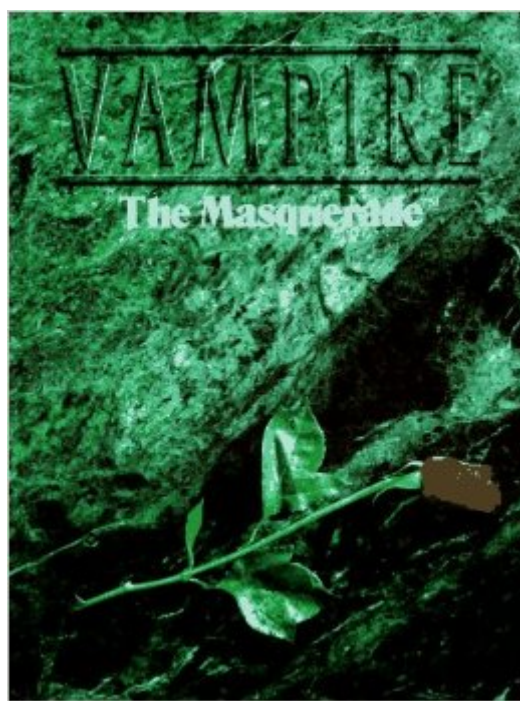


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# Vampire: The Masquerade



## Synopsis

The World of Darkness role playing games take the reader into worlds and realities where magic is not dead and not even the dead are dead. Vampire is the anchor for all the games set in the World of Darkness. '

## Book Information

Hardcover: 272 pages

Publisher: White Wolf Publishing; 2nd edition (December 1, 1995)

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Product Dimensions: 9 x 0.8 x 11.2 inches

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Average Customer Review: 4.4 out of 5 stars [See all reviews](#) (131 customer reviews)

Best Sellers Rank: #175,915 in Books (See Top 100 in Books) #4 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire](#) #17 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #2476 in [Books > Humor & Entertainment > Puzzles & Games](#)

## Customer Reviews

Vampire: the Masquerade is an amazing game to play with your friends. In stark contrast to RPGs like AD&D and Shadowrun, where your player attempts to be the coolest (and you live out a dream of, "if only I were my character"), V:tM dooms your character from the beginning. You are a vampire, cursed to prey upon the living, cursed to lose your friends, living out a solitary existence. Vampire emphasizes true drama--either comic or tragic, the game MOVES you. If you have read this far, DO NOT TAKE THE SOFTCOVER VERSION. The "softcover edition" that .com advertises is a GURPS adaptation (GURPS stands for Generic Universal RolePlaying System). It tells you how to turn Vampire characters into GURPS characters, and how to run a GURPS campaign with Vampires engaged in the Masquerade. It is loosely a rulebook for the game, but its rules make much less sense if you've never played GURPS. Now, on to the rest of the game. The storyteller has the best time with the game. She runs the chronicle with the pride of a playwright, knowing that she touches her audience. She has all the power; she also has all the responsibility. The storyteller has to invent the chronicle, plotting out each week's saga for the rest of you to endure. While the most rewarding, it's also the hardest job in V:tM. And somebody has to do

it. You'll probably notice the oddness of the feminine pronoun (She runs, she has, etc.). The writers of this manual have distributed the pronouns in the book to be roughly 51% female and 49% male, to accompany the national division of the sexes. If you're a male, it's a reminder of the alienation that female scholastics must endure. This book pulls that off flawlessly. I have two complaints. The first is dice.

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