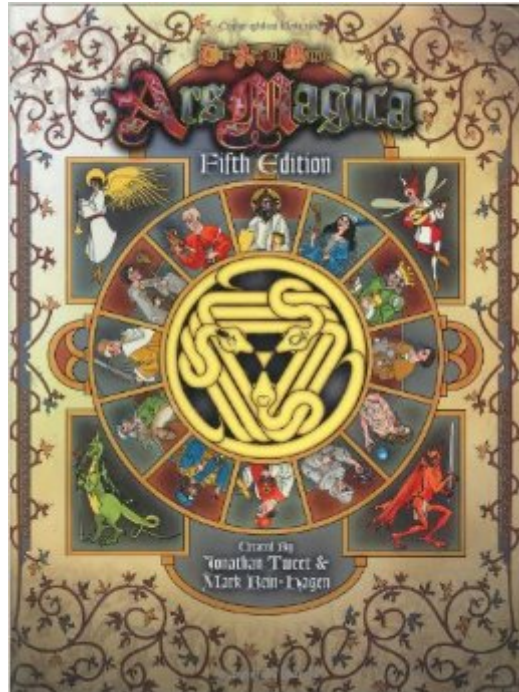


The book was found

Ars Magica, Fifth Edition (Ars Magica Fantasy Roleplaying)



Synopsis

Ars Magica ("The Art of Magic") is the award-winning roleplaying game that focuses on wizards who are as powerful as the ones we know from legend and literature, and the land of Mythic Europe, where those legends are real. The rules encourage players to develop their characters over long periods of time, and make the covenant, the home base of the characters, as central to the stories as any individual character. Troupe-style roleplaying allows players to take on the roles of different characters in different stories, so that the players have equal access to power even though the characters do not. This new edition is rewritten to improve the rules for existing players, and to be more attractive and accessible to new audiences.

Book Information

Age Range: 8 and up

Hardcover: 240 pages

Publisher: Atlas Games; 5th edition (November 10, 2004)

Language: English

ISBN-10: 1589780701

ISBN-13: 978-1589780705

Product Dimensions: 11.3 x 0.8 x 8.6 inches

Shipping Weight: 1.9 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars Â Â See all reviews Â (21 customer reviews)

Best Sellers Rank: #233,693 in Books (See Top 100 in Books) #47 in Â Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #8813 in Â Books > Literature & Fiction > Contemporary #46884 in Â Books > Children's Books

Customer Reviews

As a long time gamer, I had seen Ars Magica come and go on the shelves through its various editions. I'd always intended to pick it up and take a look, but I didn't get around to it until its fifth edition. Being completely new to the rules and setting, I was charmed by both the setting and character creation process. The setting is "Mythic Europe," possessing all the places and people we know from history classes, but with magic and wizards added to spice things up. The first thing I thought of was it would be great for folks who have more than a passing interest in things Medieval and Renaissance. Perhaps history teachers might use this for enrichment in their high school classes, even. Having personally slogged through the "D&D is Devil Worship" eighties, I was intrigued to see that the Church and the God worshiped by the Hebrews, Christians, and Muslims is

recognized as the most powerful political and spiritual source in the setting. Many games today have a system where you can buy extra benefits for your character at creation by taking additional faults. I understand this is one of the first systems to do so. There are some delightful ideas in this section of the book. I really enjoyed reading through them. "Difficult Underlings" and "Offensive to Animals" are two of my favorites. From checking the fan sites before and after my purchase, I got the impression that the players generally liked this update/edition of the rules. I also understand that the drive behind the fixes and improvements in this edition came from a fellow named David Chart. Mr. Tweet gets top bill for 5E, but Mr. Chart gets the fan site love. Not having seen previous editions, I will take the fans' word that this is a nice tightening and fixing of the RAW (rules as written).

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

Ars Magica, Fifth Edition (Ars Magica Fantasy Roleplaying) The Dragon and the Bear (Ars Magica) Ultima Thule: Mythic Scandinavia (Ars Magica) Daily Fantasy Sports: How to Dominate & Win Fantasy Baseball, Fantasy Basketball and Fantasy Football Leagues to Turn Profitable Seasons The Wheel of Time Roleplaying Game (d20 3.0 Fantasy Roleplaying) Fantasy Football Draft Guide July/September 2016 (The Fantasy Greek Fantasy Football Draft Guide) Fantasy Football: 12 Ways To Take Your Fantasy Football Performance to the Next Level (Fantasy Sports) Ars Vercanus: Advanced Magickal Techniques Wraith: The Oblivion Roleplaying Game Core Rulebook. World of Darkness. Category - Roleplaying Games Dresden Files Roleplaying Game: Vol 1: Your Story (The Dresden Files Roleplaying Game) Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge (Call of Cthulhu Horror Roleplaying) (Call of Cthulhu Roleplaying) H.P. Lovecraft's Dreamlands: Roleplaying Beyond the Wall of Sleep (Call of Cthulhu roleplaying) The 36-Hour Day, fifth edition: The 36-Hour Day: A Family Guide to Caring for People Who Have Alzheimer Disease, Related Dementias, and Memory Loss (A Johns Hopkins Press Health Book) 5th (fifth) edition GIS Tutorial for Health, fifth edition: Fifth Edition Theory and Practice of Group Psychotherapy, Fifth Edition 5th (fifth) edition (authors) Yalom, Irvin D., Leszcz, Melyn (2005) published by Basic Books [Hardcover] Silvestre Y La Piedrecita Magica / Sylvester and the Magic Pebble (Spanish Edition) La Magica Presencia (Spanish Edition) Hacia Mi Magica Presencia (Spanish Edition) Dungeon Master's Guide II (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement) Monster Manual II (Dungeons & Dragons d20 3.0 Fantasy Roleplaying Supplement)

[Dmca](#)