

## **Birmingham Mage VSS**

Action 4 Character Development 3 Darkness 3 Drama 4 Intrigue 4  
Manners 4 Mystery 4 Pace 3

### **Theme:**

The theme of the game will be war for reality, and how it impacts and changes the world around it.

### **Mood/Atmosphere:**

Desperate and Dark, the players characters should constantly not know who they will be able to trust, but will still work together to overcome difficult challenges, from both the Abyss and even the Exachs themselves. The events of the last 9 years around Birmingham have dramatically warped and changed the awakened world, almost leaving it abandoned at times by mages, as powerful influences of the abyss flow through the city. Desperate actions by a few mages have made a great difference, and what was perceived by many as a huge hole in the abyss has been contained, and flows of magic have snapped across the city, once again in a huge state of flux.

### **Antagonists and Setting History:**

The main antagonists that will best the Pcs will be Sleepers, Order Mages, Banishers, Manifestations of the Abyss (and other horrors) oh and Seers of the Throne.

### **Storyteller Information:**

Pregame Effects: As per MET rules (Stamina x Gnosis Successes)

Starting Mana: Full - Precasts - Manableed + Bonus mechanics

Storytelling Mechanics – Awakening uses White Wolf's Mage: the Awakening and The Camarilla's Fan Club Rules Addendum to Mage: the Awakening

Proxy Rules - As per The Camarilla Rules Addendum.

Character Restrictions – None at present. May change. I prefer to have a chance to discuss new character concepts fully before they enter play so that they can be woven into the game in a satisfying manner.

Travel Risks – Travel is dangerous, please be aware how you got places.

Visiting character/plot policy – None at present. Initial game(s) will be set IN AN HUGE ASTRAL PRISION THAT CHARACTERS VISITING BIRMINGHAM CAN EASILY BE TRAPPED IN. Any restrictive game premise will be appended to the OOC announcement. Players should be aware that carrying heavy weaponry may lead to being entertained by the Sleeper authorities.