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Hunter the reckoning

Hunter: The Reckoning was a pivotal game from White Wolf's Year of the Reckoning. In HtR, players became Imbued, chosen by enigmatic forces to safeguard humanity against supernatural threats. Hunters were everyday people who faced a turning point, at this moment, they caught a glimpse of reality - that monsters existed and preyed on humanity. They had the choice to flee or stand their ground, and when they chose to fight, they became Imbued. Each Hunter belonged to one of nine creeds, each embodying one of three virtues: Mercy, Zeal, or Vision. The creeds offered distinct worldviews, ranging from eradicating monsters to protecting communities to redeeming them. Unlike other Classic World of Darkness games, Hunter focused on the ordinary aspects of its characters. Players were encouraged to portray average individuals thrust into a chaotic world with limited resources. Many Hunters became at least a little unhinged as they advanced in their virtues, becoming increasingly distracted. Imbued possessed supernatural abilities courtesy of the Messengers, including Edges, understanding the shared Hunter Code, and resisting mind control and illusions from monsters.^{#####}CreedsThe nine Hunter Creeds represented diverse outlooks on life and military roles. Supplements suggested that the Messengers intended the Imbued to serve as an army, but intentionally limited their numbers to prevent issues similar to those with their predecessors (presumably the Solar Exalted). Seven creeds were detailed in the main Hunter manual, while the two "lost" creeds (Wayward and Hermit) received separate treatment.Hunter: The Reckoning is a tabletop role-playing game published by White Wolf Publishing in November 1999 as part of their Year of the Reckoning line. A second edition, released in 2022, offers improved rules and features. Players take on the roles of human characters who discover the existence of supernatural creatures like vampires, werewolves, and ghosts, and fight back as monster hunters. The game revolves around themes of righteous fury, paranoia, hope, and maintaining a normal life. Hunters are divided into various creeds, which shape their philosophies and approaches to the hunt. They share information through the internet forum Hunter-Net, managed by a hunter known as Witness 1.Hunter: The Reckoning was created by Andrew Bates, Phil Brucato, Ken Cliffe, Greg Fountain, Ed Hall, Jess Heinig, Michael Loe, Richard Thomas, Mike Timney, and Stewart Wieck. It featured art direction from Richard Thomas and cover art by Brian Glass.[10] The game drew inspiration from the ending of Wrath: The Oblivion, where the underworld is consumed, leading to a surge in supernatural entities. The development team aimed to capture righteous fury as the main theme; other concepts included paranoia, humanity's struggle against monsters, finding hope, and the corrupting influence of power.[3] According to Cliffe, the idea for hunters was drawn from ordinary people, who he believed made for more compelling heroes than superheroes.The game was largely written in-character, aiming to show rather than tell what it's like to be a hunter. Hunter: The Reckoning includes unique twists on monsters from other World of Darkness games, which don't follow the same rules as their original forms.[3] A new edition, titled Hunter: The Reckoning 5th Edition (H5), is in production by Justin Achilli and Tomas Arfert, focusing on the aspirational aspects of the setting through human characters who can change the world.[16]Development of H5 was influenced by Werewolf: The Apocalypse's dramatic action and began during its fifth edition production. In H5, hunters are depicted as street-level groups rather than large organizations seen in Vampire: The Masquerade.The game, Hunter: The Reckoning, has several supplementary books that elaborate on its setting and characters. These books, published by White Wolf Publishing, offer additional storylines and world-building details for players to engage with. Notably, the publisher opted against creating adventure modules in favor of sourcebooks, which were more popular among World of Darkness enthusiasts. The supplementary materials are presented as real-time events within the game's universe. Some notable sourcebooks include "Hunter-Book: Innocent," focusing on the hunter creed known as the Innocents; "Hunter-Book: Martyr" and "Hunter-Book: Redeemer," which delve into other hunter creeds; and "The Walking Dead," a sourcebook about the undead. The game also has a range of publications such as "Hunter-Book: Hermit," "Hunter: Holy War," and "Utopia," that provide insights into different aspects of the game's world, including Middle Eastern hunters and potential future scenarios.Hunter: The Reckoning was well-received by critics and players alike, praised for its engaging gameplay and immersive setting. The game's system was considered efficient and classic, with many reviewers noting its ease of use and well-written explanations. However, some critics felt that the division of hunters into several creeds was too systematic, drawing comparisons to previous World of Darkness games.The game's portrayal of supernatural beings was also widely praised, with critics enjoying their depiction from a new perspective. The setting and mood were described as bringing potential for exciting campaigns with oppressive tones, making it an ideal choice for those who enjoy mature, human stories with emotional depth. Overall, Hunter: The Reckoning became one of White Wolf Publishing's most successful intellectual properties, appealing to both new and experienced players in the World of Darkness series.The game's first edition debuted as a best-seller, with many reviewers noting its high quality and effectiveness. It was praised for its unique approach to character types, where hunters' powers are revealed through their experiences, rather than at creation. This mechanic was seen as a refreshing change from other World of Darkness games, which often focused on the player's background and personality.The World of Darkness supplement The Bygone Bestiary was released to introduce unusual monsters and surprise players further. Critics argued that the game's illustrations and cover art didn't align with its themes, depicting special forces types instead of regular people, which encouraged a violent playstyle. Backstab also criticized the rulebook backgrounds for making text difficult to read.White Wolf Publishing released the Hunter: The Reckoning fiction anthology Inherit the Earth in 2001, edited by Stewart Wieck and containing nine stories. They also published the Predator & Prey novel series from 2000-2002, featuring Vampire, Judge, Werewolf, Jury, Mage, and Executioner.Hunter: Apocrypha, a replica of a fictional book, was written by Tim Dedopulos and illustrated by Drew Tucker, released in August 2000. Laws of the Reckoning adapted Hunter: The Reckoning for Mind's Eye Theatre, developed by Cynthia Summers and Alyson Gaul, and written by Peter Woodworth, released in 2002.Dark Ages: Inquisitor was a supplement for Dark Ages: Vampire to play as hunters in 1230, released in December 2002. Hunter: The Vigil took inspiration from Hunter: The Reckoning, Dark Ages: Inquisitor, and Vampire: The Masquerade book The Hunters Hunted, released in 2008.High Voltage Software developed three hack-and-slash video games: Hunter: The Reckoning in 2002, Wayward and Redeemer in 2003. These performed moderately well commercially, attributed to the pre-existing fan base for the tabletop game, and received critical reviews ranging from average to positive.After Paradox Interactive acquired the World of Darkness series in 2015, they announced a fourth Hunter: The Reckoning video game; in 2023, Choice of Games released Hunter: The Reckoning The Beast of Glenkildove.Uwe Boll acquired the movie rights for the 2002 video game in 2004. The film was planned to be directed by Boll, produced by Shawn Williamson, and written by David Schneider and Drew Daywalt, with shooting set to take place in British Columbia.In World of Darkness games, the person leading the game is called the "storyteller", a role also known as "gamemaster" or "dungeon master" in other role-playing games.Hunter: The Reckoning Style Guide published in Fiction Age No. 3 by Sovereign Media, available on pp. 123129 of White Wolf Publishing's Storytellers Vault Style Guide in 2019.Several publications related to the "Guide du Rliste Galactique" (a French role-playing game guide) have been released over the years, starting in December 1999. These include books such as "Hunter: The Reckoning Core Rulebook", which was announced on March 11, 2022.In addition, other publications and digital tools were announced, including "World of Darkness Nexus" (announced on November 16, 2021), a digital toolset for Vampire: The Masquerade and other games. Other books released around the same time include "Survival Guide", "Innocent", "Martyr", "Redeemer", "Avenger", "Judge", "Walking Dead (The)", and "Players Guide".More recent publications include "Holy War" (2017), "Storytellers Handbook" (2013), "Defender" (2011), "Visionary" (2018), "Utopia" (2017), and the first edition of "First". These books provide guidance for players and game masters in various settings, including science fiction and fantasy worlds.The Guide du Rliste Galactique website provides information about various tabletop games, including Hunter: The Reckoning. According to the website, there are several reviews and articles about the game written by various authors.In 2003, White Wolf Publishing released a new edition of the game, which was well-received by critics and players alike. The game's success led to the creation of a spin-off called Hunter: Wayward.The Guide du Rliste Galactique website also provides information about other World of Darkness games, such as Vampire: The Masquerade and Werewolf: The Apocalypse.In 2021, it was announced that the World of Darkness franchise would be revived, with plans to release a new edition of Hunter: The Reckoning. This news was met with excitement by fans of the game and the franchise as a whole.Several publications have reviewed the game over the years, including Backstab, Casus Belli, Dosediez, and Science Fiction Age. The reviews are generally positive, praising the game's unique mechanics and storyline.The text also mentions that Hunter: The Reckoning has been optioned for a live-action adaptation, although no further information is provided about this project.Overall, the text provides an overview of the game's history, reception, and current status within the World of Darkness franchise.The Hunter: The Reckoning series has been referenced in various publications and games over the years. Stephen Jones mentioned it in his "Mammoth Book of Best New Horror" series (2001-2003). In French, the Guide du Rliste Galactique featured articles on Dark Ages: Inquisitor and Hunter: The Reckoning.The series has also been adapted into video games for various platforms, including the GameCube, Xbox, and PlayStation 2. Reviews from Metacritic provide insight into how well-received these games were by critics and audiences alike.In addition to its game adaptations, the Hunter series has been referenced in other media, such as interviews with Chuck Wendig, one of its developers, and a video discussing the One World of Darkness franchise.More recently, White Wolf's World of Darkness revealed new developments for interactive novels based on the Hunter: The Reckoning universe. This development is part of a larger expansion into digital media for the World of Darkness series.The success of the Hunter series has also led to changes in its creative team. Chuck Wendig was hired as a developer, and other notable figures such as Brian Linder have been involved with the project over the years.Overall, the Hunter: The Reckoning series has had a lasting impact on gaming culture and continues to be referenced and adapted in various forms of media today.Note: I removed references and citations as they were not essential to understanding the paraphrased text.

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