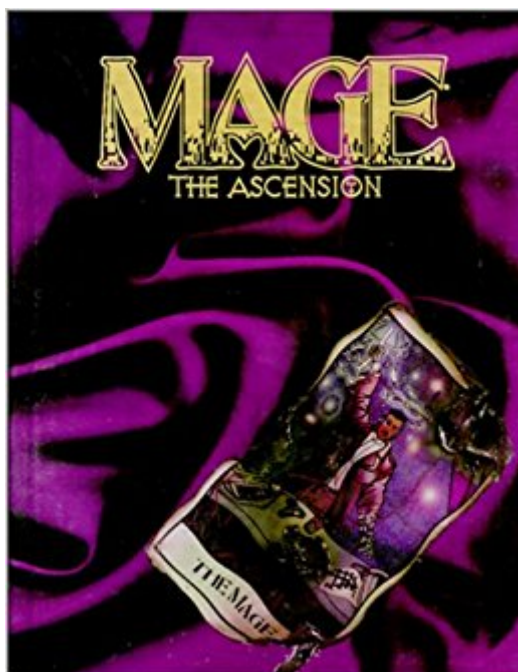


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Mage: The Ascension



Synopsis

Book by Brooks, Dierd're, Chambers, John, Woodcock, Lindsay

Book Information

Series: Mage

Hardcover: 309 pages

Publisher: White Wolf Publishing; Revised edition (February 3, 2000)

Language: English

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Product Dimensions: 8.4 x 0.9 x 11.3 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 3.6 out of 5 stars [See all reviews](#) (45 customer reviews)

Best Sellers Rank: #581,550 in Books (See Top 100 in Books) #6 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage](#) #76 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #32422 in [Books > Science Fiction & Fantasy > Fantasy](#)

Customer Reviews

Not quite sure why this revision of Mage: The Ascension scored such a low rating, this is possibly the best revision of the game available. The game is a complicated one, but if handled with creativity and drive one can easily master playing one of the greatest role playing games ever made. Originally modeled after Ars Magica the role playing game, Mage is a tale about wizards fighting in the modern world. While it bears only some "Tradition" names in common with Ars Magica it holds its own as a solid and unique role playing game. These mages are not the pointy hat, robbed fellows you find in Dungeons & Dragons; the mages in Mage are average people with a unique ability to manipulate reality. The revised edition also brings to light an abstract thing called Paradox - reality's way of snapping back and harming the Mage for creating something out of the ordinary. The revised edition of this game is truly remarkable and explains in detail how such things as Paradox and magic Spheres work (the mage's magic powers so to speak). Many have accused the role playing game of being too convoluted but the intelligent role player will - perhaps with some effort at first - be able to understand how Paradox works and describe it either in text or words depending on what type of RP game he or she is playing in (the same applies to Spheres). Paradox for all intents and purposes isn't a straight forward thing, instead if the mage creates something out of the ordinary or botches on a magic role he suffers the number of paradox points mentioned in the

box - this is, of course, all subject to change as the GM of a game is the final authority in what is considered "breaking the rules." Paradox is then explained.

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