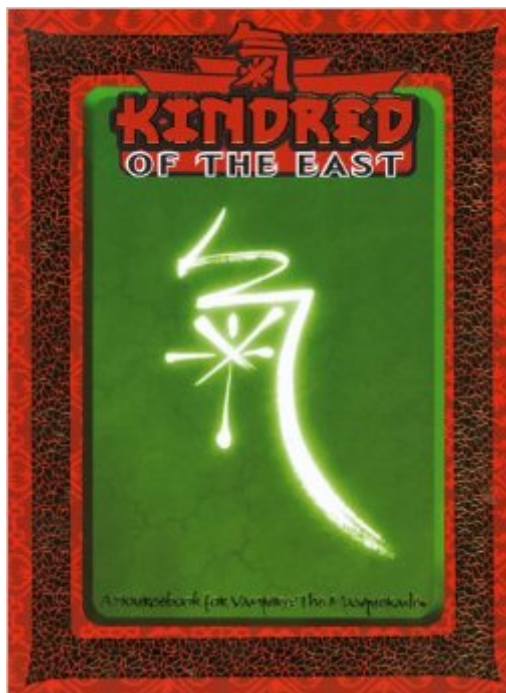


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# Kindred Of The East (For Vampire, The Masquerade)



## Synopsis

Role playing, focused on the supernatural such as vampires and werewolves. In particular, the book deals with Eastern Vampires, from China, etc.

## Book Information

Series: Kindred of the East

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Product Dimensions: 8.6 x 0.9 x 11.2 inches

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Average Customer Review: 4.4 out of 5 stars [See all reviews](#) (28 customer reviews)

Best Sellers Rank: #733,216 in Books (See Top 100 in Books) #43 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire](#) #97 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

## Customer Reviews

Congratulations to White Wolf on this book. It offers a good view of a new type of supernatural to add to the World of Darkness (but, carefully.) I like the openness of the players moral decisions; they're much closer to Sabbat Paths than Humanity, yet they're not evil- they just have a different world view than the Western Kindred are used to. The book does a good job describing it and setting the feel for it. Contrary to the other reviews, I find the Eastern and Western Kindred to be fairly balanced power-wise. If you're interested in extending your World of Darkness setting into the East, this book is a must.

I thought that KoE was one of the best books that I have read from White Wolf. It takes and enforces the original intention of Vampire: the Masquerade, the struggle between keeping your Humanity and succumbing to your Beast. It is designed to keep players from becoming ungodly strong power characters really quickly and simply ignoring the enlightenment part. In my opinion that alone makes it a very worthwhile game since it focuses on roleplaying more than how much power you can grab. And yes the Kuei-jin are strong, but they also have disadvantages that equal them out so they have no more of an advantage than any other group does. All in all, an extremely excellent

book.

The book hasn't aged well. There's a lot of lines along the lines of "Those westerners don't understand how we do things in Asia", which is odd, given that not a single Asian name appears in the credits. In addition the book is printed with a different design on every page, many of the designs make the text very difficult to read. There are a lot of cool ideas here, and if you're a real fan of the Old World of Darkness you'll probably want this.

I have been hesitant to buy Vampire the Masquerade books in the past, because I have been a devout fan of Werewolf: the Apocalypse and didn't want to start having to collect ALL of the books (which would be harder now, since White Wolf no longer puts out editions of the books I would want to own). But after I had bought Hengeyokai, the Eastern Changing Breed supplement to Werewolf: the Apocalypse, my curiosity was piqued. I have always held a curiosity for The East, and adding supplements to my favorite RPG book series was something I thought was an amazing idea. I had heard from others who had played campaigns with this setting, and I was intrigued, but nervous. The rules seemed very different and very complicated--and THEY ARE--but I would not be deterred. After I bought Hengeyokai, I knew it would only be a matter of time before I bought Kindred of the East. I bought Ten Thousand Hells, which was a supplement that was meant to be used by the Eastern book sets, and became even more eager to play the Eastern Vampire main book. I haven't yet played or DMed a campaign of Kindred of the East or Hengeyokai yet, but I plan to. I just need to get up the courage. See, it's the location that makes me nervous now. I would want things to be at least mostly accurate. And the system is still complicated enough that I need to further familiarize myself with it. But don't let that deter you. This book is still amazing, and deserves to be played. I recommend it to any White Wolf enthusiast. You will not be bored.

White Wolf has captured the mysticism and uniqueness of the Orient in KotE, and describe an imaginative race of vampires that in no way are a copy of western vampires. In fact, after reading KotE, I think western vampires are quite boring and without purpose. Together with the rest of WW's Asia-oriented books, like Hengeyokai, KotE is a masterpiece. The only downside is that maybe it's not very easy to play KotE compared to Vampire, and it's definitely harder to find the right Asian atmosphere. But other than that, it's perfect.

I picked this up as a resource for a recent game I ran of Vampire: the Masquerade. I had to do a

little tweaking, but there is enough here that is interesting in and of itself even if the book won't find immediate use. Definitely something to consider to supplement an Old World of Darkness game, with definitely connections to Vampire and Wraith in particular.

This book is a must if you're going to have your player characters traveling to Asia or if you want to run something where the Eastern kindred have invaded the states that could also be a compelling campaign scenario

The new Kindred of the East book has proven to be a great use for me and my friends. The all new ways of Dharma and the different kuei jin disciplines prove to be a nice taste of something different than just V:tm. The option of being a kindred of the east or just the flavor it adds to the chronicle is more than enough to make me feel that purchasing this book was well worth the money.

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