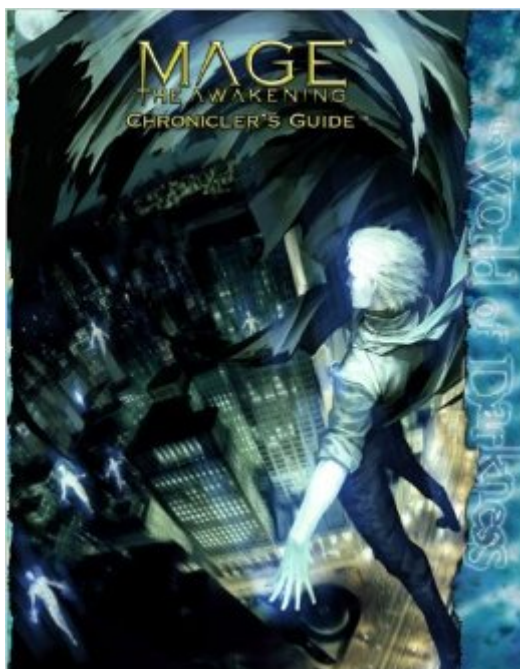


The book was found

Mage Chroniclers Guide*NOP



Synopsis

Mages can do almost anything. Their capacity to create, transform, preserve and destroy is almost limited only by their imagination. What happens when that limiter is removed? What, ultimately, can a Mage chronicle be if it goes further and stranger than ever before? The answers lie within.

Book Information

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Customer Reviews

One of the good but apparently often daunting features of *Mage the Awakening* is its variety, both in terms of character abilities and available story types. This book is intended in part to help gamers get a handle on that variety. It is also to expand the variety of stories you can tell, or the way you tell them. That brings up what to some may be the most important point of this review: this is not a book of just more rules, or the "system fix" that resurrects *Mage the Ascension* for its fanatics, or a guide to adapting *Mage* mechanics to non-White Wolf game lines. This is a book about telling stories using the *Awakening* rules and, to a varied extent, the setting. There are a few things that I want to deal with separately from the chapter overview. First, at one point they list the core axioms of the game, the ones they never vary from. The one I wanted to highlight was: *Belief Does Not Define Reality*. In *Awakening*, mages can change reality, but they have to earn the experience to learn how first. Dealing with that process is a considerable, though usually implicit part of this book. Second, *Atlantis*. So much angst has been wasted on this topic. The writers acknowledge that and then, quite rightly, ignore it. Outside the *Chronicles* chapter, *Atlantis* gets about three or four combined pages. Most of that is examining how the amount of knowledge retained from *Atlantis* determines how codified *Awakened* magic is. Less knowledge for instance means more difficulty with

improvised magic and fewer roles. The extent of knowledge of Atlantis with number three, the Supernal World. All magic, or whatever a setting variant may call it, comes from the Supernal World.

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