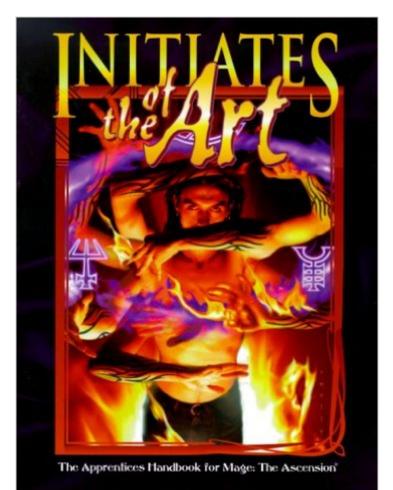
The book was found

# Initiates Of The Art: The Apprentices Handbook For Mage: The Ascension





### Synopsis

Book by Davis, Lynn, Woodcock, Lindsay

## **Book Information**

Series: Mage Paperback: 88 pages Publisher: White Wolf Publishing; Edition unstated edition (August 16, 1999) Language: English ISBN-10: 1565044371 ISBN-13: 978-1565044371 Product Dimensions: 8.4 x 0.2 x 10.9 inches Shipping Weight: 4 ounces Average Customer Review: 4.0 out of 5 stars Â See all reviews (2 customer reviews) Best Sellers Rank: #602,435 in Books (See Top 100 in Books) #7 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #82 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

#### **Customer Reviews**

Who wanted this book? This is such a light-weight book -- mostly in-character stuff that fails to give much of an overview of how Awakenings and apprenticeship works for more than the specific examples given -- that I have to wonder if this was taken from some longer work for space reasons and then expanded to justify it being published on its own. The book is 90 percent in-character talk about apprenticing and lots of obvious points (didja know it's hard to balance the demands of apprenticeship and the previous, mundane life? It's TRUE!) with 10 percent useful new information. Having said that, this is done perfectly servicably, but this should be picked up only if you've already grabbed all the really good Mage books.

This book is great for gritty, street-level Mage chronicles for several reasons. First, it gives character creation rules/stats for "low-leve" Mages -- those who have just Awakened, or are in the process of Awakening, or are about to Awaken. It discusses what it's like to Awaken and the initial effects it has on one's life, and gives details. It also gives lots of detail about relatively mundane aspects of being an Apprentice -- or an Orphan -- like the sort of things that happen during an Apprenticeship. There are even things that are useful in real life, such as tricks to stay awake when pulling an all-nighter. Yes, the book is lightweight and it's certainly not useful if you're running a high-powered

chronicle with PCs traipsing across the cosmos; but if you like "realistic" Mage games (as I do) then it's certainly worth the relatively low price you have to pay for it here.

#### Download to continue reading...

Initiates of the Art: The Apprentices Handbook for Mage: The Ascension Ascension s Right Hand \*OP (Mage : the Ascension, No 12) Mage: The Ascension (Mage Roleplying) Book of Mirrors Mage Storyteller Gd \*OP (Mage - the Ascension) Mage Tarot Deck: For Mage the Ascension Art of Mage The Ascension \*OP Shop Reference for Students & Apprentices The original lists of persons of quality; emigrants; religious exiles; political rebels; serving men sold for a term of years; apprentices; children stolen; maidens pressed; who went to America Mage: The Ascension Mage: The Ascension, 2nd Edition Michael Wm. Kaluta Mage Portfolio: Images of Ascension Tradition Book: Euthanatos (Mage: The Ascension) Convention Book Iteration X \*OP (Mage: The Ascension) Technocracy Assembled 1 \*OP (For Mage, the Ascension , Vol 1) (v. 1) Tradition Book Order of Hermes \*OP (Mage: The Ascension) Euthanatos (Mage - the Ascension Tradition Book) Guide to the Technocracy (Mage: The Ascension) GURPS Mage The Ascension \*OP (GURPS: Generic Universal Role Playing System) Book of Crafts \*OP (Mage - the Ascension) Tradition Book: Hollow Ones (Mage The Ascension)

<u>Dmca</u>