

GWB ADDENDUM: MAGE THE ASCENSION 20th Anniversary Edition (M20)

Effective Date: 1 August 2018

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This addendum is organized into the following sections:

- I. **ADDITIONAL BOOKS**: A listing of books specifically sanctioned for this genre.
- II. **CHARACTERS**: Basic rules for Ascension Characters.
- III. **SECTS**: Rules pertaining to mage Sects.
- IV. **REALMS AND ZONES**: Rules pertaining to magical places.
- V. **TRAITS**: Rules pertaining to Ascension-specific Abilities, Backgrounds, Merits, Flaws, etc.
- VI. **SPHERES, SPELLCASTING AND ROTES**: Rules pertaining to magic and spells.
- VII. **STORYTELLER RULES AND CLARIFICATIONS**: Optional rules and other settings information.

Text in **red** indicates new or changed items in this addendum cycle.

Text in **blue** indicates new or changed items from the last addendum cycle.

I. ERATTA AND ADDITIONAL BOOKS

All: The National Office reserves the right to make use of the included Storyteller characters, unless otherwise noted.

† Though sanctioned for play, the history and settings in this book are not necessarily those of the chronicle.

A. How Do You DO That? †

II. CHARACTERS

A. Background

1. Current Age

- a. Age 16 and under: Not sanctioned.
- b. Age 100 and above: High Approval.

2. Age at Awakening

- a. Age 12 and under: Not sanctioned.
- b. Age 13 to 16: High Approval.

B. Type

1. **Sleepwalker**: Low Approval.

C. Ascension

1. Making steps toward Ascension: High Notification.
2. Achieving Ascension: Top Approval.

III. SECTS

A. The Disparates: High Approval, except as otherwise noted.

1. **Orphans**: Low Approval.

B. The Technocratic Union: per antagonist character types.

1. **Former members**: High Approval.

C. The Traditions: Low Approval, except as otherwise noted.

1. **Virtual Adepts**: High Approval.

D. The Fallen and The Mad: per antagonist character types.

IV. REALMS AND ZONES

A. The Digital Web: At the time of this chronicle, the Internet was in its infancy, with the ARPANET (Advanced Research Projects Agency Network) as the first network to implement the TCP/IP protocol suite in 1969. In Australia, there is CSIRONET (Commonwealth Scientific and Industrial Research Organisation Network; the two (and other fledgling networks elsewhere in the world) have not yet been interlinked. The following modifiers apply:

1. Access to the Digital Web requires High Approval (due to the restricted nature of the foundation networks).

2. The difficulty penalty for visiting characters is raised to +3 (due to the near absence of virtual-reality experience in the general population).

V. TRAITS

A. Abilities

1. **Knowledges**
 - a. Technocratic versions of Knowledges (i.e. Subdimensions) are available only to Technocratic characters.
2. **Talents**
 - a. **Do**: restricted to Akashic Brotherhood characters.

B. Arete

1. **Seeking**: A Seeking consumes all downtime actions for the month of the Seeking.
2. **Approval**
 - a. ●●●●● ● to ●●●●● ●●●: High Approval.
 - b. ●●●●● ●●● or ●●●●● ●●●●●: Top Approval.

C. Backgrounds

1. Technocratic versions of Backgrounds (i.e. Hypercram) are available only to Technocratic characters.
2. **Allies**
 - a. ●●●●● ●●● to ●●●●● ●●●●●: High Approval.
3. **Backup**: High Approval.
4. **Enhancement**: High Approval.
5. **Influence**
 - a. ●●●● or ●●●●●: High Approval.
 - b. ●●●●● ●: Top Approval.
 - c. ●●●●● ●● to ●●●●● ●●●●●: Top Approval.
6. **Library**
 - a. ●●●●● ● or ●●●●● ●●: High Approval.
 - b. ●●●●● ●●● to ●●●●● ●●●●●: Top Approval.
7. **Mentor**
 - a. ●●●● or ●●●●●: High Approval.
8. **Node**
 - a. ●●●●● ● to ●●●●● ●●●: High Approval.
 - b. ●●●●● ●● or ●●●●● ●●●●●: Top Approval.
9. **Patron**
 - a. ●●●● or ●●●●●: High Approval.
10. **Rank**
 - a. ●●●● or ●●●●●: High Approval.
11. **Requisitions**: per antagonist character types; available only to Technocrats.
12. **Resources**
 - a. ●●●●● ● to ●●●●● ●●●: High Approval.
 - b. ●●●●● ●● or ●●●●● ●●●●●: Top Approval.
13. **Secret Weapon**: per antagonist character types; available only to Technocrats.
14. **Spies**
 - a. ●●●● or ●●●●●: High Approval.
 - b. ●●●●● ●: Top Approval.
 - c. ●●●●● ●● to ●●●●● ●●●●●: Top Approval.
15. **Status**: this Background does not cost XP.
 - a. **Approval**:
 - i. ● to ●●●: Low Approval
 - ii. ●●●●: Mid Approval, with at least 1/3rd of sect in support.
 - iii. ●●●●●: High Approval, with at least 2/3^{rds} of sect in support.
 - b. **Stripping**:
 - i. expulsion: High Approval, with unanimity of sect.
 - ii. ● to ●●●: Mid Approval, with at least 2/3^{rds} of sect.
 - iii. ●●●● or ●●●●●: High Approval, with at least 1/3rd sect.
16. **Wonder**: High Approval.

D. Merits and Flaws

1. **Construct:** High Approval for non-Technocracy characters (current or former).

VI. SPHERES, SPELLCASTING AND ROTES

A. Spheres

1. Learning a new Sphere – or higher levels of an existing Sphere -- consumes all downtime actions for the month.
2. A mage must have a higher level of the Sphere than the level they are teaching, with these two exceptions: A Master of a Sphere may teach up to Master level in that Sphere, and an Archmage of a Sphere may teach up to Archmage levels in that Sphere.

B. Rotes

1. Custom Rotes: High Approval.

C. Spellcasting

1. The Character Method (p371) is in force.
2. **Using Quintessence:**
 - a. **Adjusting Arete Roll Difficulties:** cannot be reduced below one.
3. **Arete and Foci:** A mage may discard the use of a focus for one Sphere at Arete six, as stated on p 117 of **Laws of Ascension**. (Ignore the contradictory statements on p 178.)
4. **Effects Requiring Approval:**
 - a. **Mid Approval:**
 - i. City-wide effects outside the current scene.
 - b. **High Approval:**
 - i. Regional effects outside the current scene.
 - ii. Returning a dead character to life.
 - iii. Changing the paradigm for a supernatural creature beyond one turn (e.g.: rid a vampire of the Curse, remove a werewolf's shapeshifting ability, etc).
 - iv. Any Effect that interacts with an Avatar (e.g.: forcing a Sleeper to Awaken, destroying an Avatar through Gilgul, interrogation of an Avatar, negating a mage's ability to use magic, etc.)
 - v. Any Effect that will change chronicle history beyond that of the current scene. See also The Difficulties of Going Back in Time (**How Do You DO That?** p111).
 - c. **Top Approval:**
 - i. National, worldwide, or extraplanetary effects outside the current scene.

VII. STORYTELLER RULES AND CLARIFICATIONS

A. Optional Rules

If an Optional Rule is not listed below as being sanctioned, that rule cannot be used within the chronicle.

1. **Mage the Ascension**
 - a. Advantages (p658).
 - b. Anti-Magick (p545): per antagonist character types.
 - c. Archmastery of Spheres (p68): Reserved for the National Office.
 - d. Bustin' Stuff (p439, 457).
 - e. Complementary Rolls (p389).
 - f. Differential Backgrounds (p302).
 - g. Dividing Successes (p538).
 - h. Do: The Peaceful Way (p428).
 - i. Dodging the Blast (p438).
 - j. The Domino Effect (p539).
 - k. Drunken Style (p424).
 - l. Merits and Flaws (p652).
 - m. Minimum Abilities (p276).
 - n. Minimum Driving Skill (p459).
 - o. Patch 'Em Up (p409).
 - p. Professional Skills and Expert Knowledges (p277).
 - q. Protective or Offensive Counterjagick (p545).

- r. Raising and Buying Backgrounds With Experience Points (p336).
 - s. Reality Zones (p21, 611).
 - t. Sanity Sinks (p242).
 - u. Significant Instruments (p588).
 - v. Technocratic Alternative Spheres (p512).
 - w. Things Man Was Not Meant to Know (p407).
 - x. Thresholds (p387).
 - y. Time-Release Damage (p538).
 - z. Umbrood Magick (p490).
 - aa. Unweaving (p545).
 - bb. Weapon Length (p420).
 - cc. Well-Skilled Craftsman (p279).
 - dd. Wild Talent (p60, 527): per antagonist character types.
- 2. **How Do You DO That?**
 - a. The Difficulties of Going Back in Time (p111).
- B. Places of Power**
- 1. **Shallowing:** High Approval. Any attempt to create a Shallowing must occur at a Node to be successful.