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I picked up Mage: the Ascension a stupid long time ago, but the esoteric nature of the game has made it very hard for me to follow. And any previous attempts to play have turned out to be freeform games or were run by completely garbage GMs who did nothing to explain the game. At the end of the day, I have no idea what I'm doing. I'm in Western Canada (Mountain Standard). Unfortunately, my job is a hot mess and I can't easily commit to a particular time slot in advance for any length of time. So a small group that runs pick up games as available (you know, like we all did when we were kids) would work out best for me. So if anyone has or wants to put together such a game, walk me through how to formulate a character and how to actually play this game, please let me know. Edit to emphasize Mage : the Ascension , not Mage: the Awakening. I'm sure Awakening is a fine game, but it doesn't have the attraction for me that Ascension does. If you wish we can solo Mage the Awakening. Thanks, but I'm more interested in Ascension. I own a number of books already and am more attracted to this than the details surrounding Awakening. Hey if you find anyone willing to do this would you mind if I tagged along as well? I run an wod group and always wanted to run Mage for my players but I don't feel like I have the rules "down" enough. You are more than welcome. She is a tricky beast, and if my learning can help someone else, that's just keen. I can run Mage Awakening, it is from NWOD, and I don't mind run for a duo I have always wanted to give Mage a try so if you don't mind a third person tagging along I would like to learn join. I'd like to try out Mage. Fair warning though I have very limited RP experience, mostly from awhile ago, maybe like 12 games total on various systems. I do have experience with the setting though from games of Vampire the Requiem. Timing could be tricky for me soon though, I'm in the Midwest now, but I'll be moving to India in a couple weeks and be there for 4 months. Saturday morning or evenings (US Central time) would be best for me. Eavatar said: I can run Mage Awakening, it is from NWOD, and I don't mind run for a duo Much like switching between versions of D&D, there is significant mechanical difference between oWoD Mage and nWoD Mage. It's awesome that you're offering your time as a GM to help someone, but you're offering the wrong game. Scooter C. said: And any previous attempts to play have turned out to be freeform games or were run by completely garbage GMs who did nothing to explain the game. At the end of the day, I have no idea what I'm doing. I participated in a handful of Ascension games when I was in high school, plus one Sorcerer's Crusade game, and acted as ST for another game. I still have no idea what I'm doing! ^_~ The World of Darkness line, and Mage in particular, is as you've noticed fairly freeform. Even the people who are hardcore about the game can't really agree on how the magick system works. From this we get things like using Matter to heal a bullet wound with coincidental magick (by pulling a previously-nonexistent whiskey flask out of a previously-nonexistent pocket), and turning vampires into lawnchairs. (Vampires aren't alive, after all, right?) This leads into why the developers called it the Storytelling System. The intent is for friends to get together and tell a story with a particular genre, not so much to throw dice at their problems. Gamers being gamers, that kinda went off the rails for many groups. To paraphrase Malcolm Sheppard (one of the writers), "we didn't think about this shit nearly as hard as you do, Christ." Oh geez, really? I hadn't noticed I tried to ninja steal the topic and organize a Mage the Awakening game. :) Anyway guys, if you want play Mage the AWAKENING with me I can run the game. The idea is a game for a small group, 2, maybe 3 members. But like Scooter said, schedule a regular day and hour is hard because his job. Still interested? I'm interested, but it will depend on the schedule, I'll work it in if I can. Thanks Eavatar, but again, I'm more interested in Ascension that Awakening. I have a number of books already and am more attracted to the possible character backgrounds. Awakening just doesn't seem to catch that same flare for me. I'm still interested as well. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. 1993 tabletop role-playing gameMage: The AscensionRevised Edition coverDesignersStewart Wieck, Christopher Earley, Stephan Wieck, Bill Bridges, Sam Chupp, Andrew GreenbergPublishersWhite Wolf PublishingPublication19 August 1993 (ed. 1)December 1995 (ed. 2)March 2000 (Revised Edition)23 September 2015 (20th Anniversary Edition)GenresSupernatural fictionSlipstream genreTechnofantasySystemsStoryteller SystemSynonymsMtAMage: The Ascension is a supernatural fiction tabletop role-playing game first published on August 19, 1993, by White Wolf Publishing. It is set in the World of Darkness universe.Following the success of Vampire: The Masquerade, Mage: The Ascension was released as the third of four games within White Wolf's shared universe. The first chapter of the Mage series was launched by White Wolf Publishing at the Gen Con gaming convention[1][2] on August 19, 1993. A second edition followed in December 1995,[3][4] with a revised edition released in March 2000.[5] In 2005, White Wolf Publishing merged with CCP Games. Following company layoffs in October 2011, White Wolf's Creative Director, Richard Thomas, founded Onyx Path Publishing to continue publishing Tabletop role-playing games.[6][7] Onyx Path Publishing later introduced the 20th Anniversary Edition of Mage: The Ascension in September 2015,[8] representing the game's fourth iteration.Mage: The Ascension is set in the fictional World of Darkness, a fictional modern Earth wherein supernatural entities clandestinely manipulate everyday life. Players and major characters are "Mages", normal people who "Awaken" to be able to manipulate reality, usually in an expression of gnosis. The metaplot of Mage: the Ascension involves a four-way struggle between an alliance of Mages called the Nine Mystical Traditions; the New World Order of the Technocracy, which relies on its technofantasical "paradigms" versus the Marauders, a disparate group of insane Mages; and the Nephandi, a coalition of Mages serving evil cosmic entities in the pursuit of cosmic oblivion.[4] Later editions of Mage: the Ascension introduce non-aligned Mage factions such as the "Hollow Ones", a group of Goth chaos magic practitioners.A key feature of Mage is its unique magic system. A character's magical expertise is described by allocating points to nine different "Spheres" of magical knowledge and influence: Correspondence, Entropy, Forces, Life, Mind, Matter, Prime, Spirit, and Time. Magical effects are largely spontaneously proposed by players and adjudicated by the game master, informed by the level of 'expertise' in the relevant Spheres of the effect; this is as opposed to the popular system of magic in Dungeons & Dragons, which relies upon predetermined descriptions of magical spells.Chris Kubasik reviewed Mage: The Ascension in White Wolf #38 (1993), rating it a 4 out of 5 and stated that "Mage offers the jaded gamer something intriguing: creativity. The rules of the game, through both cleverness and sloppiness, challenge all the players to be imaginative, not just the Storyteller."[9]Mage: The Ascension, 2nd Edition was given an 8/10 by Arcane's Adam Tinworth, who called it "good for those who enjoy involved and challenging games." 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Retrieved 14 January 2014.Onyx's Path's Mage PageWayback Machine archive of White Wolf's Official Mage pageGURPS edition cancelledRetrieved from " Stand Beside YouCustos are boon companions, tThe Road to Ascension Is LongA mage faces many perAwash in BloodCenturies ago, House Tremere splinteDarkness Lives in Lands BeyondCorridors of DoissetWalking Secrets...Once, I met a Chinese woman withThe Darkness has Teeth Beyond the Horizon, dark foIn Madness Lies Magic It's not for the weak-willed"Wow! Cool Game!" Mage: The Ascension takes place Samual Haight, arch-enemy of all Garou and target Centuries of MagicCivilizations rise and fall acroHidden in Obscurity...Australia. Etruria. ScandinaThe TestThe wet street mirrored the neon and the dSilken Threads of Thought...Between the leyboard aWelcome to the WebThings change fast in cyberspaceWith Words of ThunderShinto priests. Shaolin monksRelics of Legendry and InfamyFrom amulets, flying Embracing Science for All MankindWe are the GreateWe watch the shadows cast upon the walls... EccenA Storyteller's work is never done. A few helpful The gates to Arcadia, the original paradise, are cFree Will or Fate? The future San Francisco hangs Masters of SubtletyStanding amid complex designs aMages Hold Magick in the Palm of Their HandsMages The End Is NighThe fate of the world hands by a thOurs is the power of Solomon, the magic of Merlin,Reality is a lie invented by a technocratic enemy Infinite PowerYou have survived countless centurieBook by Campbell, Brian, Hubbard, Conrad, Klunder,Small MiraclesHedge wizards and minor magicians - An-an, dan ji! Wey-wey, oh oh!The secrets of the sThe Machine is Perfection. Free will is a danger. DO NOT READ THIS BOOK!The dreaded Men in Black dogReality's for Sale. Don't mind that bar code. It'sWake-Up Time, Kiddies!!!! Why should the mysticks Beneath the Tree, we Dance The moon peers between Though vampires have their intrigues, werewolves hLegends of Evil...They've trod the Earth for milleFrom the ancient sands of Egypt they return again This Thing of OursLike the supernatural denizens oBy My Will, So It Is Done!"We are the shapers of r1993 tabletop role-playing gameMage: The AscensionRevised Edition coverDesignersStewart Wieck, Christopher Earley, Stephan Wieck, Bill Bridges, Sam Chupp, Andrew GreenbergPublishersWhite Wolf PublishingPublication19 August 1993 (ed. 1)December 1995 (ed. 2)March 2000 (Revised Edition)23 September 2015 (20th Anniversary Edition)GenresSupernatural fictionSlipstream genreTechnofantasySystemsStoryteller SystemSynonymsMtAMage: The Ascension is a supernatural fiction tabletop role-playing game first published on August 19, 1993, by White Wolf Publishing. 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Retrieved 14 January 2014.Onyx's Path's Mage PageWayback Machine archive of White Wolf's Official Mage pageGURPS edition cancelledRetrieved from " Image not available forColor: To view this video download Flash Player Jump to ratings and reviewsReality is a lie invented by a technocratic enemy who has written history to it's liking. The truth is magic'ae the universe can be crafted with a simple working of your will. Mages have taught this truth throughout the ages, but the proponents of technology have crushed the mystic masters. Join the last stand in the war for reality.Mage: The Ascension places you in the midst of supernatural intrigues and inner struggles. The more secrets you learn, the more important your wisdom and power become. Mage drags spirituality and metaphysics screaming through the streets of a postmodern nightmare.The heroes of Mage: The Ascension, revised in the tradition of Vampire: The Masquerade, have lost their war for reality -- but the struggle continues in this quintessential volume. All of the Traditions are updated and elaborated upon, along with the history of mages in the World of Darkness. Explore the revised rules for the Spheres, Resonance and Paradox. See the devastating changes that signal the end for the Ascension War. 13 people are currently readingDisplaying 1 - 16 of 16 reviewsMarch 9, 2014I never had the opportunity to play the game, but I loved reading the background material. I had always thought of magic users as being a bit wishy-washy, and only bought this book to complete the set.I'm big enough to admit when I'm wrong. This was a lot of fun to read, and had some interesting tales to tell.fantasy horror paranormal December 14, 2018Seldom has a book make me think, question the very way I think as much as this has. This is a roleplaying book, yes, teaching the reader how to play a mage in the World of Darkness, a setting already established in Vampire: The Masquerade and Werewolf: The Apocalypse. It describes the various factions among mages, battling for reality along with the different Traditions the player characters will probably join. It offered many creative insights into roleplaying and Storytelling a Chronicle, an on-going game many up of many interlocked, interactive stories for those who wish to try it. What really made this book special was how it questioned our perspective of reality itself. Combined with spectacular and varied illustrations, its words encouraged the reader to step out of conventional thought and examine it. What is reality? How real is it? How much of what exists does so only within my perception? I doubt I would have ever started my Tales of the Navel: The Shadow Forest if not for the ideas kindled in my imagination by this book. Its one of those rare reads which truly changed me. Its creators claim its only a game, but it became so much more than that to me. I almost feel like I gained a point of Arete after reading it. :) For that, I thank Stewart Wieck and the other creators of this marvelous chapter of the World of Darkness, a chapter which shows us a way to potentially reshape the darkness itself if we learn to understand it. Theres no way I couldnt give this five stars. May 21, 2019Basic Premise: Roleplaying a magic-wielder hiding in plain sight in the modern day.This is one of the most complex and imaginative worlds ever created for roleplaying in a deceptively simple system. It really requires a lot of imagination from both players and storytellers to come together to create a coherent whole. After playing D&D for years, it took me a bit to get used to the idea of not having specific spells to cast, but once I did it was a lot of fun. White Wolf's World of Darkness is not for those who prefer "just killing stuff" or going on endless dungeon crawls. The world is rich, detailed, and very good for those who want to deep dive into a character and tell a story with friends. Combat is deadly when it happens, and there are consequences to acting like a stupid murder-hobo. I highly recommend this game/system for those who love a good role-play session and a challenge.May 4, 2022As a writer I use this book as a source of ideas. Definitely five stars for that reason:)August 3, 2019I really love how they have made a game based around Mages without the need for a spell list. All set in our own world and the worlds beyond. The system is easy to pick up much like the rest of the storyteller WoD games. Which allows them all to integrate together to allow cross overs in the chronicles. Writing a chronicle now for some friends all set in and around London 2019. For me the Avatar Storm never happened in my game and the Ascension War continues. Well till the new edition is released from the new publishers Modiphius Entertainment. November 3, 2022The overall concept is extremely 1990s and has dated poorly, beyond the ability of those writing the 20th Anniversary material to really rehabilitate - but you have to admire the audacity of White Wolf in putting out an RPG this high-concept when a much more mundane "wizards in the modern age" approach would have been accepted by the market just fine. Full review: 1, 2019One of my favorite books to ever use when playing an RPG. I really wish I had more time to play but as I don't and there is no one near me that actually plays anymore I am hoping someone else gets some use out of it.fantasy fiction mages November 24, 2019Mage first Edition is quite a game book. I will openly say that I'm just not a fan of it, and that if this was the first Mage book I'd seen, I wouldn't be neck-deep in the game to this day.That said, about half of this book worked. Unfortunately, it was the underdeveloped half. The rest included things like the Technocracy interrupting their REM sleep so they wouldn't dream, the Void Engineers being Fae-touched and wanting to kill space, and the generally overwhelming nature of the Technocracy against the much less gray than later Traditions.What did work though were things like study points (they dropped from Mage and now Mage is known as an XP sinkhole because it was balanced assuming them), the basic premise of a war for reality, and the mechanical effects of various foci (which could have been brought back in M20 with the Instruments, but weren't).Overall, it's a playable game, but not one I'd want to play, and I'm glad that Mage Revised was my first Mage book.gaming mage-the-ascensionAugust 27, 2007A really good game for it's time, but really, there's no reason to play this game when you can play the revised edition. Shimmy on over to my review of Mage: the Ascension Revised and read about how this fun, if disorganized game became one of the best roleplaying games on the planet.September 8, 2008I actually love mage, even third editions. The rules are just horribly vague and contradict each other often.June 1, 2013Full of all sorts of interesting information, although a little bit complicated for my tastes. Still, the magic system framework is able to be used apart from the rest.Displaying 1 - 16 of 16 reviewsGet help and learn more about the design. Welcome to WordPress. This is your first post. Edit or delete it, then start writing! Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. I'm thinking of running a Mage campaign. I used to love that game back in the 90s - I love the magic system, the secret war with the technocracy, etc -; unfortunately, I was too young back then to run it properly (and my players were too young to play it properly). I sold all my Mage books over the years, but I've always loved that game. I saw the animatrix short titled Beyond - which follows a teenage girl, looking for her cat into a place where there is a glitch in the Matrix - and it inspired me to go back to Mage. What books should I get other than the core book? What edition of the core book should I pick up? What splatbooks? I plan on switching from the Storyteller system to ORE - Mage the OREcension? - , but I would like to use the metaplot and play through the actual Ascension War, if it's possible to do such a thing...I never really did understand how the was was lost anyway. So, yeah, what books should I get?Thanks! Personally, I consider the Core, Storyeller's Companion, Guide to the Technocracy, and The Infinite Tapestry to be the bare minimum. The reason being is that the core handles most things well enough, but totally drops the ball on the Umbra and describing anything about the Technocracy in any detail. Storyteller's companion handles a few fiddly bits like spirit powers. The Infinite Tapestry handles all things Umbra. The Guide to the Technocracy not only does what the core book fails to do, it makes the Technocrats really tempting as PCs, completely stripping away the Orwellian stereotypes and really making it clear how joe average Technocrat could see his team as the good guys.Edit: Did not see that you planned to change the system. In that case storyteller's companion is a little less necessary. What books should I get other than the core book? What edition of the core book should I pick up? What splatbooks? Get the Guide to the Traditions, Guide to the Technocracy, and Mage Storytellers Handbook.For the core book: Get Mage 2e if you're looking for endless possibilities, Umbral jaunts, and powerful archmasters. Get Mage Revised if you want a focus on helping people on the street level, largely cut off from the Umbra and the masters.If you can wait a year, we're probably* going to be getting a Mage: The Ascension 20th Anniversary Edition which will combine the best of both, in a giant format akin to the 538-page behemoth that is Vampire 20. Splatbooks depend on what interests you, or what your players are playing. Go for the most recent of those, whatever they are.* This is supposition, not confirmation. but I would like to use the metaplot and play through the actual Ascension War, if it's possible to do such a thing...I never really did understand how the was was lost anyway. So, yeah, what books should I get? Major metaplot books: - Mage 2e (Fors Collegis Mercuris, a Hermetic college on Mercury's moon Mus, falls; new status quo)- The Horizon War trilogy of novels: A false Heylel Teomim arises, unites Orphans and Hollowers, and attacks Horizon through a back door. The Technocracy takes the opportunity to do likewise. Horizon falls. Doissetep explodes. The Digital Web crashes.- Digital Web 2.0: What happens to the Digital Web in the aftermath of the Whiteout.- Tales of Magick: Dark Adventure: Summarizes most of the metaplot events to date.- Guide to the Technocracy: First hints of something weird going on. A Red Star has appeared in the sky not (yet) visible to the unAwakened. Chaoticians predict an >80% chance that Earth as we know it will end within five years. First book that stops using "magick".- Initiates of the Art: It's either this one or the companion Masters of the Art that first describes the "Avatar winds," which make it difficult for the Awakened to cross the Gauntlet into the Umbra. It's a challenge for beginner PCs, but pretty much fatal for Masters, so it's still possible to have adventures, but effectively cuts Masters off from Earth.- Mage: The Ascension Revised Edition: Due to the recent events, dubbed the Reckoning, the Ascension War is over. No one won. Humans have a collective apathy and don't really care much about new technologies or ancient magics, so long as their lives are comfortable. With the Tapestry a touch more rigid, magic is a little tougher to pull off. Since both sides are cut off from their leadership, they try to focus on helping people.- The Bitter Road. Elaborates on the post-Reckoning setting and how mages live their lives, touches on a few minor plot elements of previous books, like the Phoenix Prophecy.- Blood Treachery. With some magics failing, Hermetics seek older sources. This leads them to the Tremere, a fallen Hermetic House from 1000 years ago. Some Hermetics try to bolster their strength by making themselves ghouls. Others fight the Tremere for their "stolen" materials. It all goes about as well as you'd expect.- Sorcerer Revised: Nothing really metaplotty here, but sorcerers -- humans who can only use "spells" rather than a mage's true magic -- are on a more level playing field post-Reckoning. Great resource for them.- Tradition Book: Euthanatos: The "Golden Chalice" Euthanatos discover evidence that the Hermetic House Janissary actually dates back to the formation of the Technocracy as a group called the Ksirafai. Purging. Political upheaval. Both the Golden Chalice and the Janissaries/Ksirafai date back splinter groups of one of the earliest groups of mages, called the Ixoi.- Manifesto: Transmissions from the Rogue Council: A mysterious group called the "Rogue Council" sends cryptic messages to individual mages, placing them in the right place at the right time to witness events, solve puzzles, or prevent catastrophe. It also places them back into conflict with the Technocracy, more or less ending the effective cease fire they've been under since the Reckoning. The Techs create a multi-convention methodology called Panopticon, essentially a new anti-mage Pogrom.- The Fallen Tower: Las Vegas: Earthbound mages try to put together a new Council of Nine in Las Vegas (a separate thing from the Rogue Council).- The Red Sign: Sort of a Vampire-centric followup to Blood Treachery. Vampires may have found a way to cure the Curse of Caine, but they need mages' help.- Ascension: The final book in the Mage metaplot. Wraps up all the loose ends.Hope that helps! Wow, thanks IanWatson ! I think the lesson here is : "Listen to your friend IanWatson, hes a cool dude". Is the difference in tone that important from Mage 2e to Mage revised? I've never been a huge fan of the whole Umbra thing; but maybe I missed out. Man, I remember when the first trailer for the movie The Matrix came out - I was like "this is Mage! It's Mage : the movie". And the animatrix short in the "haunted house" that the "police" shuts down? For me, that had Mage written all over it. A place where you could escape from the Technocractic order. I miss that whole postmodern relativism/fin-de-sicle anxiety. I'm feeling nostalgic, I miss the end of the world... Wow, thanks IanWatson ! I think the lesson here is : "Listen to your friend IanWatson, hes a cool dude". Thanks! I do have a bit of a bias; Mage is one of my favourite games, and one of my first RPG credits is a nod in the credits page of the Guide to the Traditions. Is the difference in tone that important from Mage 2e to Mage revised? I am laughing, but not at you.When Revised came out, the fan base seriously revolted. Like literal death threats against the developer. It is definitely the worst edition war I've ever seen. It was particularly confusing given that a lot of what 2e fans hated about Revised actually happened in 2e. Although the hate has calmed down considerably in the 12 years since, each edition still has its strident fans. To hear someone come along and say "was it really that important?" It's... well, your youthful naivete is refreshing. I liked a lot of 2e but I think Revised was a stronger game, to be honest. A lot of 2e people seemed to enjoy reading the books more than actually using them in play. The difference was once boiled down to something like "in 2e, each faction controlled one of the four Jovian moons, and were in a constant battle for control. In Revised, mages realized that the Ascension War was supposed to be about winning the hearts and minds of people on Earth." As I said, 2e made for some fun stuff and I loved a lot of it, but Revised was the stronger game to me. Man, I remember when the first trailer for the movie The Matrix came out - I was like "this is Mage! It's Mage : the movie". And the animatrix short in the "haunted house" that the "police" shuts down? For me, that had Mage written all over it. A place where you could escape from the Technocractic order. I miss that whole postmodern relativism/fin-de-sicle anxiety. I'm feeling nostalgic, I miss the end of the world... A friend of mine reportedly asked the Wachowskis about Mage. They said they were aware of it; their favourite factions were the Virtual Adepts and the New World Order. Although the Matrix wasn't inspired by Mage (they were already working on the movie when they found it), it did help firm up a few concepts for them.I don't know how true any of that is, but it sounds about right. When Revised came out, the fan base seriously revolted. Like literal death threats against the developer. It is definitely the worst edition war I've ever seen. It was particularly confusing given that a lot of what 2e fans hated about Revised actually happened in 2e. Although the hate has calmed down considerably in the 12 years since, each edition still has its strident fans. To hear someone come along and say "was it really that important?" It's... well, your youthful naivete is refreshing. I do remember the "edition war" but I never really got it. Or I didn't pay attention. I was actually working as a clerk in a gaming store back when the Rev. edition came out. The game never sold really well at that store and so the whole thing just sorta flew over my head at the time. I mostly remember buying a book and learning that the Ascension was over. And I was like "huh?". I must of been, what, 20 y-o back then. Anyway, now I want to go back and run the games I couldn't pull off back in the day! The difference was once boiled down to something like "in 2e, each faction controlled one of the four Jovian moons, and were in a constant battle for control. In Revised, mages realized that the Ascension War was supposed to be about winning the hearts and minds of people on Earth." As I said, 2e made for some fun stuff and I loved a lot of it, but Revised was the stronger game to me. It was a bit more than that though wasn't it? My understanding was that Revised destroyed/removed pretty much all the otherworldly stuff by making the Gauntlet almost impassable, which cut the Mages on Earth off from all the Horizon realms and the Masters. The result was a completely different feel and approach to the game. I didn't care for that change at all (particularly since the cause of it marked the end of Wraith, my other favourite WoD game)- while I wasn't one of the more... enthusiastic haters of the Mage Revised, I had no interest in removing what was basically all of the stuff that made Mage fun for me so I just stopped buying Mage when Revised came out. IMO 2e was really good, it tidied up the rules a bit (even if it did drop some of the fun Pirsig-inspired stuff in Mage 1e). I'd say that 2e is the much more versatile game than Revised as a result.Also, yeah... when I first saw the Matrix all I could think was "man, I just saw Mage: The Movie! AND IT WAS AWESOME!" It was a bit more than that though wasn't it? My understanding was that Revised destroyed/removed pretty much all the otherworldly stuff by making the Gauntlet almost impassable, which cut the Mages on Earth off from all the Horizon realms and the Masters. As mentioned above, this happened in 2e, but the blame often landed on Revised. I didn't care for that change at all (particularly since the cause of it marked the end of Wraith, my other favourite WoD game) The causal event was the Ravnos Antediluvian getting nuked, and the Smiling Lord simultaneously dropping a relic nuke on Enoch, which triggered the nuke that Xerxes Jones had at the mouth of Oblivion. A lot of stuff happened, but little of it was Mage's fault. while I wasn't one of the more... enthusiastic haters of the Mage Revised, I had no interest in removing what was basically all of the stuff that made Mage fun for me so I just stopped buying Mage when Revised came out. IMO 2e was really good, it tidied up the rules a bit (even if it did drop some of the fun Pirsig-inspired stuff in Mage 1e). I'd say that 2e is the much more versatile game than Revised as a result. And that's entirely valid. Contrary to what forumites at the time may have claimed, the White Wolf edition ninjas weren't showing up at anyone's houses to burn their copies of 2e books. I firmly believe that if you're having fun playing a thing, you can and should continue to have fun playing that thing. Also, yeah... when I first saw the Matrix all I could think was "man, I just saw Mage: The Movie! AND IT WAS AWESOME!" Reportedly something similar happened to William Gibson. Someone dragged him to the Matrix, telling him "they got it right." He was reluctant, remembering 1994's Johnny Mnemonic, and not being particularly happy with it. He walked out of the Matrix a believer. As mentioned above, this happened in 2e, but the blame often landed on Revised. IIRC it happened at the transition between 2e and Revised, didn't it? Certainly the early 2e books didn't have any of that stuff going on - all the metaplotty stuff happened at the end of the 2e era (it was one of the "Year of the..." things wasn't it?). I don't so much blame Mage Revised for it, it's more that Mage Revised made presented the aftermath of all the stuff that happened as the default setting thereafter (and since I didn't like that direction, I lost interest in the game).Though darnit, this is making me want to dig out my 2e stuff again now .EDIT: Though one book I did like from the 2e line (I think?) was The Book of Madness, which wasn't on your list. The Nephandi and Marauders were interesting bad guys! Annoyingly it doesn't look like it's available on DTRPG. And the Umbra book was good, ISTR (was that called The Velvet Shadow or something? I think that was a Werewolf book, but it was still darn useful for Mage). IIRC it happened at the transition between 2e and Revised, didn't it? Certainly the early 2e books didn't have any of that stuff going on - all the metaplotty stuff happened at the end of the 2e era (it was one of the "Year of the..." things wasn't it?). Mage 2e was 1995. The Horizon War Trilogy (Horizon/Doissetep/Digital Web blowing up) started in 1996 leading through 1998. Digital Web 2.0 was 1998. Guide to the Technocracy and Initiates/Masters of the Art were 1999. So the events leading up to 2000's Mage Revised were at play literally throughout the entirety of 2e. As the MageRev FAQ (printed in the ST Companion) said: Well, multiple nuclear devices went off in the Underworld. The Sixth Maelstrom arrived. Doissetep collapsed in the largest display of Forces in memory. The Digital Web crashed and reset. The Tradition stronghold of Concordia/ Horizon was invaded and fell! And people think that the logical result of this upon the spirit world should be nothing happening? Though darnit, this is making me want to dig out my 2e stuff again now . Please do! The more the merrier. The higher the interest (and sales!) of Mage stuff, the more likely we'll see a Mage20 next year. Note that Vampire20's setting is a nebulous point around the cusp of 2e/Revised. Most of it's the 2e default with some Revised stuff thrown in. All the Revised-specific elements are included as options later in the book. Mage20 would probably be the same. Default assumption would be a 2e-esque setting, with Revised stuff available as options. EDIT: Though one book I did like from the 2e line (I think?) was The Book of Madness, which wasn't on your list. The Nephandi and Marauders were interesting bad guys! Annoyingly it doesn't look like it's available on DTRPG. Wasn't on my list because furst wanted metaplot books, so I listed books important to the metaplot. Book of Madness wasn't one.It's definitely available on DriveThruRPG. Book of Madness and Book of Madness Revised. And the Umbra book was good, ISTR (was that called The Velvet Shadow or something? I think that was a Werewolf book, but it was still darn useful for Mage). Umbra: The Velvet Shadow and the later Umbra Rev

mentioned in previous editions. Again, slightly more codified, and added to the character sheet, so it got more attention. Coincidental/vulgar division got a bit more attention, with stuff typically erring on the side of vulgar. Upshot: magic's a little harder to do, post-Reckoning, but not by much. Mages are still capable of just about anything they can imagine. Most of the difficulty was plot rather than mechanics. Oooo. That sounds interesting! Though I'm not really sure what's going on with the "20" stuff - is it just "we're releasing 20th anniversary editions of the corebooks"? V20 was a full-colour 538-page behemoth. All clans, all clan variants, all bloodlines (ever heard of the "Anda" or "Noiad"? First appearance of the Children of Osiris since 1e), all relevant Disciplines up to 9. Ghouls. Revenant families. Rules were largely Revised, but updated and tweaked. More like "Revised-point-five." Some stuff borrowed from Dark Ages, some stuff (dodging is based on Athletics rather than a separate Dodge skill) borrowed from Orpheus. Updates all around (Tremere now have an actual clan weakness rather than just a social weakness). Material from over a dozen books, notably the Guides to the Camarilla and Sabbat. Or a full on relaunch of the lines? December 2010: Vampire Translation GuideSeptember 2011: Dust to Dust (sorta sequel to 1991's Ashes to Ashes)April 2012: Werewolf Translation GuideAugust 2012: V20 Companion, restored Book of NodSeptember 2012: Children of the RevolutionOctober 2012: Werewolf20, The SkinnerNovember 2012: Hunters Hunted 2, Convention Book: New World OrderDecember 2012: Anarchs Unbound, Book of Changing BreedsFebruary 2013: W20 Rage Across the WorldMarch 2013: Convention Book: ProgenitorsApril 2013: Rites of BloodMay 2013: W20 Book of the Wyrm, Mage Translation GuideJune 2013: Convention Book: SyndicateJuly 2013: Convention Book: Void Engineers, Demon Translation GuideAugust 2013: Blood Diaries of the ClansDoes that answer your question? And are there hardcopies, or is it just PDF? All White Wolf releases are PDF and Print on Demand. I got literally the first deluxe edition available to the public. Here you can see, from the bottom up, the deluxe edition, the colour hardcover (in two volumes), the black-and-white hardcover, and the black-and-white softcover.As seen above, Werewolf20 will be releasing this October, and will be comparable in size and content. I know all the Lost Tribes are making appearances, for example. With that release cycle I retract my not a full relaunch comment happily. "Fantasy requires less justification. In Dark Sun, you can handwave away 99% of a planet's water and metals with "Wizards did it. Evil immortal wizards. You should totally do something about them." Vargo Teras Laugh Points: 2 Here's a full list of supplements and when they were released. Book of Shadows was 1994 (1e), Book of Mirrors was 1997 (2e), Book of Madness was 1994 (1e) and BoM Revised was 2001 (Rev). Ah, thanks. I guess I was mixing it up a bit V20 was a full-colour 538-page behemoth. All clans, all clan variants, all bloodlines (ever heard of the "Anda" or "Noiad"? First appearance of the Children of Osiris since 1e), all relevant Disciplines up to 9. Ghouls. Revenant families. Rules were largely Revised, but updated and tweaked. More like "Revised-point-five." Some stuff borrowed from Dark Ages, some stuff (dodging is based on Athletics rather than a separate Dodge skill) borrowed from Orpheus. Updates all around (Tremere now have an actual clan weakness rather than just a social weakness). Material from over a dozen books, notably the Guides to the Camarilla and Sabbat. Oh my. That does sound pretty awesome. Does that answer your question? Yes . All White Wolf releases are PDF and Print on Demand. I got literally the first deluxe edition available to the public. Here you can see, from the bottom up, the deluxe edition, the colour hardcover (in two volumes), the black-and-white hardcover, and the black-and-white softcover.As seen above, Werewolf20 will be releasing this October, and will be comparable in size and content. I know all the Lost Tribes are making appearances, for example. OK... wow. Print on Demand eh? As in, from DTRPG? (EDIT: I guess so). I'm kinda wanting them now . I'll be keeping a closer eye on this 20th anniversary stuff - and hell yeah, I'd love to see Mage 2e done like this!!(why is the colour version split into two books though?) Getting the band back together for another Mage game. It's going to vary from haunted house shenanigans to pulp Egypt to 'riding the Cheshire Cat to fight Captain Hook in the Emerald City of OZ' right up to dragons vs starships. (Hey if Werewolf gets the TV Realm, Mage gets the Literature Realm. Don't ask us about Jane Eyre. Or Mrs Cake).Truth until Paradox indeed.... Full Speed Ahead, and Damn the Paradox!There are some games where one does not simply gonzo into Mordor. D&D is not one of them."Fear Vs Hope. Hardly an even match.""That's because you think of hope as something light and fragile. My version of hope has callouses and dirt under the fingernails and isn't past bringing brass knuckles to a fight."- Freefall comic, 30-10-13 Resonance was kind of hailed as a great new addition to the game, although it had been mentioned in previous editions. I was in a Mage 2e game when Revised came out, and we decided to switch over to the new mechanics. I remember thinking that Resonance sounded really cool, but I couldn't find anything that explained what it actually does anywhere in the core book. I still have no idea what the Resonance dots on the character sheet do. Resonance's default impact is that it decreases/increases the difficulty of magic that runs counter/in support of its nature. +/- per dot, up to 3 in either direction (IIRC). Resonance also plays into attempts to figure out which mage cast an effect, as the more resonance your mage has, the stronger their "signature" is left on spells they cast. Basically, it's a way to specialize your mage a bit. A mage with Dynamic (Fiery) and Entropic (Destructive) can blow shit up with fireballs really easily, but would suck at trying to build a bridge of ice over a chasm. The Fallen Tower sums it up and adds some more rules including resonance affecting social interactions with Sleepers that get weirded out subconsciously by the mage's supernatural presence and it details how magic can mess with resonance. Resonance's default impact is that it decreases/increases the difficulty of magic that runs counter/in support of its nature. +/- per dot, up to 3 in either direction (IIRC). Resonance also plays into attempts to figure out which mage cast an effect, as the more resonance your mage has, the stronger their "signature" is left on spells they cast. Basically, it's a way to specialize your mage a bit. A mage with Dynamic (Fiery) and Entropic (Destructive) can blow shit up with fireballs really easily, but would suck at trying to build a bridge of ice over a chasm. The Fallen Tower sums it up and adds some more rules including resonance affecting social interactions with Sleepers that get weirded out subconsciously by the mage's supernatural presence and it details how magic can mess with resonance. Yeah, but what I'm saying is that the Revised core book said to put dots in these things, but I remember not being able to find what they actually did in the Revised core. Like, the extent of the rules were to spend dots on these three things with an idea of what they do thematically, but I couldn't find the rules in the core book to tell you what to do with them. I was figuring that how it should work is that the book would say, "Spend these points, and this is what they do," but all I could find was, "Spend these points." OK... wow. Print on Demand eh? As in, from DTRPG? (EDIT: I guess so). I'm kinda wanting them now . Yep. WW's entire back catalogue is being converted to print on demand. On that list of supplements I posted earlier, anything with a little book symbol next to it is currently available. Any new release (the stuff in my sig) is automatically released with print options. (why is the colour version split into two books though?) V20 was 538 pages. The colour printers that DTRPG uses can only handle colour books up to 450 pages or so. So they had to split it into two volumes.The black and white printers are still able to handle the full size, though. . Like, the extent of the rules were to spend dots on these three things with an idea of what they do thematically, but I couldn't find the rules in the core book to tell you what to do with them. p. 197-8 and p. 207-8.They're a bit buried sure, but there's rules there. Of course, there's also a reason there's a few pages of summary/faq/extras in a supplement to make it more clear. Yep. WW's entire back catalogue is being converted to print on demand. On that list of supplements I posted earlier, anything with a little book symbol next to it is currently available. V20 was 538 pages. The colour printers that DTRPG uses can only handle colour books up to 450 pages or so. So they had to split it into two volumes.The black and white printers are still able to handle the full size, though. Dangit. OK, when pay day comes I will have to decide if I want one big book or two smaller colours ones. OK, I'll split the V20 questions off to another thread to avoid derailing this one further (sorry!). Put out a Mage20 done that way though, and I will buy it. I plan on switching from the Storyteller system to ORE - Mage the OREcension? - , but I would like to use the metaplot and play through the actual Ascension War, if it's possible to do such a thing...I never really did understand how the was was lost anyway. So, yeah, what books should I get?Thanks! I'd love to see your ORE hack for Mage. I'm both a big ORE and a big Ascension fan. How far have you developed it? Have you got the rules for the spheres worked out? Hotjets Welcome to the world of Mage: The Ascension, a classic role-playing game that combines deep lore, magical intrigue, and a unique take on reality. If you're new to the game, you're in for a treat. This guide will walk you through the basics, from creating your character to understanding the core mechanics and diving into the rich, immersive world of Mage. By the end, you'll have a solid foundation to start your journey as a powerful mage. What is Mage: The Ascension? Mage: The Ascension is a tabletop role-playing game set in the World of Darkness, a shared universe that includes other popular games like Vampire: The Masquerade and Werewolf: The Apocalypse. In Mage, players take on the roles of powerful sorcerers who can manipulate reality itself. The game is known for its deep lore, complex mechanics, and a focus on storytelling and character development. The core premise of Mage is that magic is real, but it's hidden from the ordinary world. Mages are individuals who have awakened to the truth of reality and can manipulate it through their will and belief. The game explores themes of power, reality, and the consequences of magical manipulation. Getting Started: Creating Your Character Creating a character in Mage: The Ascension is a multi-step process that involves choosing your character's concept, attributes, abilities, and magical paradigm. Here's a breakdown of the key steps: Choosing a Concept The first step in creating your character is to choose a concept. This is a broad idea of who your character is and what they do. Are they a mysterious sorcerer, a scholarly researcher, or a rebellious punk mage? Your concept will guide the rest of your character creation process. Attributes and Abilities Next, you'll allocate points to your character's attributes and abilities. Attributes represent your character's physical and mental capabilities, while abilities represent their skills and knowledge. Attributes are divided into three categories: Physical: Strength, Dexterity, Stamina Social: Charisma, Manipulation, Appearance Mental: Perception, Intelligence, Wits Abilities are also divided into three categories: Talents: Innate knacks and skills, like Empathy or Intimidation Skills: Learned abilities, like Drive or Firearms Knowledges: Academic and practical knowledge, like Occult or Science Choosing a Tradition One of the most important choices you'll make is selecting your character's Tradition. Traditions are magical societies that represent different philosophies and approaches to magic. There are nine Traditions in Mage: The Ascension, each with its own unique beliefs, practices, and magical styles. Here's a brief overview of the Traditions: Akashic Brotherhood: Martial artists who blend physical and spiritual discipline Celestial Chorus: Devout believers who draw power from their faith Cult of Ecstasy: Hedonists who seek enlightenment through pleasure and emotion Dreamspeakers: Shamans who communicate with spirits and the natural world Euthanatos: Mystics who embrace death and transformation Order of Hermes: Scholarly mages who study and manipulate the forces of magic Sons of Ether: Inventors and scientists who blend magic and technology Verbena: Witches who draw power from nature and ancient traditions Virtual Adepts: Hackers and cyber-mages who manipulate digital reality Each Tradition has its own unique benefits and drawbacks, so choose carefully! Magical Paradigm Your character's magical paradigm is their personal belief system about how magic works. This is a crucial aspect of your character, as it will shape how they cast spells and interact with the magical world. Your paradigm should be consistent with your Tradition, but it's also an opportunity to personalize your character and make them unique. For example, two mages in the Order of Hermes might have different paradigms. One might believe that magic is a complex system of symbols and correspondences, while another might see it as a living force that responds to their will. Both are valid interpretations within the Order of Hermes, but they lead to different styles of magic. The Basics of Magic Magic in Mage: The Ascension is based on the idea of manipulating reality through will and belief. Mages cast spells by combining their magical paradigm with their understanding of the world. This is represented mechanically through the use of Spheres. Understanding Spheres Spheres are the building blocks of magic in Mage. They represent different aspects of reality that mages can manipulate. There are nine Spheres in total, each corresponding to a different aspect of existence: Correspondence: The Sphere of space and distance Entropy: The Sphere of chance, decay, and disorder Forces: The Sphere of energy and natural forces Life: The Sphere of living things and biological processes Matter: The Sphere of physical substances and objects Mind: The Sphere of thoughts, emotions, and consciousness Prime: The Sphere of raw magic and magical energy Spirit: The Sphere of spirits, ghosts, and the spiritual world Time: The Sphere of temporal manipulation To cast a spell, a mage combines their understanding of the relevant Spheres with their magical paradigm. For example, a mage who wants to heal a wound might combine their knowledge of the Life Sphere with their belief that magic is a healing force. Casting Spells Casting a spell in Mage involves several steps. First, the mage decides what effect they want to achieve. Then, they determine which Spheres are relevant to that effect. Finally, they make a roll to see if the spell is successful. The roll is based on the mage's Arete, which is a measure of their magical power and enlightenment. The mage rolls a number of dice equal to their Arete rating, and each success on the roll adds to the spell's effectiveness. For example, let's say a mage wants to create a shield of force to protect themselves from an attack. They decide that the Forces Sphere is relevant, as they're manipulating energy. They have an Arete rating of 3, so they roll three dice. If they get two successes, the shield will be moderately effective. If they get three successes, the shield will be very effective. The World of Mage The world of Mage: The Ascension is a complex and dangerous place. Mages operate in secret, hidden from the ordinary world by a veil of disbelief and ignorance. This is known as the Consensus, the collective belief of humanity that magic doesn't exist. Mages who violate the Consensus risk drawing the attention of the Technocracy, a powerful organization of mages who seek to control and suppress magical knowledge. The Technocracy views traditional mages as threats to their power and will stop at nothing to eliminate them. The Ascension War The conflict between traditional mages and the Technocracy is known as the Ascension War. This is a secret war fought in the shadows, with both sides using magic, espionage, and political manipulation to gain the upper hand. As a new mage, you'll be thrust into the middle of this conflict. You'll have to navigate the dangerous world of the Ascension War, choosing your allies carefully and watching your back at all times. Joining the Community Mage: The Ascension has a vibrant and active community of players and storytellers. Joining this community can greatly enhance your enjoyment of the game and provide you with valuable resources and support. Finding a Game The first step in joining the community is finding a game to join. There are many ways to do this, including: Joining a local gaming group or club Looking for games at conventions or gaming events Searching online forums and social media groups Using online platforms like Roll20 or Discord to find games Don't be afraid to reach out and introduce yourself. The Mage community is generally welcoming and eager to help new players get started. Resources for New Players There are many resources available to help new players learn the game and improve their skills. Some of the most useful resources include: The official Mage: The Ascension rulebooks and sourcebooks Online forums and communities, such as the White Wolf forums or the Mage subreddit Podcasts and YouTube channels that discuss Mage and related topics Blogs and websites that provide articles, tutorials, and other resources Don't hesitate to ask for help or advice. The Mage community is full of experienced players who are happy to share their knowledge and expertise. Advanced Topics Once you've mastered the basics of Mage: The Ascension, there are many advanced topics to explore. These can add depth and complexity to your game, allowing you to create even more powerful and unique characters. Metamagic refers to advanced magical techniques that go beyond the basic use of Spheres. These techniques allow mages to manipulate reality in even more powerful and subtle ways. Some examples of metamagic include: Countermagic: The art of disrupting or negating other mages' spells Ritual Magic: Complex magical ceremonies that involve multiple mages and powerful effects Summoning: The art of calling and binding spirits, demons, and other supernatural entities Metamagic can be difficult to master, but it offers powerful rewards for those who do. The Umbra The Umbra is the spiritual world that exists alongside the physical world. It's a realm of spirits, dreams, and nightmares, and it plays a crucial role in the world of Mage. Mages who venture into the Umbra can encounter powerful spirits, gain access to hidden knowledge, and even travel to other realms. Exploring the Umbra can be dangerous, but it offers unique opportunities for adventure and discovery. The Avatar Every mage has an Avatar, a spiritual entity that represents their magical potential. The Avatar is a source of power and guidance for the mage, but it can also be a source of conflict and danger. Mages must learn to balance their relationship with their Avatar, drawing on its power without being consumed by it. Understanding and working with your Avatar is a crucial part of advanced play in Mage: The Ascension. Common Challenges for New Players As a new player, you're bound to encounter challenges and obstacles. Here are some of the most common challenges and tips for overcoming them: Mage: The Ascension is a complex game with a lot of rules and lore. It's easy to feel overwhelmed by the sheer amount of information. To combat this, take your time and focus on learning one aspect of the game at a time. Don't try to master everything at once. Finding a Group Finding a group to play with can be challenging, especially if you don't know many people who are interested in the game. Be proactive and reach out to potential groups. Don't be afraid to start your own group if you can't find one to join. Understanding the Rules The rules of Mage can be complex and confusing, especially for new players. Don't be afraid to ask for help or clarification. Experienced players and storytellers are often happy to explain the rules and offer advice. Dealing with Failure Failure is a part of any role-playing game, and Mage is no exception. Don't be discouraged by setbacks or failures. Learn from your mistakes and use them as opportunities to grow and improve your character. Conclusion: Embracing the Magic Mage: The Ascension is a complex and rewarding game that offers endless possibilities for adventure and discovery. As a new player, you have a lot to learn, but don't let that intimidate you. Take your time, explore the game at your own pace, and don't be afraid to ask for help when you need it. Remember, the most important thing is to have fun and enjoy the experience. Mage is a game of imagination and creativity, so let your imagination run wild and create the character and story that you want to tell. With practice and experience, you'll become a powerful mage, capable of shaping reality itself. Embrace the magic and let your journey begin! FAQ What is the best Tradition for a new player? There is no "best" Tradition for a new player, as each Tradition has its own unique benefits and drawbacks. Choose the Tradition that appeals to you the most and fits your character concept. How do I cast a spell in Mage? To cast a spell in Mage, you combine your understanding of the relevant Spheres with your magical paradigm. You then make a roll based on your Arete rating to determine the spell's effectiveness. What is the Technocracy? The Technocracy is a powerful organization of mages who seek to control and suppress magical knowledge. They view traditional mages as threats to their power and will stop at nothing to eliminate them. How do I find a game to join? You can find a game to join by reaching out to local gaming groups, searching online forums and social media groups, or using online platforms like Roll20 or Discord.

Mage the ascension rules. Mage the ascension classes. Mage the ascension sphere levels. Mage the ascension gameplay.