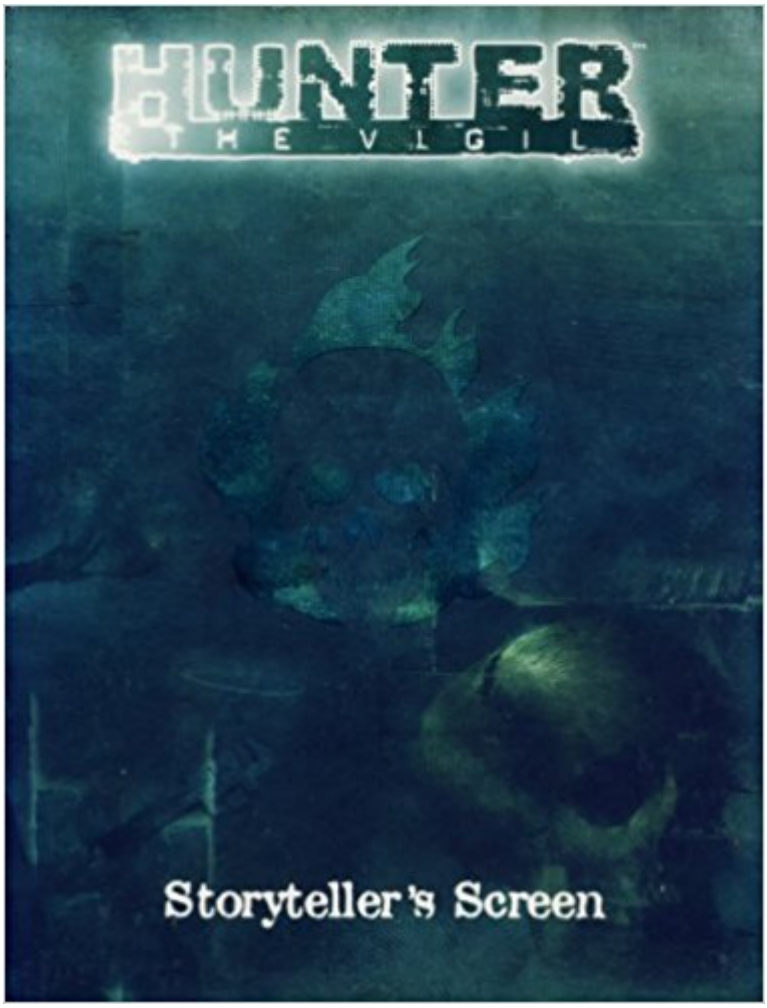
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Hunter The Vigil (Storyteller's Screen)



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Synopsis

A Shield between darkness and light A fire is lit: is it a lamp perched over the inscription upon an ancient blade? Or a roaring conflagration consuming the house in which the howling fiends wait? Only you know for sure. Only you hold the secrets your players strive to uncover. A Play Aid for Hunter: The VigilÃ¢â Â¢ Ã¢â ¬Â¢ Attractive StorytellerÃ¢â ¬â„¢s screen adorned with vital charts and references from the Hunter rulebook Ã¢â ¬Â¢ Rich colors and motif sets the mood for the players, while the ease of use allows the Storyteller to keep the excitement going at a smooth

Book Information

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Customer Reviews

The storyteller’s screen is four pannels that you can deploy to hide what you do from your players (dice rolling, written information, maps, etc...). On the "players’ side", there are dark, black and white illustrations and pictures. The background of this side is coherent on all pannels, which can help to put the players in the ambiance.The storyteller’s side, on the other hand, contains a lot of usefull information that you will probably need during the game. Since you often don’t want to "pause" the story to look at a specific game mechanism, it’s usefull to have most of the information right in front of you.The informations you get:On pannel 1:Combat summary chart (stages of a combat and possible modifiers that can affect players’ actions, such as autofiring with machine guns, touching a target, aiming, concealment, etc...)Grappling summary (very usefull, because there are many actions available during a grappling, and there are steps to follows)Melee weapons chart (a table with many melee weapons, their damage, size, cost and any special rules. You can use this chart to gauge the effectiveness of more exotic weapons when comparing it with the ones already

listed)Extended actions (pace of activity, from quick to exhausting, and the corresponding time it takes for a single roll when doing an action of corresponding pace)Spending practical experience (what you can "purchase" with your practical experience, such as skills, merits, tactics, and more)On pannel 2:Ranged weapons chart (like melee weapons chart, but for guns and crossbow)Armor chart (class, rating, strength, defense, speed modifier and cost of various armor, from the chainmail to the modern riot gear)Experience point costs (different from the practical experience, gives about the same list but with different "prices")Fire damage (damage caused by fire, with size and heat)On pannel 3:Explosives chart (type, modifier, blast area, damage, size, cost and example of different explosives available in the game, from incendiary explosion to high explosive)Electrocution and poisons (damage and effects for those)Rank and file (the amount of experience points and practical experience points you can give to your players in character creation)Feats of strength (strength value and the corresponding weight you could lift with that amount, from 1 to 15)Morality (morality, from 10 to 1, and corresponding sin and dice amount to avoid "penalties" when loosing morality)On pannel 4:Awarding practical experience (various "events" that might increase or decrease the amount of experience your players gain after a scene, such as -1 if "the group [worked] against itself - friendly fire, one-upmanship, etc.")Professional skills (profession and corresponding asset skills, such as streetwise and firearms for cops)Merit: Professional training (special merit (perk) that your character might have regarding his profession.)The only reason I am giving a 4 star on this item instead of 5, is because I feel like some information is not really "quick" needed during play and could have been replaced with other, more usefull information.For example, "Rank and file" is usefull only during character creation. It’s easy to just look at the steps of character creation, all detailed in the Hunter: The Vigil (rulebook), and choose what experience you want to give your players at start. Or even better, just look it up when you are creating your story. You don’t really need this information on the screen, in the middle of a scene.On the other hand, knowing which attributes affect which skills, and what attributes you need for actions such as "listening" would have been pretty usefull there. It’s easy to forget, especially when starting being the Storyteller (hence needing this screen), weither "listening" uses composure, resolve or wits. It’s even easy to forget what’s the difference between resolve, wits and composure. A small reminder of those would have been usefull.Finally, some special action are available in combat, like knockout, knockdown, stun, immobilization and killing blow. Again, it is not listed on any of the pannels.Of course, they can’t put everything, since if they wanted to, it would make the storyteller’s screen too big. But I feel like some of the informations listed don’t need to be checked in the middle of a game, and could make place for more usefull information.That being said, the

storyteller's screen is a precious tool for all your storytelling games, and you can still use it for other games, if only for the cover it provides.

As much as I love this storyteller's screen compared to what I had before, I still found it lacking in some places. The way it folds made it bend in when you prop it up so it's kind of like it's closing again. The best way to fix that is to keep some heavy items at both corners so it doesn't curl inward. Aside from that it's made of some nice stuff, has great information, good artwork, and is much more spacious than what I am accustomed to.

This product is great! Its not some cheep, flimsy cardboard screen, oh no, this is a high quality, glossy, thick screen, full of nifty, helpful information, useful tables, and heavy enough to swat your unruly players till they quit talking about how good buffy was... No really. This is a definite must have for any ST!

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