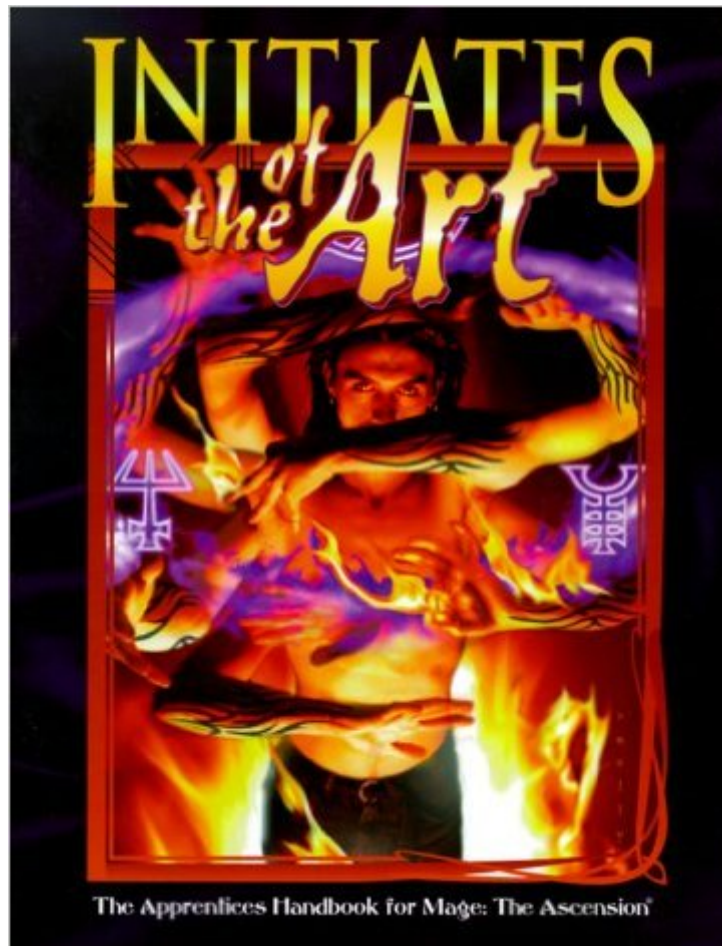


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Initiates Of The Art: The Apprentices Handbook For Mage: The Ascension



Synopsis

Book by Davis, Lynn, Woodcock, Lindsay

Book Information

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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.

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