

20<sup>th</sup> ANNIVERSARY EDITION

# MAGE

THE ASCENSION 



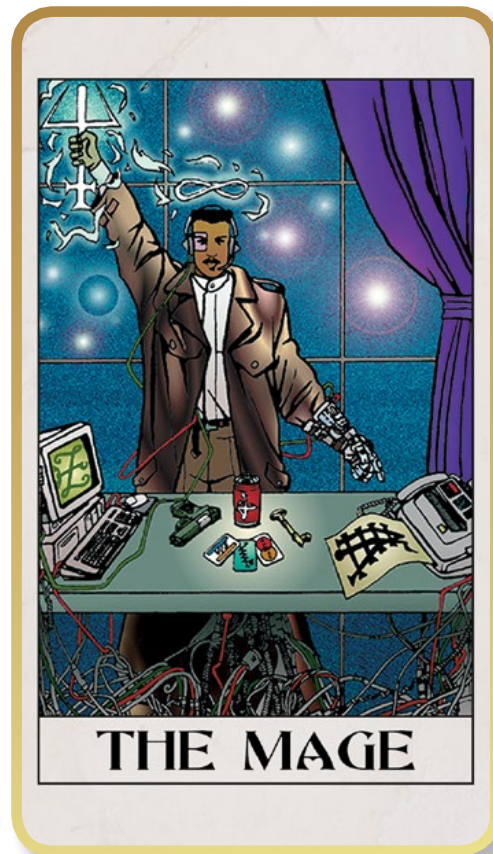
Introductory Quickstart Rules  
and Adventure Hooks



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and Adventure Hooks

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20<sup>th</sup> ANNIVERSARY EDITION

# MAGE

## THE ASCENSION

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# Mage 20<sup>th</sup> Anniversary Quickstart

I tell you this: We are Divinity.  
Reality is ours to bend. To subvert. To command.  
We have that power – all of us.

Not everyone knows what to do with it, or uses it well. Most of us never realize just what it is we are or how much we can do.

Those of us who do... well, some of us are monsters. Manipulators. Parasites. Tyrants. Fanatics. And the rest of us never see that monster in our own mirror, only in the reflections of those folks who are not "us."

Here's the truth, though: We are ALL "us." We are ALL gifted, We can ALL change the world.

Most of us remain asleep.

A blessed few Awaken.

Fewer still use that power wisely.

And none without consequences.

And so, reality is up for grabs.

Where do you stand?

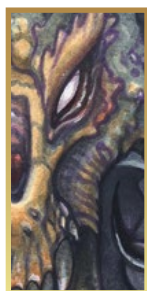
And will you Fall... or Ascend?



THE MAGE



# You Change Your World



If you had the power of a god, what would you do with it? And what would it do to you?

That question provides the heart of **Mage: The Ascension**, a Storytelling game about reality on the brink of change. In **Mage**, players take on the roles of people who have *Awakened* to their innate power to change the world. That rare gift forces them to confront their place in that world, and to face other people who might not be as kind or careful about the things they do.

Despite their power, every mage is a flawed human being, with all the fears, doubts and passions each one of us confronts in our everyday world. For a mage, however, belief – backed up by luck, skill and judgment – can transcend mortal limitations. By learning the *Spheres*, a mage can juggle elements of reality... and by gaining *Arete* – “excellence” – that person can become a greater force for change and expand his or her effects upon the world.

That power, of course, has a cost: the delusions of pride, the lure of power, and the effects of *Paradox*, the backlash that occurs when several versions of “reality” collide. No mage remains immune to those forces, and every mage must confront the limits of *Awakening*... often losing battles even if they win the war.

**Mage**, ultimately, is about people who believe in something so deeply that they change the world. Those changes can be dangerous, even fatal... but they’re better than remaining a pawn in someone else’s game.

## Theme

Because the power of a mage’s Arts can alter reality through the power of Will, **Mage**’s primary theme is simple: *Reality is flexible, and at your command*. That “command” isn’t easy, or cheap, or perfect, but it’s *possible*... and in a world where we so often feel like we’re stuck dancing to someone else’s tune, that possibility *does* feel magical.

In **Mage**, such “magic” is spelled with a “k” at the end. Why? Because, to quote master occultist Aleister Crowley, magick is “*the science and art of causing change to occur in conformity to the will*,” spelled as it is to “*distinguish the science of the Magi from all of its counterfeits*.” Other spellcasters use limited forms of “magic”; only a mage, however, can rework reality on a metaphysical level. That’s a risky pursuit, but the ability to change the world is often worth the price.

## Mood

**Mage**’s world is grim, part of a larger World of Darkness. And yet, for a mage, there’s always *hope*. The power to change reality gives mages a great advantage in this dangerous world, and so the overriding mood in any **Mage** game involves optimism rather than despair.

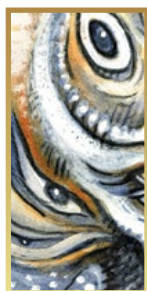
Despair, though, is the flipside of hope, and so **Mage** games (also known as *chronicles*) ride along the edge of despair as well. The prices of magick can be high: madness, death, corruption and damnation. A **Mage** character, then, exists on the thin edge of hope and horror – an edge that the gutter-mages within this quickstart booklet understand all too well.

## The Bridge Troll Cabal

Power exists in unlikely places. And so this quickstart introduction to the epic world of **Mage** features an unlikely pack of mages: the *Bridge Troll Cabal*, a “family” of gutter mystics whose life in the underside of Seattle, Washington, contrasts with the vibrant face of that city. Drawn from broken homes and tragic catastrophes, these mages protect their own weird little corner of the world. For the moment, they exist outside the vast intrigues of the greater *Ascension War*. Yet depending on their choices, that isolation might not last for long...

The details of the *Bridge Troll Cabal* can be found later in this booklet, after a summary of **Mage**’s setting and basic rules.

# The Game



**Mage: The Ascension** presents 21<sup>st</sup>-century miracle-workers and the conflicts they endure. Divided, more often than not, into factions based on magic, faith, science and insanity, these “mages” wage a shadowy “*Ascension War*” over the different visions of reality they seek. Some follow the crafts of classical mysticism, embracing the ways of True Magick and its crosscurrents in Enlightened Science. Others strive to govern the world through hypertechnology disciplines, weeding out the “reality deviants”

who threaten humanity’s survival. Handfuls of them pursue

demented visions of *Descent* and madness, corrupting the world or tearing it apart at the seams. And many others – often referred to simply as *orphans* because they lack “parental guidance” – exist between the cracks, seeking Enlightenment and power wherever they can find it. Players take on the roles of these characters, and the game revolves around their struggles in that world.

## Factions and Sects

The many factions and sects of the *Awakened* world weave a complicated dance through the setting of **Mage**. Even so, four factions stand out most clearly:





- **The Council of Nine Mystic Traditions**, an embattled fellowship of sorcerers, witches, unorthodox technicians, and other devotees of esoteric orders. Bitter enemies of the Technocratic Union, they appear to have been losing the battle for reality.

- **The Technocratic Union** or **Technocracy**, a ruthless hypertechnical consortium that strives for control over an increasingly chaotic world. Dedicated to wiping out Reality Deviants, they've spent over 500 years at war with the mystic Traditions.

- **The Nephandi**, a subversive network of nihilistic corrupters. Existing on the fringes of the other factions, this group commands a terrifying degree of influence within the modern World of Darkness.

- **The Marauders**, a loose confederation of metaphysical schizophrenics. Through rare and disorganized, these mages carry personal bubbles of "psychotic reality" wherever they go.

These four groups jockey for domination in a struggle for Earthly reality, and their struggles have echoed throughout human history, most especially within the last half-millennium.

For the most part, **Mage** characters come from within either the Traditions or the Technocratic ranks. Other mystic sects exist outside of these factions... *many* more, as it turns out, than the average mage realizes. These four factions, however, make up the bulk of that so-called Ascension War, and carry its conflicts into all aspects of the Awakened world... and, in many regards, into the mundane world as well.

## The Nine Traditions

Seeking a return to the days of High Magick, or a new dawn of mystic potential, the mystics within these nine Traditions personify the word "mage."

- **The Akashayana**: Masters of mind, body and spirit, this "Brotherhood" pursues the Arts of personal discipline.

- **The Celestial Chorus**: Sacred singers who give a human Voice to the Divine Song, the Chorus magi nurture humanity and embody holy grace.

- **The Chakravanti**, or **Euthanatoi**: Disciples of mortality who purge corruption and bring merciful release from suffering, these "death mages" struggle with an ominous reputation and their sacred duty to the Cycle of Being.

- **The Cult of Ecstasy**, or **Sahajiya**: Visionary seers who transcend limitations through sacred experience, the members of this "Cult" expand perceptions, physics and time itself through their path of sacred excess.

- **The Dreamspeakers**, or **Kha'vadi**: Preservers and protectors of both the Spirit Ways and the Earthly cultures



that have been looted, abandoned and oppressed, these mystics mix timeless Arts with postmodern insight and righteous anger.

- **The Order of Hermes:** Rigorous masters of High Magick and the Elemental Arts, the many Houses of Hermes study powerful Arts and esoteric Sciences in their quest to perfect the human condition through mastery of Creation as a whole.

- **The Society (or “Sons”) of Ether:** Graceful saviors of scientific potential, the Etherites delve into strange theories and unconventional machines.

- **The Verbena:** Devotees of rough Nature and mystic blood-Arts, these “witch-folk” command primal magicks and pagan refinements of technology.

- **The Virtual Adepts, or VAs:** Reality-hackers devoted to rebooting their world, the Adepts perfect the political ideals and esoteric uses of information technology.

## The Technocratic Conventions

Despite a fearsome (and well-earned) reputation as ruthless oppressors, the agents of the Technocratic Union strive to unite humanity within a safely controlled technological ideal... under their Enlightened guidance and protection, of course.

- **Iteration X:** Perfector of the human machine, these “machine people” combine esoteric cybernetics with industrial precision.

- **The New World Order:** Custodians of social order and global stability, NWO operatives provide safety and security for the Masses while eliminating Reality Deviants who threaten the human realm.

- **The Progenitors:** Innovators dedicated to the potential of organic life, these “mad doctors” challenge biological limitation in their quest to rectify nature’s “mistakes.”

- **The Syndicate:** Masters of the financial realm, social advancement and the power of wealth, these sharp operators understand the true meaning of “value” beyond mere monetary gain.

- **The Void Engineers:** Courageous and often eccentric operatives, the Engineers explore and protect Earthly and extradimensional space.

## Unaligned Mages

Other mages and sects – often referred to, disparagingly, as “orphans” and “crafts” – exist outside of this Ascension War, either because they choose to avoid it, or because they don’t even realize it exists. **Mage: The Ascension 20<sup>th</sup> Anniversary Edition** explores the Crafts in greater detail, while this quickstart booklet features a group of “orphans” as a simple introduction

to the complex world of **Mage**. Even in between the shadows of this existential war, however, the battle for Reality influences the mages who refuse to take part in it.

## Characters, and the Things They Can Do

Whether they belong to a faction or take on the world alone, each **Mage** character shares certain common elements:

- **Arete** and an **Awakened Avatar** (or **Eidolon**) that allows that person to rework reality through knowledge, imagination and Will;

- Certain **Traits** that reflect your character’s abilities;

- **Magick**, the talent for changing reality in ways that most people cannot manage. Even when a given character doesn’t consider such talents to be “magical,” the game-term for that ability is still called *magick*;

- **Focus**, the combination of belief, practice and instruments that allow your mage to employ magick.

## Arete and the Avatar

Regardless of her faction or practices, every mage has *Arete* (“excellence”) that reflects her enlightenment, and an *Awakened Avatar* – an “inner self” that helps her channel her knowledge and imagination into magical acts.

Certain groups, notably the Technocracy, don’t think of such things in mystical terms. They prefer to call *Arete* *Enlightenment*, and use the term *Eidolon* if and when they speak of the “avatar” at all. In game terms, however, it’s all the same thing. For simplicity’s sake, just think of them as *Arete* and the *Avatar* for now.

The higher your character’s *Arete* becomes, the more power she can use when casting spells. A high *Avatar* simply reflects the power of that mage’s inner self; although the *Avatar* has a range of other abilities in **Mage: The Ascension**, we just present the basics here. A low *Avatar*, then, reflects a faint “presence” within the mage’s mind, while a high *Avatar* represents a spirit that seems as real – to that mage – as anyone else she knows. Among the characters in this booklet, Chopper has a low *Avatar*, while Jinx has a very powerful one.

## Traits

Each character in **Mage** has a collection of *Attributes* (innate capacities of body, mind, and social savvy), *Abilities* (Talents, Skills and Knowledges), and *Backgrounds* (benefits that your character enjoys – friends, allies, financial resources, and so forth). Those *Traits* represent the in-game capabilities of your mage. Measured in dots – usually along a scale between 1 and 5 – they reflect the character’s relative ability and tell you how many dice to roll when determining what she can do. For each dot in the appropriate *Trait*, you take one die to determine



your chance of succeeding at a given task. Added together, these dice become your *dice pool*; the bigger your pool, the greater your ability. For details, see **Rules of the Game**, below, and the character sheets for the various characters described later in this booklet.

When building your **Mage** character, you spend certain amounts of points on various Traits. The exact amounts depend upon the Trait in question. A zero-dot rating in a Trait reflects the total *absence* of that characteristic, while six dots or more in an Ability, Attribute or Background reflects an inhuman degree of expertise. Certain Traits – Arete, Willpower, Quintessence and Paradox – work on a different scale, ranging from 0 to 10. Aside from Willpower, non-mages don't have these Traits at all. Such large-scale Traits represent the differences between a mage and any other sort of character.

For the majority of your Traits, think of your character's abilities along this range:

X	No Capability
•	Poor/ Novice
••	Average/ Beginning Professional
•••	Good/ Experienced Professional
••••	Exceptional/ Highly Skilled Professional
•••••	World-Class
••••••	Beyond Normal Human Range

Most folks range between 1 and 3 in their various Attributes, and between 0 and 3 in assorted Abilities. For the details involved in character creation, see **Mage: The Ascension 20<sup>th</sup> Anniversary Edition**, Chapter Six.

## Magick

Each mage can perform magick. Whether a given mage *considers* it to be magick depends upon his beliefs, but in game

terms, magick is what makes a mage a mage. The specifics can be found below, in the rules about magick. For now, just remember that your mage employs nine *Spheres* when casting spells; his ability with a given Sphere reflects what he's able to do with it. You roll your mage's Arete Trait when using magick, and the better you roll, the more you accomplish.

## Focus

*Focus* represents the things your mage does in order to employ her magick, and is the combination of belief, practice and instruments. Although different groups favor different approaches and disciplines, each mage has a focus that suits that individual's *paradigm* – the “model of reality” that reflects her beliefs about life, magick, the universe, and everything.

Essentially, a focus takes the mage's *beliefs*, puts them into a *practice*, and then uses certain *instruments* to make things happen. Those “instruments” don't have to be objects, either; a martial artist, for example, can use meditation, physical movements, mental concentration, and sacred teachings as the instruments of her practice.

Let's take that martial artist as an example: She believes in perfection and transcendence of the self through mastery of physical, mental and metaphysical forces; that's her paradigm. Her focus would be martial arts, and her instruments, as mentioned earlier, include various types of meditation, strikes and kicks, physical exercise, and so on.

To keep things simple, think of focus this way:

*What does the mage believe?* = paradigm

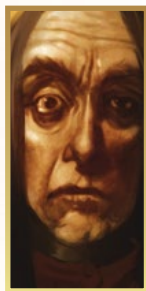
*How does the mage turn belief into action?* = practice

*What does the mage use to do so?* = instruments

*All three combined* = focus

Each of the characters in this booklet feature entries about the ways in which those characters focus their magick. For details, see those entries, as well as the **Focus and the Arts** section in **Mage: The Ascension 20<sup>th</sup> Anniversary Edition**, Chapter Ten.

# Rules of the Game



The core of **Mage's** Storyteller System is simple: Roll one 10-sided die for every dot you have in a Trait or combination of Traits; compare the numbers on those dice to a target number called a *difficulty*; and then count all the dice that equal or exceed that number. This basic system has a few permutations, but most situations in your **Mage** chronicle – from wrecking cop cars to cooking a great meal – can be resolved quickly, easily and fairly with the following rules.

## Players and Storytellers

Within each Storyteller game, most players take on the roles of individual characters. One player, though – the *Storyteller* – essentially becomes the “director” of the story, playing the supporting roles, describing the setting, setting up the conflicts, and resolving the conflicts within your adventure.

Although the Storyteller has a certain degree of power (she's the one setting up the plot and keeping things in motion, after all), it's worth remembering that your Storyteller is a player in



her own right. Ideally, a **Mage** game is an exercise in collaborative creativity. Each player has at least one role, everyone contributes, and the Storyteller gets to enjoy the game as well. Although some other games feature an adversarial relationship between the “Game Master” and her players, **Mage** encourages everyone to work together even when their characters are tearing each other apart.

## Dice Pools, and Rolling the Dice

As mentioned above, all characters have dice pools that reflect their ability to get things done. Generally, that dice pool comes from combining an Attribute with an Ability (say, Perception + Awareness), although certain situations call for a single Trait (usually Willpower, Arete, a Background, or some other Trait) instead of two of them combined.

Each dot (•) on your character sheet represents one 10-sided die, and the resulting collection of dice becomes your dice pool for that task. Sneaking across a room, for example, would combine Dexterity + Stealth; if your character’s got three dots in Dexterity and four dots in Stealth, then his dice pool would contain seven dice.

### Difficulty

When rolling those dice, you want to equal or exceed the task’s difficulty number, simply called its *difficulty*. That difficulty shows how hard it is to accomplish a given task. Easy tasks have low difficulty numbers, while hard ones have higher numbers.

When you roll the dice, you want each die equal or exceed the difficulty number. For example, if that number’s 7, you want to score a 7, 8, 9 or 10 on the dice. Each number that equals or exceeds the difficulty is called a *success*; the more successes you roll, the better you do. If you don’t roll *any* dice that exceed the difficulty number, then you fail.

For most tasks, the “default” difficulty number is 6. If there’s not a specific difficulty number mentioned for a given task, then assume that difficulty is 6. The Storyteller always has the final word on the difficulty for a given situation.

Really simple tasks – those rated at difficulty 3 or 4 – don’t usually require a roll unless the consequences of failure are particularly severe (like getting caught using your boss’s computer) or the character in question has very little chance of succeeding at even the simplest task (that is, he has a dice pool lower than four). In most cases otherwise, simply consider the task an *automatic success* (again, see below.)

A roll of 10 is always a success unless there was no way you could have performed that task to begin with. Not even a 10 will help you shout the moon out of the sky!

For examples for potential tasks and their associated difficulties, see the chart nearby. For further details, see **Mage: The Ascension 20<sup>th</sup> Anniversary Edition**, Chapters Eight and Nine.

Difficulty	Examples
3	Trivial (hopping a creek)
4	Easy (cooking a meal)
5	Straightforward (changing the oil in your car)
6	Standard (punching someone in the face)
7	Challenging (comprehending a book by Crowley)
8	Difficult (Playing through “2112” on your guitar)
9	Extreme (sealing a multimillion-dollar business deal with reluctant partners involved)

### Degrees of Success

One success	Marginal (finding a helpful TV Tropes entry)
Two Successes	Moderate (getting someone’s cellphone number)
Three Successes	Complete (delighting your new playmate with a fresh-cooked breakfast)
Four Successes	Exceptional (selling five books to someone who’d come looking for one)
Five or More Successes	Phenomenal (writing the 500,000-word anniversary edition of a series you helped create 20 years ago)

### Botching and the “Rule of One”

There’s also a kind of failure you can’t recover from: the *botch*, a catastrophic failure which leaves the character in a worse situation than he was been in before the roll.

Story-wise, a botch reflects spectacular bad luck. Game-wise, every 1 you roll takes away one success on your dice. Call this “the rule of one.” If your 1s cancel out all your successes, then you fail. If you roll three successes, then roll three 1s, you’re left right where you were before.

Assuming that you rolled even *one* success, even after the 1s cancel out all your successes, then your character simply fails.

But if you don’t roll *any* successes, and you roll a 1, then you botch.

That’s where things get ugly. A high difficulty makes it harder for you to score a success, and so the odds of a spectacular catastrophe go up as you attempt more challenging feats. If Sabra tries to sneak through the yard in broad daylight (difficulty 9), his chances of getting caught right out in the open (a botch) go way up because he’s not likely to roll any 9s or 10s.

If you roll *several* 1s, and no successes, then you botch in a big way. A single botch might prove embarrassing, while a three-1s botch could prove fatal. The Storyteller gets the final say, but impressive botches should have impressively terrible results.





## Spending Willpower

Determination makes a huge difference, especially when you're the heroic type. In game terms, you can spend a point of your character's Willpower trait to get one automatic success even under stressful conditions. By putting serious focus behind the task at hand, your character pushes past his usual limits. Though you can spend only one point of Willpower per turn – but several during an extended action – you can avoid botching and give your character a better chance at success.

## Modified Difficulties and Dice Pools

Under certain circumstances – say, in high winds or driving rain – a task might be more challenging than usual. In such cases, your Storyteller may raise the difficulty one to three steps above its usual level. In the opposite case – say, really favorable circumstances – the difficulty might fall a step or two.

On a related note, a character might find a given task harder than usual because of internal circumstances – injuries, fears, disorientation, etc. In that case, the Storyteller might tell her to take some dice out of the pool she would normally use. On the other hand, favorable internal circumstances might boost her usual chances, adding to her dice pool.

For clarity and simplicity, **Mage** usually limits modifiers to +3 or -3, and generally takes up to three potential modifiers into account. Really extreme situations might raise the difficulty

by +5 or even more, but magick rolls (see below) are limited to +/-3 modifiers.

## Combat Rules

When life gets rough, things can get ugly. Although mages aren't as hands-on as their more violent rivals in the World of Darkness, they often know how to kick ass when the situation demands it. That said, mages are normal human beings, despite an extraordinary capacity for magick. Injuries *hurt*, and it takes radical applications of magick to heal gunshots or broken bones.

## Initiative

If things get violent, the various players roll *initiative* for their characters, to see which ones go before the others. Each player rolls one die, and then adds the result to his or her Dexterity + Wits dice pool. Jinx, for example, has Dexterity 3 and Wits 2; her dice pool, then, is 5. For initiative, you would roll one die and add it to 5. A roll of 5, added to that 5, would give Jinx an initiative of 10 for that particular combat scene. Each combat scene demands a new initiative roll.

The characters with the highest initiatives go first, with those who rolled lower following behind them. In the case of tie-rolls, the character with the highest Dexterity goes first; if the tied characters have the same Dexterity, then the one with the higher Wits goes first.



## Attacks

When assaulting someone, the player rolls a certain dice pool against difficulty 6:

- **Guns:** Dexterity + Firearms.
- **Thrown Weapons:** Dexterity + Athletics.
- **Hand-Held Weapons:** Dexterity + Melee.
- **Bare-Hand Attacks:** Dexterity + Brawl or Martial Arts.
- **Magickal Attacks:** Arete. If the attack involves a strike or weapon, then roll the appropriate Trait, as above.

Each success after the first one adds one additional die to the damage dice pool; if Jinx scores four successes when kicking a dude in the face, then her player adds three more dice to the amount of damage she inflicts with that kick.

## Defense

When attacked, a character usually gets a chance to defend himself unless he's tied up, unconscious, or otherwise unable to react to the assault.

As with an attack, each type of potential defense involves a different dice pool. Each success removes one of the attacker's successes. If the defense removes all of those successes, then the attack misses completely.

- **Dodge:** Dexterity + Athletics, difficulty 6.
- **Block:** Dexterity + Brawl or Martial Arts, difficulty 8.
- **Parry:** Dexterity + Melee or Martial Arts, difficulty 7.

Under the full **Mage** rules, blocks and parries are a bit more complex. For this quickstart booklet, however, simply assume the difficulties given above.

## Counter Magick

When one mage attacks another one, the defender can try to "counter" his magick with an intuitive "dodge." This dodge demands a full action, and an Arete roll, difficulty 8.

Successful counter magick reduces the attacker's effectiveness. Each success on the counter magick roll reduces that attacking mage's Arete roll by one success. If all the attacker's successes are wiped out, then the spell is "countered," and it fails.

## Damage and Injury

Mage features three types of damage:

- **Bashing damage**, which reflects blunt trauma and minor injuries (scratches, bruises, etc.).



- **Lethal damage**, which comes from deadly attacks (guns, claws, blades, etc.).



- **Aggravated damage**, which inflicts massive tissue and organ damage (fire, radiation, electricity) or metaphysical harm (vampire claws, spiritual attacks, etc.).



## Soaking Damage

Normal people and animals can try to "soak" bashing damage through physical toughness. In game terms, a player rolls his character's Stamina Trait against difficulty 6. Each success reduces the amount of damage by one health level. (See **Health Levels**, below.)

Normal organic beings cannot soak lethal or aggravated injuries. Soaking that sort of damage demands either armor or a Life 3 spell that toughens the character's body and allows him to endure more injury than usual. (See the **Common Magickal Effects chart** in the **Magick Rules** section, below.)

## Health Levels

When your character suffers damage, mark it off on the Health track of the character sheet. Use a pencil, not a pen. As he recovers from injury, erase those marks as the Health Trait goes back up. You mark bashing damage with a single slash (/), lethal damage with an X, and aggravated damage with an asterisk (\*).

New damage pushes existing damage to the right on the Health track, as shown in the nearby example. If Khan has two levels of bashing damage on his Health track, and then suffers a level of lethal damage, then his player would add an asterisk to the left side of the Health track and add a slash to the right side, to reflect the addition of that "pushed" damage.

Bashing damage heals much faster than lethal or aggravated injury. For the normal healing rates, see the **Health Level chart** nearby. Life-Sphere magick, however, can heal damage far more quickly - for details, again, see **Common Magickal Effects** under the **Magick Rules** section.

## Weapons, Armor and Combat Maneuvers

In combat, weapons and certain maneuvers add damage and sometimes modify the attack roll as well. Armor, meanwhile, adds to the Stamina roll when soaking damage, and also allows a character to soak damage that she normally could not soak otherwise. The game effects of weapons, armor, and combat maneuvers can be found on the appropriate charts.





## The Health Chart

Health Levels	Dice Pool Penalty	Movement Penalty
Bruised	0	Minor pain and swelling; he's banged up but otherwise fine.
Hurt	-1	Cuts, bruises, aches, perhaps bleeding but no major impairment.
Injured	-1	Minor and painful injuries limit the character to half his normal movement.
Wounded	-2	Notable injuries handicap him; the character can't run, but may still walk.
Mauled	-2	Significant internal and external damage; character can hobble around (three yards/ turn) but not move normally.
Crippled	-5	Catastrophic injuries; character can only crawl (one yard/ turn).
Incapacitated	N/A	Character's unconscious from pain and trauma; no movement possible.
Dead	N/A	Another soul greets the Great Mystery.

## Healing Damage

Health Level	Recovery Time
<b>BASHING DAMAGE</b>	
Bruised to Wounded	One hour
Mauled	Three hours
Crippled	Six hours
Incapacitated	12 hours
<b>LETHAL AND AGGRAVATED DAMAGE</b>	
Bruised	One day
Hurt	Three days
Injured	One week
Wounded	One month
Mauled	Two months
Crippled	Three months
Incapacitated	Five months

## Armor and Shields

Armor Type	Rating	Dexterity Penalty
Tough Hide	1-3	0
Cybernetic Armor	1-4	0
Reinforced Clothing	1-2	0
Enhanced Clothing	1-5	0
Biker Jacket	1	-1
Leather Duster	2	-2
Kevlar Vest	3	-1
Flak Vest	4	-2
Riot Suit	5	-2
Military Armor	5	-2
<b>SHIELDS</b>		
Trashcan Lid	3/+1	0
Wooden Shield	2/+2	-1
Metal Shield	4/+2	-2
Riot Shield	5/+2	-1



## General Hand-to-Hand Maneuvers

Maneuver	Traits	Difficulty	Damage
Bite	Dexterity + Brawl	5	Strength +1 to +3 /B or L
Claw	Dexterity + Brawl	6	Strength +1 to +3 /L
Disarm	Dexterity + Melee	+1 / 8	Special #1
Flank/ Rear Attack	Dexterity + Ability	-1 /-2	As Attack
Grapple	Strength + Brawl	6	Strength or None
Kick	Dexterity + Brawl	7	Strength +1 /B
Punch	Dexterity + Brawl	6	Strength /B
Sweep	Dexterity + Brawl	8	Special #2
Tackle	Dexterity + Brawl	7	Strength + #3 /B

### Notes

#1 = Attacker rolls Dexterity + Melee at +1 difficulty; if successes exceed opponent's Strength score, he drops weapon. If not, attacker inflicts usual damage. On botched roll, attacker loses own weapon. Bare-handed disarm is Dexterity + Brawl, difficulty 8, minus one die from usual attack pool.

#2 = Knockdown: if blow succeeds, antagonist winds up on ground.

#3 = Requires at least two yards to achieve effective momentum. Each combatant needs successful Dexterity + Athletics roll (difficulty 6 for the attacker, difficulty 6 + the attacker's successes for the target) or wind up on ground. May damage attacker.

## Dirty-Fighting Maneuvers (min. three dots in Brawl)

Maneuver	Traits	Difficulty	Damage
Blinding	Dexterity + Subterfuge	9	Special #1
Body Slam	Dexterity + Brawl	6	Strength + 2/B or L
Curbstomp	Strength + Brawl 6 Strength +2 /L		
Haymaker	Dexterity + Brawl	7	Strength +2/ B + Knockdown
Low Blow	Dexterity + Brawl	7	Strength + Stun /B or L
Pistol Whip	Dexterity + Melee	7	Strength +2 /L

### Notes

#1 = Enemy blinded for one turn per success, loses two dice from his dice pools until he recovers. Perhaps lasting injury, depending upon attack.

## Ranged Combat Maneuvers

Maneuver	Traits	Difficulty	Damage
Aiming	Dexterity + Firearms	N/A	+2 dice to hit, per turn
Full-Auto	Dexterity + Firearms	+2	+10 dice
Point-Blank	Dexterity + Firearms	4	Weapon
3-Round Burst	Dexterity + Firearms	+1	+3 dice to hit
Thrown Weapon	Dexterity + Athletics	6	Weapon





## Melee Weapons

Weapon	Difficulty	Damage/Type	Conceal	Notes
<b>AXES</b>				
Hatchet	6	Strength +1/L	J	
Tomahawk	6	Strength +2/L	J	
Axe	7	Strength +3/L	N	
Great Axe	7	Strength +6/L	N	#1
Polearm	7	Strength +3/L	N #2	
<b>BLADES</b>				
Stiletto	4	Strength +1/L	P	#3
Knife	4	Strength +1/L	P	
Short Sword	5	Strength +2/L	J	
Sword	6	Strength +2/L	T	
Katana	6	Strength +3/L	T	#4
Great Sword	5	Strength +6/L	N	#1
Sai	5	Strength +1/L	J	#5, #6
<b>CLUBBING WEAPONS</b>				
Bo Stick				
Staff	6	Strength +1/B	N	
Mace	6	Strength +2/L	N	

## Melee Weapons (Continued)

Nunchaku	7	Strength +2/B	T	#5, #7
Crowbar	6	Strength +1/L	J	
Baseball Bat	5	Strength+2/B	T	
Spiked Club	6	Strength +2/L	T	
Huge Spiked Club	7	Strength +4/L	N	#1
FIST-EXTENSION WEAPONS				
Sap	4	Strength +1/B	P	
Brass Knuckles	6	Strength/L	P	
Spiked Gauntlet	6	Strength +1/L	J	
Hand Claws (small)	Strength +1/L			
Hand Claws (large)	Strength +2/L			
IMPROVISED WEAPONS				
Broken Bottle	6	Strength +1/L	P	#8
Chair	7	Strength +2/B	N	
Chainsaw	8	Strength +7/L	N	#9
Table	8	Strength +3/B	N	#1
Whips and Chains				#7, #10
Chain	5	Strength/B	J	
Flogger	6	Strength +1/B		
Barbed Cat	6	Strength/L	J	
Whip	6	Strength/L	J	
Bullwhip	7	Strength +1/L	J	

### Notes

**Difficulty:** The normal difficulty at which the weapons is used.

**Damage:** The number of damage dice rolled when employing this weapon.

**Type:** B = Bashing L = Lethal A = Aggravated

**Conceal:** P = Pocket J = Jacket T= Trenchcoat N= N/A

\* 1 = Two-handed weapon; very heavy – requires min. Strength 3 to employ.

\* 2 = Requires two hands to employ properly; +2 difficulty if used one-handed.

\* 3 = Penetrates up to three points of armor.

\* 4 = May be used two-handed for an additional +1 damage die.

\* 5 = +1 to dice pool when used to block.

\* 6 = +2 to dice pool for disarm attempts.

\* 7 = +1 difficulty to opponent's block attempts.

\* 8 = Breaks after three uses.

\* 9 = On a botch, user inflicts damage upon self.



## Ranged Weapons

Type	Damage	Range	Rate	Clip	Conceal	Notes
<b>Revolver, Lt.</b> <i>SW M640 (.38 Special)</i>	4	12	3	6	P	
<b>Revolver, Hvy.</b> <i>Colt Anaconda (.44 Magnum)</i>	6	35	2	6	J	
<b>Semi-Automatic Pistol, Lt.</b> <i>Glock 17 (9mm)</i>	4	20	4	17+1	P	
<b>Semi-Automatic Pistol, Hvy.</b> <i>IMI Desert Eagle (.50 AE)</i>	5	30	3	7+1	J	
<b>Rifle</b> <i>Remington M-700 (30.06)</i>	8	200	1	5+1	N	
<b>SMG, Small</b> <i>Ingram Mac-10 (9mm)</i>	4	25	3	30+1	J	#1
<b>SMG, Large</b> <i>HK MP-5 (9mm)</i>	4	50	3	30+1	T	
<b>Assault Rifle</b> <i>AK-47 (7.62x39mm)</i>	7	150	3	42+1	N	#1
<b>Shotgun, Sawed-Off</b> <i>Winchester Model 24 double-barrel (12 Gauge)</i>	8	10	2	2	J	
<b>Shotgun</b> <i>Ithaca M-37 (12 Gauge)</i>	8	20	1	5+1	T	
<b>Taser</b>	5	5	1	1	P	#2
<b>Tear Gas</b>	3	3	1	5	P	#2
<b>Pacification Spray</b>	5	3	1	5	P	#2

### Notes

**Damage:** All damage from firearms is lethal.

**Range:** Within listed range (in yards), difficulty is 6; at twice listed Range, difficulty is 8; within two yards, difficulty is 4.

**Rate:** Maximum number of bullets or three-rounds bursts the gun can fire in a single turn.

**Clip:** Maximum number of bullets the gun can hold. Some guns, listed as "+1", can hold a full clip with a round ready in the chamber.

**Conceal:** See *Melee Weapons* chart.

#1 = Gun may fire full-auto, three-round bursts, and strafing sprays.

#2 = Bashing damage, not lethal; adds no extra damage from successes scored. Tear gas and Technocratic pacification spray also reduce target's dice pools by two dice for one turn per success.

## Magick Rules

In **Mage**, magick is freeform, an extension of the mage rather than a fixed collection of spells. By combining the Spheres, a focus, and a lot of imagination, skilled mages can alter reality in an almost limitless number of ways. Obviously, the real power comes at greater levels of expertise. Still, a clever mage can tilt circumstances in her favor with a little bit of basic magick and a lot of imagination.

### The Consensus: Coincidental and Vulgar Magick

Unlike the wizards of legend, modern mages cannot simply throw thunderbolts or turn people into frogs. In today's world, a mage needs to think about what may or may not seem possible to the average person. Strange things that appear to fit into everyday reality may be passed off as "coincidences." Obvious magickal spells, on the other hand, are "vulgar" because they violate the *Consensus* of what is and is not considered "possible." So certain types of magick are considered *coincidental*, while others are condemned for being *vulgar*.

In game and story terms, coincidental magick is easier to cast, and less hazardous, than vulgar magick is. Spells whose effects no one can see – altered perceptions, quirks of luck, enhanced effects from a perfectly "normal" activity – are easy to pass off as coincidences, while spells that obviously involve

supernatural forces – changing form, conjuring fire, flying through the air on a broom – tend to be vulgar in the modern world. As a simple rule, assume that any act of magick that a normal citizen of today's world could see and accept as an everyday occurrence is coincidental, while some spell that looks supernatural or otherwise "impossible" is vulgar.

### Witnesses or No Witnesses?

When a mage casts a spell, one factor makes a huge difference in that spell's ultimate results: *Did someone see him do it?* If a more or less "normal" person – that is, someone who's not a mage or some other denizen of the supernatural world – witnessed that event, then the potential for failure and Paradox is higher than it would be if that spell had been cast in secret or in front of other "believers."

In terms of magick, that "witness" is Joe or Jane Average – not a cultist or a vampire or some other person who's been initiated into occult mysteries. And because the average citizen of today's world trusts in the miracles of technology, a mage who uses technological tools and beliefs – that is, a technological *focus* – can get away with more outrageous things than a mage who employs the tools of classical magic. To the average person, a dude who shoots fire out of his fingertips while chanting the names of 16 demons is violating the laws of reality; strap a flamethrower onto that dude's back, however, and that bolt of fire is totally acceptable – *dangerous*, sure, but not at all "impossible"!





Thanks to such perceptions, a mage's focus can make a huge difference when he's using magick. If, for example, Synder chants arcane words, sprinkles bone-dust in the air, and then points her finger at a dude's face, giving him a bloody nose from a distance, then she's committing vulgar magick. If she mutters something under her breath and then belts him in the teeth, however, the resulting carnage can be explained away as "a really good punch," and thus a coincidence. In **Mage** the way you do something is often more important than the thing you do.

(For more details about focus, see the section of that name, above, and the various **Focus** entries on each character's description.)

## Casting Magick

Okay, so how, in game terms, does your character cast a spell?

- **Step One – Effect:** Based on your character's abilities and needs, you decide what you want to do and how you want to do it. This is called the *Effect*: the thing you want to accomplish with your magick.
- **Step Two – Ability:** Based on your mage's *focus* and *Spheres*, figure out if you can create the Effect you want to create... and if so, how your character will make it happen in story terms.
- **Step Three – Roll:** Roll one die for every dot in your Arete Trait. The difficulty of that roll depends upon the Effect you're trying to use; whether it's *vulgar* or *coincidental*; and whether or not someone's watching you:
  - **Coincidental:** Difficulty = highest Sphere + 3
  - **Vulgar Without Witnesses:** Difficulty = highest Sphere + 4
  - **Vulgar With Witnesses:** Difficulty = highest Sphere + 5

If you're trying to hit a target with an attack (sword, gun, fireball, etc.), then roll the appropriate attack roll; see **Combat Rules**, above, for details.

- **Step Four – Results:** The number of successes that you roll determines whether or not you succeed. If you fall short of your goal, you may roll again to get more successes. If you fail, the Effect fizzles out. And if you botch, bad things happen.

## Paradox

When a mage pushes too hard in his efforts to change reality, reality pushes back; the stronger the push from that mage, the harder the pushback against his efforts. In a phenomenon that mages often call *the Paradox Effect*, that pushback can knock

## Paradox Points Generated

ON A SUCCESS	
Coincidental	None
Vulgar	One point
ON A BOTCH	
Coincidental	One per dot in highest Sphere
Vulgar Without Witnesses	One + one per dot in highest Sphere
Vulgar With Witnesses	Two + two per dot highest Sphere

## Paradox Backlash Roll

Successes	Effects of Discharge
Botch	All Paradox points discharge harmlessly.
No successes	No effects, but no Paradox points discharge.
1-5	One point of Paradox discharged per success. Mage also suffers one level of <i>bashing</i> damage per success, and acquires a trivial <i>Paradox Flaw</i> .
6-10	One point of Paradox discharged per success. Mage also suffers a "burn" of one level of <i>bashing</i> damage per success, and acquires a minor <i>Paradox Flaw</i> .
11-15	Usual Paradox point discharge, as well as (successes - 10) levels of <i>lethal</i> damage and one of the following effects: a significant <i>Paradox Flaw</i> , a <i>Paradox Spirit</i> visitation, or a mild <i>Quiet</i> .
16-20	Usual Paradox point discharge, as well as (successes - 10) levels of <i>lethal</i> damage and two of the following effects: a severe <i>Paradox Flaw</i> , a <i>Paradox spirit</i> visitation, a moderate <i>Quiet</i> , one point of <i>permanent Paradox</i> , or banishment to a <i>Paradox Realm</i> .
21+	Usual Paradox discharge; plus (successes - 20) levels of <i>aggravated</i> damage; two severe, or one drastic, <i>Paradox Flaws</i> ; one point of <i>permanent Paradox</i> ; and perhaps a <i>Paradox spirit</i> visitation, a severe <i>Quiet</i> , or banishment to a <i>Paradox Realm</i> .

the mage sprawling, tear him apart on a metaphysical level, drive him insane, or even kick him out of this world and into an otherworldly *Paradox Realm*... aka "reality jail."

The full rules for Paradox and its many calamities can be found in **Mage 20<sup>th</sup> Anniversary Edition**. The basics, though, are easy:

- If your mage casts a coincidental Effect, then he gets no Paradox if he's successful, and one point of Paradox for each dot in the highest Sphere if he botches. (See **Botching and the Rule of One**, above, and **The Spheres**, below.)

- If he casts a vulgar Effect, then he gets one point of Paradox if he's successful. If he botches without any witnesses, then he gets one point + one more point for each dot in the highest Sphere. If he botches in front of witnesses, then he gets two points of Paradox, plus two points for each dot in the highest Sphere. Those points of Paradox go onto the Paradox/ Quintessence wheel, located at the bottom of the **Mage** character sheet.

- If he gets five points of Paradox or more, than the Storyteller rolls one die for each point of Paradox in that character's current Paradox pool, against difficulty 6. The *Paradox Backlash Roll chart* tells you what happens after that.

To keep things simple, a new Storyteller could just use physical damage as a Paradox backlash. For details about Paradox Flaws, Spirits and Realms, plus the mystic insanity called *Quiet*, see **Mage: The Ascension 20<sup>th</sup> Anniversary Edition**, Chapter Ten.

## The Spheres

To make a terrible pun of it, **Mage's** Spheres reflect a “well-rounded knowledge” of nine different yet interrelated elements of reality. In story terms, these nine constructs represent a sort of “unified field theory” of Earthly metaphysics. In game terms, they measure what **Mage** characters do and cannot do, based upon their understanding of theoretical knowledge and practical results.

The nine Spheres, and the fields they control, are as follows:

- **Correspondence** – the element of connection between apparently different things.
- **Entropy** – the principle of chance, fate and mortality.
- **Forces** – the understanding of elemental energies.
- **Life** – keys to the mysteries of life and death.
- **Matter** – the principles behind supposedly “inanimate” objects.
- **Mind** – exploration of the potentials of consciousness.
- **Prime** – an understanding of the Primal Energy within all things.
- **Spirit** – comprehension of Otherworldly forces and inhabitants.
- **Time** – the strange workings of chronological forces and perceptions.

Each Sphere features five different levels of progress and result. That progression gets represented by the number of dots in your character's Sphere Trait. Each successive level allows your mage to understand a bit more about the principles of that

Sphere. As a result, she can do more things with it, adding a new level of abilities onto the previous levels of accomplishment:

- **Rank 1: Perception** – the ability to perceive and observe the forces in question. With such basic (yet useful) understanding, a character can sense things that few mortals ever recognize.
- **Rank 2: Manipulation** – the ability to do small things with those forces. At this point, the mage begins to exert minor control over the phenomena she sees, and may use it to work small changes upon herself.
- **Rank 3: Control** – the ability to alter reality in noticeable ways, though these effects are usually restricted to the mage herself. In most cases, the Sphere begins inflicting damage at this level, and allowing the character to work small alterations on other characters.
- **Rank 4: Command** – the ability to perform major acts of alteration through the principles of the Sphere. Generally, this level allows the mage to make significant changes to the Patterns of other characters.
- **Rank 5: Mastery** – the ability to command vast forces in connection with that element of reality. By now, the mage knows almost everything there is to know about the principles of that Sphere, and can perform godlike deeds with them.

## Effects

In **Mage**, characters can use the Spheres to craft all kinds of amazing *Effects* – spells, rituals, acts of mad science, and so forth. The characters use their own names for such miracles, but in the language of the game, every act of magick is simply called an “Effect.” The differences between the magick cast by a Catholic priest, a steampunk scientist, a Pagan witch and a cybernetic assassin come through the focus that each mage employs. The game systems all work the same way for each character – it's the roleplaying and the Storytelling that mark the differences between them.

Certain Effects demand a certain degree of skill with the proper Spheres. If you don't have Life 3, for example, you can't heal an injured friend. Assuming that your mage has the right Spheres, however, she can perform a range of Effects, and combine Spheres to expand the possibilities.

For simplicity, this quickstart booklet features an array of common magickal Effects, along with the Spheres used to create them. When your character wants to cast an Effect, check the *Common Magickal Effects chart* to see whether or not she can pull it off. The larger game has many more possibilities, and the specifics can be found in **Mage: The Ascension 20<sup>th</sup> Anniversary Edition**, Chapter Ten.

## Damage and Duration

When Effects cause or heal damage, the amount of that damage depends upon the *Damage or Duration chart*, below. Certain Spheres inflict bashing damage, others lethal, and still others



aggravated. See the chart for details. In most cases, characters can't soak damage that's inflicted directly by Life, Mind, or high-level Entropy magick. Damage that's inflicted by magickally created attacks, however (like fire, bullets, flying rocks, and so forth) can be soaked by anyone who can soak the appropriate kind of attack. A falling ceiling tile, for instance, would inflict bashing damage, which anyone can try to soak. A Forces-based fire attack, however, would involve fire, which most characters cannot soak.

For Effects that last a certain amount of time – like a dimensional gateway or a shift into fox-form – the duration is also based upon the number of successes you roll. You can find the duration lengths on the *Damage or Duration chart* as well. That chart measures only damage or duration, not both! A given Effect either inflicts damage instantly, or else alters reality for a particular period of time. (*Mage: The Ascension 20<sup>th</sup> Anniversary Edition* covers more complex combinations of damage and duration, but those rules go beyond the scope of this booklet.)

### Damage or Duration

Successes	Damage	Duration
One	None	One turn
Two	Two levels	One scene
Three	Six levels	One day
Four	Eight levels	One story
Five	Ten levels	Six months
Six+	Number of Successes x 2	Storyteller's option

### Magickal Damage

- **Bashing Damage:** Mind-Sphere Effects.
- **Lethal Damage:** Most other Sphere Effects.
- **Aggravated Damage:** Any Sphere when “charged” with Prime 2 and a point of Quintessence.
  - Fire or electrical Forces Effects.
  - Vulgar Entropy-, Life- or Prime-based Effects that directly disrupt the target's Pattern.

Correspondence and Time inflict no damage unless they're combined with other Spheres.

The Forces Sphere adds one automatic success to Damage.

Entropy inflicts damage only through indirect attacks until Rank Four; after that, damage is aggravated.

*Damage* also reflects the amount of health levels healed by the Life Sphere, or the points of Quintessence channeled by the Prime Sphere.

To preserve game balance, the Storyteller may choose to cap damage at 20 health levels (10 successes, or nine successes for Forces-Sphere attacks).

## Correspondence, Spirit and Time-Sphere Effects

The mysterious Spheres of Correspondence, Spirit and Time work differently than other Spheres. Each one has certain game-based effects that – like damage and duration – are based upon the number of successes you roll:

- *Correspondence* allows a mage to reach or perceive across distances. The more successes you roll, the further you can extend yourself.
- *Spirit* allows you to see through, or cross over, the *Gauntlet* between the physical world and the spirit-realm called the *Umbra*. (For details, see *Mage: The Ascension 20<sup>th</sup> Anniversary Edition*, Chapters Four and Nine.)
- *Time* allows the mage to dilate time, speed things up, slow things down, or perceive things that exist at different points of the past or future.

In all three cases, the appropriate charts list the successes you need to roll in order to achieve certain levels of effect with these Spheres.

### Correspondence Sphere Ranges

Successes	Range	Connection
One	Line of sight	Body sample
Two	Very familiar	Close possession or companion
Three	Familiar	Possession or casual friend
Four	Visited Once	Casual acquaintance, or object used once
Five	Described location	Briefly touched or met object or person
Six+	Anywhere on Earth	No connection

### Spirit Sphere Gauntlet Ratings

Area	Difficulty	Successes Needed
Node	3	One
Deep Wilderness	5	Two
Rural Countryside	6	Three
Most Urban Areas	7	Four
Downtown	8	Five
Technocracy Lab	9	Five

### Notes

An area's Gauntlet Difficulty may vary with time and circumstances. For example, a dark alley on Halloween night might have a Gauntlet of 6, while a rigidly cultivated garden at noon could have a Gauntlet of 8.

## Time Sphere Timelines

Successes	Effect Time-span
One	Within a year
Two	Five years
Three	20 years
Four	50 years
Five	100 years
Six +	500 years
10+	1000 years or more

### Notes

Time-span limits apply only to looking or reaching through time, not to the duration of a given Effect.

## Feats of Time Magick

Successes	Feat
Three	Step out of time/ minor aging.
Four	Take one other character out of time/ noticeable aging.
Five	Take several characters, or a roughly 10' x 10' area, out of time/ severe aging.
Eight	Take larger area (25' x 25') out of time/ age to decrepitude.
10-20	Take an even larger area out of time/ age to brink of destruction.
20+	Freeze or isolate very large and dynamic area or event/ age out of existence.

### Notes

Any Time-Sphere Effect that attempts to wind time backwards, reversing time, add +3 to its difficulty and requires no less than five successes. Such acts are always vulgar magick.

## Common Magickal Effects

Many of the Effects listed below feature two different Sphere levels. The first one lets a mage work on herself, while the second, in parentheses, allows her to work on others. Changing your own shape, for example, requires Life 4, while changing someone else's shape demands Life 5. Other workings begin small, but then their effects escalate with higher Sphere-levels. These workings have been marked with a "+." Entries marked (appropriate Sphere) reflect whichever Spheres apply to the feat in question. Transforming an object into air or fire would be Matter 2/ Forces 2, while liquefying it would simply be Matter 2.

Given the flexibility of the Spheres, there may be several options when performing particular feat. The methods listed below are simply the *easiest* ways to cast a spell, not necessarily the *only* ways to do it.

### BODY MAGICK

Adapt to Environment	Life 2 (3)
Animate Corpse or Parts	Life 2/ Prime 2

Cause/ Cure Disease	Life 2 (3)
Cosmetic Alteration	Life 3
Create Body	Life 2 (simple) or 5 (complex)/ Prime 2
Duplicate Body	Life 5/ Prime 2
Grow New Limbs or Other Features	Life 3 (4)
Heal/ Harm Living Being	Life 2 (3)
Heal/ Harm Fae	Life 3/ Mind 3
Heal/ Harm Vampire	Life 3/ Matter 2
Heal/ Harm Werecreature	Life 3/ Spirit 2
Increase Physique/ Traits	Life 3 (4)
Increase/ Reduce Speed	Time 3
Revive Dead	Life 4/ Spirit 4/ Prime 3
Rot Body	Entropy 4 (or Life 4)
Shapeshift	Life 4 (5)
Soak Aggravated Damage	Life 3
Transform into Element	Life 3/ (appropriate elemental Sphere)

### FATE & FORTUNE

Alter Probability	Entropy 2
Bless/ Curse	Entropy 3/ Life 3
Cause Decay	Entropy 3+
Spot Flaws	Entropy 1

### OBJECTS & ELEMENTS

Call Storm	Forces 4/ Prime 2
Conjure Element	Forces 3/ Prime 2 (fire, wind); or Matter 3/ Prime 2 (earth, metal, water); or Life 3/ Prime 2 (wood)
Conjure New Object	Matter 3+/ Prime 2
Conjure "Physical" Illusion	Forces 2+/ Prime 2
Direct Existing Elements	Forces 2+
Disintegrate an Object	Entropy 3/ Time 3 (or Matter 3)
Invisibility/ Silence Field	Forces 2
Invisibility on Living Being	Forces 2/ Life 2
Levitation/ Flying	Forces 2+ (or Correspondence 3/ Life or Matter 2)
Speed/ Slow Velocity	Forces 2+
Transform Objects	Matter 2+/ (appropriate Sphere) 2
Transform Forces	Forces 3+/ (appropriate Sphere) 2



## PERCEPTION & PSYCHIC POWERS

Astral Projection	Mind 4+
Clairvoyance	Correspondence 2 (or Mind 3/ Correspondence 2)
Conceal/ Alter Aura	Mind 1 or Prime 2
Conceal Avatar	Spirit 2/ Mind 1
Conceal Thoughts	Mind 1
Conjure Mental Illusions	Mind 2+
Influence Mood	Mind 2
Influence Subconscious	Mind 3+
Mind Control	Mind 4
Prophecy/ Hindsight	Mind 2/ Time 2 (or Time 2)
Scramble Thoughts	Mind 3
See Through Another's Eyes	Mind 3
Sense Energies	(appropriate Sphere) 1
Share Perceptions	Mind 1/ (appropriate Sphere) 1
Shield Mind	Mind 2
Tear Mind Apart	Mind 3 (Mind 3/ Life 3 for agg. Damage)
Telepathy	Mind 3
Telekinesis	Forces 2+
Translate Languages	Mind 3 (Mind 3/ Forces 2 for a group)

## QUINTESSENCE ENERGY

Absorb Quintessence	Prime 3
Channel Quintessence	Prime 3
Destroy by Draining Quintessence	Prime 4 (object) or Prime 5 (creature)
Drain Node	Prime 4
Drain Quintessence	Prime 3

Fuel New Pattern	Prime 2/ appropriate Sphere
Share/ Exchange Quintessence	Prime 3

## SPIRIT POWERS

Bless/ Curse	Entropy 3
Command Spirit	Mind 4/ Spirit 4
Conjure Spirit	Spirit 3
Drain Spirit's Essence	Prime 4/ Spirit 4
Harm Spirit/ Wraith	Spirit 3
Open/ Close Gateway	Spirit 4
See Spirits	Spirit 1
Speak to Spirits	Spirit 2
Step Sideways	Spirit 3
Touch Spirit	Spirit 2

## TIME & DISTANCE \*

Affect Distant Object/ Being	Correspondence 2+
Aging/ Reversing Age	Time 3 + Life 4 (living being) or Matter 2 (object)
Conjure Earthly Being	Correspondence 4/ Life 2
Create Multiple Images	Correspondence 3 (or Forces 2+)/ Prime 2
Create Multiple Objects	Correspondence 5/ Matter 3/ Prime 2
Open Gateway Between Locations	Correspondence 4
"Rewind" Time	Time 3
Set Time Trigger	Time 4
Speed/ Slow Time	Time 3
Teleport	Correspondence 3 (4)
Time Travel	Time 5

\*= Such Effects are almost always vulgar magick.



Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Essence:

Affiliation:  
Sect:  
Concept:

## Attributes

Physical	Social	Mental
Strength _____ ●0000	Charisma _____ ●0000	Perception _____ ●0000
Dexterity _____ ●0000	Manipulation _____ ●0000	Intelligence _____ ●0000
Stamina _____ ●0000	Appearance _____ ●0000	Wits _____ ●0000

## Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Crafts _____ 00000	Academics _____ 00000
Art _____ 00000	Drive _____ 00000	Computer _____ 00000
Athletics _____ 00000	Etiquette _____ 00000	Cosmology _____ 00000
Awareness _____ 00000	Firearms _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Martial Arts _____ 00000	Esoterica _____ 00000
Empathy _____ 00000	Meditation _____ 00000	Investigation _____ 00000
Expression _____ 00000	Melee _____ 00000	Law _____ 00000
Intimidation _____ 00000	Research _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Survival _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000

## Spheres

Correspondence _____ 00000	Life _____ 00000	Prime _____ 00000
Entropy _____ 00000	Matter _____ 00000	Spirit _____ 00000
Forces _____ 00000	Mind _____ 00000	Time _____ 00000

## Advantages

Backgrounds	Arete	Health
_____ 00000	● 0 0 0 0 0 0 0 0 0 0	Bruised -0 <input type="checkbox"/>
_____ 00000		Hurt -1 <input type="checkbox"/>
_____ 00000		Injured -1 <input type="checkbox"/>
_____ 00000		Wounded -2 <input type="checkbox"/>
_____ 00000		Mauled -2 <input type="checkbox"/>
_____ 00000		Crippled -5 <input type="checkbox"/>
_____ 00000		Incapacitated <input type="checkbox"/>

### Other Traits

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

### Quintessence



### Experience





## I tell you this: We are Divinity.

Reality is ours to bend. To subvert. To command.  
We have that power - all of us.

Not everyone knows what to do with it, or uses it well.  
Most of us never realize just what it is we are or how much we can do.

Those of us who do... well, some of us are monsters.  
Manipulators. Parasites. Tyrants.

Fanatics. And the rest of us never see that monster in our own mirror,  
only in the reflections of those folks who are not "us."

Here's the truth, though: We are ALL "us." We are ALL gifted.

We can ALL change the world. Most of us remain asleep.

A blessed few Awaken. Fewer still use that power wisely.  
And none without consequences.

And so, reality is up for grabs. Where do you stand?

And will you Fall... or Ascend?



20<sup>th</sup> ANNIVERSARY EDITION  
**MAGE**  
THE ASCENSION