfolk found worthy can even have fetishes?! A super-rare kinfolk might

have Gnosis of their own! It's all in this book and I love it! Highly recommend it to shifter players.

The thing to understand about Kinfolk is, even though it is a book with rules for creating characters, this is not a product for players of werewolf games unless you are really wanting something unusual. The best application of this publication is the creation of NPCs and allies. Storytellers get information to add a great deal of depth to the supporting group of Werewolf, kinfolk. This is part of the Year of Allies run, and is a sister book to Ascension's Right Hand and the Ghoul book. This book allows players to play an almost unimpressive human, with only a slight gnosis rating at best and a shot-gun standing between them and the creatures of the night. However a storyteller that really puts the extra effort into their games can detail their NPCs heavily with this book. I would suggest it as reading for players to get a better understanding of the world, but every storyteller needs access to this book, even if you aren't playing a Werewolf game just so they can design something new for those vampires to fight.

I thought that it was a very good book, it had everything you want to know about kinfolk and more, it told the differences the kin have towards each other, it even had descriptions about the black spiral kin.

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