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Werewolf Players Guide 2nd Ed (Werewolf: The Apocalypse)



Synopsis

Hardcover: 222 pages Publisher: White Wolf Publishing; 2 edition (February 19, 1998) Language: English ISBN-10: 1565043529 ISBN-13: 978-1565043527 Product Dimensions: 11.1 x 8.6 x 0.8 inches

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Customer Reviews

I am the Storyteller to our werewolf games, and my players and I consider this book a necessity! Werewolf the apocalypse just doesn't have all the info you need. This book contains merits and flaws (a way to earn more freebie points and to spiff up your character by making it blind, double-jointed, or have a wonderful tolerance to silver, and many more), personality archetypes so that your character may regain willpower more easily, as well as making it more fun to roleplay. An extra list of metis deformities is in this book as well as new abilities (like klaive dueling, pilot, and demolitions), gifts, backgrounds, and rites. This book also contains extended information on ALL of the tribes AND "camps", including the Ronin (if you don't have this book, you've probably never heard of it)! More information for the Storyteller on Packs, Septs, Caerns, Spirits, how to crossover different white wolf games, dueling, new combat maneuvers, aging and its effects, and the werewolf sickness of Harano. For everyone it contains new totems, and fetishes. But best of all, this book contains all of the changing breeds (like werecats, and weresnakes) except for the wererfoxes! This seriously saves you much money if your players insist on being a weredragon!

I recently shifted from WhiteWolf's other campaigns towards Werewolf: the Apocalypse. It was a big

change. Learning a whole new game system can be difficult, especially when you're trying to balance it with others! The only book I had at my disposal was WW:tA 2nd Ed. All I can say is that it was a great relief when the Players Guide got to my house, boy did I need it!

It came in great condition along with my Werewolf: The Apocalypse 2nd edition book. The artwork is astounding. I got it quicker than expected too. I've never played it before but I'm excited to read and run a game.

excellent art, and an even more impressive storyline to go with, white wolf publishing combines (successfully at that) real world concerns, environmental and the like, with the fantastic mythos (old world and original) regarding the werewolves.

The book was exactly what I was expecting...It might as well have been new. The seller was amazing...you should have seen the packaging...it was neatly encased in a sealed plastic, light proof envelope, and then put in a box for shipping. The box said thank you and packed by Steph....Steph is a goddess

I bought Werewolf the Apocalypse, and was a bit disappointed in the artwork. Werewolves never appealed to me anyway. But I did get this player's guide for my library of resources, and I am in Awe. GREAT art, and well-written. it actually MADE me want to play a Garou. in addition...I also have Bastet and Gurahl, and if you don't want to spend the kind of money to get the different changing breeds books, this one gives enough information for the Storyteller to throw in some great NPCs.

It pretty much lays out all the extra powers and traits for creating a more developed character. It also gives the basics for creating other werereatures (which I think is a bonus more for the storytellers). If you have the first edition though, don't bother. The only difference is a hard cover.

This book is extremely helpful, especially to new players of Werewolf: The Apocalypse. It adds a lot to the game, including a variety of new merits and flaws, extra rites and gifts, and detailed information about the changing breeds other than the garou. A must-have for any player.

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