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Guide To The Technocracy (Mage: The Ascension)



Synopsis

We are the greatest scientific minds of the world. We influence every aspect of human society. We protect the Earth from the aliens without and the deviants within. Through order, science and technology, our conventions shape the course of the future and catalog the wonders of the cosmos. We are there whenever someone uses a tool. We create the advancements that protect and comfort humanity. We decide how tomorrow improves beyond today. If you are ready to shape the world and willing to sacrifice yourself for humanity, you can be one of us. All the information needed to run a Technocracy-based Chronicle: Technocracy characters, new Abilities, Devices and Procedures, Technocratic organization and more. Explore the defenses of Technocratic bases, their corridors of political power and their hopes for the future. Discover how they deal with supernatural threats and what wonders they uncover. Learn the Union's beliefs and goals, and how it plans to empower all of humanity.

Book Information

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Customer Reviews

I would have to say that this work of verbose art has taught me all that I will ever need or want to know concerning the Technocracy for White Wolf roleplaying games. This book itself would possibly persuade you into trying out the role of a Technocratic character, just by the presentation of each Convention itself.

One of the best aspects of M:TA, in my opinion, is the idea that there is no absolute truth. No 'right' or 'wrong'. No good guys or bad guys (well.. except for the Nephandi, of course...) This is the strong

point of this book, but unfortunately also the weak point of it. It's important to understand that the Technocrats are not 'the bad guys'. In fact, they see themselves as 'the good guys', and they have many good reasons to believe so. This is a point that the book explains well, showing the ideology and the ways the union operates. However, it fails, in my opinion, in one point: while in Mage no one view of reality is correct or incorrect, the underlying feeling of this book is that the Traditions view of reality is the correct one. When I read it I got the feeling the author said: "Well, this is how the Technocracy sees it, but we both know they're wrong, right?". If you can ignore that point, though, it's a worthwhile book to read if you play Mage (especially if you want to play a Technocrat, of course).

I don't often run campaigns; most of the Mage books I purchase are resources for online gaming. This book, however, made me want to collect all my friends and run a game as soon as possible. It has been Whitewolf's tendency in the past to present the Mages' enemies as monolithic forces; mindless incarnations of evil. Very two-dimensional. The Technos are the evil government oppressors, the nephandi are all Freddy Krueger wannabes. While this is still the case with the Nephandi, this book added a good dash of flavor and depth to the Technocrats as PCs. This book is Mage: the Ascension for X-files aficionados. Those who read Guide to the Technocracy will find themselves wondering if.. maybe -- just maybe -- we might be better off if the black hats actually won the war..

Over all a good book that helps to clarify the aims and goals of the technocracy...Some good stuff here. The only problem is that it fails to demonstrate clearly how the magick system operates from a technomages view point...It refers you to use the system as described in Mage: the Ascension...Nothing like giving players knowledge on their enemies capabilities now is there! Other than that...I liked it.

I love this book. Any player for mage should at least browse through this book. It breaks down the 2nd major mage faction, and proves that at least two of the four sides aren't bad guys. The book in fact makes one see the Traditions as the guys without the plan and who are wrong. The first Chapters talk about who the Technocracy is. They aren't the monolith that the Tradition mages make them seem like. They are organized enough to seem like a monolith but they aren't. Neither is the Technocracy people, they are people higher up in the Pyramid who are evil but most people are what would pass as normal people. The next rules chapters are full of all types of treats. Tons of new

backgrounds including Modifications (Cybernetics and Bioengineering), Patron and Requisitions. These all can lead to story ideas in themselves. There are tons of technocratic roles, that help a person to think of "magic" as anything but Magic. Tons of Devices, aka Talismans, are included with a wide variety of uses, and other odd "crunchy" statistical things. On the whole this book is very interesting and is almost as essential as the corebook if you want info on the other major faction of mages.

This great book makes you want to play as the traditional bad guys from Mage. In a completely different mood than classical Mage, Guide to the Technocracy lets you get in the war as a Mage full of gadgets, in the spirit of TV series such as X-Files, Nikita or Mission: Impossible. New backgrounds, skills, merits/flaws are presented. The Spheres are given for the first time in Mage books a whole technological view, and the history part is simply excellent, giving the Techies a whole new view as the "good guys". A great book, indeed!

Item arrived 2 weeks after placement of order. I don't mind that time frame, I wish the packaging was a little better. It arrived in a bubble wrap envelope with no support for possible bending of the book, maybe this could be stiffened with pieces of cardboard the same size or just a little bit over which might protect from bending corners as well. This copy arrived in decent shape as described "like new". Thanks

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