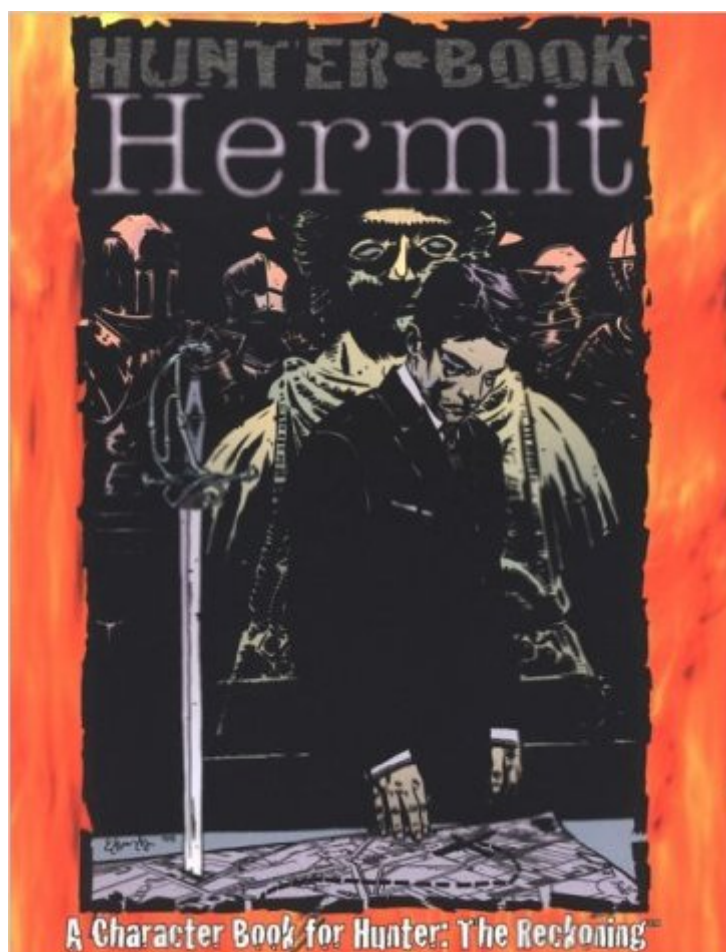


The book was found

Hunter Book: Hermit (Hunter Roleplaying Game)



Synopsis

Book by Dedopulos, Tim, Stolze, Greg

Book Information

Paperback: 96 pages

Publisher: White Wolf Publishing (May 28, 2001)

Language: English

ISBN-10: 1565047486

ISBN-13: 978-1565047488

Product Dimensions: 8.4 x 0.3 x 10.9 inches

Shipping Weight: 14.1 ounces

Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (3 customer reviews)

Best Sellers Rank: #1,853,999 in Books (See Top 100 in Books) #59 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other](#) #362 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #73736 in [Books > Science Fiction & Fantasy > Fantasy](#)

Customer Reviews

This book provides information about one of the many flavors of Hunters, average blokes who have been "imbued" or "chosen" by mysterious celestial powers to fight the things that go bump in the night. Hermits are not like the other Hunters--they don't get much in the way of special abilities that would allow them to go into direct combat with the assorted vampires, ghouls, and zombies. Rather, they are in direct and constant contact with the Messengers, but the human mind is too feeble to hear the Voice of Heaven (or whatever is behind the creation of the Hunters) and so the Hermits for the most part just get a skull full of static and the periodic cryptic phrase. Once imbued, Hermits find being around anyone is literally painful, and they feel especially ill when they are in proximity to other Hunters or the various children of the night that are their enemies. Fortunately, most Hermits are already predisposed to be anti-social, and the nature of their powers actually slaps at least one mental derangement upon them, so they end up either paranoid ("The mailman may be one of Them"), megalomaniac ("If only the human cattle would acknowledge my greatness!"), or otherwise mentally unwell. The upside is that Hermits get psychic-type spying powers, so they can more or less astrally project themselves into somebody's heavily guarded fortress, assess strengths and weaknesses, figure out the security codes, and so forth. Really, Hermits would be extremely difficult to include in a gaming group as player-characters. They are best suited to be NPCs through which the Storyteller can funnel valuable information.

[Download to continue reading...](#)

Hunter Book: Hermit (Hunter Roleplaying Game) Hunter Book: Defender (Hunter Roleplaying Game) Hunter Book: Visionary (Hunter Roleplaying Game) Dresden Files Roleplaying Game: Vol 1: Your Story (The Dresden Files Roleplaying Game) 101 Wild Game Recipes - Large Game: Large Game (The Hunter's Cookbook Book 3) Wraith: The Oblivion Roleplaying Game Core Rulebook. World of Darkness. Category - Roleplaying Games The Wheel of Time Roleplaying Game (d20 3.0 Fantasy Roleplaying) The Hooker and the Hermit (Rubgy Book 1) The Walking Dead (Hunter the Reckoning Roleplaying Game) North Korea: The Definitive Guide to Understanding the Hermit Kingdom (history of Korea, division of Korea, real north Korea, escape from North Korea, kim jong un, kim jong il, nuclear weapons) Sihastrul: The Hermit Hermit in Paris: Autobiographical Writings Dungeons & Dragons Starter Set: Fantasy Roleplaying Game Starter Set (D&D Boxed Game) Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge (Call of Cthulhu Horror Roleplaying) (Call of Cthulhu Roleplaying) H.P. Lovecraft's Dreamlands: Roleplaying Beyond the Wall of Sleep (Call of Cthulhu roleplaying) Night of the Hunter (The Hunter Series Book 1) Hunter Spirit Slayers*OP (Hunter: the Vigil) Hunter Utopia *OP (Hunter: The Reckoning) Hunter Storytellers Companion/Screen (Hunter the Reckoning RPG) Hunter Apocrypha *OP (Hunter: The Reckoning)

[Dmca](#)