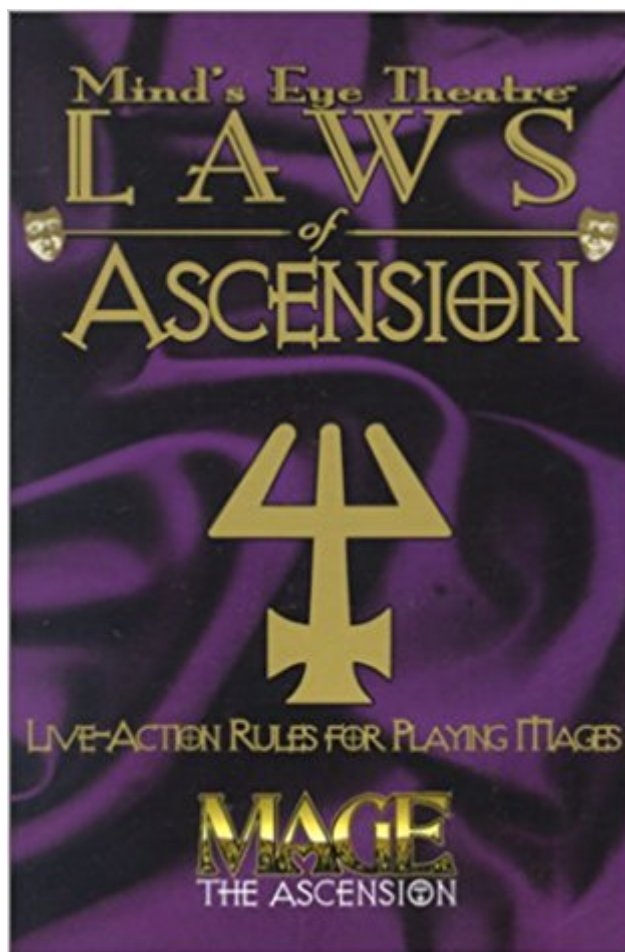


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***OP Laws Of Ascension Unlimited Edition (Mind's Eye Theatre)**



Synopsis

Finally, the definitive guide to live-action Mage. Nine Traditions, nine Spheres and all of the Abilities, Attributes and storytelling ideas you can handle! Everything from the Tellurian to the Technocracy, with all the material you need to begin your own quest for Ascension.

Book Information

Series: Mind's Eye Theatre

Paperback: 256 pages

Publisher: White Wolf Publishing (March 5, 2001)

Language: English

ISBN-10: 1588465004

ISBN-13: 978-1588465009

Product Dimensions: 6.1 x 0.7 x 8.9 inches

Shipping Weight: 1.1 pounds

Average Customer Review: 4.1 out of 5 stars 3 customer reviews

Best Sellers Rank: #2,122,895 in Books (See Top 100 in Books) #37 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #366 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #24351 in Books > Humor & Entertainment > Puzzles & Games

Customer Reviews

Finally, the definitive guide to live-action Mage. Nine Traditions, nine Spheres and all of the Abilities, Attributes and storytelling ideas you can handle! Everything from the Tellurian to the Technocracy, with all the material you need to begin your own quest for Ascension.

A great book. I was introduced to LARP role playing through Laws of the Ascension, and I haven't looked back. The book can be a bit confusing for new players who haven't ever played either table top or LARP before. Particular if you're a table top player trying to make the switch to LARP. It's not easy. But if you read the book, and have a friend or two near by who can help you out with character creation, then it's a great buy. I wouldn't suggest it for a new player who can't ask his or her friends about it. But if you know your stuff, and if you find mages interesting, and you want something other than Vampire intrude and Werewolf blood baths, try Mage, it's not only a great mix (if you want a blood bath, then you can have one, if you want a social game then by all means try it) but the best part about Mage is its flexibility. Mage allows players to play almost whatever they

choose, and if your into crossover game with other types of supernaturals, then mage is great for that too. So if your a newbie, I'd try something different, however, if you know your LARP and you want a change of pace, try Laws of Ascension. It's fun and truly interesting.

I started out LARPing with Laws of the Night -- the Vampire game. But after a while, I found Vampire to be too simple for my needs. So I decided to try out Mage and then I was blown away. Mage has the power, the intrigue, the danger and complexity that Vampire had been missing. Instead of taking the same powers that everyone else has, you can create your own Effects. Sure, as an ST this gives me tons more work to do, but it's all worth it. Now players have more room to create more interesting characters and they have more power to make changes (as opposed to having some centuries old elder boss then around). I highly recommend this game to anyone who is looking for something more in a LARP game.

This book is the best Minds Eye theatre book I have read yet. While it does have some minor problems in it, overall it is simply beautiful, though i HIGHLY suggest any prospective players or buyers also get a copy of mage Revised, and a copy of the Tradition book they plan to play in. Great work, White Wolf, it was wort the wait.

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