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Clanbook: Gangrel (Vampire: The Masquerade)



Synopsis

RPG Book Paperback: 70 pages Publisher: White Wolf Publishing (December 1, 1995) Language: English ISBN-10: 1565040465 ISBN-13: 978-1565040465 Product Dimensions: 10.9 x 8.3 x 0.2 inches

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Series: Vampire: The Masquerade (3rd Ed)1

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Publisher: White Wolf Publishing (December 1, 1995)

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ISBN-10: 1565040465

ISBN-13: 978-1565040465

Product Dimensions: 8.5 x 0.5 x 11 inches

Shipping Weight: 8.8 ounces

Average Customer Review: 3.9 out of 5 stars 13 customer reviews

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Customer Reviews

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Before I played a gangrel which was the day I recieved this book my character would never give a gangrel the time a day and I would never have thought of being a "gangrel" EWWW to be a ugly annimalistic creature of the night NEVER. They redefined the gangrel to the point where I couldn't think of being anything else. To be able to play a female gangrel and up the appearance and play one that relys purely on animalistic instinct is as she would say....Prrrrrfect....meow kitty kitty I pity the poor full who pets me.

great book for the vtm series. I bought it when I was younger and had to buy it again just for the different artwork and as a reference

cant remember if there is 12 or 13 original books in this series, but wow. blows every vampire movie and show right out of the water.

Came in great shape

Clan Gangrel is one of my favorite clans, and was among the first that I played when I began partaking of the Vampire: The Masqureade roleplaying game. This book was quite a treat for me when I read it. The story follows a neonate Gangrel and her two companions who have very few ideas about who they are. During the course of their adventure, the heorine eventually discovers that she is a part of Clan Gangrel and must face off against one of the most horrifying monstrosities that the Kindred have ever known. This story follows strongly to the theme of the World of Darkness in which Vampire is set, with all the horror, action, danger, and loss that comes along with it. This isn't your Brad Pitt, suit and tie, Victorian style, English accent vampire. This is a story about monsters, which is what a vampire is, and how they interact with their own society.

This book is quite simply terrible. The information throughout it is entirely useless. One could figure out most of them by oneself. If one went entirely by this book, all Gangrel would be shallow, ignorent wanderers. Case in point: when the book covers the werewolves, it includes, as a TRIBE, the Ragabash. Well, they aren't a tribe (don't know if you know that) they're an Auspice (under what type of moon the character was born). This would be fine and dandy on its own, however throughout the rest of the book the 'author' (it's written in almost a narrative format) seems pretty knowledgable about the werewolves. This, combined with the information that could be easily inferred (or invented), makes the book barely worth the money you'd spend. I suggest you wait until it's on the used rack.

I play a 13th generation Gangrel Neonate. Clanbook: Gangrel helped me to concrete the structure of my character. It helps players understand their chosen character as well as help to shape them. It dives into the history of this clan of animalistic outsiders and helps them to really see the point-of-view of their character and to help them understand the Beast. A must-have for any Gangrel new to the area. I am keeping my paws crossed that they will be releasing a more updated guide to help understand the up-coming events that will be taking place in the World of Darkness.

Clan Gangrel is probably one of my favorite clans for Vampire: The Masquerade, but this book hardly does them justice, or provides anything helpful. Way too much focus on Lupines (although the inaccurate details are a nice touch), way too much. Maybe it's a fine book if you just have a Lupine Impersonator concept, but otherwise, pass it up. If the Gangrel were as this book implies, they'd be living alone in the woods, hanging out with werewolves; they'd never need or desire companionship with other clans, especially in a city.

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