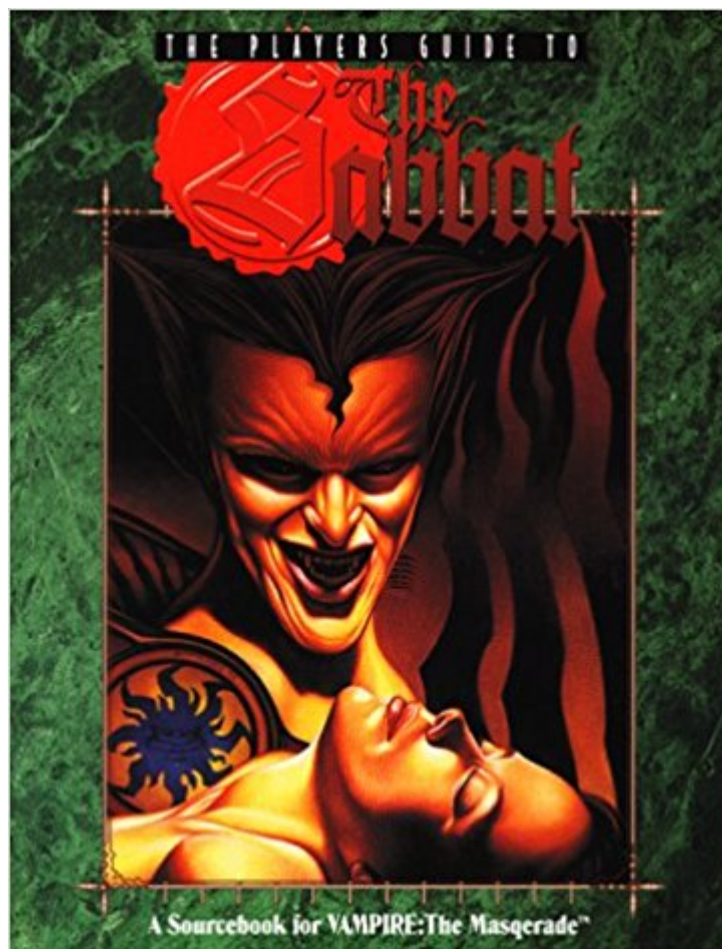




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Players Guide To The Sabbat (Vampire The Masquerade Roleplaying Game)



Synopsis

RPG Book

Book Information

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Customer Reviews

RPG Book

Ha I always am picky with my reviews so a four ain't bad at all it is great. It definately was a great book just to read and definately interesting I wished the camarilla could be that interesting to read about but they are not. It is great for the mental development of any character that is antitribu...a definate recommendation before you even try to play a sabbat character in a camarilla bound world...it will add years to your character by realizing they are not blatantly outforth evil and givingyou more to work with....Enjoy the reading and the help.

This book was the first in depth treatment of the Sabbat in V:tM. It was the first time you got to see Paths of Enlightenment, and the Clans Lasombra and Tzimisce, the founding Clans of the Sabbat. V:tM's history and back story was greatly expanded with this book, with details of the formation of the Sabbat after the Treaty of Thornes, which ended the Anarch Revolt. This book introduced the antitribu, those who left the main body of their clan, and joined the Sabbat. Many of the antitribu have fairly different attributes than the main part of their clan. The Assamites, for instance, didn't undergo the Tremere's curse, they insteadhave a never ending thirst for vampiric vitae. The Malkavians are radically different, beginning play with two incurable dereangements. In exchange,

they got Dementation, which grants them flashes of insight and the ability to spread their madness. The Toreador's exposure to the brutality of the Sabbat turned their appreciation of beauty into a form of sociopathy, where they can't resist inflicting pain, be it verbal or physical. Tremere antitribu are marked with a tiny magic symbol on their foreheads making them instantly recognizable to their loyal brethren. The Sabbat's Ventrue lose Dominate and gain Auspex. A host of Disciplines, Thaumaturgy rituals, and a handful of NPC's for quick use are also included.

The DEFINITIVE and original Sabbat book. A must have for all Sabbat players in VtM. Presents a very Sabbat-centric world view and takes the Sect's inhuman nature for granted, unlike the more water-down / Mirror Camarilla presented in the Revised VtM material.

This is a very usefull book weather you intend to play a Sabbat character or not. If you DO want to play as the Sabbat, you definitely need this book. The things I found most usefull was the information on the different paths of enlightenment, the disciplines and the information on Sabbat virtues. All in all this one was ten times better than the Storytellers guid. If you only have enough to buy one of the books, dont make the mistake I did, get this one first! The Sabbat are going to curb-stomp those pansy Camarilla weaklings, so watch out gringos! Join the Sabbat and help tear down the Antedilluvian's pupets and their pathetic masquerade, Uncle Taco wants YOU!

Another sourcebook that is packed with information. This one is intended for people who want to play Sabbat vampires and includes everything needed to create sabbat characters. This is a good buy for anyone intrigued with the idea that not all Kindred support the Camarilla. It opens up new options for interesting Chronicles

The Player's guide to the Sabbat is an insightful view into the Sabbat clans, if you own the Revised Masquerade book. Many paths are confusing, and most of the Serpents of Light info was simply left out. This book is useful if you have another \$20 to spend.

The Sabbat sourcebook is an insightful look into the Sabbat vampire system.....if you already own the Revised system book. Many of the paths are confusing and Much of the Serpents of Light info was simply left out. Its a good book, but cant stand alone.

The Players Guide for vamps who just want to have fun. That is, if your definition of fun includes

diabolic and murderous acts, and all that sort of thing. Carnage, chaos and do whatever the hell you want is the watchword here.

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