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Bastet (Werewolf: The Apocalypse)



Synopsis

Bastet: Player's Guide to Werecats includes:-Tribe details, templates, stories and characters. -New Abilities, Backgrounds, Merits, Flaws and magics.-Werecat lore, the First Year, other creatures, and more.

Book Information

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Customer Reviews

Without repeating the material from the players guide, "Bastet" brought together an entire race of werecreatures who's, in my opinion, society and class even surpasses that of the mokole`! (and garou for that matter..) My players enjoyed the ability to play unique characters, because of our small groups, and for me, not having to orgnize too many NPC's. Tha ajaba(hyena) were a really cool idea, too. Its a shame they turned to Cahlash.

a were-cat and were-hyena. The werecats include: Jaguars, leapords, lions, tigers, cheetahs, lynx, puma, egyptian cats, and faerie cats. This book contains Much more on the cats than the player's guide does, however, there is still no information on any other kind of cat... like ANY of the little cats. Oh well... This book is still great and does contain new fetishes, rites, and totems (called jamak) that are unique to the werecats.

This book is a must have for anyone who wishes to run one of the feline changing-breeds. This book adds all the items that the tiny section in the players guide missed, such as inter-tribal relations, opinion on the other "races" from other changers to vampires, as well as new gifts and expanded abilities and backgrounds.

This sourcebook is a comprehensive guide for designing and running Bastet(werecat) characters in White Wolf's rich World of Darkness setting. Included are the 9 tribes of werecats, ranging from werepanthers to weretigers to werejaguars and beyond, and new traits, merits and flaws, gifts, and rights. Some of the high-level gifts would make a rank-five garou's skin crawl. My only complaint is the Yava. These are special secrets that each werecat tribe possesses. These secrets are very debilitating and they can prove fatal should your storyteller use them against you. These can potentially add flavor to your story, but handle with care. Overall though it is a very good sourcebook (No index though. That hurts).

Rock!!! The Bastets are the most interesting bete ever. If your tired of pysco werewolfs tearing stuff up and the drop of a dime then play a baset. This book contains vital information on them and more spiffy stuff. (By the way the yava is totaly optional it says that they are rumors not nececarilaly the truth!)

Well written book. Gets 5 stars for the amount of information presented. Some of the artwork is less than stellar and there are some typos sprinkled throughout, but nothing that detracts from the overall product. The short story in-character segments are great, and give a great appreciation for the Bastet tribes of the World of Darkness. Nine tribes are presented, and they cover most of the world. Africa and South America are the main focus of the book geographically, with Asia getting a lot of the rest, Europe and North America get some honorable mentions though. Each tribe gets it's own chapter, which goes into detail about the tribe's culture, background and gifts. The Simba (werelions) get the *ahem* lion's share of the book, as their war with the Ajaba, (werehyenas) is

described in great detail. This book was written for second edition WTA rules, and has a late '90's perspective, and some of the material was updated in later books; namely the revised editions Player's Guide to the Changing Breeds. However, it is still an entertaining read, and a worthy addition to any WoD gamer's bookshelf.

The Bastet are a the big cats in the world of Darkness and fun to play. They are great when pitted against a werewolf and can cause some surprises if played right.

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