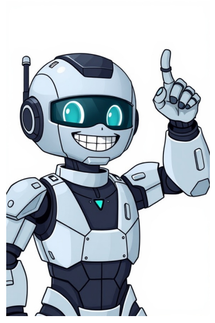
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Mage: The Ascension - A Supernatural Fiction Tabletop Role-Playing Game ========== Mage: The Ascension is a supernatural fiction tabletop role-playing game published by White Wolf Publishing on August 19, 1993. It is set in the World of Darkness universe and follows the success of Vampire: The Masquerade as the third of four games within the shared universe. The first chapter of the Mage series was launch at Gen Con gaming convention in 1993. The game has undergone several revisions since its initial release. A second edition followed in December 1995, and a revised edition was released in March 2000. In 2015, Onyx Path Publishing introduce the 20th Anniversary Edition of Mage: The Ascension, representing the fourth iteration of the game. Players take on the role of "Mages", normal people who awaken to manipulate reality. The metaplot involves a four-way struggle between the Nine Mystical Traditions, the Technocracy, and the Marauders. Later editions introduced non-aligned Mage factions such as the Hollow Ones. The game's magic system is unique, with characters allocating points to nine Spheres of magical knowledge and influence. Magical effects are proposed by players and adjudicated by the game master, rather than relying on predetermined descriptions. This feature allows for creativity and imaginative gameplay. Reviews of Mage: The Ascension have been positive, with Chris Kubasik rating it 4 out of 5 and praising its challenging and imaginative gameplay. Arcane magazine gave the second edition an 8/10, noting that while new players may struggle to grasp the game's background, the gameplay system is easy to understand. Mage: The Ascension has been ranked as one of the most popular role-playing games of all time, with a reader poll placing it 16th out of 50 in Arcane magazine in 1996. Mage is a game that caters to those with a philosophical inclination. It's challenging to master, requiring both players and referees to engage their minds in the process. However, its underlying theme of reality makes it an intriguing and mature role-playing experience among available games. In Games and Culture, Mikael Sebag noted that "the postmodernity of Mage: The Ascension is quite apparent," with subjectivity playing a key role in shaping the mage's spellcraft. According to him, the game draws inspiration from various magical traditions, including those identified by Antoine Faivre as belonging to Western esotericism. Sebag highlighted that the central theme revolves around the pursuit of Ascension, and the game system is richly designed but lacks mechanics for Ascension. Sebag explained that Mage: The Ascension has a "comprehensive and richly-designed game system" except it does not include Ascension mechanics which communicates the postmodern slant of Mage's core philosophy; the nature of reality, like Ascension, is subjective. He emphasized that systems exist only to describe what is universally agreed upon. The magic system in Mage: The Ascension uses standardized formulas and in-game statistics to resolve effects, but Ascension cannot be reduced to textual description or mathematization. In 1994, Mage: The Ascension was nominated for the Casus Belli Award for best role-playing game of 1993, finishing in fifth place. The second edition of Mage: The Ascension won the Origins Award for Best Role-playing Rules in 1995.We are Divinity: A Call to Awaken ========== We have that power – all of us. Not everyone knows what to do with it, or uses it well. Most of us never realize just what it is we are or how much we can do. Those of us who do… well, some of us are monsters. Manipulators. Parasites. Tyrants. Fanatics. We are ALL "us." We are ALL gifted, We can ALL change the world. Most of us remain asleep. A blessed few Awaken. Fewer still use that power wisely. And none without consequences. Reality is up for grabs. Where do you stand? And will you Fall… or Ascend? Mage: The Ascension is a supernatural fiction tabletop role-playing game, carefully chosen from earlier editions, set in the World of Darkness universe. Book I: Awaken introduces the player to mage, capturing the mood of the setting and presenting basic principles. Chapter One: The Mage's Path tells the story of awakening to manipulate reality, the Will, Avatar, Truth, and Magick. Chapter Two: Magick - The Art of Reality delves into doing magick, its side effect - Paradox. It introduces the concept of consensus, coincidental and vulgar magick, and the nine Spheres. Chapter Three: The Shadow World expands on this knowledge, while Chapter Four: The Worlds Beyond reveals more about the setting. Book II: Believe delves deeper into the world of mage, with chapters such as Ascension Warriors, Creating the Character, Telling The Story, and others. Book III: Ascend outlines the systems used in magick, including the Spheres, Foki, Paradigm, Procedures, Rotes, and Reality Zones. Appendix I lists Allies and Antagonists, while II contains Odd Ends. Merits and Flaws are discussed throughout the game. The Toybox showcases Wonders and technocratic Gadgets. Background Information is provided, along with References. ========== 1993 tabletop role-playing game Mage: The Ascension was published by White Wolf Publishing on August 19th. It's a supernatural fiction game set in the World of Darkness universe, third in a series after Vampire: The Masquerade. Following its release at Gen Con, a second edition followed in December 1995, with a revised edition released in March 2000. White Wolf later merged with CCP Games in 2005. However, following company layoffs, Richard Thomas founded Onyx Path Publishing to continue publishing tabletop role-playing games. In September 2015, Onyx Path Publishing introduced the 20th Anniversary Edition of Mage: The Ascension, marking its fourth iteration. Players in Mage: The Ascension are called Mages, ordinary people who awaken to manipulate reality. They're part of a four-way struggle between the Nine Mystical Traditions, the Technocracy, Marauders, and Nephandi. The game's magic system is unique, with characters allocating points to nine Spheres for magical knowledge and influence.Mage: The Ascension offers a unique gaming experience, emphasizing creativity and imagination. The game's rules challenge players to be innovative, rather than simply following the Storyteller's lead. ========== Mage: The Ascension was praised by critics for its engaging gameplay and philosophical themes. Chris Kubasik reviewed the game in White Wolf #38 (1993), awarding it 4 out of 5 stars and noting that it provides a creative outlet for players. ========== Despite its complexity, the game's systems are designed to be easy to understand, making it accessible to new players. However, developing one's style of magic and grasping the game's background can be challenging. ========== Mage: The Ascension has been ranked as one of the most popular role-playing games of all time, with a 16th-place ranking in Arcane magazine's 1996 reader poll. The game's editor, Paul Pettengale, praised its philosophical themes and mature gameplay. ========== Critics have highlighted the game's postmodern slant and emphasis on subjective experience. Mikael Sebag noted that the game's magic system uses standardized formulas to resolve effects, while Ascension is an experiential aspect that cannot be fully described by rules or mathematization. ========== Mage: The Ascension has received recognition for its innovative design and philosophical themes. In 1994, it was nominated for the Casus Belli Award and in 1995, it won the Origins Award for Best Role-playing Rules.Onyx Path Publishing ========== Mage: The Ascension Creators Satyros Phil Brucato and Stewart Wieck Forge 20th Anniversary Edition Rulebook ========== DriveThruRPG Mage: The Ascension 20th Anniversary Edition is a revised core rulebook for the Classic World of Darkness setting. Released to celebrate the 20th anniversary of the first core rule book, it features updates to modern times and additional rules on various activities. We are Divinity. Our reality can be bent, subverted, and commanded. We have this power – all of us. However, not everyone knows how to use it well or realize what they're capable of. Some individuals turn out to be monsters, while others remain unaware of their own potential. The truth is that we are all gifted, and we can all change the world. But most people remain asleep, whereas a few awaken, and even fewer use their power wisely. This power comes with consequences, and reality is up for grabs. The 20th Anniversary Edition includes updated profiles of the Council of Nine Traditions, the Technocratic Union, and the Disparate Crafts, along with an epic history of magick and its factions. The book also features a compilation and clarification of essential and optional rules, covering topics such as martial arts, vehicles, hazards, cybernetics, the Otherworlds, and more. This edition offers overviews of paradigms, practices, and tools – the focus of your Art. It delves into epic concepts involved in Mage and provides chilling looks at the Nephandi and Marauders. The Nine Spheres and their Technocratic variants are also explored, along with old favorites and new faces from among the Awakened Ones. New full-color original art by Michael William Kaluta, Echo Chernik, Steve Prescott, Christopher Shy, Larry MacDougall, and other classic Mage artists can be found in this edition. Classic B&W pieces have been carefully chosen from earlier editions to complement the new content. Book I: Awaken is a comprehensive introduction to mage, covering the basics and capturing the mood of the setting. The first three chapters tell the story of awakening to the ability to change the world, the Will, the Avatar, the Truth, and more. With DriveThruRPG Mage: The Ascension 20th Anniversary Edition, you'll find a revised compendium of Mage: The Ascension Revised Edition and related rulebooks that features updated rules for modern times. Whether you're a veteran mage or new to the world, this edition has something for everyone. ========== ========== The World of Darkness, a fictional modern Earth, serves as the backdrop for Mage: The Ascension, where supernatural entities secretly influence everyday life. Players and main characters are referred to as "Mages," individuals who undergo a transformation, known as "Awakening," allowing them to manipulate reality. At its core, the game's narrative revolves around an intense struggle between various factions vying for power. The Nine Mystical Traditions, an alliance of Mages, faces opposition from the Technocracy, a faction that relies on advanced technologies and philosophical paradigms. In contrast, the Marauders, a group of rogue Mages, pursue chaos and destruction. The Nephandi, a coalition of Mages serving malevolent cosmic entities, also seeks to bring about cosmic oblivion. Later editions of Mage: The Ascension introduced new factions, such as the Hollow Ones, a group of Goth practitioners who wield chaotic magic. A distinctive feature of the game is its unique magical system, which assigns points to nine spheres of magical knowledge and influence. Players create their characters' expertise by allocating these points, with the degree of proficiency determining the outcome of magical effects. Unlike traditional fantasy settings, where magical spells are predefined, Mage: The Ascension relies on spontaneous proposals from players, guided by the game master's adjudication. This approach fosters creativity and imagination among players, as they work together to craft innovative solutions.Mage: The Ascension was a tabletop role-playing game created by White Wolf Publishing. The game's mechanics and systems were designed to simulate the experience of being a powerful mage in a modern-day setting. The game was first released in 1993 and quickly gained popularity among fans of fantasy and science fiction. In 1994, it was nominated for the Casus Belli Award for Best Role-Playing Game of 1993, finishing in fifth place. The game's success continued with the release of its second edition in 1995, which won the Origins Award for Best Role-Playing Rules. Over the years, Mage: The Ascension has spawned a number of spin-offs and expansions, including books on character creation, magic systems, and world-building. The game's creators, Satyros Phil Brucato and Stewart Wieck, were recognized for their contributions to the gaming industry with several awards and nominations. Today, Mage: The Ascension remains a beloved game among fans of role-playing games, known for its complex mechanics and immersive gameplay experience. ==========We are Divinity, with reality as our playground to bend, subvert, and command. However, this power is rarely harnessed well or understood. Most of us remain unaware of what we can do or how much we're capable of. As it turns out, We are ALL "us," gifted with the ability to change the world. Yet, a few Awaken, but fewer still use their powers wisely. The rest of us remain asleep, while none without consequences. Reality is up for grabs, and the choice is yours: Will you Fall or Ascend? This 20th Anniversary Edition features updated profiles, an epic history, and clarifications on essential rules, including martial arts, vehicles, hazards, cybernetics, and more. The book delves into paradigms, practices, and tools – the focus of your Art. Detailed explorations of epic concepts, like the Nephandi and Marauders, as well as new faces from among the Awakened Ones. New full-color original art by Michael William Kaluta, Echo Chernik, Steve Prescott, Christopher Shy, Larry MacDougall, and other classic Mage artists accompany classic black-and-white pieces. ========== Mages have been teaching the art of willcraft for centuries, but the proponents of technology have often silenced their voices. Now, join the final stand in the war against the forces of reality. In "Mage: The Ascension," you are thrust into a world of supernatural intrigue and personal struggle. As you uncover more secrets, your wisdom and power become increasingly vital to the fate of humanity. This game drags spirituality and metaphysics through the streets, creating a postmodern nightmare that challenges everything you thought you knew. The heroes of "Mage: The Ascension" have lost their battle for reality, but the struggle continues. The revised rules and traditions provide a framework for the Spheres, Resonance, and Paradox, signaling a new era in the war against the forces of darkness. This book is not just a guide to playing the game; it's an experience that will challenge your perspective on reality itself. With its unique blend of fantasy, horror, and paranormal elements, "Mage: The Ascension" offers a world of wonder and discovery. ========== Looking forward to diving into a fantasy RPG that lets you play like a, ahem, let's say "skilled" adventurer. This game is perfect for those who love immersing themselves in role-play and taking on exciting challenges. I often draw inspiration from this book when writing my own stories. I must say, I'm really impressed with how they've created a game centered around magic without relying on a lengthy spell list. The setting is unique, spanning our world and beyond, making for a truly immersive experience. The storytelling system is easy to grasp, much like the rest of the WoD games, which allows for seamless integration across different stories. I recently started writing my own chronicle set in London, using this game as a foundation. In my world, the Avatar Storm never happened, and instead, I've created an ongoing storyline with the Ascension War still unfolding. However, I'm eagerly awaiting the new edition from Modiphius Entertainment to refresh my game. While some may find the overall concept to be dated, it's hard not to appreciate White Wolf's bold decision in releasing this high-concept RPG. The market would have easily accepted a more straightforward approach, but they took a risk that paid off. As someone who often plays with this book, I can attest to its value as a favorite resource for my gaming sessions. Although I wish I had more time to play, I'm hopeful that others will find it useful in their own adventures. This game is quite extensive, covering various aspects of the Mage system. While not everyone may share my enthusiasm, I appreciate its unique mechanics and framework. It's definitely a great starting point for those interested in exploring fantasy RPGs. However, one thing to note is that this game can be a bit... rough around the edges. The rules sometimes clash, making it difficult to navigate at times. Nevertheless, fans of the series will find plenty to love within its pages.