
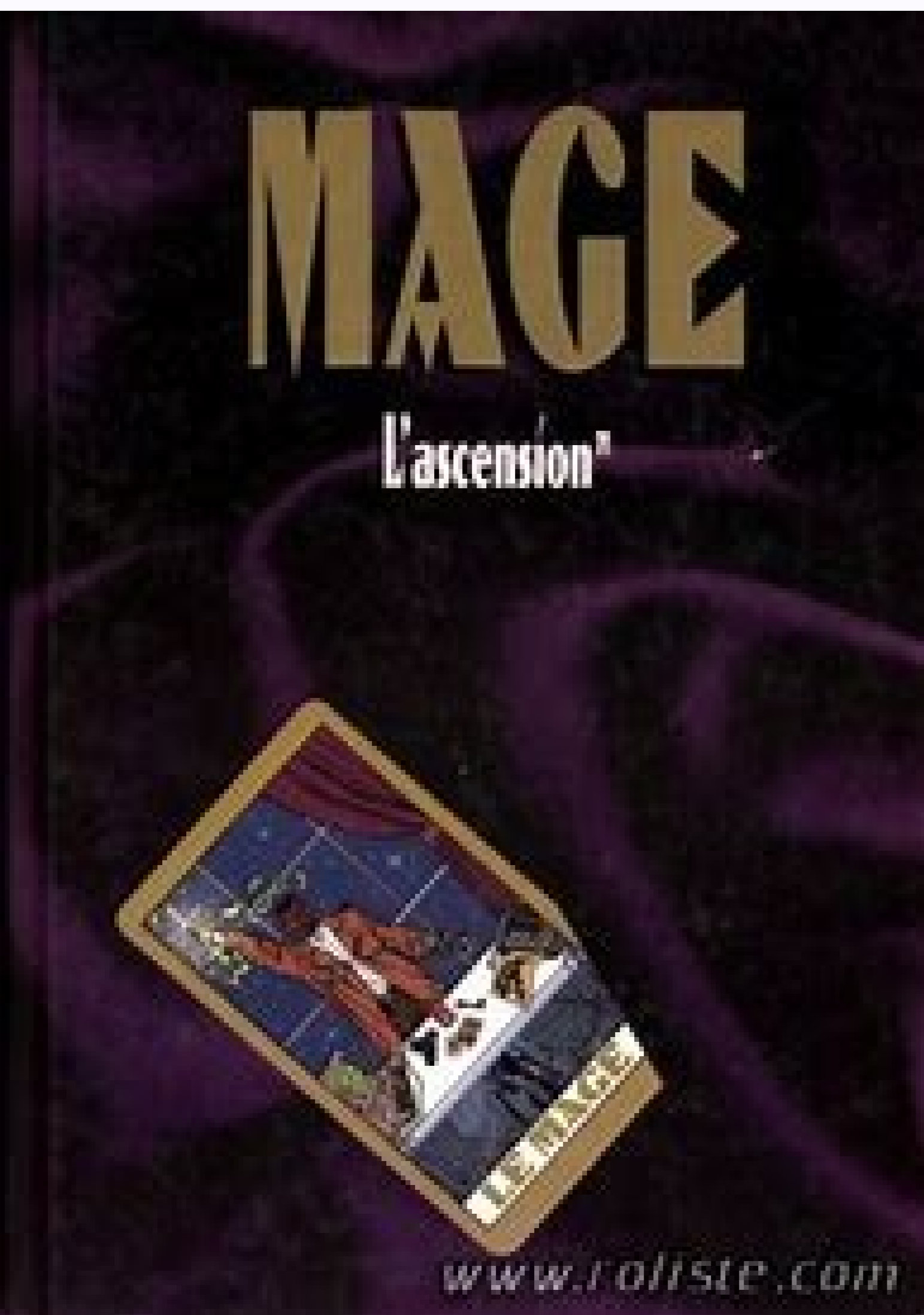


**Mage the ascension wonders list**

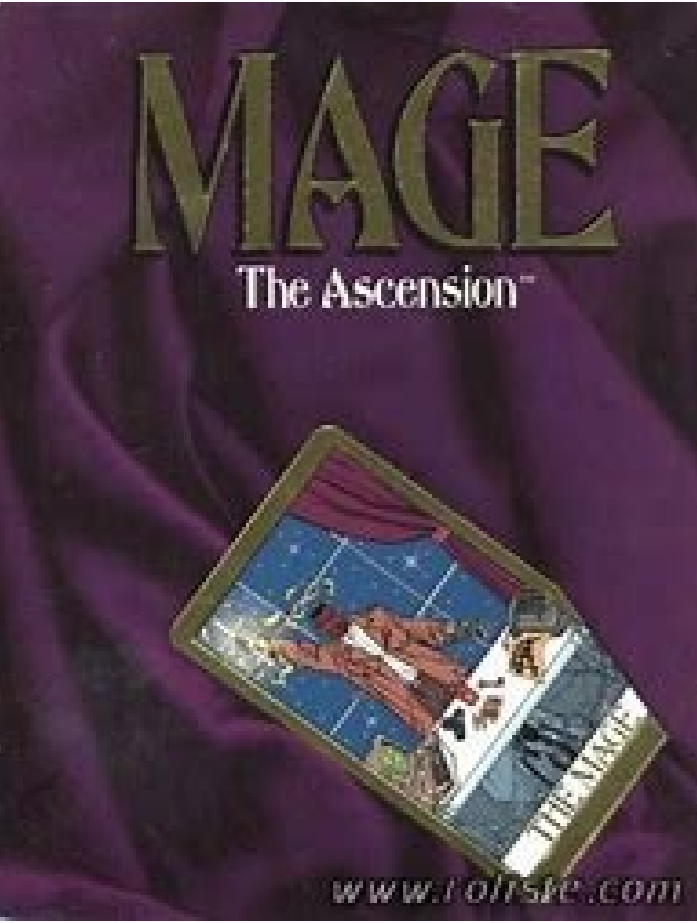
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A game of Storytelling of Magic-with-k.I was a vampire: the Masquerade boy in the 1990s, and Mage: Ascension almost completely passed me by. I vaguely knew that through © s to hear people in my school's gaming club talk about it, but none of them ever ran a game and s o I had no direct experience with it. The closest I came was that after seeing "Matrix", I had the incredible realization that this was the story of a Virtual Adept Awakening! As soon as s I got home, I turned on the modem and went to a game of telling magic stories with a k.I. was a vampire: the masked boy in the 1990s and Mage: Ascension almost completely passed me by. I vaguely knew that through © s to hear people in my school's gaming club talk about it, but none of them ever ran a game and s o I had no direct experience with it. The closest I came was that after seeing "Matrix", I had the incredible realization that this was the story of a Virtual Adept Awakening! As soon as I got home, I plugged in the modem and went to the old White Wolf website with all the presents from the Ankh, clicked on the Mage's runners and, in an act that would characterize my behavior on the internet until © Today, I noticed that there were two dozen others with the same brilliant view and the closed Netscape browser without posting anything. Hello, © m to occasionally read about it on the internet or s e e the burnt wrecks o f the many fire wars that inspired the game, I knew very little, and I finally realized that I should read it to myself and learn what a l l the fuss was about and why it seemed to inspire s o much passion of his fans. And yes, basically, from the Mage opening fiction: Ascension grabbed me by imagination and wouldn't let me go. I mean, look at this quote:Commitment © dangerous in the realm of mage, and survival runs at premium prices. The night shines here like blood-stained glass, and the world seems to be caught between one And a scream. The forest is dark and monstrous, cities cities of air and pavement. In the shadows, creatures outside of nightmares conspire and fight. Welcome to the World of Darkness, a distillation of modern twilight. And this is © a great start, but no © Just rage. There are starship battles off the moons of Jupiter! There are cyborgs fighting sorcerers with chaps © Pointy knots! He has 500-year-old magicians hiding in secret spiritual realms! There are horrific abominations of the dark between the stars. It has manifest concepts of justice and purity! There are secret conspiracies that fight to control the very destiny of the world! It's a twisted reflection of our world! For me, yeah © practically made to measure to think that © Great, honestly. A game in which belief literally creates reality and the main factions have all different approaches to it leading to a big game background. The technocracy wants to preach the rules of the world and apply them equally everywhere and is deliberately annihilating anyone who does not fit into that vision (until © They call it "the Pogrom", but as a si de effect, anyone can take penicillin for a disease and effectively "make magic" Traditions fight for the freedom of individuals to decide for themselves and for the possibility of a possible awakening of each human being, But the result when they were ascenders were warlords and most of the supernatural people chasing the Earth. Of course, the concept of Consensual Reality and technology as magic © It's ridiculous if you think about yourself for a moment, but it leads to great stories. I love the idea that at the beginning of the history of mankind, there was not really "the world", but rather a lot of isolated lands, each with slightly different natural laws and separated by a mobile desert that had no knowledge to firmly fix its tracts. When there were points on the map marked "here are dragons", it was literal. I like it too. © m the idea that the rest of the and the spiritual world are and the same, and that there are alien-generated as h es ("Ka Lion" in Mage terms), which appear and kidnap people for inestimable reasons and that the similarities between fairy folklore and alien abductions are because © the same kind of being as stealing. Or maybe not. And the Void engineers, one of the technocratic factions, send out space marines to fight all the alien horrors that try to invade Earth. That's it. © Unbelievable. The immensity of stories you can count on with this game confuses the mind. The types of fees available do a good job of indicating that this is not © your normal game of game mages. Of course, there's the Order of Hermes, who are their stereotypical old beards with moldy tomes and crows perched in skulls, and the Verbena, who are naked witches dancing under the full moon, and the dreamy speakers, who are basically all the religious/spiritual practices of the real world, shamanists and traditional, pushed into a single tradition and turned just a little less racist by the note that this was an exodus imposed on them by the other members of the Council. But also © There are Sons of Beings, who build death rays and watches watches and watches. © Have stars and practice SCIENCE!!! with all the inherent exclamation points. There's the Akashic Brotherhood, which are wuxia martial artists. There are the Virtual Adepts, who played an important role in the Matrix. There are the Hollow Ones, whose entire life © dedicated to the Sisters of Mercy. Hey, it was the 90s. Every tradition © specialized in a Sphere, that is © one of the ways magic affects reality. The Spheres include those like Life or Time or Mind, whose effects are quite substantial, but also © Correspondence, which affects the relationship between different places, or Entropia, which is © about death, but also © m about chance and fate, or Prime, who is © about the pure essence of magic itself. There are many examples of what each sphere can do, but I can see a lot of space for and very very When people do not agree. And this takes the largest source of arguments in the game: paradox. Anything that is obviously impossible to incaturate Paradox, then the magicians have to be circumscribed with their magic. But what counts as impossible? MAGE: Ascension says the consensual reality is different in different places, and 45% of Americans believe in ghosts, as well as invoke the dead in the coincidence, or vulgarism? What is the difference between vulgar and vulgar with witnesses, and invoking a ghost would be coincidentally if a believer was observing, but vulgar with witnesses if a non-believer was observing? The intro fiction implies is only when one of the paradox weapon weapon to cause a clock deathbot to flash out of existence when observed, but this requires the ST to determine who is watching every time any spell is it launched, then this is really the intention? And who exactly is "watching" when something is vulgar, but not vulgar with witnesses? Taking a weapon from the coat is always coincidence, if the weapon is teleported from the servant from nowhere, or did it take a retroactively have been there all the time? I hope without GM and players killing each other. As last, but not less important is the concept of paradigm and focal. After all, the magicians do not think of themselves as having the classification of the sphere. There are specific tools and behaviors that allow magic to work. A verbena witch could dance under the full moon to flourish her enemies, and could not play fireballs even if she had enough points in the armed forces. A wizard of the Order of Hermes could cast a fireball if he recessed the exact words that compelled the forces of the universe to his orders, but if he gagged he can not make magic at all. A Son of the Scientist It's Tico !!! You can not do any magic with dance, gestures or cans, but it can certainly build an explosive projector of flames of to cause flame bursts to appear where it points. Like magicians. Magicians. The classification rises and they begin to realize that none of this is really necessary, but it is an important part of the mind of a magician in the in the art of his career. The rules that support all this are ... superficial, in the best hypotheses. The Basic White Lobo System of Attribute + Ability as a data pool, scroll versus a number of difficulty and successes, is really good for the kind of dramatic games on dramatic dramas that the book implies SA É oO focus because it allows GM to quickly choose an appropriate mechanism and call for a roller. An akashic brother wants to turn a gun around his pectoral muscles carved before pushing her and pointing her to intimidate some Nephandi? Appearance firearms, eight difficulty. Done. The problem is that most examples presented in the book require successes, usually between two and four, and that 1S in data subtract successes. This means that larger data swimming pools are a problem a because there are higher probabilities of 1S bearing, and greater difficulties cause problems as well for the same reasons. In difficulty 10, every death has the same chance of rolling a 1 or a success, and I imagine this led to many tears over time. In addition, the rules for magic require rolling sands, which goes from 1 to 3 for a starting character, against a difficulty of the appropriate sphere + -4, and requires multiple successes to affect other people. I get a little confused about how the beginning characters were able to do any magic at all without spending huge quantities of quintessence the time to do, which is the thematic in the execution of a world where magic is dying. But not for one with spacecraft battles out of J^A^pter moons. Not that a mage can choose how much of the sand to use for a roll, with a larger amount allowing more successes, but increasing the possibility of 1s and thus a catastrophic failure, is perfectly connected to Boldness that the Mage: Ascension negotiates, but I am not sure if it is worth the effects on the rest of the system, system. The spheres have "direction [x]" as its one level effect, so an initial magician can not do much. And while there are many examples in the book, many of them require musles spheres to accomplish anything, at higher level and with more spheres than an initial character will have. Take a wizard you want to get your fingers and light a candle. This takes a minimum of forces 3 (for the flame), correspondence 2 (to affect something further), and Prime 2 (to do something out of nowhere). The initial characters only receive six points of balls, so it is impossible for a starting character to get their fingers and light a candle. But! What if the magician has entropy and wants to reverse the progress of the entropy and have the revelation of the candle, creating call in the process? What if the magician has time and wants to pull a time when the candle is burning and overcoming it with the gift? And the candle is made of music without handle, the same happens with the magician, do I need to import it? Some of this comes down to what the magician paradigm is, but the strict hierarchy of sphere effects impose a paradigm former, and there will inevitably be clashes between what the player understands that his magician can do and what are the rules that they need to do this. As above, make sure everyone is on the same page. This total ambiguity is part of why the magician is famous in causing disputes. I remember hearing about someone who went to the Fountains of White Wolf, posted a thread with the subject "Mage" and the first post containing only the word "mage", and for two pages was already a flamewar. But despite all the flaws of it, Mage: Ascension is just exploding with creativity and vital energy. I would have loved this game if I had read when I was 16, but now in my 30 years I have practically the same reaction. Almost all the pages gave me more ideas for games, characters, graphics and stories, and at the end of the book I had enough to last for the rest of my life, even if has never run another RPG. I'd have to A good piece of that fight with the rules on something that really works, but you know, I wouldn't mind. Mage: The Rise is © excellent game that would be worth the time. You can start the fire war down the line-----

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