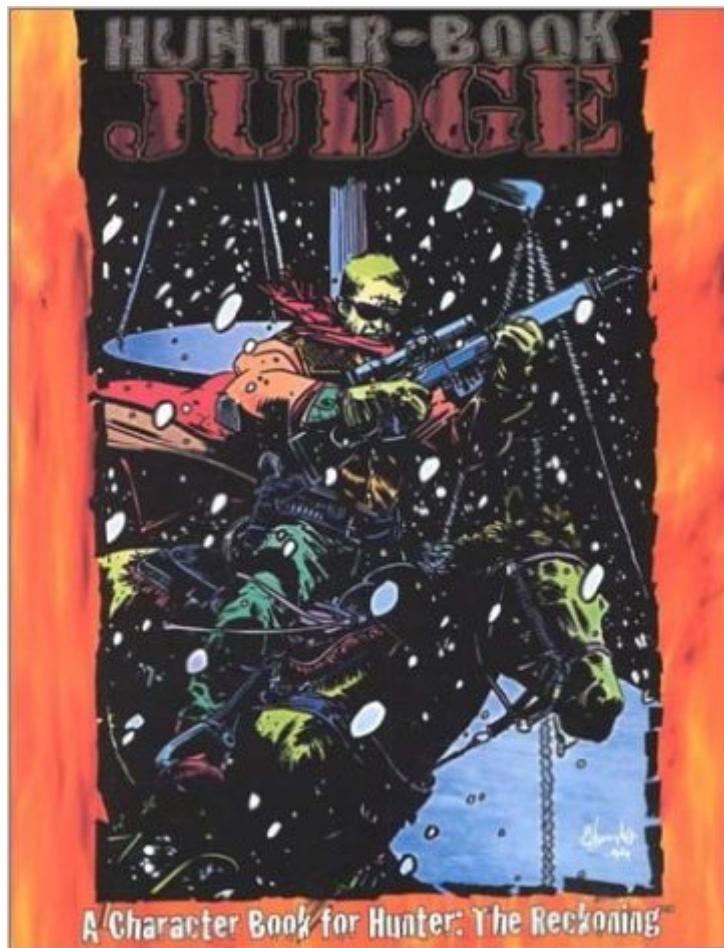


The book was found

Hunter Book Judge *OP



Synopsis

For your crimes against humanity, I find you guilty! May God have mercy on your soul!" Judges: the self-appointed law among hunters. Judges understand that evil is a choice, not an affliction. The abomination who stalks and kills people can be a monster. . . or one of the imbued. What makes these hunters decide who lives and dies? Arrogance? Prudence? Insight? The answer could tip the scales. Hunter Book: Judge is part of a Hunter: The Reckoning series dedicated to the creeds, the character types of the imbued. Learn Judges' philosophies, motives and ultimate goals in weighing the crimes of the supernatural. All these new Traits, edges and rules help ensure the punishment fits the crime. Court is always in session.

Book Information

Series: Hunter Book

Paperback: 96 pages

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Product Dimensions: 8.5 x 0.3 x 10.9 inches

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Average Customer Review: 4.0 out of 5 starsÂ [See all reviewsÂ \(3 customer reviews\)](#)

Best Sellers Rank: #2,466,448 in Books (See Top 100 in Books) #88 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other #539 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #94010 inÂ Books > Science Fiction & Fantasy > Fantasy

Customer Reviews

When I picked up this book, I was expecting it to expand upon the basic Judge creed outlined in the Hunter core book. But when I began reading it, I found that it was a very detailed account of what a Judge like character can be like. The thinkers, the planners, the analytics. I was surprised how much the judge I have been playing fit into this book and got a few ideas to expand on him. The new backgrounds, abilities and edges are a welcome complement to any judge whether they be an underground guerilla to a judicator of ideals.

This book expands on the background of Judges. Does it pretty well to. Although I think they can get a little preachy at times, it helps if your player can have a better background as this book

provides.

If you are looking for new ideas and skills then just go toward chapter five because there is wealth of information. But if you are planning to get new insights or a basic storyline from it then it's very incoherent.

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