



Hunter: The Reckoning

Bruce Baugh , Angel McCoy , Greg Stolze , Geoffrey C. Grabowski

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For centuries, supernatural powers have reigned, warring among themselves, culling the human herds and lashing out from the shadows. The creatures of the night have held court since before the dawn of history. Nothing lasts forever. From the throng of humanity, individuals emerge who know the truth. They know monsters exist. Enough is enough. The forces of darkness must pay their due. The time of retribution is at hand.

Hunter: The Reckoning is the sixth Storyteller game released for the modern World of Darkness. This lavishly illustrated hardcover book presents all the rules and background information needed to finally bring mankind's fight to the supernatural. This game is not a Hunter's Hunted second edition. These are all-new character types with their own agendas for the world... and the monsters that inhabit it.

Hunter: The Reckoning Details

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From Reader Review Hunter: The Reckoning for online ebook

Emy says

Jon's Breakfast reading book choice for me last week - not a game I felt the need to make a character for but interesting none the less.

Beau Johnston says

I never had the opportunity to play the game, but I loved reading the background material.

I really enjoyed the spin this game gave to the whole horror RPG genre. There's always a witness to any fight. Every battle has collateral damage. And the police don't take kindly to vigilantes, no matter how pure their motives. Especially not heavily armed vigilantes who just killed somebody.

Now add into this mix that normal people have to work for a living, have bills to pay and DON'T have access to super-secret, well stocked weapon stores.

Frank Jarome says

One of my all-time favorite games. I know it's often maligned, but I had more fun with this than 85% off all the other games I've ever played. A terrific game of personal horror and descents into madness...

Michael Champion says

Good game setting in the world of darkness series, especially if you like the prospect of being a normal(ish) human against all the (usually) vastly more powerful evil(some) things that go bump in the night.
