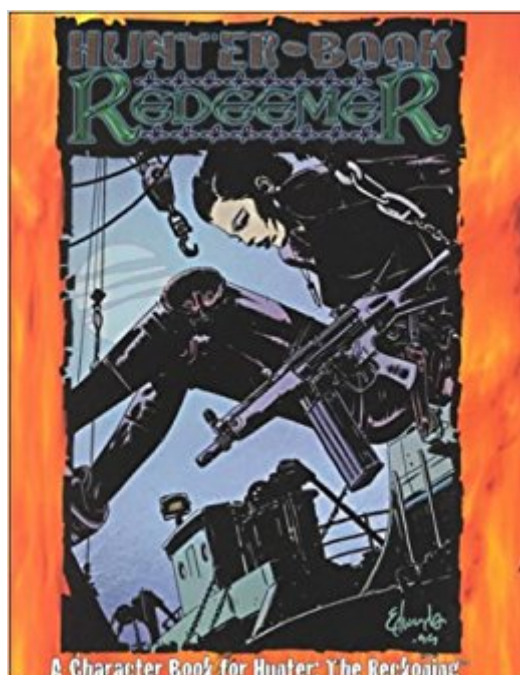


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Hunter Book: Redeemer



Synopsis

The Hand of Salvation: "I am here to confess your sins. It's never too late to forego your monstrous ways... even after an eternity." Redeemers: the self-appointed saviors among hunters. Redeemers believe that any soul, even a monster's, can atone for its sins. The price of penance is great, though - as great as the depth to which a creature has fallen. What makes these hunters seek salvation for the undeserving? Are you worthy of the answer? The Hand of Damnation Hunter Book: Redeemer is part of Hunter: The Reckoning series dedicated to the creeds, the character types of the imbued. Learn Redeemers' philosophies, motives and ultimate goals in delievering monsters from evil. New Traits, edges and rules help ensure that amends are made, even if it's by last rites.

Book Information

Paperback: 96 pages

Publisher: White Wolf Publishing (December 11, 2000)

Language: English

ISBN-10: 156504746X

ISBN-13: 978-1565047464

Product Dimensions: 8.4 x 0.3 x 10.9 inches

Shipping Weight: 9.6 ounces

Average Customer Review: 3.3 out of 5 stars Â See all reviews Â (3 customer reviews)

Best Sellers Rank: #1,778,489 in Books (See Top 100 in Books) #53 in Â Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other #346 in Â Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #71620 in Â Books > Science Fiction & Fantasy > Fantasy

Customer Reviews

Maybe its not the best creed book for hunter on the market , but thats because it describes a weak class of hunters. The book shows the hidden thoughts and powers of Redeemers wich makes it an interesting Character for advanced role playing players. Its a personality class , it arent the dices and the power that count.I only can recommend this book to all players and game masters looking for the little intellectual extra in rpging

This is my least favorite among the creed books. If you already have the Hunter corebook, then you already know everything that this book has to tell you about the Redeemers, except that some of them are rather unkind in their ministrations. The alternate, more aggressive Edges presented are far less useful for a Redeemer than the ones already in the core book. The book offers a "get-tough"

attitude towards Redeeming monsters (as well as new, crueller Edges suited for it), but falls flat in the attempt. It tries to justify itself too much to the "action-adventure" gamers out there, instead of sticking to its guns and making us WANT to play one of this Creed as is, as the Innocent Creed book does. There is a useful section in the back of the book about dealing with the madness that is inherent to high-powered imbued, and a VERY useful section on creating artifacts capable of feeding supernaturals without requiring them to take it from someone else. This is what Redeemer should have been all the way through. Three or four pages of quality don't make up for the rest of the dreck, especially not when there isn't anything an imaginative group couldn't of constructed on their own. If you can find this for real cheap, it might be worth it. Maybe.

I play an Avenger, so you might expect me to hate Redeemers as much as Vampires. Take into consideration though, if we were didn't have there guys, the down time from fighting the evil in the World of Darkness wouldn't be as much fun. With a well informed and well played Redeemer you can have a lot of fun when you get one verbally sparring with an Avenger and your game time is much more fun. This book helps to flesh out a better Redeemer.

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