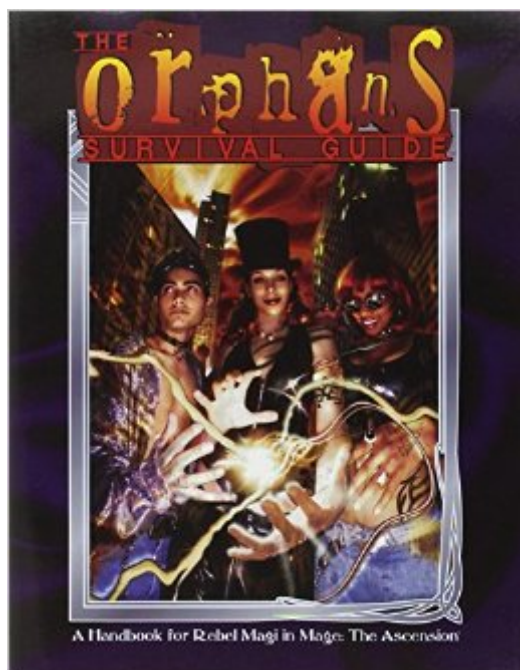


The book was found

The Orphan's Survival Guide (Mage: The Ascension)



Synopsis

One moment, you're halfway normal. The next moment, everything goes to hell. Reality becomes a sham and you're the only one who understands the truth. Bend over, baby - you're screwed! Raised on the streets surrounded by enemies, haunted by visions, wrapped up in forces you can't understand... no wonder you're gone crazy! But help is here - help from the only people on Earth who understand. People like you. The Orphaned Ones. The Survivors. I Will Never Submit from the Waydown to the Heights, the self-Awakened gather. Defiant. Demented. Too rebellious for "traditions" and too cool to care. This is the New Way. They are the Hope of Tomorrow. So EAT ME!!! You know the drill: The Hollow Ones "tradition book" as if!! Storyteller advice for hardass chronicles; Gutter magick, templates, living legends, a ready-to-run club, and more!

Book Information

Paperback: 132 pages

Publisher: White Wolf Publishing; Edition unstated edition (November 19, 1998)

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Product Dimensions: 8.5 x 0.5 x 11 inches

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Average Customer Review: 3.7 out of 5 starsÂ Â See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #342,687 in Books (See Top 100 in Books) #4 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #43 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

Amidst the plethora of truly unimpressive books White Wolf has been putting out over the past couple years, there are actually a few worth purchasing. If your interests lie in running a "street level" Mage game, this is one of them. Picking up where Outcasts left off, this book takes an in-depth look at the lives, attitudes, and spirituality of the Orphans and manages to present material that's both new and useful. The lessons from characters at the beginning, and the more analytical look at Orphans near the end, can be good inspiration in your own game as well. Unfortunately, as with most WW books, the vast majority of the pregenerated characters, templates, settings, and roles in the book are dull and smack of a 'look how original I am!' attitude. Worse, there are far too many sections in this book where the authors feel the need to talk down to the reader. In fact, this

tiresome trend has become increasingly prevalent in all WW books lately. Lastly, well, it's the art. It's not bad, as such, just mediocre. Another trend in WW books in recent days. Overall, my complaints with the book are largely aesthetic and don't nearly outweigh the valuable information and inspiration you can find. As long as you can put up with a little snottiness and the other typical WW garbage, you'll probably enjoy this book. In short, I highly recommend it.

If you're interested in the "orphan lifestyle" the book is fantastic. Great info on a true street-level game. However, it doesn't make the orphans more interesting or complex. No new character enhancements. Don't buy it if you're looking for a way to make orphans more appealing as a character option. Buy it if you're looking for the harsh reality of orphan life.

Well, okay, you might get turned off by some of the content, that's okay, it's the WoD, you're supposed to be uncomfortable, anyways, it is very, very good, and may give you a brand new perspective on mage, like it did to me, buy it, read it, and you will begin to see Mage through Orphan eyes...

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