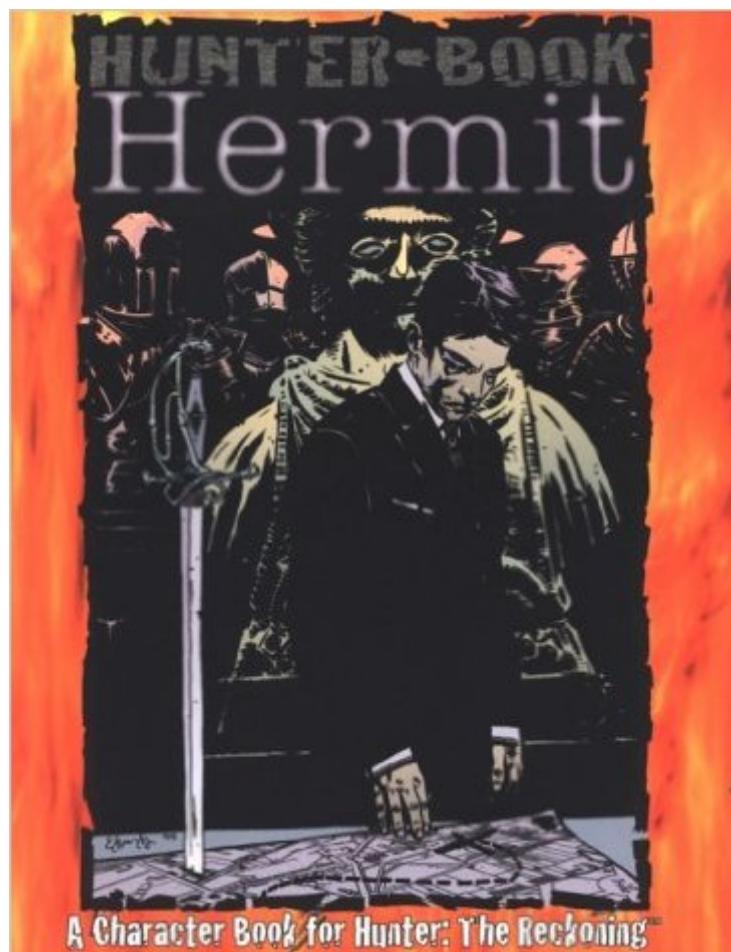


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Hunter Book: Hermit (Hunter Roleplaying Game)



Synopsis

Book by Dedopoulos, Tim, Stolze, Greg

Book Information

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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.

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