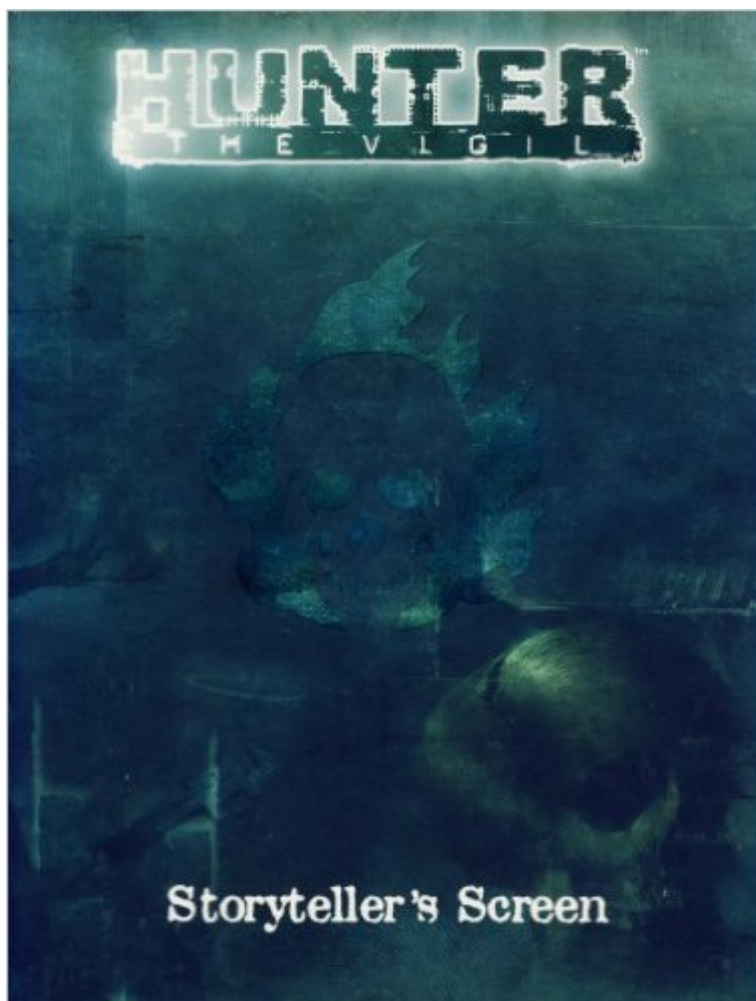


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Hunter The Vigil (Storyteller's Screen)



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 Vigilâ„¢ â€¢ Attractive Storytellerâ€™s screen adorned with vital charts and references from the Hunter rulebook 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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Average Customer Review: 4.3 out of 5 starsÂ Â See all reviewsÂ (3 customer reviews)

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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.

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