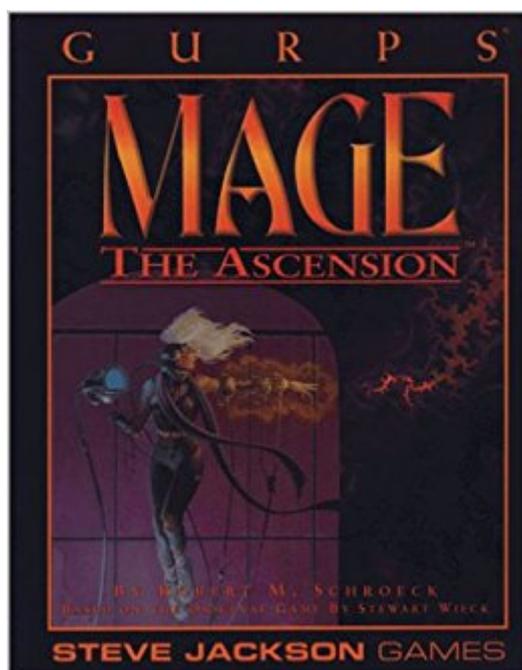


The book was found

GURPS Mage The Ascension *OP (GURPS: Generic Universal Role Playing System)



Synopsis

Truth Until Paradox Humanity lies ignorant, wandering through their empty lives like sheep. The true power in the world comes not from wealth or armies or science. There is only one true power: The arcane arts. The power of the soul. Reality programming. Magick. Enter the World Of Darkness, where mages of the awakened Traditions battle the cold Technocracy in an ancient war to decide the fate of humanity's fragile souls. Wield incredible, earth-shaking power, but do not be too arrogant, for all power has its price. The forces of Paradox wait to destroy those who bend reality too much. Enter a world without limits. Enter a world where everything is possible.

Book Information

Series: GURPS: Generic Universal Role Playing System

Paperback: 192 pages

Publisher: Steve Jackson Games; Reprint edition (August 1994)

Language: English

ISBN-10: 1556342845

ISBN-13: 978-1556342844

Product Dimensions: 8.4 x 0.5 x 10.8 inches

Shipping Weight: 12.6 ounces

Average Customer Review: 3.2 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #1,127,509 in Books (See Top 100 in Books) #19 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage](#) #82 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#)

Customer Reviews

This GURPS supplement is derived from White Wolf's Mage game, from when that game was in its first edition. It adapts White Wolf's much more free-form magic system into GURPS mechanics. It's not really compatible with the (then) pre-existing magic system for GURPS, as this version is far more powerful, and if your GURPS game mixes genres, old-style wizards and magic-user types are liable to feel ripped off, as they will have paid more character points for less power. I feel that this adaptation captures much of the feel of the original White Wolf game, while adding the ubiquitous game-mechanics of GURPS in an appropriate manner. Much of what makes the White Wolf version hard to play is the absence of hard-and-fast system rules. The GURPS version attempts makes up for that without eliminating the open-ended feel of the original magic. In the end, a compromise is reached. This version strikes a balance between total game mechanics-oriented and free-form

story-oriented magic.

Mage The Ascension was a fairly groundbreaking game, to me. Just like the GURPS version of Vampire the Masquerade, Steve Jackson's shot at transporting a White Wolf game to their system just did not seem to measure up, which was a shame, as integrating that into other areas of GURPS would have been pretty cool. An example of an attempt that failed.

No offence to Robert M. Schroeck, but just buy the original game. The GURPS version is good, but seriously the game was designed under a COMPLETELY different dice mechanic. The original Mage the Ascension is VERY good, with a huge amount of support, most of it quite good. So if you want to play a Mage game, buy the original. But if you want REALLY powerful Magick Users in your GURPS campaign get this book.

Always a fan of the World of Darkness, but GURPS mechanics are just better. It is a shame SJG was only authorized to make so few conversion books - I would have liked to see Changeling, but due to politics it never made it. A good book, but once again, as a fan of the Kindred, DAMN Mages is expensive!!!! I mean seriously! Was it really necessary to make each "monster" so much more powerful than its predecessor? Anyway - if you are a gamer (which you probably are since you're reading this) and you dig GURPS and WoD...this is a great book to have.

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