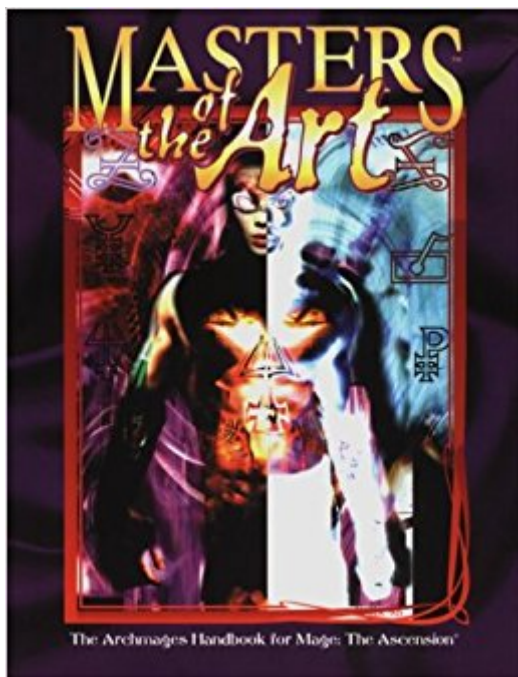


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Masters Of The Art *OP (Mage)



Synopsis

Reality is a lie invented by a technocratic enemy who has written history to it's liking. The truth is magic'ae the universe can be crafted with a simple working of your will. Mages have taught this truth throughout the ages, but the proponents of technology have crushed the mystic masters. Join the last stand in the war for reality. Mage: The Ascension places you in the midst of supernatural intrigues and inner struggles. The more secrets you learn, the more important your wisdom and power become. Mage drags spirituality and metaphysics screaming through the streets of a postmodern nightmare. Learn rules for creating archmage characters and chronicles.

Book Information

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Customer Reviews

Reality is a lie invented by a technocratic enemy who has written history to it's liking. The truth is magic'ae the universe can be crafted with a simple working of your will. Mages have taught this truth throughout the ages, but the proponents of technology have crushed the mystic masters. Join the last stand in the war for reality. Mage: The Ascension places you in the midst of supernatural intrigues and inner struggles. The more secrets you learn, the more important your wisdom and power become. Mage drags spirituality and metaphysics screaming through the streets of a postmodern nightmare. Learn rules for creating archmage characters and chronicles.

The idea of 6th, 7th, and 8th level spheres gives me the feeling of old-fashioned D+D number-crunching, but the background information on Oracles and Archmages certainly makes the

book worth at least looking through. Also, the explanation of exemplars (mages that focus specifically on one sphere) was also insightful and helpful. I think this book would have been a lot better if they had cut out all the Monty Hall-ish arch-spheres and focused more of their time and efforts on the motivations and challenges that face an arete 9 mage - don't make up new arch-spheres (digusting high-level powers that don't flow with the rest of the sphere progression i.e. Forces 8 - Move Continent -WTF?)...Instead, tell me what type of seeking a mage that close to Final Ascension faces... give me story ideas, not silly new ungodly powers that won't realistically come into play. White Wolf can do better than this...

Although I would never let a player have so much power as to have spheres above 5, it was interesting to read about the Arch-spheres. Plus it clarified the whole Oracle,God,Archmage thing. All of which are cool concepts and could make for interesting plotlines. such as if a player manages to get his Arete up above 7 as a gift from his storyteller (geez it's hard to do) it could be interesting to have to go on a search for one of these GREATER beings and garner some knowledge from them before they can complete a seeking. Accually thinking about it I would possibly allow players to get up to lvl 6 spheres just because it takes 5 years worth of study and practice to gain it and every dot above. I guess if a player had spent that much time and effort into getting the darn dot I'd let him have it, but it may take a year real-time for 5 years to go by in my games anyways.Sorry rant. Great book though.

Hey peeps, this is actually a good book, basically it's telling you all about those who dont achieve ascension, and nolonger can, by making any of the characters in the book or following any of the paths in it, you can no-longer achive ascension even the oracles, failed in achieving the thing the game is mainly about.

If you like playing mini gods then this book is alright. If you like this book then let me suggest Secrets of the black hand for vampire. Do you think your enemys really stand a chance if your mage can creat your own univers...

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