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Minds Eye Theatre Core Rulebook



Synopsis

A World of Darkness It's never far away. You glimpse it shift in the shadows, hear it whisper on the breeze, feel its presence in every nightmare. A world so very like our own, but where sinister societies and ancient horrors cloak themselves in modern guises, and every truth uncovered only reveals a deeper mystery beneath. The shadows call. Will you answer? How Deep Do the Shadows Reach? Mind's Eye Theatre gives you everything players and Storytellers need to play a live-action game set in the World of Darkness . From setting material and rules for playing mortal characters to Storytelling advice and an innovative challenges resolution system, this book is the cornerstone of a totally new live-action experience. Enter the theatre of the mind and learn the secrets of the night.

Book Information

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Customer Reviews

From a mechanics standpoint, NWOD has its rules standardized and the various denizens are not as contradictory. As an OWOD enthusiast, its not comparable. As I have no other game option, I'm playing Requiem.

After having played and/or storytold numerous versions and editions of White Wolf games, The World of Darkness Minds' Eye Theater book leaves me amazed and deeply impressed. This is where any LARP game should start. I say this, not because this is the core rulebook for MET, but because this is the best thing White Wolf has ever published.OK, I know that this is a big claim to

make. Consider, however, that this book gives systems and background for where we all start: humans with no knowledge of the supernatural world. This book, in other words, gives characters a path into the WoD. The LARP games have matured into character-focused (as opposed to the systems focus of earlier editions) platforms to tell tales of personal horror. Gone is the meta-plot or cannon plot of earlier editions. The storyteller is encouraged to focus story and action around the characters as they slowly discover the WoD before getting drawn into one of the character types and actually become a supernatural being. This book is focused on role-players as opposed to gamers. Think about this. Of what does your game need more: jumbotrons showing kindred battles or involved, vital characters helping to drive the plot? This book shows what the best of LARP is all about. It is indispensable.

The typos are annoying and I absolutely hate some of the elements of NWoD. Having said that, the system is much more streamlined for LARPing and I really appreciate some of the mechanic fixes. Everything is fairly straight forward and easy to find, also a big plus. This is a good way to get started in role-playing.

There are a ton of typos and spelling error through out the book. However once you get past that the core rule system is easy to understand and fun to play. It is also a must if you wish to join White Wolf's world wide campaign.

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