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# Mage Storytellers Handbook Rev Ed \*OP



## Synopsis

Confused by Paradox and paradigm? Want to alter your chronicle's character-creation or combat rules, but not sure where to start? Looking for different themes in a variant World of Darkness? Mage can be anything you want - and here are the tools to make it so. By your will, it is done. More than just Storytelling advice and rules clarifications, the Mage Storytellers Handbook covers many and varied angles to approach the game. Examine ways to run a chronicle in a totally different timeline. Material to help you rebuild the Traditions to fit your desires. Open the floodgate of creativity and make Mage into the game you've always wanted. Anything is possible!

## Book Information

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## Customer Reviews

Pretty good book for someone running a game. Players wouldn't need it. It is good for helping you get your mind wrapped around how a Mage game should run. I would suggest getting the core book, and the Guide to the Traditions first.

This book is fundamental in running a Mage chronicle. It gives plenty of background and setting information for those interested in that sort of thing. As any storytelling book, it gives tips and tried-and-true methods for storytelling. Additionally, there is a chapter dedicated to the explanation of philosophy, which is important because of Mage's philosophical nature. Also, the book further explains various systems like Paradox and Resonance and gives different options to change them to your liking. Moreover, the book gives an explanation of Seekings according to Essence types. All in all, the book is essential in fine-tuning and running any Mage chronicle.

Awesome book! It's providing me with a lot of options for my game.

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