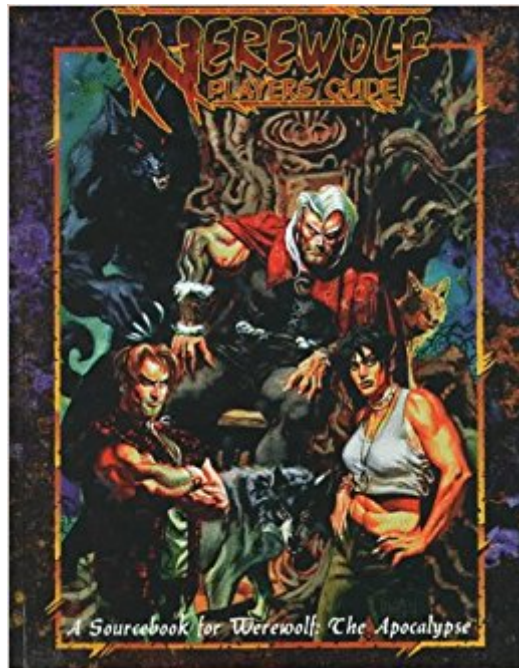




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Werewolf Players Guide 2nd Ed (Werewolf: The Apocalypse)



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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Shipping Weight: 1.8 pounds

Average Customer Review: 4.6 out of 5 stars 15 customer reviews

Best Sellers Rank: #934,105 in Books (See Top 100 in Books) #19 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf #85 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

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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.

I had bought this thinking I'd need it for the revised edition. Unfortunately, a lot of the info is also in the Player's Guide to the Garou (book for the revised edition).

Well protected in a card board box. He even threw in a Ravnos clan novel. Thank you Dan B, I havent read that one yet. Also arrived quickly.

got what i wanted

got the book in a timely manner, was in super great shape and was very pleased, will be ordering more in near future

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 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 werefoxes! This seriously saves you much money if your players insist on being a weredragon!

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.

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