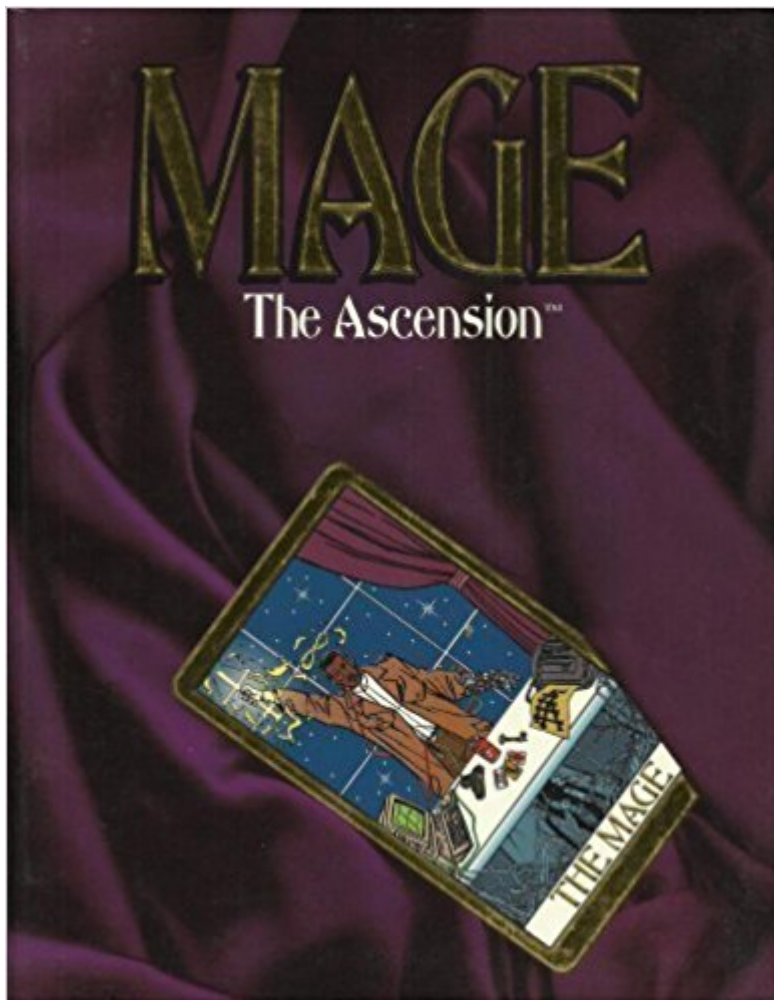


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Mage: The Ascension (Mage Roleplying)



Synopsis

A World of Darkness role-playing game published by White Wolf Game Studio. You play as mages capable of feats of magic.

Book Information

Paperback: 310 pages

Publisher: White Wolf Publishing; 1st Edition edition (December 1, 1995)

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Shipping Weight: 2 pounds

Average Customer Review: 3.1 out of 5 stars 4 customer reviews

Best Sellers Rank: #1,488,801 in Books (See Top 100 in Books) #20 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #189 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #17579 in Books > Humor & Entertainment > Puzzles & Games

Customer Reviews

A World of Darkness role-playing game published by White Wolf Game Studio. You play as mages capable of feats of magic.

The book was more beaten up than I thought it would be. Nice white wolf game, more crunchy than most.

Forget Revised, this is what the game is really about. A generic setting in which you can launch a game in any time, any where, with any who. The revisions made from visionary-but-glitchy First edition make it much clearer and smoother to run. Has everything you need to start an Ascension War chronicle (whether you want to get involved in the War or not is another matter), including details on the Technocracy, governments, secret organisations, the Umbra, the Digital Web, and a little on history. Magick is appropriately powerful, and the game flows much more than the "crunchier" games like Vampire or Werewolf. It's a harder game than those, requiring more in the way of maturity and intelligence, but far more rewarding. And you don't have to play some kind of freaky monster.

The excellent and very different Mage game, with its unique magic setting, and the opposing forces and sides here at times made you feel if you had fallen into the Illuminati books, or a Jerry Cornelius tale. A truly eerie and odd setting, so well done for a very different magic using game. Nice work.

I think that the author of this book really stretched for material. He also added too much artwork. The upside to this book is the fact that it adds a little finesse to Mage.

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