

Chapter 1 : calendrierdelascience.com - Mage: The Ascension 20th Anniversary Edition Reviews

Not only do we have the same problems with the "adventure" and a long delay between the Free RPG release and the eventual publication of Mage: The Ascension 20th Anniversary Edition, but there was a potential new wrinkle.

Early times[edit] In the game, Mages have always existed, though there are legends of the Pure Ones who were shards of the original, divine One. Early mages cultivated their magical beliefs alone or in small groups, generally conforming to and influencing the belief systems of their societies. Obscure myths suggest that the precursors of the modern organizations of mages originally gathered in ancient Egypt. This period of historical uncertainty also saw the rise of the Nephandi in the Near East. Eventually, though, mages belonging to the Order of Hermes and the Messianic Voices attained great influence over European society. However, absorbed by their pursuit of occult power and esoteric knowledge, they often neglected and even abused humanity. Frequently, they were at odds with mainstream religions, envied by noble authorities and cursed by common folk. The Order of Reason[edit] Mages who believed in proto-scientific theories banded together under the banner of the Order of Reason , declaring their aim was to create a safe world with Man as its ruler. They won the support of Sleepers by developing the useful arts of manufacturing , economics , wayfaring , and medicine. They also championed many of the values that we now associate with the Renaissance. Masses of Sleepers embraced the gifts of early Technology and the Science that accompanied them. The Order of Reason perceived a safe world as one devoid of heretical beliefs, ungodly practices and supernatural creatures preying upon humanity. As the defenders of the common folk, they intended to replace the dominant magical groups with a society of philosopher-scientists as shepherds, protecting and guiding humanity. In response, non-scientific mages banded together to form the Council of Nine Traditions where mages of all the major magical paths gathered. They fought on battlefields and in universities trying to undermine as many discoveries as they could, but to no avail - technology made the march of Science unstoppable. Their final counteroffensives against the Order of Reason were foiled by internal dissent and treachery in their midst. Rise of the Technocracy[edit] However, from the turn of the 17th century on, the goals of the Order of Reason began to change. As their scientific paradigm unfolded, they decided that the mystical beliefs of the common people were not only backward, but dangerous, and that they should be replaced by cold, measurable and predictable physical laws and respect for human genius. They replaced long-held theologies, pantheons, and mystical traditions with ideas like rational thought and the scientific method. However, the Order of Reason became less and less focused on improving the daily lives of sleepers and more concerned with eliminating any resistance to their choke-hold on the minds of humanity. Ever since a reorganization performed under Queen Victoria in the late s, they call themselves the Technocracy. The Traditions replenished their numbers which had been diminished by the withdrawal of two Traditions, the secretive Ahl-i-Batin , and the Solificati , alchemists plagued by scandal with former Technocrats from the Sons of Ether and Virtual Adepts factions, vying for the beliefs of sleepers and with the Technocracy, and perpetually wary of the Nephandi who consciously embrace evil and service to a demonic or alien master and the Marauders who resist Paradox with a magical form of madness. This also cut the Technocracy off from their leadership. Both sides called a truce in their struggle to assess their new situation, especially since these events implied that Armageddon was soon at hand. Chief among these signs was creation of a barrier between the physical world and spirit world. This barrier was called the Avatar Storm because it affected the Avatar of the Mage. The Rogue Council only made itself known through coded missives, while Panopticon was apparently created by the leaders of the Technocracy to counter it. This struggle eventually led to the point on the timeline occupied by the book called Ascension. While the entire metaplot has always been meant to be altered as each play group sees fit, Ascension provided multiple possible endings, with none of them being definitive though one was meant to resolve the metaplot. Thus, there is no definitive canonical ending. Factions[edit] The metaplot of the game involves a four-way struggle between the technological and authoritarian Technocracy, the insane Marauders,

the cosmically evil Nephandi and the nine mystical Traditions that tread the middle path, to which the player characters are assumed to belong. This struggle has in every edition of the game been characterized both as primarily a covert, violent war directly between factions, and primarily as an effort to sway the imaginations and beliefs of sleepers. The Traditions exist to unify users of magic under a common banner to protect reality particularly those parts of reality that are magical against the growing disbelief of the modern world, the spreading dominance of the Technocracy, and the predations of unstable mages such as Marauders and Nephandi. Each of the Traditions are largely independent organizations unified by a broadly accepted paradigm for practicing magic. The Traditions themselves vary substantially from one another. Some have almost no structure or rules, while others have rigid rules of protocol, etiquette, and rank. Though unified in their desire to keep magic alive, the magic practiced by different Traditions are often wildly different and entirely incompatible with one another. Understanding Traditions as a whole requires understanding each Tradition separately, and then assembling them into a somewhat cohesive whole. The nine traditions are: Mages of Akashic Brotherhood are ascetics, martial artists, and monks, largely drawing from Buddhism, Taoism, Shinto, Hinduism and other such religions. They are masters of the sphere of Mind. Mages of Celestial Chorus are pious believers in a supreme being that encompasses all Gods ever worshipped. They are masters of the sphere of Prime, the raw essence that fuels magic itself. Mages of Cult of Ecstasy are intuitive seers using sensory stimulation, consciousness-expanding techniques, and meditation. They are masters of the sphere of Time. Mages of Dreamspeakers are shamanistic emissaries to the spirit world. They are masters of Spirit magic, such as summoning or binding spirits, necromancy, creating fetishes and travelling to the Umbra. Mages of Euthanatos are Thanatoic willworkers and killers drawing from a legacy of death-cults in India, Greece, and the cultures of the Arabs and Celts. They are masters of the sphere of Entropy. Mages of Order of Hermes are formalized sorcerers, alchemists, and mystics drawing from classical occult practices. They are masters of the sphere of Forces. Mages of Sons of Ether are inspiration-oriented scientists dedicated to fringe theories and alternative science. They are masters of the sphere of Matter. Mages of Verbena are blood-shamans, healers and primordial witches and warlocks. They are masters of the sphere of Life. Mages of Virtual Adepts are technological adepts capable of informational wizardry. They are masters of the sphere of Correspondence, magic dealing with three-dimensional location, space, and communications. The Technocratic Union[edit] The Technocracy is likewise divided into groups; unlike the Traditions, however, they share a single paradigm, and instead divide themselves based upon methodologies and areas of expertise. Technocrats of Iteration X are experts in the arena of the physical sciences, especially when it comes to mechanical and robotic advancements. Technocratic Progenitors, on the other hand, are masters of the biological sciences as a whole, including genetic engineering and the medical science. Technocrats of the New World Order maintain control of information and knowledge, controlling the thoughts and actions of the masses by directing what they learn and see. Technocrats of the Syndicate control the flow of money and power—though the two are frequently the same thing—between disparate groups. Technocratic members of the Void Engineers are explorers of the unknown. In the modern day, this not only extends to outer space, but to extradimensional planes of existence. Marauders[edit] The Marauders are a group of mages that embody Dynamism. Marauders are chaos mages. They are completely insane. To other mages, they appear immune to paradox effects, often using vulgar magic to accomplish their insane tasks. Marauders represent the other narrative extreme, the repellent and frightening corruption of unrestrained power, of dynamism unchecked. Marauders are insane mages whose Avatars have been warped by their mental instability, and who exist in a state of permanent Quiet. They cannot become Archmages, as they lack sufficient insight and are incapable of appreciating truths which do not suit their madness. In the second edition of Mage: The Ascension, Marauders were much more cogent and likely to operate in groups, with the Umbral Underground using the Umbra to infiltrate any location and wreak havoc with the aid of bygones. They were also associated heavily with other perceived agents of Dynamism, particularly the Changing Breeds who equate Dynamism with the Wyld and sometimes Changelings. In the revised edition, Marauders were made darker and less coherent, in keeping

with the more serious treatment of madness used for Malkavians in *Vampire: The Masquerade Revised Edition*. In this edition, the Regulars are a cell of the Underground, and like the other cells have highly compatible Quiets. Nephandi[edit] With the Technocracy representing Stasis and the Marauders acting on behalf of Dynamism , the third part of this trifecta is Entropy , as borne by the Nephandi. While other mages may be callous or cruel, the Nephandi are morally inverted and spiritually mutilated. While a Traditionalist or Technocrat may simply fall prey to human failings or excessive zeal in their ethos, while a Marauder may well commit some true atrocities in the depth of her incurable madness; a Nephandus retains a clear moral compass, and deliberately pursues actions to worsen the world and bring about its final end. To this end, the Technocracy and Traditions have been known to set aside the ongoing war for reality to temporarily join forces to oppose the Nephandi, and even the Marauders are known to attack the Nephandi on sight. Some of their members, called barabbi, hail from the Technocracy and Traditions, but all Nephandi have experienced the Rebirth, wherein they embrace the antithesis of everything they know to be right, and are physically and spiritually torn apart and reassembled. This metamorphosis has a sort of terrible permanence to it: While some of the background stories detail a particular mage and her teacher tryingâ€”and succeedingâ€”at keeping her from falling again, this is very rare. Others[edit] Other mystical traditions that are not part of the nine exist, and are known as Crafts. Some examples of these are the mages of Ahl-i-Batin also known as The Subtle Ones who are masters of the Correspondence Sphere and former holders of the seat now held by the Virtual Adepts, as well as the djinn binding magicians known as The Taftani and the eclectic nonconformist group of willworkers known as Hollow Ones, however they are far from the only ones. Rules and continuity[edit] The core rules of the game are similar to those in other World of Darkness games; see Storyteller System for an explanation. There are nine known spheres: Correspondence[edit] Deals with spatial relations, giving the Mage power over space and distances. Correspondence magic allows powers such as teleportation, seeing into distant areas, and at higher levels the Mage may also co-locate herself or even stack different spaces within each other. Correspondence can be combined with almost any other sphere to create effects that span distances. Entropy[edit] This sphere gives the Mage power over order, chaos, fate and fortune. A mage can sense where elements of chance influence the world and manipulate them to some degree. At simple levels machines can be made to fail, plans to go off without a hitch, and games of chance heavily influenced. Advanced mages can craft self-propagating memes or curse entire family lines with blights. The only requirement of the Entropy sphere is that all interventions work within the general flow of natural entropy. Forces[edit] Forces concerns energies and natural forces and their negative opposites i. Essentially, anything in the material world that can be seen or felt but is not material can be controlled: At low levels the mage can control forces on a small scale, changing their direction, converting one energy into another.

Chapter 2 : Mage: the Ascension 20th Anniversary Edition Review

Mage: The Ascension 20th Anniversary Edition is a revised core rulebook for the Classic World of Darkness setting. Like its Vampire and Werewolf counterparts it was released to celebrate the 20th Anniversary of the first core rule book for Mage: The Ascension.

Seeing that their fellow wizards were grinding the common people under heel, and, on behalf of God and the greater good, they began to create a new form of magic that anyone could use, otherwise known as SCIENCE! Unfortunately, that was the olden days. There were a lot of factors involved, but the biggest one is that they started to shift away from trying to make life better for everyone with clever inventions to trying to control everyone for their own good. Nowadays, the Technocracy is basically a hybrid of a boring government agency and a greedy, money-grubbing business, less actively malicious than sullenly satisfied with the status quo and opposed to change for reasons of sheer inertia. It was a smart move that improved the game immensely. After all, even in their original portrayals, they were the front-line fighters to keep ordinary people safe from supernatural threats, and they still have their share of people who genuinely want to make the world a better place. A long time ago, they tried to wipe out the Traditions by force in a program of attack called the Pogrom. It was largely successful, but for a number of reasons they dropped it a while ago, and only splinter elements want a return to it. Nowadays, the Technocracy is largely committed to "winning the argument," and only intervening when local mages are getting out of hand. The Traditions and the Technocracy hate each other, but since they ultimately both want humanity to "ascend," no matter how sharply they disagree on what that means, their hearts are both in the right-ish place, and they both regularly declare truces and cooperate to fight Nephandi, Marauders, and regular-old human evils like child pornographers. On the one hand, you have the old guard of master craftsmen and inventors, the cool ones. They are the leaders of the Technocracy, acting as advisers around the world to governments and industries, trying to steer humanity in what they think is the right direction. Progenitors[edit] The biological sciences division, specializing in everything from medicine to genetic engineering under the umbrella of the Life sphere. Used to have a bunch of horrible eugenics and transhuman types, but after discovering them collaborating with Nazis and Nephandi during the Second World War, they purged that division, and are today some of the chilliest, most bro-tier Technocrats They really, really, homicidally hate homeopathy, healing crystals, reiki, and all that other New Age pseudo-medicine. Like, they think of it as a honest-to-God war crime. This tends to make them the most predisposed towards violence against the Traditions. Yes, this is the same organization we called a "corrupt, stagnant monolith" several paragraphs up. Regarded by mages as "the good ones" and their fellow Technocrats as the loose cannons, the Void Engineers are masters of exploration. In the olden days, they searched the bottom of the sea and the furthest reaches of the land, and in modern times they chart the Deep Umbra and run a thriving community of space stations throughout the solar system. In fact, while they retain informal ties to the Etherites, they were the ones who pushed to remove the Luminiferous Ether from the Consensus to keep their brother Convention in line. On the other, other hand, they are the single most likely magegroup to get a multi-faction party together to get shit done and pull awesomely pragmatic feats like frying a sub-continent darkening vampire Antediluvian by using orbital mirrors to reflect and concentrate light from the other side of the world. Independant Crafts[edit] Too small or specialized to join the Conventions and either disliking or outright opposing the Technocrats, the Independent Crafts decided to band together to form a power block of their own. They were a group of Arabic mystics who had mastered spacetime; then they saw how things were going and performed a mass NOPE! And they got friends on the other side. Are the servants of Les Mysteres, which translates into the Spirit Tradition. Children of Knowledge[edit] Alchemists turned drug users, using all sorts of crazy shit to power up their senses and use their magic. Party even harder than the Cult of Ecstasy. See magic as a method of improving themselves physically, mentally, and spiritually. Changed their name from some unspellable garbage to distance themselves from an old shame involving a big time traitor to the

Trads back when they were the Seat of Matter. Tight with the Order of Hermes, so tight in fact that some of them recently went to join the Order as a new House. Hollow Ones[edit] The Councilor faction has been trying to join the Traditions since the s, despite not having a Tradition to join with. No one takes them seriously, save for the Cult of Ecstasy gotta sell that dope to someone, right? Knights Templar[edit] Yes, the real deal. Once part of the Order of Reason they were betrayed and went into hiding. Are a very secretive group and communicate mostly through the Internet in messages that can only be deciphered by someone with extensive knowledge of scripture and the Templars themselves. After all, in their minds God is the final auditor of Reality. Why fight over it when you could be saving lives and souls? Kopa Loei[edit] Polynesian mages using all sorts of stuff related to their culture to protect their lands from The Man. Ngoma[edit] Practitioners of traditional high ritual magic in Classical Africa. Their predecessors got their shit several kinds of wrecked and now seek to recover lost knowledge. Are frequently amongst the richer and more successful people in Africa. Sisters of Hippolyta[edit] Descended from the Amazons, and use a mix of martial art, Wicca and Greek ritual to practice their frequently Life and Mind-oriented magic. At best, they are some of the most caring and loving healers in the world. At worst, they are caricatures of Social Justice Warriors. They also have fought the Technocracy and won, and they make their lands acceptive of Paradox. Fuck yeah, Taftani , of course if you can stomach them supporting the Iranian "Revolution" and Taliban just because the fucking mountain yokels or the fucking Besij believe in mystical bullshit like Djinni can live in bottles or Allah watches you fap. Yes, this being World of Darkness, Taftani defend horrific ideologies that kill people over bullshit if it makes their own lives comfortable. Wu Lung[edit] Arrogant Chinese mystics, they got blinded by their hubris and had their asses kicked during the War For Drugs the Opium Wars and the Cultural Revolution pretty much broke them. Now they seek to rebuild their power in the great tradition of "China takes over the world". Mages are urged to become powerful bankers and money brokers. The majority of their number are pure-blooded Chinese men, but they have begun to accept women and those of non-pure blood out of necessity. Lions of Zion[edit] Orthodox Jewish kabablists. Normally only accept Orthodox Jewish men of age 40 or older. They have spent centuries defending the Jewish people, and still do. Lost many members during the Holocaust, as they are one of the few groups in Mage that will actually sacrifice their lives for the normal people. Orphans[edit] Wholly independent mages. The Caitiffs of the Mage setting. Typically never had a mentor. Stumbled into magic by themselves and never had another Craft or Tradition to guide them. Jacks of all trades, masters of none. Others[edit] Two different flavors of batshit crazy. Nobody likes either of them, and the Marauders are even wiling to stop being asshats to put down a local Nephandi. Marauders[edit] Insane mages that can somehow avoid Paradox by passing it off to other people. Evil mages that worship either insane demons or most of the things Lovecraft came up with, they seek to cause not Ascension but Descent, encouraging humanity to transform the world, and the universe into a literal Hell so that their masters can take possession of it. Unsurprisingly, many of the Nephandi were Nazis , which was expected of White Wolf. There are Nephandi that are born with an Avatar from a former life, called Widderslainte. Most of these fucks are just a bunch of sociopathic children until they grow up and become sociopathic assholes unless they Awaken, and when they do, the "fun" begins. Then there are Mages that turn themselves by their own choice. Ascension or Armageddon[edit] Just like the other two big games, Mage: The Ascension got special treatment when it came to the Time of Judgement, with it getting a book all to itself. A central theme is that of Judgement, the Tenth Sphere that many Mages have looked for for so long. One is seen as pretty good, one as good but situational and tied to a particular style of play, and the rest are just mediocre to bad, pulling huge, important characters and plot-points out of nowhere or just not really being a good fit for the gameline. Essentially, the World of Darkness is fatally flawed by nature, and in order to fix anything, it is first necessary to end everything. When the world ends, all humanity will Awaken, and everyone will get a happy ending. The irony of this situation is never directly addressed, but is skirted around obliquely. Kinda sad if you think on it, the poor bugger must have been badly traumatized. Disruption keeps them from doing this until the situation is laid bare before the heroes, and some drama with the Rogue Council having the Tenth Seat takes

place, but eventually, Technocratic hit-men warp in and start killing everyone, even calling in mundane police and Riot cops for backup, as the Tenth Seat gets stolen by a group of people trying to fix the world, who then grab the party. They have them start working on a spell to create a rubric for the new world, and if they do so, they end up becoming major, major political players in the Traditions. From there, the Euthanoi lose the Realm of Entrophy to Voormas, choosing to believe that he can be beaten rather than kill the world outright to stop him. However, it also unleashes the Avatar Storm into the physical world, which fucks up the Traditions even worse. The menagerie of spirits from Werewolf start causing metaphorical, spiritual rot to become very-literal structural rot, destroying countless pollution-spewing factories and the like. In the end, a desperate Technocracy directly moves to control several Earth governments, declares the Traditions terrorists using advanced technology to destroy civilization, and moves from the usual bullshit to open warfare, with a final objective being the mass capture and internment or outright elimination of all Reality Deviants. Both gather their forces for a massive battle in Australia, where there is some protection from the Avatar Storm, but a message comes to the PCs: Its aid will be needed against coming threats. So, hopefully, they set out to visit the Ivory Tower itself, the heart of the Technocracy. The place is deserted, dusty, and mostly unused, and they find that all but one of the leaders of the Technocracy have just withered away into nothing, faded into their pure intelligence and drives, devoid of humanity. Then, he gives them an artifact to help with the whole world-ending-transhumanist thing, shows them the control panel that broadcasts orders to all Technocrats, and peaces out. Without, you know, backlashing the entire Technocracy with Paradox or losing themselves to the mass-mind. And maybe laying some groundwork for both sides putting down their guns, if you bother to try. Then, everyone hopefully gears up to get ready for full Ascension. At the same time, the combined armies of the Technocracy and the Traditions stop the Marauders from literally driving all humanity mad They storm the ruined realm of Entrophy, past armies of undead, and stand before him, as he tries to complete his ritual while blasting at them. Killing him outright is hard and counterproductive his death curse causes his killer to inherit his madness and take up his work , so preventing him from successfully aligning what he needs to complete his ritual and forging a new universe free of karma or death is the favored outcome here. This is easiest by having the artifact the leader of the Void Engineers gave you merge with his staff, destroying both and leaving him helpless to achieve his purpose. The Nephandi get what they always wanted, and are snuffed out or tortured forever, the Marauders all fuck off into their own little worlds and stay there, alone forever, and the rest of mankind collectively Awakens, then Ascends, with the Traditions and the Technocracy somehow managing to make their mutually-exclusive end goals work. Better, it manages to make the PCs important to the action all the way through. Essentially, the better elements of the Technocracy have always been stockpiling power, waiting for the more xenophobic elements to fully clear the Earth of dissenting magical philosophies before seizing power themselves as the Unionists, and bringing back that old-tyme religion: They are opposed by the Loyalists, Technocracts who just want to take over the world and rule it for its own good forever, reshaping the bodies and minds of all humanity to their will.

Chapter 3 : Mage: the Ascension 20th Anniversary Edition by Phil Brucato

Mage: The Ascension 20th Anniversary Edition FAQ, Part 1. Mage: The Ascension. Rose Bailey - March 12th, , pm. We've been getting a lot of questions about the setting and system of m

The day is meant to foster relations between gamers and their local brick and mortar stores. Unfortunately, World of Darkness products, both Classic and New are very rarely found in retail stores. If you take a look at the WoD Kickstarters you can see how small a percentage this is. So on and so forth. Some people were excited. While othersâ€¦ not so much. Last year we got Reap The Whirlwind which highlighted the all new and improved version of Vampire: TR releases from retailers and what was available online was outdated as they were for a previous edition. Good intentions, but bad follow through. The Ascension 20th Anniversary Edition, but there was a potential new wrinkle. I think OPP would have been better off with a release for Werewolf: How on earth would they going to make M: I was VERY morbidly curious. It also means that this is going to push away newcomers instead of bring them in. God forbid everyone involved using this QSR is new to the WoD or gaming in general as you will get a complete and total mess occurring. It really feels that OPP put out these QSRs more as a teaser to older gamers who have been playing Mage for the past two decades rather than with any intent to bring newcomers in. The mechanics and explanations for them surpassed my expectations. Mage 20AE has 47 pages of content â€” much of which is devoted to the rules. Maybe part of it is me being skewed by having played Mage since the day it came out and already knowing the rules inside and out, but I felt the QSR did a masterful job of breaking down the rules in a fraction of the pages that my old dog eared physical copy used. Of course the sheer volume of rules will no doubt overwhelm newer, younger, or more casual gamers, which again makes me wonder who the intended demographic for this Quick Start Rules set is. Still, I WOULD give this to a newcomer if they were joining a Mage game with people who are already familiar with the mechanics and setting. That way they have a crib sheet of sorts and the blanks can be filled in by the more experienced gamers. You get a nice little writeup of all the important points. All the universal WoD elements are detailed along with information specific to Mage like Spheres, Arete, Quintessence, Paradox, and of course how Magick Yes, with a k at the end works. This is a pretty comprehensive guide to the core truncated rules of Mage: The Ascension and while it is well done, it also does show that this is more complicated than the hack and slash dungeon crawl type of game. Anyway, as much as I hated that the QSR did with the adventure side of things, I absolutely loved what it does to explain and show off the unique mechanics of Mage. You get two pages to cover all of the sects in these big two groups along with brief write-ups of the Nephandi and Marauders. Why is this so short? You will also see some changes here. This is a company that bends over backwards to be inviting to women and LGBT gamers and even in small changes like this, you can definitely see Onyx Path and its writers practice what they preach. Of course, no one is going to freak out and call you a misogynist if you refer to these traditions by their old names out of habit. Speaking of all inclusive, you should take a look at the five pre-generated characters in this game. You have only a single male character, along with three female one black, two white and a FTM transgender character. I really like that they did this. There are also a lot of female gamers out there. I was very impressed to see that a third to a half of the gamers at the store where I picked up this QSR at were women. I can also tell you from experience that my time with WoD games, that the women players often outnumber the men. So sure, your group of gamers might be four dudes and none of you really want to play a female or transgender character. Just remember you can always change the gender of a pre-gen. Women will be happy to see they have more than a single female pre-gen to choose from as is usually the case and transgender gamers will just be happy to see someone thought of them! Again, as uninviting as this QSR is to the adventure side of things, World of Darkness games really do try to be as welcoming as possible to all races, creeds, sexual preferences and so on. You have seven and a half pages of sample NPCs, enemies and allies and ten story hooks, each a paragraph long. This is nice, but a hand holding adventure would have been a much better choice if this was

actually meant to be for people new to Mage rather than longtime fans like myself who backed the 20AE Kickstarter project. So as we come to the end of this review, I have very mixed feelings about this QSR. As a fan of Mage: The Ascension, I really liked what I saw and it has made me all the more excited for the eventual release of the weighty tome or in my case, PDF that will be the final product. I thought the piece did a good job of explaining the esoteric nature of Mage in a short amount of space, even if it will take much longer for a gamer to understand and play this than the other QSRs released this year. I still feel this is best viewed as a teaser for longtime Mage fans that something that will really help people brand new to the game be able to grasp the concepts and themes of the game. However, with the help of an experienced WoD gamer, this can be used to teach the core mechanics and how to play the game. Hopefully enough so that they want to buy the page AE version when it comes out at the tail end of this year or more likely , the beginning of

Chapter 4 : Mage 20th - Roll20 Wiki

Mage: The Ascension, 20th Anniversary Edition Character Sheet. This sheet is designed to function much the same as an actual paper sheet. The exceptions are explained in detail below.

The Ascension, 20th Anniversary Edition Character Sheet This sheet is designed to function much the same as an actual paper sheet. The exceptions are explained in detail below. Installation There are two ways to include the this sheet in your game. You can start a new game and select it as the character sheet at that time from the Create New Game screen. For existing games you can add a character sheet from the Game Details page. On the Game Settings page you can select it from the drop-down options. Once installed the sheet can be accessed on any character added to the Journal. The middle tab on any character will open the sheet. Buttons There are ten unique buttons on the sheet to assist in rolling dice. Different buttons will operate slightly differently. The number subsequently displayed will be the strict number of successes minus the number of ones, if applicable. It may be necessary to mouse over the number to see the result for each die to determine the total number of successes due to tens rolled on a specialty roll or whether or not a botch has occurred. Dice - The "Dice" button at the top of the sheet is intended for generic rolls. It will prompt the user for a description, the number of dice in the pool, and the difficulty of the roll. This roll will NOT be affected by health penalties. Arete - The button to the right of the arete dots will roll a number of dice equal to the number of dots of arete and will prompt the user for a description of the effect, a modifier to the number of dice in the pool, and the difficulty of the roll. The button at the top of the sheet works the same. Willpower - The button to the right of the willpower dots will roll a number of dice equal to the number of dots of permanent willpower and will prompt the user for a description, a modifier to the number of dice in the pool, and the difficulty of the roll. This roll WILL be affected by health penalties. Damage - The "Damage" button at the top of the sheet is intended for damage rolls. It will prompt the user for a description and the number of dice in the pool. The difficulty for the roll is 6. Soak - The "Soak" button at the top of the sheet is intended for soak rolls. It will roll a number of dice equal to the number of dots of stamina and will prompt the user for a description and a modifier to the number of dice in the pool. The buttons at the top of the sheet work the same. Next to the tabs there is a pull down to select if rolls will be displayed publicly or whispered to the GM. Tabs At the top of the sheet are a series of tabs. These can be used or not at your digression. They do not tie into the primary sheet. Primary The primary tab is just that. It is also the most complex. Basics - The first section is the basics of the character e. The minimum value of each of these traits is one. The text field to the right is intended to note specialties for that trait. Use it how you will. The minimum value of each of these traits is zero. The zero dot will faintly appear to the left when the trait has one or more dots. There are two spaces at the bottom of each section for extra abilities. If you need more then six extra abilities use the "Other Traits" section further down the sheet. The text field to the right is intended to note foci for that sphere. Advantages - In addition the the advantages from the official character sheet, I have used this section to capture information I felt is important enough to be on the first page. Merits - Just a large text box for merits or whatever else. Flaws - Just a large text box for flaws or whatever else. Details on how button function are above. The dots are intended for permanent willpower and the boxes for denoting used willpower. Dice Pools - This section allows you to create five commonly used dice pools by selecting an attribute in the first pull-down and an ability or other trait in the second pull-down. The button to the right will then roll the dice pool. Health - On the right of this section there are pull-down menus to select the damage type for each health level: To the left of certain pull-downs there are pick-boxes to set the dice pool penalty for the characters current condition. Only one of these may be selected at a time. This will modify the number of dice when using the willpower button and the dice pool buttons. It will not modify the dice button at the top of the page nor the arete button. The text field to the right is intended to note characteristics for that resonance. The text field to the right is intended to note characteristics for that Synergy. Notes - This is a text box for whatever you want. Gear and Notes This tab is just two large text boxes to detail

the characters gear and take any notes. **Backgrounds** This tab is to go into further detail about the characters backgrounds. Who are your contacts? Where do you get your Resources? What is the nature of that wonder? This is a repeating section. Click add to create a new entry. Click modify then the trash can to delete an entry. **Rotes** This tab is to list and detail the characters rote effects. **Experience** This tab is to detail spent experience.

Chapter 5 : Mage The Ascension Sorcerer Revised Pdf

Mage: The Ascension 20th Anniversary Edition - I tell you this: We are Divinity. Reality is ours to bend. To subvert. To command. We have that power - all.

Twenty years ago, a game came along that changed gaming. It was big and epic and confusing as hell. It dared folks to think outside the box – to not simply throw fireballs but to really think about how and why we do the things we do. Mage challenged people to make a difference in their world. And now, more than ever, that challenge stands. Against the epic tapestry of an Ascension War, Mage: The Ascension, then and now, features architects of reality locked in a deadly fight to see whose future will prevail. But within that sometimes cosmic scope, Mage asks an intimate question: Above all other things, Mage is about giving a damn. Mages are power incarnate. What they Will, will be. Things might get bad, even tragic, but the possibility of change – that one person can make a difference – never goes away. The Apocalypse 20th Anniversary Editions. Embossed into the cover will be the original Mage "Dante as the Magician" tarot card as featured on all the previous editions. The Mage 20th Quickstart. The Path of Screams. Each of the lenticular three card stages represents a previous edition of Mage, and are combined to represent this 20th Anniversary Edition. Each of these Ultra-Deluxe Q Editions will be signed by Satyros Phil Brucato and as many of the other creators as we can find, and features a dark purple leatherette and gold foil stamped spine and logo as well as the embedded M20 resin disk as in the standard Deluxe version. Not approved or a photograph, but a working visual target that will be tweaked as necessary. Contribute any amount you want, bearing in mind the levels of contribution and their commensurate rewards over there on the right. We will contact contributors in the upper tiers with details on their rewards. A Year Compendium of Magick. In addition, by passing this goal we will include physical versions for game stores participating in Free RPG Day. This Quintessence Edition will contain all of the interior content of the standard Deluxe along with a signed bookplate, and will feature on the cover an embedded lenticular Mage Tarot card that transforms from the original depiction of Dante as the Magician, to a flaming card, to the burned, battered but undefeated card and then back again. Be afraid- be VERY afraid! The perfect classic Mage: This could be a bit of an involved process as the files for Penny have been damaged or are missing. Backers who have pledged to a Reward Tier containing a physical copy of the Deluxe M20 will receive this combined PDF instead of the previous three. This lavishly illustrated collection contains the very best art from previous editions of Mage: This companion volume to the Werewolf 20th Anniversary Cookbook will contain delicious and appropriate recipes suitable for the table of any Tradition or Convention. This discount will reduce the price of the physical Print on Demand book to as close to "at cost" as we can make it, and the backer will have to pay the normal DTRPG shipping. Reloaded, a 21st-century Guide to the Technocracy, including Asian and African Technocracy divisions, Threat Null, arrays of new goodies, and potential options for infiltration, reorganizations, and other surprises. And then, see below. So in return, every backer who pledged for a reward containing the Mage 20th PDF will receive a copy of the Technocracy: This is our tenth KS, and so since we continue to learn from the experience: Most importantly, the "Estimated Delivery" dates have been extended late through the year much further than we hope to be delivering. Experience has taught that it is better to extend far past our expectations. We are including the Print on Demand version of Mage 20th in the form of a link to DriveThruRPG that enables you to purchase the PoD version your choice of either Standard or Premium color for as close to cost as we can give it to you. We will be using different shipping fulfillment services than with our previous Kickstarter ship-outs. While we have not settled on the specific company we will be going with, all four fulfillment companies we have spoken to so far have multiple well-rated Kickstarter ship-outs under their belts, have other positive reviews online, and most importantly for many of our backers: We also have been forced by the multiple overt shipping charge increases that have occurred this last year to include that cost in the Reward Tier pledge amounts. We continue to have US and non-US reward tiers so that the specific shipping costs for physical

rewards can be built into the pledges, as there was just too much confusion when we tried to leave it to folks to manually add shipping. That amount, if any, will be an extra charge between you and your customs officials. Any pledges to those Retailer Reward Tiers which do not have confirmations of status will not be honored when sending out Rewards. Risks and challenges Risk: We have fulfilled five Kickstarters worth of Rewards, one more Deluxe book is at the printer and another is being prepped for press, as you read this. All those books have taught us how the various pieces of the process works, sometimes painfully, and we have increased our ability to judge the various stages of delivery better with each KS. The creators of the Deluxe Mage: The Ascension 20th Anniversary Edition have over a century of combined experience in the writing, art direction, developing and layout of beautiful tabletop RPG books. The text for the book is written, it going into the development pass where not only Satyros Phil Brucato but Bill Bridges, also a vastly experienced exMage developer, will be tightening and tweaking the raw text. We are awaiting three pieces of art from Echo Chernik, and the finished full-page color pieces from Michael Wm Kaluta. All the other illustrations are in our hands. Shipping costs soak up pledges that were meant to enable the creation of the Deluxe Mage 20th. The books will take a long time to produce and anger the backers. We were able to deliver the PDFs for our Demon: The Descent KS several months before the estimate, and are ahead of the game for the physical book as well. That being said, backers need to be aware that they are enabling a process, and not a pre-order opportunity, and things do sometimes run slower than we want or anticipate with that process.

Chapter 6 : Deluxe Mage: the Ascension 20th Anniversary Edition by Richard Thomas » FAQ » Kicksta

This Deluxe Mage: The Ascension 20th Anniversary Edition Kickstarter is designed to enable us to create a deluxe hardcover edition that stands proudly on its own as an amazing volume, or on a shelf with the Vampire the Masquerade 20th Anniversary and Werewolf: The Apocalypse 20th Anniversary Editions.

Jean-Francois M May 05, Rory H April 16, The book is too big and heavy to last in standard printing, but the premium has a fighting chance. Of course, if you were a backer like me you may have the leather-bound printings which are sturdier still. Otherwise, stick with the PDF. Jaime Z January 10, Jaime Z January 05, 4: After about fifteen minutes of perusing it the binding to the back hard cover just detached. Shoddy binding work and as of yet no reply Drive thru rpg when I contacted them about it. Pretty disappointed with the quality of the binding and the lack of support by Drive Thru. Chris N December 02, The color is great, the pages are themselves are very good and the overall quality of the book is superb. Tres A May 10, 2: A friend who bought both Premium Heavyweight and Standard paper versions of Exalted 3rd Edition said there was almost no difference, so I went with the cheaper option. The pages are full bleed, that is, the pages are cut so that color goes directly to the edge of the page. See more is just the cheaper paper or the overall humidity. I fixed this by using some hardware clamps and boards to put some pressure between the endpapers and the cover overnight. The binding seems solid enough. The book comes in one of those wrapped, sealed cardboard sleeves that you might be used to from Amazon. I was expecting maybe some dinged corners or sides, but the book showed up in perfect condition a little over a week after I ordered it. Sylvain P March 29, 2: Michael S April 04, Sylvain P April 12, 1: Desmond R February 28, Was it a previous issue that has since been fixed, or is it kind of random? Aubrey E January 20, The book is too big to be sold as POD. A total waste of money. Arian M January 12, Chris M January 27, A local book bindery or an online service? Aubrey E January 29, 1: Almost equal to the original cost. Sascha K October 11, 7: How should I use this book? If I use it on the game table I have faster loose pages then I can say Ascension. Jacob D October 19, 6: Otherwise you might be able to find a book binder? Rory H November 09, 1: That said, pages is always going to be a worry. My advice is to only use it in game preparation, as inspirational reading, and just print out if you have a PDF summaries of important rule sections as needed in game play. The rules are quite intuitive once you get through the complicated glossary - so maybe print those out first. I actually have made up folders using the poster prints that you can buy, that come in art laden folders for the players to keep character sheets and various notes in, so they can help adjudicate rules themselves as much as anything. I like to run games with loose interpretations of rules, and collaborative involvement anyway. Beyond that, if you want it to last a long time as a guarantee, the only other thing I can suggest is a good book maker who can reinforce the binding through various techniques. If it falls apart on delivery See more or anything, though, obviously contact Drivethru and get it replaced. Michael S December 30, 2: Christopher L January 12, 4: They pages always seem to wrinkle as they are so thin the paper itself and the ink just ruins them. Johnathan T September 24, 5: Jim S December 06, Wonder if Exalted 3 is going to be near that. Erik F September 24, 1: Joseph M September 24, 1: I get the idea. Jeremy R October 11, 8: Jacob D October 20, I have no idea how I missed the Exalted KS. The Ascension and so I was very hyped to get M M20 is great, the book is superb, explains well to tellers [Content seems to be randomly scattered. It feels like it might fall apart at any second, and I just opened it.

Chapter 7 : Mage: The Ascension © Onyx Path Publishing

Set in the award-winning world of Mage: The Ascension, the 17 tales featured in this collection span from the bizarre humor of "The Theogenesis Gimmick" to the aching loss of "Life," the tangled passions of "Toxic" love, and the grim assurance that "Nothing Important Happened Today."

The Ascension Rose Bailey - March 12th, 2015: View the second half here. An interactive storytelling game about people whose beliefs can change the world, Mage: Mage is dynamic, not static. The original Mage was a product of its time. This one reflects our 21st-century era. Every Mage chronicle suits the players and Storytellers involved. You get the Mage you want, not the Mage we give you. Many of the Future Fates address the Storm and its effects. You can use them, alter them, or ignore them as you choose. It happened, but it passed, and the world has been recovering ever since. You can totally ignore the Storm and its effects if you want. Also, the world is far larger than the United States, however, and Mage 20 takes the entire world into account. As an entirely playable option, equal to the Traditions in terms of game-utility. Although the Union is a flawed, dangerous, and potentially corrupt organization © just like the Council of Nine Mystic Traditions © you can use that Technocracy as the center of your chronicle. All nine Traditions and five Conventions have two-page spreads for each group. Given that there are over sub-groups, however, we did not have enough space to explore them all in detail. Those details will appear in future sourcebooks. Very much the opposite©. Are they in Mage 20? Some, but not a lot. The emphasis of Mage 20 is on mages. Words have power, and the magick-with-a-k word reflects an important theme within Mage: Those two words mean very different things. We fixed a number of flaws, clarified a lot of muddied subjects, and added plenty of optional rules, but did not change the essential system. Yes, Mage 20 does include the Technocratic Spheres, in an optional section of the magick-rules chapter. But no, we did not include the other stuff, because this book is already H-U-G-E and that material would not have fit into its already titanic word-count. Thanks, but that work is already done. As much as possible, yes. Mage 20 includes the rules you need in order to play the game. All of the Backgrounds, and many of the secondary Abilities, have been incorporated into the main book, along with updated rules for computers, combat, drugs and poisons, martial arts, crossover games, spirits, the Otherworlds, and plenty more. Due to the huge number of Merits and Flaws, we were not able to feature all of them in Mage The same goes for optional rules like adversarial Backgrounds, although many other optional rules have been included © several of which have never appeared in Mage before now. A mage changes reality through the force of belief. Focus reflects what your mage does in order to make things happen. Mage 20 features an array of paradigms, practices and instruments, all of which can be combined in nearly infinite ways to suit the character you choose. This way, you build the mage and her abilities outward from her beliefs, using an integrated approach to magick that suits the character you create. And while only your Storyteller can decide what does and does not fly in your particular chronicle, this section ought to clear up a lot of the current arguments on that subject. Unlike previous editions, Mage 20 addresses rules in straightforward language. The florid metaphysical tangents get confined to the first five chapters, where the setting concepts are explored. Yes, yes it is.

Chapter 8 : Mage: The Ascension 20th Anniversary Edition | Series | RPGGeek

Mage: the Ascension 20th Anniversary Edition is the cornerstone of a game that is based on being what is, for all intents and purposes, as close to a god-like being as a mortal is able to get in the World of Darkness.

I mean, think about it for a minute. Reality is something that must be maintained and is what it is because it is the best possible environment for humanity to exist within. When we need stasis, it is something else. But have no illusions, WE are the masters of what reality is and is not. You need only the will to change things to make them change, and the knowledge of the Spheres to make it happen. I also have the allies and means at my disposal to take it back. They are to be destroyed. Outright, with prejudice and without the slightest hint of regret. I use a five-star system, pass or fail. Is the book beautiful? Does the book strike me, inside and out? Was there as much care for internal artwork as with cover art? Is the book claiming to be core rules nothing more than a gateway to a half dozen other sourcebooks that will be required to run the game coherently, or is the book a game in and of itself slapped betwixt two covers? Names get spelled wrong, pages end up breaking in odd places, etc. Does the book add to the existing mythos of the game it supports or not? This star is really for Storytellers. Did the developer of the game line get too busy to redline what was being submitted to him or her appropriately? Did the developer drop the ball after the contributing freelancer wrote a bunch of garbage to fluff a wordcount? Am I expecting too much professionalism from a legacy company that has put out some of the greatest Storytelling games ever created? Am I wanting a book to be written one way while, what was published, is something completely different. In all honesty, I think that of the five stars, that last one is the MOST subjective, even though I will do my absolute best to remain entirely objective throughout my reviews. They are human beings who have experienced Awakening. Chapter One does it. The writer s DO IT. From beginning to end. This IS your primer for Mage: Truth is an illusion. All of us, mage and mortal, create the world we share. Whether we want it to or not, for better and for worse, it reflects the things we bring to it. Some of us wield more power over it than others, but none of us are helpless. Your will reshapes reality threefold. What you Will, will be. Heaven and hell are both in your hands. Not with toys or wars or fireballs down Main Street, but with an open heart, a ready mind, and the courage to look beyond yourself even as you watch your own reflection and wonder where your next move waits. I truly wish I had written it. In a GOOD way. The Shadow World is where things getâ€¦ dicey. This chapter covers a lot of the concepts that, to be completely honest, are the most difficult for Mage players to wrap their heads around in the beginning. Channies are covered, as are Constructs, their Technocratic equivalents. It even makes mention of the Avatar Storm, which I thought was a nice touch. Here we learn about the High, Middle and Low Umbra. VERY special care and detail is taken with this one, because honestly? We could talk about Heaven and Hell all night long. The Internet is different. Chapter Six tells you HOW to play a magus, in again, exhausting detail with very few stones left unturned to even make a small FAQ with. Chapter Seven is where Storytelling is focused on, because in the end, NOTHING is more important than the story that is being told to the characters along with the parts that they play within it. Will Chapter Seven help you to become the next great horror fiction writer? The Book of Rules is just that. Tons of charts, tables, and optional rules regarding actions, movement, combat, etc. But what the authors of Mage: What is done with what was kept is that it is polished and clean. Any confusion is eradicated. Moving alongâ€¦ Chapter Ten: All the rules for Paradoxical effects, Quiets, and the like are included. Not in the World of Darknessâ€¦ but the world that we inhabit. THAT is the power of the magus. THAT is the power of Mage:

Chapter 9 : Mage: The Ascension (Tabletop Game) - TV Tropes

Mage the Ascension, 20th Anniversary edition! you could Start with the 20th Anniversary edition rulebook of Vampire to get a good overview, the Mage rulebook for.

A Storytelling Game of Modern Magic. An Epic Game of Reality on the Brink. The basic premise is that while reality apparently has certain basic fundamentals, for the most part, the laws of reality exist because of mankind believes it exists by certain laws. Each average human, or "Sleeper," perceives the world in certain terms, and their perception contributes to the Consensus of reality. A few things stand between mages and the magical playground of reality, of course. First, there are the competing paradigms: Every mage understands magic in different terms, be it "hyper-advanced science," "the divine emanations of the Almighty," or "the Old Ways", so trying to get any two mages to agree on anything is tricky. But they kind of have to, because of the second reason: Long ago, when the mages actually did have their magical playground, there were a few too many getting their Sorcerous Overlord on and making life even harder for the hapless majority of Muggles. In the Modern Day, the Technocracy has turned into a semi-fascist and nigh-unstoppable conglomerate set on squashing any "Reality Deviants" who threaten the status of the world This leads to the final hurdle between the mages and their goals: In other words, because a mage believes he can fly, he can. Fortunately for everything in existence, this is not the desired endgame for most mages. The Ascension is a game of mad, beautiful ideas. This is a game where you can have an enlightened martial artist dispatching hungry ghosts from the Chinese Hells, a Hermetic magician preventing demon-worshippers from spreading corruption throughout San Francisco, and a mad scientist dispatching evil gibbering things in the void of space, then have them all get together to strike a blow against the New World Order. It was succeeded in the New World of Darkness by Mage: The Awakening , and you could keep your house warm from all the flame wars that erupt over that choice. Its Kickstarter was funded in 45 minutes. There are eleven main Traditions among the Mages, each except Orphans specializing in a Sphere of magic around which their style revolves: Masters of the Sphere of Forces. Pagan and druidic-inspired witches who use healing and transformation powers. Masters of the Sphere of Life. Omnitheistic miracle workers who channel the power of their faith. Masters of the Sphere of Prime. Shamans who commune with the world of the spirits. Obviously, masters of the Sphere of Spirit. Masters of the Sphere of Mind. Necromantic mages who guide the great wheel of death and rebirth. Masters of the Sphere of Entropy. Cult of Ecstasy Sahajija: Mages who seek to alter perceptions and find new experiences, usually through the use of sex, drugs, and rock and roll. Masters of the Sphere of Time. Mad Scientist mages who embrace the weirder and more fantastic theories of Science. Also known as the gender-neutral Society of Ether or Etherites. Masters of the Sphere of Matter. Computer wizards and hacker mages who seek to open up technology to the masses. Masters of the Sphere of Correspondence. Not a Tradition, but a catch-all for mages who follow their own style of magick rather than a specific paradigm. Efforts to unify them as a single group are frequently repeated but short-lived. The closest thing to a success at uniting Orphans. These are a group of cynics whose schtick is a post-modern approach to magic and cynically referring to all other forms as "lies. Technocratic scientists and engineers who specialize in robotics and cybernetics. Doctors and geneticists who focus on cutting-edge medical breakthroughs Corrupt Corporate Executive types who derive their powers from money and influence , particularly through the media, all in the name of creating more true wealth, both for themselves and humanity. Astronauts and explorers who chart the far reaches of space, and prevent incursions by the odd Eldritch Abomination. After the Avatar Storm, they have become more militaristic. In addition to these, there are a number of other, antagonistic groups: Mad mages who ignore the shackles of Paradox, but have little control over their own powers or the fabric of reality around them. Mages that embrace absolute evil even confirmed In-Universe as exactly that , worshipping various types of demons and Eldritch Abominations in an attempt to unmake reality. And with the release of the "Void Engineers" updated Convention Book in , we finally meet what made the Void Engineers go more

militaristic: What happened to the Technocratic detachments stranded out there in Deep Umbra space when the Dimensional Storm started. They became something totally other, totally alien. Twisted caricatures of Iteration X, the Autopolitans are more machine than man. Linked to a soulless hivemind, their nigh-endlessly adaptable nanotechnological forms are relentless. You will be assimilated. Soulless tricksters who can appear as anyone or anything, their agenda is incomprehensible. The dark mirror of the Progenitors, the agents of Transhumanity are all "stunningly beautiful, frighteningly strong, and utterly brilliant". They accept any and all who wish to join them, and in return, they offer perfection. The dark mirror of the Syndicate, the friendly Residents are negotiators, traders, and fixers who travel around Umbral Space freely helping people. They will gladly be your guide, your interpreter, your host, your supplier, your concierge. Their deals are harmless, their trades entirely reasonable. Until the day you wake up owned body and soul and never know exactly when you traded yourself away. There are also numerous larger organizations exclusive to specific geographic areas. The magic traditions of Asia are a world unto themselves. In the 20th anniversary edition, a good number of the Crafts form an informal group around the turn of the millennium they sarcastically call the Disparate Alliance. Finally having had it about up to here with every other mage faction, the Alliance unite behind taking down the Nephandi and the Technocracy in subtle, subversive ways. Also known as the Batini or Subtle Ones. Voudounists who see "magick" as the product of communion with the beings known as Les Mysteres, a respectful exchange between flesh and spirit. Goth street mages who use pop-culture occultism to work magick, watching out for the misfits, outcasts, and freaks of the modern world. Heirs to the magickal traditions of pre-colonial Polynesia, seeking to rebuild and restore their land and peoples. Practitioners of the high ritual magick of Classical Africa, the Ngoma pursue a brighter future for their varied continent. Tracing their origins to the legendary Amazons, the all-female Sisters champion the Divine Feminine despite the name, the Sisters value not just the feminine, but also non-binary gender as well, serving as healers, liberators, and advocates for women and children. Flamboyant, defiant djinn-binders from the Middle East who see magick as a gift, an expression of Ultimate Truth. Yes, those Knights Templar. The Dragon Wizards, the former power behind Imperial China, forced to rebuild themselves after they were dethroned by colonialism and Communism, drawing on Chinese alchemy and high ritual magick for their Arts. This roleplaying game provides examples of: The Akashic Brotherhood, who use them for kung fu. All Myths Are True: Needless to say, the roles are now reversed. One of the roles in the second-edition Hollow Ones book is the ability to turn mundane objects into tattoos and back. One of the canon characters, Baron, obviously knows a more advanced version of this role, since he successfully uses it on another person. Ascend to a Higher Plane of Existence: The Oracles, who gained a perfect understanding of the universe and its workings and migrated off to the Umbra to have a hand in shaping the world. Any player character can reach the same lofty goals once they hit Arete. Any spells a mage casts that look or feel like real magic makes reality really unhappy, and likely to complain about it in the form of curses, monsters, and ultimately ejection from reality altogether. Mages instead are forced to keep their magic Boring, but Practical; sticking with effects that potential onlookers would either quickly rationalize away or not even notice in the first place. The Progenitors have Damage Control, who are heavily enhanced commandos who primarily keep their own Convention in check. While the Iteration X have Shock Corps, heavily enhanced cybernetic army supported with actual robots and futuristic vehicles. Then you have the Celestial Chorus and the Russian Order of the Firebird, who are ex-Russian special forces who have become the successors to a knightly order. The most iconic, however, is probably the entire Akashic Brotherhood, all of whom learn the ur-Martial Art as their focus. Rather common among the Celestial Chorus. Beethoven Was an Alien Spy: Plenty of big-name scientists were actually Technocrats: Alan Turing got "killed" by the Technocracy because he asked too many uncomfortable questions, spurring the Virtual Adepts to break away and defect to the Traditions. Johannes Kepler is a Technocrat, is still alive and is running a deep space observatory on the Moon. Other examples include Aleister Crowley, a Hermetic gone rogue, and H. Not to mention Jim Morrison, who actually Ascended. More completely, ALL scientists, big-name or otherwise, are technocrats or from a formerly technocratic sect like

Sons of Ether or the Virtual Adepts, or at minimum some sort of sleepwalker serving the technocracy unwittingly. Avoided with Adolf Hitler. Though the Virtual Adepts Tradition book did imply that Goebbels was either influenced by or actually an Adept