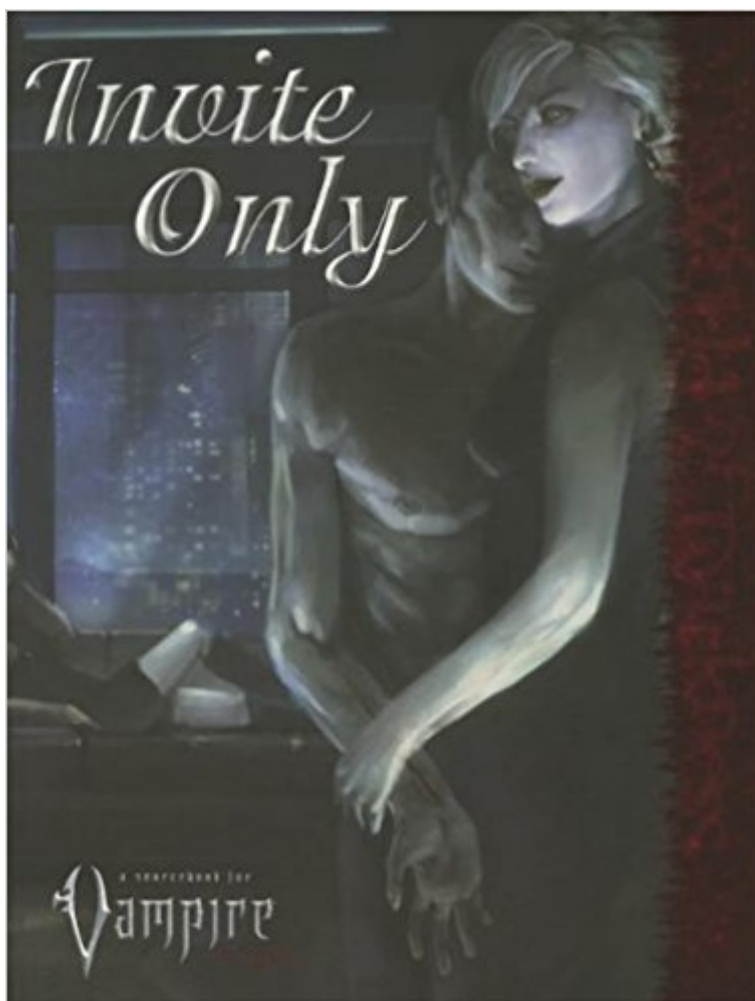


The book was found

Vampire Invite Only*OP (Vampire The Requiem)



Synopsis

Singular vampires are so many terrible things. Why should it be any different when many vampires get together? It isn't. In fact, it's exponentially worse. Kindred are designed to be solitary predators. Why they gather in such large groups is a complicated issue. Are they lonely? Do they need to keep enemies within arms' reach? Do they need to understand the other creatures that inhabit their homes? Do they believe in safety in numbers? This book specifically addresses how to build an interaction. It's how to host a party, how to make a location and how to make a social structure. A chronicle book for Vampire: The Requiem. A handful of fully fleshed social hotspots you can plug into or adapt your chronicle. Play variants and tweaks, Merits, Devotions and other character items built around Kindred social gatherings. A handful of plug-and-play scenes in the SAS format. Options for a social combat system.

Book Information

Series: Vampire the Requiem

Paperback

Publisher: White Wolf Publishing (December 21, 2011)

Language: English

ISBN-10: 1588463923

ISBN-13: 978-1588463920

Product Dimensions: 8.5 x 0.2 x 11 inches

Shipping Weight: 7.8 ounces

Average Customer Review: Be the first to review this item

Best Sellers Rank: #1,223,591 in Books (See Top 100 in Books) #51 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire](#) #132 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

Customer Reviews

Singular vampires are so many terrible things. Why should it be any different when many vampires get together? It isn't. In fact, it's exponentially worse. Kindred are designed to be solitary predators. Why they gather in such large groups is a complicated issue. Are they lonely? Do they need to keep enemies within arms' reach? Do they need to understand the other creatures that inhabit their homes? Do they believe in safety in numbers? This book specifically addresses how to build an interaction. It's how to host a party, how to make a location and how to make a social structure. A chronicle book for Vampire: The Requiem. A handful of fully fleshed social hotspots you

can plug into or adapt your chronicle. Play variants and tweaks, Merits, Devotions and other character items built around Kindred social gatherings. A handful of plug-and-play scenes in the SAS format. Options for a social combat system.

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

Vampire Invite Only*OP (Vampire the Requiem) Vampire Damnation City (Vampire the Requiem) Vampire Ancient Mysteries (Vampire: The Requiem (White Wolf)) Vampire Daeva Kiss of the Succubus*OP (Vampire: The Requiem (White Wolf)) Vampire Gangrel Savage & Macabre*OP (Vampire: The Requiem (White Wolf)) A German Requiem (Ein Deutsches Requiem), Op. 45: SATB with S,Bar Soli (Orch.) (German Language Edition) (Kalmus Edition) (German Edition) Only in Vienna: A Guide to Unique Locations, Hidden Corners and Unusual Objects ("Only in" Guides) (Only in Guides) Vampire: The Requiem Storyteller's Screen Vampire: The Requiem: A Modern Gothic Storytelling Game VII (Vampire: the Requiem) Bloodlines: The Hidden (Vampire: The Requiem) Carthians (Vampire: The Requiem) Ventrue: Lords Over the Damned (Vampire the Requiem) Shadows in the Dark: Mekhet (Vampire: The Requiem) Danse Macabre *OP (Vampire the Requiem) Ghouls (Vampire The Requiem - World Of Darkness - WOD) Rites of the Dragon (Vampire: the Requiem) Circle Of The Crone (Vampire The Requiem - World Of Darkness - WOD) City of the Damned: New Orleans (Vampire: the Requiem) Hunter Night Stalkers *OP (Vampire: The Requiem (White Wolf))

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)