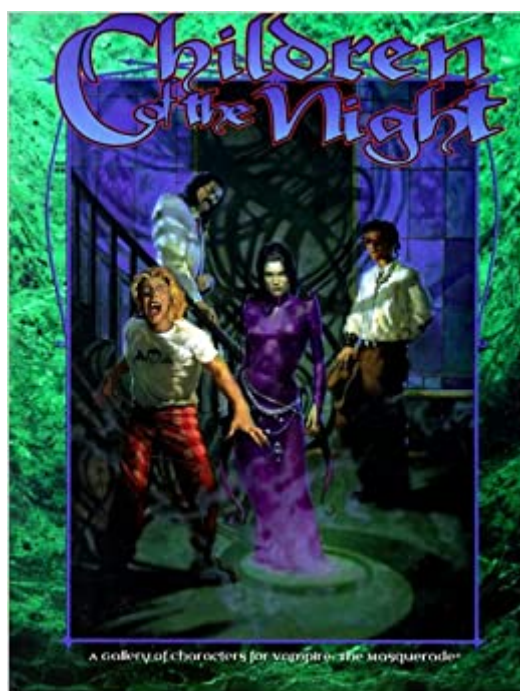


The book was found

# Children Of The Night: A Gallery Of Characters For Vampire, The Masquerade



## Synopsis

In the world of the Kindred, vampires lurk behind every shadow, planning their machinations and watching their prey. But who watches the watchers? Powerful Kindred from all sects (and none) move among their peers, protecting the Masquerade, interpreting the traditions of Caine, leading the Sabbat against the Antediluvians or subtly pulling strings in the darkness. Who are the most feared and most powerful vampires in the World of Darkness? Children of the Night fully details the heavy-hitters of Vampire's World of Darkness. Included are the justicars and many archons of the Camarilla, as well as key princes, bishops, pack priests, Sabbat cardinals and prisci and an inscrutable Inconnu or two - all the undead to know... and fear.

## Book Information

Paperback: 96 pages

Publisher: White Wolf Publishing; Revised edition (April 1, 1999)

Language: English

ISBN-10: 1565042441

ISBN-13: 978-1565042445

Product Dimensions: 8.4 x 0.3 x 10.9 inches

Shipping Weight: 13.6 ounces

Average Customer Review: 3.9 out of 5 stars 10 customer reviews

Best Sellers Rank: #1,165,727 in Books (See Top 100 in Books) #46 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire #119 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #525 in Books > Mystery, Thriller & Suspense > Mystery > Supernatural > Vampires

## Customer Reviews

In the world of the Kindred, vampires lurk behind every shadow, planning their machinations and watching their prey. But who watches the watchers? Powerful Kindred from all sects (and none) move among their peers, protecting the Masquerade, interpreting the traditions of Caine, leading the Sabbat against the Antediluvians or subtly pulling strings in the darkness. Who are the most feared and most powerful vampires in the World of Darkness? Children of the Night fully details the heavy-hitters of Vampire's World of Darkness. Included are the justicars and many archons of the Camarilla, as well as key princes, bishops, pack priests, Sabbat cardinals and prisci and an inscrutable Inconnu or two - all the undead to know... and fear.

This is a wonderful gallery of important storyteller run characters, with full stats and background histories that give a good feel for the characters' personality and outlook. There are exquisite portraits of each character by artist Christopher Shy (which earned this book another whole star from me.) The book still does maintain mystery about powerful figures like Caine (of course) or the Regent of the Sabbat (no more information about her or her predecessor either, apparently) but they have some really well detailed Sabbat cardinals as well as the current crop of Camarilla justicars and their archons. Some of these are characters who have been mentioned in past source books but never detailed. (The Gangrel Xaviar, for example, or Cardinal Strathcona.) There is also an independents section with examples of the Inconnu monitors for various cities. They assume that you can fiddle with these as needed and provide a basic formula for calculating the typical level of abilities for ancient vampires so that storytellers can make their own. My main nit to pick with this book is the fact that the selection of the characters listed seems arbitrary. Some are favorites culled existing source books and fleshed out or updated here. Others seem to have been made up just for this book, perhaps because there are future plans for them in or because they would seem to make interesting story hooks or because they are examples of a bloodline or character type. There seems to be a disproportionate number of Assamites- even a Methusalah whose stats are supposed to be mere suggestions of what it can do. (I guess they have plans...) Omissions are curious, too. Theo Bell is here, for example, (he's an archon) but Jan Pieterzoon is not. There are Setites but not Hessa. Or how about this- three of the four figures on the cover are Anatole, Lucita and Beckett. Their stats are NOT GIVEN in the book ( ? ) but those for Lucita's friend Fatima are given (she's an Assamite, right?) And these are just examples. So go figure. But don't worry. You'll find lots of uses for what's here.

This book is highly optional. It's full of NPC's to use. Most of these characters are tied directly to the greater metaplot of V:tM, and while it can be an interesting read, having a supplement that allows your troupe of bloodthirsty sociopaths have statted out victims while they diablорize their way across the official metaplot seems excessive and unnecessary. This book is well written and the artwork is really good, but, it's of very limited use, so it loses stars for me.

This is a pretty good product you could slide any of the NPC's into a existing campaign very easily that's why I bought it and that's what I'm doing. The backgrounds on some of the characters are very interesting and you can build adventures just around them you like so enjoy

This book contains detailed backgrounds and portraits of some of the most powerful cainites around. While some of the vampires such as Caine and the Regent along with the inner council aren't here (for obvious reasons) it is still very useful for playing politics and when your players start killing everything they see just have a Justicar roll on in and whoop his arse. If they can take the Justicar then just spruce him up a bit so he can "compete". The information in this book is not meant for players and they should probably not read it if you plan on incorporating any of these power forces into a chronicle.

The way that *Vampire: The Masquerade* works gives a storyteller a lot of freedom to create. But sometimes it is good to have the help of a few pre-created characters too, especially lower gen ones. A very helpful section of this book gives guidelines for designing low-gen characters which I wished I'd had sooner. The book is divided into three sections: Sabbat, Camarilla, and Independent important/powerful figures. But it could really use an index so you can find clans or roles more easily. I'm integrating into our game this summer in fact.

This is an excellent resource, but, as stated in the book itself, if your players' characters are powerful veterans, these archetypes don't have a chance against a PC with a Shotgun and Level 7 Celerity, but if your players are mature, which they should be if they've played long enough to achieve Level 7 Anything, it's wonderful to roleplay politics within the World of Darkness and this book helps a lot with the key NPC's.

This is a WONDERFUL book for storytellers who need powerful NPC's or antagonists! When combined with the [nearly impossible to find] "Who's Who Among Vampires: Children of the Inquisition," you can get information about the REAL power in Kindred society. (This is a bad book for players to have, though.)

This sourcebook is definitely a useful tool for any Vampire Storyteller. While it doesn't give the stats for the Antedeluvians, it does give us the character stats for the most famous vampire in all of history. That's right, the (deservingly) dreaded Count Dracula.

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

Children of the Night: A Gallery of Characters for Vampire, the Masquerade  
Laws of The Night  
Vampire Storyteller Guide: A Sourcebook for Mind's Eye Theatre (Vampire The Masquerade) \*OP  
Vampire Storyteller Companion Screen (Vampire: The Masquerade Companions) The Anarch

Cookbook: A Friendly Guide to Vampire Politics (Vampire The Masquerade Sourcebook) Laws of the Night: Revised Rules for Playing Vampires (Mind's Eye Theatre: Vampire- The Masquerade) \*OP Montreal by Night (Vampire: The Masquerade Novels) How to Draw Anime Characters Book : One Piece Manga Edition Vol 1: Mastering Manga Drawing Books of Japanese Anime and Game Characters (How to Draw Manga Characters Series 5) Flowers 2015 Gallery Calendar (Workman Gallery Calendar) Kelvingrove Art Gallery and Museum: The Curators and employees of Kelvingrove Art Gallery and Museum GURPS Vampire The Masquerade \*OP (GURPS: Generic Universal Role Playing System) Guide to the Sabbat: A Sourcebook for Vampire the Masquerade Clanbook: Brujah (Vampire: The Masquerade) \*OP Clanbook Assamite Revised Ed (Vampire: The Masquerade Clanbooks) \*OP Cities of Darkness 1 New Orleans (Vampire - the Masquerade , Vol 1) Storytellers Handbook to the Sabbat (Sourcebook for Vampire : the Masquerade) Clanbook: Tremere (Vampire: The Masquerade) The Red Sign (Vampire: the Masquerade and Mage: the Ascension) \*OP Cities of Darkness 3 Dark Colony (Vampire: The Masquerade Novels) Clanbook: Ventrue, Revised Edition (Vampire: The Masquerade Clanbooks) \*OP Chicago Chronicles 2 (Vampire: The Masquerade Novels)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)