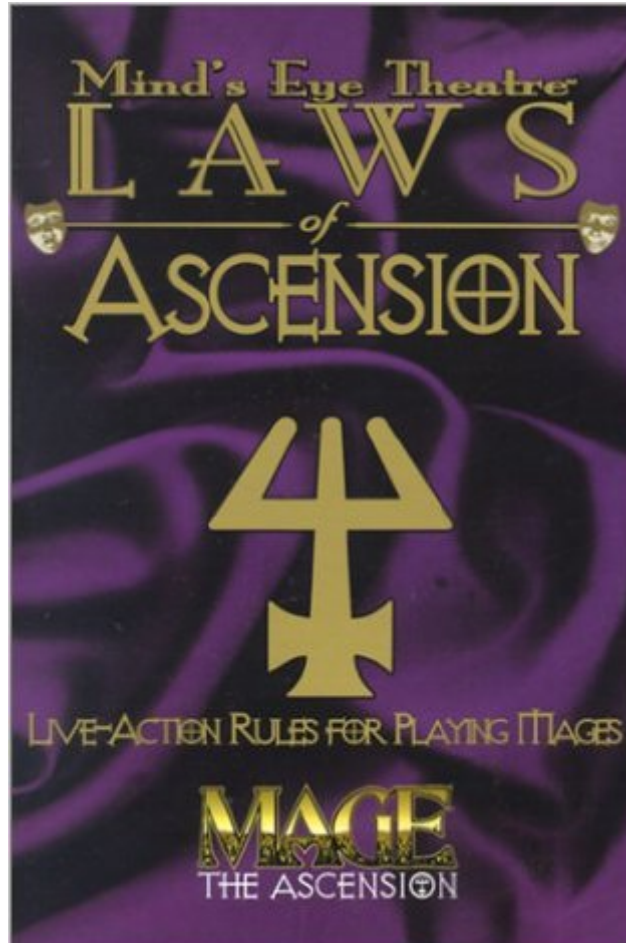


The book was found

*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: 4.3 out of 5 starsÂ Â See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #1,729,972 in Books (See Top 100 in Books) #36 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #331 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #21106 inÂ Books > Humor & Entertainment > Puzzles & Games

Customer Reviews

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.

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 player who hasn'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 intrigue 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 player to play almost whatever they choose, and if you're into crossover game with other types of supernaturals, then Mage is great for that too. So if you're 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.

This book is the best Mind's 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 worth the wait.

[Download to continue reading...](#)

Kindle Unlimited: 7 Tips to Maximizing Kindle Unlimited Subscription Account Benefits and Getting the Most from Your Kindle Unlimited Books (Kindle Unlimited, ... books, kindle unlimited subscription) *OP Laws of Ascension Unlimited Edition (Mind's Eye Theatre) Cancel Kindle Unlimited: How To Cancel Kindle Unlimited Subscription in Two Minutes! (With Screenshots): Cancel Kindle Unlimited Subscription, Unsubscribe from Kindle Unlimited, Cancel Kindle Third Eye: Awakening Your Third Eye Chakra: Beginner's Guide (Third Eye, Third Eye Chakra, Third Eye Awakening, Chakras) Third Eye: Third Eye Activation Secrets (Third Eye Awakening, Pineal Gland, Third Eye Chakra, Open Third Eye) Kindle Unlimited: 17 Ways to Maximize Your Kindle Unlimited Subscription: Tips and tricks to get the most from your monthly Kindle Unlimited subscription Laws of the Night: Revised Rules for Playing Vampires (Mind's Eye Theatre: Vampire- The Masquerade) Laws of the Night: Camarilla Guide (Mind's Eye Theatre) Mind's Eye Theatre: Laws of the Wild- Revised Rules for Playing Werewolf Laws of Hunt: Revised Rules for Playing Mortals (Mind's Eye Theatre) Third Eye: Third Eye, Mind Power, Intuition & Psychic Awareness: Spiritual Enlightenment (3rd Eye, Spiritual Awakening, Psychic Abilities, Mediumship, Pineal Gland) Eye Contacts, Lasik Eye Surgery, Or Eyeglasses: The Pros and The Cons (Blue Contacts, Discount Contact Lenses, Eye Lenses, Prescription Colored Contacts) Third Eye Awakening: The Ultimate Guide on How to Open Your Third Eye Chakra to Experience Higher Consciousness and a State of Enlightenment (Third Eye, Pineal Gland, Chakra, Kundalini) The Shining Host: Changeling: The Dreaming for Mind's Eye Theatre Tradition Book Akashic Brotherhood R *OP (Mind's Eye Theatre) Tradition Book: Celestial

Dmca