

Rifts Vampire Sourcebook

ArznoVampire IncursionPalladium BooksThe MechanoidsPalladium BooksRifts SourcebookRifts Role-Playing GamePalladium BooksRifts UnderseaPalladium BooksRifts JapanPalladium BooksRifts MercenariesPalladium Books IncorporatedRifts Conversion BookPalladium Books IncorporatedPantheons of the MegaversePalladium BooksThe Palladium RPG Book IIOld OnesRifts Game Master GuidePalladium BooksWarlords of RussiaPalladium BooksKindred of the Ebony KingdomWhite Wolf PubRifts Book of MagicPalladium BooksRifts Northern Gun 2StarfinderCore Rulebook

"Open Game License version 1.0a"--4th unnumbered page.

Reviews and analyses of over 5000 titles from the 1930s to date. ... Every comic of note from the past fifty years is included in this comprehensive guide to American comics. From the underground to children's comics, autobiography to fantasy.

Vanguards of the Great Sects Titles among the Damned aren't always primogen or prisci. Somebody has to do the dirty work. From fighting Lupines to hunting rogue Cainites, from enforcing the Traditions to leading a crusade, a few bold vampires step forward to the head of the charge. Those vampires are the unsung champions of the night. Fighting for Glory and the Cause The latest in a series of focused chronicle rules, Archons & Templars allows players to assume the roles of prestigious Cainites in the Great Jyhad. With the authority of their sects behind them, archons and templars are assigned the most dangerous duties and enforce the will of their leaders. Whether Camarilla or Sabbat, these chosen few take the fight to the front lines.

Dark Ages: Vampire takes you to the nights before the Camarilla, when kine truly had reason to be afraid of the dark. The vampires of this bygone age ride the dark as lords, play their games with the crowned heads of Europe, and travel to the mysterious lands of the East as they wage their ages-old war. The diablerie of saulot, the waking of Mithras, the destruction of Michael the patriarch, the return of the Dracon -- it all means the time of reflection is over. The Inquisition stirs and the time to act is now. Across Europe, monarchs of the night set princes and barons at each other's undying throats. Young vampires take to the field ready to claim their domain and become powerful lords in their own right. Blood calls to blood. Rules for playing Viking vampires!

A sourcebook of evil monsters for use with the RIFTS role playing game.

Game designers, authors, artists, and scholars discuss how roles are played and how stories are created in role-playing games, board games, computer games, interactive fictions, massively multiplayer games, improvisational theater, and other "playable media." Games and other playable forms, from interactive fictions to improvisational theater, involve role playing and story--something played and something told. In Second Person, game designers, authors, artists, and scholars examine the different ways in which these two elements work together in tabletop role-playing games (RPGs), computer games, board games, card games, electronic literature, political simulations, locative media, massively multiplayer games, and other forms that invite and structure play. Second Person--so called because in these games and playable media it is "you" who plays the roles, "you" for

whom the story is being told--first considers tabletop games ranging from Dungeons & Dragons and other RPGs with an explicit social component to Kim Newman's Choose Your Own Adventure-style novel Life's Lottery and its more traditional author-reader interaction. Contributors then examine computer-based playable structures that are designed for solo interaction--for the singular "you"--including the mainstream hit Prince of Persia: The Sands of Time and the genre-defining independent production Façade. Finally, contributors look at the intersection of the social spaces of play and the real world, considering, among other topics, the virtual communities of such Massively Multiplayer Online Role Playing Games (MMORPGs) as World of Warcraft and the political uses of digital gaming and role-playing techniques (as in The Howard Dean for Iowa Game, the first U.S. presidential campaign game). In engaging essays that range in tone from the informal to the technical, these writers offer a variety of approaches for the examination of an emerging field that includes works as diverse as George R.R. Martin's Wild Cards series and the classic Infocom game Planetfall. Appendixes contain three fully-playable tabletop RPGs that demonstrate some of the variations possible in the form.

-- Based on the top-selling "World of Darkness" games from White Wolf. -- Vampire roleplaying is perhaps the most popular new genre!

[Copyright: 85e1eb7b3ca311806991150515d1c405](https://www.copyright.com/copyright?id=85e1eb7b3ca311806991150515d1c405)