

1: Mage: The Awakening / Awesome - TV Tropes

Still from time to time, a Free Council mage or cabal commits a spectacular error, and members of the ancient orders rumble about how the incident proves that the Council isn't worthy of inclusion with the Diamond Orders.

Exceeding the limit increases the cost to five Experiences, requires a teacher who already knows the dot-level sought, and can only be bought with regular Experiences. In the original corebook, these were set by Path, e. Path determines how the mage sees the Supernal World in her Mage Sight, and what sort of Supernal Entities she can summon. Witches using Active Mage Sight often experience time dilation or contraction. Witches also see the thorns “ visual metaphors for the branching timelines running behind and ahead of everything, which might appear as shining cracks in surfaces, ropelike, quicksilver vines, or shimmering lines in the air. They summon Moirae and Anachronisms. To a Mastigos on the Path of Scourging, the world shows how all thinking minds turn back on themselves, and how that illusionary separation and distance is. Warlocks experience warping distance, mirages, and feelings of being lost, watched, or chased. Thinking beings are surrounded by indistinct auras, wrapped in their own thoughts and emotions. Under Focused Mage Sight, many Mastigos sense chains, bars, uniforms, or other representations of imposed boundaries. They summon Imps and Wraiths. To a Moros on the Path of Doom, the world is a quiet, settled place “ sounds dampen to the point of whispers, and movement seems to slow. Alchemists often see after“images of destroyed items or corpses, or look on the world through a lens of entropy and decay. They summon Specters and Apeirons. To the Obrimos on the Path of Might, the world is bursting with power. Theurgists see the interactions of Forces and Prime within everything, with the sense that the material world is straining at the seams, barely able to hold the power within itself. Under Focused Mage Sight, Obrimos see the mandalas “ complex, twisting patterns; visual interpretations of all forms of power and authority. Theurgists see the leader of a gang decorated in golden jewelry, hear the sun making its passage through the sky, and perceive halos around the holy. They summon Seraphim and Cherubim. Thyrus on the Path of Ecstasy experience the world as the feeling of transcending the self to connect to the world around you. Under Focused Mage Sight, every living being is clear as part of the superorganism, playing their part like individual cells in a body. Sometimes, Thyrus deep in ecstasy glimpse totemic Beasts, supernal entities that symbolize animals, plants, spirits, and even diseases. They summon Totems and Atavisms. The link below is the pre-redline first draft text for the Acanthus writeup. Lucy is the Acanthus signature character. It has been pointed out that this is linguistically bollocks. I expect this debate to get heated.

2: Pathfinding " Onyx Path Publishing

Free Council cabals are run democratically, either by absolute consensus or majority vote. In addition, cabals often form regional Assemblies as an alternative to the local Consilium. Individual groups send syndics (see below) to the Assembly, who in turn formulate proposals to be voted on by every mage represented.

Awakening[edit] Mages come to be when an ordinary person going about their business suddenly undergoes an Awakening , in which their soul goes a-walking among the Supernal Realms and inscribes their name on a Watchtower located there. After having done so, the person is forever Awakened to an understanding of the truth of the world. The Watchtower filters the Truth, creating a realm in which a person can Awaken without being deleted from reality. In fact this is how Archmasters enter the Supernal, by imposing their own vision into it. So to make things simple, the Supernal is the source code for reality, with the realms being programming languages, and the Exarchs are viruses that created a mass of glitches called the Abyss that threatens to wreck it all. Paths[edit] There are five Paths which one normally Awakens to. Each Path corresponds to one of the Supernal Realms. The Enchanters, who walk Arcadia. Acanthus are stereotyped to be flexible and fickle artsy types. The Warlocks, those who walk Pandemonium. Your awakening was hell, literally. You faced down your inner demons, and either outwitted, out-gambled, or just out-muscled the hellish pricks, so that you yourself become the Ur-prick. Mastigos are stereotyped to be diabolical and suave manipulators. The Necromancers, those who walk Stygia. You walked through Stygia, the platonic ideal of death contrasted to the incredibly shitty Underworld. Moros are stereotyped to be dour and resolute down-to-earth types. The Theurges, those who walk through Aether aka Not-Heaven. Your Awakening was all Old Testament Ezekiel - tongues of fire, wheels studded with eyes, seraphim chanting hymns to God, the works. Obrimos stereotypes paint them as zealous and devoted champions of ideals. The Shamans, those who walk the Primal Wild. You took a walk on the wild side, and are basically the walking manifestation of the Circle of Life song from The Lion King. Thrysus stereotypes are those of down-to-earth and hippie back-to-the-landers. Introduced in Imperial Mysteries within Imperium, is an ultimate ability that can create a new Realm, Watchtower, or even another Celestial Ladder. Factions[edit] The Pentacle Orders[edit] Originally starting as the Diamond Order, the first four factions were joined by the Free Council at the turn of the 20th century after the Seers asked them to join forces against the Diamond Order. The five factions are: They teach magical kung-fu and shit. They believe existence is war, which leads to infighting for dominance or just practice, with themselves or with other factions. The Guardians of the Veil: They keep shit that should stay hidden, hidden. They oppose the Free Council and Silver Ladder for their recklessness, and the Mysterium for keeping secrets from them. The Mage equivalent of Indiana Jones or wise old sages sometimes both! They collect and study magical mysteries, keeping secrets from other mages unless they are worthy or have another mystery to trade with, which leads to other factions trying to steal their lucky charms. Tied with the Ladder for "Pentacle Order most like the Seers". The leadership caste of Mage society. They play politics and think Mages are superior to mortals. They push for democracy in Awakened society, as opposed to the meritocracy that the Ladder usually sets up. If you play those guys as actual heroes rather than your secret supervillain fantasies, you are doing it wrong. No, you want Seers for the "grind the world beneath your heel while you anally rape it using your magic-empowered dick and take photos to show off to your fellow global anal rapists before going off to eat puppies grilled on the infernos of a burning oil slick sea and washing them down with the tears of abused orphans" supervillain fantasy. Seriously, grimdark is a feature of the world they want, even more so than the current fucking World of Darkness! The Seers are a bureaucratic fuckfest of backstabbing, infighting, and bureaucratic power-jockeying between a bunch of "ministries," even more so than the Pentacle. There are four big ministries, divided into how they want to make the world miserable as shit, as well as a few minor ministries eleven in total, one for each Exarch. The big four are: The Weak Fear the Strong The ministry that governs violence. The Praetorians like cold-blooded strategy just as much as burning rage, and war just as much as serial killing. These ensure that humanity remains a pack of mewling whelps unable to even consider obtaining enlightenment. They serve the General, Exarch of Forces. The

Panopticon is based on this philosophy: They serve the Eye, Exarch of Space. The State is The Soul Utopia is attainable. The Hegemony carry a contradicting duty, to divide humanity by uniting them under a banner or ideology, erasing individuality yet creating opposition. The Hegemony are dying, corporate greed eating patriotism as the Ministry of Mammon wish to usurp them. They serve the Unity, Exarch of Mind. Faith is an Unbreakable Chain It takes faith to manufacture faith, and devotion to deceive the devoted. The Paternoster, unlike the other ministries, buys into their own hype, all of it. They truly believe if no-one Awakens and all Supernal truth is gone from this world then it would become paradise. They serve the Father, Exarch of Prime. Others[edit] Banishers are mages who awakened "wrong" and developed an instinctive hatred of magic as a result. Their awakening was traumatic and not at all empowering, so they wreak havoc on other mages with fear and flame, creating their own Mage-style paradigms in the process. Supposedly, all Banishers have a choice as to whether or not they hunt other mages, but little effort is devoted to Banishers who "go straight," except to mention that some Banishers try being regular mages for a while but fail, and that some Banishers who teamed up with the Pentacle to fight the Seers miss their old "war buddies". They organize into various cults, from wildman cannibals, religious nuts, performance artists, alien abductees, pyromaniac cathars, thinly-veiled Scientologist knockoffs, and more. Arcana[edit] There are ten Arcana, which are the different domains that magic has control over. Similar to the Mage: The Ascension Spheres, except with easier crunch. Deals with death, darkness, decay, ghosts, souls and other such spooky stuff. Fire, wind and electricity, heat and cold, light, sound, gravity and even radiation: Forces is a potent Arcana indeed. And then you can give someone cancer by radiating them. The Arcana of healing and sickness, of rebuilding life and disassembling it, but also working with animals or shapeshifting: Life is a very useful support Arcana. At higher levels you can almost bring people back from the dead, rip the life straight out of them, or even create brand new species of life. The Arcana of solids, liquids and gasses, of form, shaping and changing: Matter is a real hands-on Arcana. This works with both base materials and machines, allowing a mage to mess with electronic devices, reshape matter, fuse machines together so you have a shotgun that shoots nails, create golems or create matter ex nihilo. Jedi Mind Trick, the Arcana. With some extra abilities involving the Goetia and mindfucking people to death. Also allows for telepathic networking and creating friends. The Arcana of Metamagic. Has less to do with making objects permanent like in the original Mage, but it still allows for messing with the trappings of magic like back in the day. Correspondence, but with the connections between things played down slightly. Space can still mess with connections between things or people, but this is not Fate or Mind magic: The Arcana to deal with the spirit world. Allows the Mage to commune with spirits, survive in the spirit world, create fetishes and familiars and at the highest levels alter or even create new spirits, Loci or a permanent residence in the spirit world. Remember that it is unwise to annoy the spirits, and even more so if the Uratha have to get involved. Precognition and postcognition, prophecy and change and even compressed or reversed time: At lower levels a Mage can alter minor events or see a bit into the future, at higher levels they can see far into the future, rewrite history, age someone to death on the spot or have time around them slow to a crawl while the Mage has hours to spend.

3: Mage: The Awakening - Wikipedia

The Free Council book is a little more streamlined than the other order books, and makes the attempt to represent the faction in a more truthful light than normal. (Most are legendary in approach. This aims at historical.).

Still in the original factory shrink wrap, with condition visible through shrink noted. For example, "SW NM " means shrink wrapped in near-mint condition. Like new with only the slightest wear, many times indistinguishable from a Mint item. Close to perfect, very collectible. Board games in this condition may be played but show little to no wear. Lightly used, but almost like new. May show very small spine creases or slight corner wear. Absolutely no tears and no marks, a collectible condition. May have medium sized creases, scuff marks, very small stain, etc. Complete and very useable. Fair Very well used, but complete and useable. May have flaws such as tears, pen marks or highlighting, large creases, stains, marks, a loose map, etc. Poor Extremely well used and has major flaws, which may be too numerous to mention. Item is complete unless noted. When only one condition is listed, then the box and contents are in the same condition. A "plus" sign indicates that an item is close to the next highest condition. A "minus" sign indicates the opposite. Boardgame counters are punched, unless noted. Due to the nature of loose counters, if a game is unplayable it may be returned for a refund of the purchase price. In most cases, boxed games and box sets do not come with dice. The cardboard backing of miniature packs is not graded. If excessively worn, they will be marked as "card worn. If excessively worn, they will be marked as "tray worn.

4: The Free Council - White Wolf | Mage: The Awakening | www.enganchecubano.com

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Please log in to add or reply to comments. Sam B April 18, 9: Just throw us a bone here, man! P Joshua A January 31, 9: Joshua P January 15, 8: I would like to know before purchasing, especially a printed copy. Robert T January 19, 9: You can even search in the PDF Version for almost anything. August 12, Stadard Heavyweight is also thicker in spine width than the Premium. Bartosz W February 06, 8: My Premium copy has matte pages and the pages are glued together to a piece of cardboard rather than a piece of cloth. It actually seems quite different from the original Onyx Path books and much closer to a Standard Heavyweight copy. Misha B November 14, Luis M November 14, 7: Want the screen from werewolf and vampire also Talking about 2nd edition products. Michael S November 18, 4: Matthew S November 08, 7: How do I remedy this situation? Caleb P November 14, 2: Timo M October 29, 4: Gabriel P November 01, 7: All the rules should be covered on the book. Timothy B June 14, 3: I have Awakening 1st ed and I liked it. But which game should I buy? This one or the new Mage: The Ascension 20year edition? Daniel S June 15, 6: Mage the Awakening 2e is what it is - a 2nd edition of Awakening. Cleaner 2e rules, revamped magic rules no more ritual casting to superbuff yourself , clearer themes more focus on cool magical mysteries, less focus on mage-history , clearer overview of enemies. Generally more focus on what you do, which is welcome. Which one to buy? Whichever game you feel like running! July 23, 8: Or is it all an illusion? Rory H December 12, 9: However, for me the fundamental aspect of Ascension was the concept of consensual reality and the post-modern themes that were associated with it. Awakening replaces this with a fixed magical background, mostly based upon a straight Gnostic world view. Ascension is an edgy game, and the 20th Edition is mainly written as an exploration of real world magical beliefs. In the case of Awakening, however, it is plainly a game of modern fantasy with no real element of satire, polemic or controversy. To me, that is the key difference. Sabrina S March 21, 5: Personally i think the mechanics of Awakening pushes me in the direction of 2nd ed, but the background story for vanilla ascension is amazing. The world feels much darker and more real then that in NWoD. All that said i only run Awakening anymore since i can come up with my own version of the history and make the game feel real and dark. It all really depends on the strength of the ST. If you want to lean heavily on the setting as written without putting some work into the making the setting feel lived in then i saw go with Ascension. If you want to have a game with Superior mechanics while still being easier for newer players to jump into i saw use Awakening. Reviews - January 21st, While the art falls a bit flat compared to the first edition, lierally everything else is s VAST improvement. I absolutely love the artwork and the story-telling. The mechanics are easy to understand and follow for new and experienced gamers alike. I love the way the world is explained. This is a great product, and a fantastic game. It suffers from the same crippling problem as most oth [The layout of the Table of Contents is a beautiful addition that allows anyone to easily source what they are looking for without [This is Mage as it always should have been.

(see Mage: The Awakening, p.), which is covert, and Thunderbolt (see Mage: The Awakening, p.), which is vulgar, even though the bolt of electricity is considerably larger in the former case. When there is a storm overhead, the mundane world does not need to be nudged much to produce a bolt of lightning, so the magic is covert.

The Paternoster itself is more of a Religion of Evil , but uses Paths of Inspiration to manipulate muggles. And last, but far from least, The Evil Army: The Ministry of Mammon. And I Must Scream: Simply put, this will crop up. The first installment in the preview chronicle can be resolved by trapping a Sloth spirit in a TV remote control - what you choose to do with the remote afterwards is up to you. Certain Abyss manifestations have the shape of animals but are anything but. Also, the "monsters" mentioned in Chronicles of Darkness: Banishers, who use their magic only for the purpose of destroying other sources of magic, are this from the get-go in the corebook. Archmasters are the rare mages who have made a second visit to the Supernal Realms, which breaks the five-dot limit on individual Arcana and lets them achieve godlike feats. However, they have a mutual agreement not to act overtly under most circumstances: Of course, indirect action and outright cheating are another matter An archmage has a rank of 6 or more in his discipline, and a prerequisite minimum of six in gnosis, giving him a minimum dice pool of twelve. Additionally, the likelihood of something going wrong increases with gnosis, and the most common result of paradox occurring is for the spell to go out of control and hit the wrong target. An archmage casting a spell to warm up his coffee can easily accidentally liquefy a nearby skyscraper instead. Arson, Murder, and Jaywalking: According to the main sourcebook, tainted Hallows can "curdle milk, blight crops, sicken animals and children, attract ghosts and corrupt spirits, and ruin television reception. The Mysterium have no idea what it is, where it came from, how it got here, what it does or how to get rid of it. The first person to handle it touched it directly and was instantly struck dead alongside every single person he trusted closely. Ascend to a Higher Plane of Existence: The Exarchs pulled this one off through the construction of the Celestial Ladder On the bright side, the Oracles got up the ladder with them, and proceeded to kick the Exarchs around like soccer balls before they could finish cutting off the Supernal. The result was the Watchtowers, which allow humans to still Awaken even with the Abyss in the way. The main book opens with a short story about a Goth fanboy who awakened while performing a mostly nonsense ritual with Goetic elements. Tellingly, details of how this usually turns out are expanded on in the Too Dumb to Live section below. It was written by son of a Free Council mage who saw the Diamond orders as repressive, and the whole series is essentially a critique of their worldviews. Atlantis is just a Greek name for it, and b. Some Mages mostly sizable chunks of the Free Council think Atlantis is just a myth, and that the story could have been a conglomerate of what happens when Mages get too proud. Which just makes things MORE confusing. Clarified in the 2nd edition. The Atlantis myth as an idealized magical civilization that fell from grace is the narrative that culturally unites the Diamond. Each of the Diamond Orders sees itself as fulfilling Atlantean traditions, and each Order tries to legitimize itself by tying itself to back to Atlantis. The Orders historically began in ancient Greece and Alexander the Great hence the common use of Greek terminology. His empire was when the various disparate groups of mages from all over the world started to come together, culminating into the Diamond Orders today. The myth itself was formed by the antecedents of the Silver Ladder, who got Atlantis from Plato and incorporated it into their symbolic narrative. Also, there is considerable confusion about which Atlantis is the source of all this tradition. Other sourcebooks point out that the wide variations in architecture, writing and art make it all but impossible to pinpoint where anything came from originally. Either way, all that one can be sure of from reading the various sourcebooks is that Atlantis is almost certainly impossible to restore or properly document in the Fallen World and that White Wolf will milk it for Status Quo Is God. Mages are not only prone to these, but prone to backing them up in spectacular fashion. I will see the shadow of your coming before you have even decided your intent, and I will thwart you before you even put your pawns into motion. I will be watching from the Mists, and you will not sense it. If you move against me again, not even the Abyss and the Hidden Lords you worship will keep my hands from your neck. Astonishingly well-read, excellent memory for trivia and well-versed in esoteric religion and

philosophy. Also sets cannibals on fire with his mind. Bad Guys Do the Dirty Work: A young something who keeps her head bald because her nimbus manifests as sparks running along her scalp serving as a sample character for the Pygmalian Society in Legacies: The Legion is a psychological disease slash Legacy of this trope. Beethoven Was an Alien Spy: For the most part, mages assume that none of their number were ever famous or legendary and some cases where they believe that they were have a few holes in them. Actually averted mechanically, not just in the storyline: Played straight with the Merovingians, who are said to be a Proximus Dynasty that was destroyed when they started demanding that mages recognise them as the rightful heirs of the Atlantean kings. It was erased from history and fell into legend, but Medraut, the destiny of kingdoms to fall from within, has become the symbol of the Arcanum of Fate. Better Living Through Evil: Membership in the Seers of the Throne, however, makes a character eligible to take the Luxury merit, which at its higher level allows him or her to live like a billionaire. The drawback, unfortunately, is that Resources belong to the character, while Luxury belongs to the Seers as a group and can therefore be revoked. Black and Gray Morality: What the conflict between the Pentacle and the Seers of the Throne is like. On one hand you have a group consisting of mystery cult knowledge mafias, dangerous revolutionaries, egotistical paternalist pseudo-theocratic dangerous revolutionaries, oath obsessed martial cultist, and messianic secret police cult with ridiculous martyr complex. A Lighter Shade Of Gray: It should be noted that all the people in the first hand have an ethos based around noble reasons. The Mysterium wants to protect its knowledge for everyone who wants to discover it. And the Guardians of the Veil are, when it comes down to it, a police force whose entire ethos revolves around protecting Sleepers from being abused by magic. It is not fun to be a supernatural being. That said, Mages have it slightly better than some of the other supernatural creatures. This is certainly the viewpoint of born, as opposed to ideological Banishers, Mages who usually serve as antagonists for the PC Mages. Banishers believe that magical power is inherently wrong and evil, and only gather it so that they can destroy other Awakened usually before taking themselves out in a blaze of horrible glory. Being Awakened does give you extra protection against having your soul ripped out. This is a survival trait, because mages are the most likely beings to attract soul-eaters in the first place. Except, for some reason, the Gentry from Changeling: The Lost - they only take Sleepers. Being a human of the Ractain Strain gives you a powerful memory, a super sense for supernatural activity, and whenever you first experience a life-threatening incident, without dying, your body produces a disease that can spread the infection very quickly. The major thematic reason that this applies is hubris. Because mages have so much power with so few drawbacks, when they screw up, they tend to screw up really big. Abyssal intrusions can take this form; abyssal spiders, flesh intruders, red worms, and Sinister Organ qigong are examples given in Intruders: Encounters with the Abyss. Mages with sufficient power in the Life and Death Arcana can do some nasty things to people, as well. Banishers really, really hate mages, despite the fact that the two groups went on the same trip to the Supernal Realms and came back with knowledge of magic. The difference is that while regular mages viewed the experience as akin to religious awakening, Banishers viewed it as more like Mind Rape and feel an instinctive revulsion every time they use magic that is, save for those who rationalize their powers as divine weapons against evil occult forces. Blue and Orange Morality: Since they discount the existence of good and evil as anything other than lies, Scelesti morality tends to be The angelic messenger Metatron is the personification of this trope, being charged with delivering tragic Calls To Adventure by a being responsible for creating heroes. Mages can mitigate the effects of Paradox by taking it into their own Patterns. And if they start to run low on mana, they can just rip it out of themselves. Need aside, this is probably the worst last resort option available to a desperate Mage, essentially a Dangerous Forbidden Technique that comes with no guarantees it can help the situation, with bonus points if Paradox screws up the next spell and leaves you drained of mana and even more injured. Though, the first Life Attainments alleviate this somewhat. At first it seems like the subconscious disbelief of non-Mage humans can aggravate the effects of Paradox. However, that works because religious or occult traditions can contain fragments of Supernal truths, not because Sleepers believe in them. This is more or less the central theme of the game. A mage firmly understanding this is paramount, because the alternative is not pretty. Any mage insufficiently responsible will almost inevitably end up murderous, self-obsessed, completely lacking in objectivity or fundamentally debased. At least a significant

minority of such people end up as all of the above. Played with; the Seers of the Throne offered to join with the Nameless and form a Technocracy to rule the world. The Nameless disagreed violently, and became the Free Council. Also an amusing double shout out if you know the old WoD well: Pretty much any being from the Abyss will naturally fall into this. Acamoth, for example, are Abyssal spirits trapped in our world who can offer tempting boons to mages, such as increasing an Attribute for a month or not aging for a year. The price is that they get to take your soul on a nightmare tour of the Abyss, forcing you to experience committing acts of degeneration and to save against losing Wisdom. Gulmoth, their cousins still in the Abyss, offer a variety of services, such tutoring in exchange for the sacrifice of a small animal, or killing an enemy in exchange for one of your fingers. The forces of the Abyss seek to eat away at the Tapestry of Reality, "unraveling" individual Patterns with its dark influence.

6: Contact Support

Mage: The Awakening is a role-playing game developed by White Wolf Publishing and based in their Chronicles of Darkness setting. The characters portrayed in this game are individuals able to bend or break the commonly accepted rules of reality to perform subtle or outlandish acts of magic.

Edit Awakened society has always had its share of rebels and strange geniuses, mages who could never accept the easy answers of Atlantean tradition. The Silver Ladder cast them out, the Adamantine Arrow refused to protect them and the Mysterium expunged their words from history. But the Awakened have always been sensitive to the spirit of an age, and there have been times when the trickle of malcontent has grown to a flood. These eras have coincided with some of the greatest achievements in human history, but also with its wars and disasters. Do mages cause such events, or take their lessons to heart? In the early 19th century, cabals across Europe expounded a startling theory: Men and women were not as weak as the Exarchs supposed, and strained against their prison across the generations. The new movement gave itself hundreds of different names based on everything from Sleeper inspirations to esoteric humor. It spanned the globe through the charms of the Boxer Rebellion, the guns of the American West and the bombs of London anarchists. Mysterium historians call it the Nameless War, for at the time, the other orders refused to even give the revolutionaries a common name. After all, names grant symbolic power. The heirs of Atlantis, for all their internal strife, wanted to see history bury these apostates. The war left the rebels bloody but unbowed, and even increased their membership. Young members of the traditional orders defected, charmed by the opportunities offered by rebel factions. The Great Refusal fulfilled this requirement. The Seers of the Throne knew that the rebels presented a great opportunity. They could be used to wipe out all memory of Atlantis. Together, the Seers and the Nameless could create a world where humanity could not even conceive of the occult, mending the final few flaws that remained in the world-prison the Exarchs had created. The Seers of the Throne sent emissaries to Nameless cabals, offering them wealth and power in exchange for an alliance that would wed technological and cultural magic to an agenda of control. The Nameless order declined. They declined with guns, bombs and mind-crushing Arts. The spirit of the modern world would be liberty, not technocracy, and it was time to explore it. Members Edit The elder orders would have you think that the Free Council consists of poorly trained punks and political blowhards who endanger everyone around them with poorly wrought spells, and who defile the Supernal World with every ill-considered touch. For their part, novice mages might speak up for the Free Council out of sheer contrariness, but might also seek to escape the burden of apprenticeship. Many mages treat their pupils as slaves and cannon fodder in battles for ancient lore. Resentment builds and apprentices leave. Like mages everywhere, libertines lead dangerous lives fighting rivals and searching for magical power. They believe in security and mutual aid. After running the gauntlet of debate and the sporadic violence of Council missions, survivors are tempered into idealistic but practical occultists who have a flexible set of capabilities. Libertines tend to be generalists outside of their arcane specialties. Their intense interest in culture and technology, and their iconoclasm, makes the ideal member a combination of engineer, anthropologist and guerilla. Veteran sorcerers align themselves with the order to either reject their former, corrupt allegiances or to explore radical occult theories. Experienced defectors add political clout and arcane power to the cause. Libertines all have a common interest in contemporary culture and tend to be skeptical of Atlantean heritage. Some of them doubt that Atlantis ever even existed. If Atlantis existed in any age, it should be the future and should be a better place than any legend describes. Of course, Free Council members rarely agree on the best model for an Awakened " or mundane " society. Their sanctums ring with the competing voices of anarchists, free-market capitalists and partisans of countless other doctrines Philosophy Volumes have been written and duels fought about what libertines ought to believe. Despite this, members hold little in common aside from the charter of unity forged at the dawn of the 20th century. This is a radical enough claim by itself, but the Free Council goes a step further and postulates that even mages are cursed to trap their lore in hierarchies of mutual deception. Every generation loses a bit of lore that was concealed in the highest levels of initiation and never passed on. Only shared discovery and free debate can throw off the Lie.

Humanity is magical; human works have arcane secrets Edit The Free Council believes that humanity never really forgot the secrets of magic. Human beings instinctively create their own miracles. These are only shadows of the potential they could attain if they Awakened, but they point to new ways to understand magic. Technology and culture have their own secret laws and symbols, drawn from Supernal regions still waiting to be discovered. Libertines embrace a modern vision of magic drawn from human accomplishments, not hoary myths. Of course, other Council cabals believe the opposite: What both groups have in common is that they see these developments as new and vital in their own right instead of being scrambled memories of Atlantean glory. Destroy the followers of the Lie Edit This is one of the most contentious points of agreement among Free Council cabals. While all agree that the Seers of the Throne are the most extreme proponents of the Lie, they do not have any consensus on how to reform Awakened society away from its authoritarian traditions. The most radical cells espouse revolutionary war against the Silver Ladder and their collaborators, but others believe that a peaceful campaign of cooperation and Consilium-level reform will gradually persuade mages to abandon their outmoded hierarchies. The spirit of invention and adaptation persists, so Free Council cabals regularly invent rituals and conventions that suit their own interests. Assembly Edit Free Council cabals are run democratically, either by absolute consensus or majority vote. In addition, cabals often form regional Assemblies as an alternative to the local Consilium. Individual groups send syndics see below to the Assembly, who in turn formulate proposals to be voted on by every mage represented. Some Assemblies require members to forswear association with a Consilium, but most do not. Even so, the collective power of a well-run Assembly can decisively sway a Consilium, since all members share a commitment to a particular policy. A variation known as the Column organizes mages in battles against their enemies. While any democratically governed cabal is allowed to join an Assembly, libertine mages invariably make up the majority of their ranks. The Lorehouse system assists that transaction by providing an open storehouse of magical knowledge. Some Lorehouses use a free-market model, selling their stock to any mage who can meet the price in hard cash, Mana or barter. While other orders cling to a tradition belonging to an ancient past, the Free Council forges ahead to new horizons. Titles and Duties Free Council positions are selected democratically and exist to fill a pragmatic rather than ritual role. Emissary Edit An emissary is a libertine who has been empowered by a Free Council cabal or Assembly to pursue diplomatic aims with mages from other orders. Cabals and Assemblies are, in turn, obligated to seek redress if any harm comes to their emissary. Strategos Edit In a crisis, Free Council mages may voluntarily suspend their democratic rights to give a strategos the power to make decisions in all areas relevant to his area of expertise. Many Assemblies including virtually all Columns employ a strategos who is permitted to make decisions that affect all Assembly members. No matter what, the power of a strategos is formally limited to a single subject. Syndic Edit In regions where Free Council Assemblies hold sway, member cabals select one of their own as a syndic to represent them. Syndics do not make decisions. They debate other syndics and generate proposals on which all members vote. Syndics can acquire considerable clout.

7: Mage: The Awakening - 1d4chan

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Early times[edit] In the game, Mages have always existed, though there are legends of the Pure Ones who were shards of the original, divine One. Early mages cultivated their magical beliefs alone or in small groups, generally conforming to and influencing the belief systems of their societies. Obscure myths suggest that the precursors of the modern organizations of mages originally gathered in ancient Egypt. This period of historical uncertainty also saw the rise of the Nephandi in the Near East. Eventually, though, mages belonging to the Order of Hermes and the Messianic Voices attained great influence over European society. However, absorbed by their pursuit of occult power and esoteric knowledge, they often neglected and even abused humanity. Frequently, they were at odds with mainstream religions, envied by noble authorities and cursed by common folk. The Order of Reason[edit] Mages who believed in proto-scientific theories banded together under the banner of the Order of Reason , declaring their aim was to create a safe world with Man as its ruler. They won the support of Sleepers by developing the useful arts of manufacturing , economics , wayfaring , and medicine. They also championed many of the values that we now associate with the Renaissance. Masses of Sleepers embraced the gifts of early Technology and the Science that accompanied them. The Order of Reason perceived a safe world as one devoid of heretical beliefs, ungodly practices and supernatural creatures preying upon humanity. As the defenders of the common folk, they intended to replace the dominant magical groups with a society of philosopher-scientists as shepherds, protecting and guiding humanity. In response, non-scientific mages banded together to form the Council of Nine Traditions where mages of all the major magical paths gathered. They fought on battlefields and in universities trying to undermine as many discoveries as they could, but to no avail - technology made the march of Science unstoppable. Their final counteroffensives against the Order of Reason were foiled by internal dissent and treachery in their midst. Rise of the Technocracy[edit] However, from the turn of the 17th century on, the goals of the Order of Reason began to change. As their scientific paradigm unfolded, they decided that the mystical beliefs of the common people were not only backward, but dangerous, and that they should be replaced by cold, measurable and predictable physical laws and respect for human genius. They replaced long-held theologies, pantheons, and mystical traditions with ideas like rational thought and the scientific method. However, the Order of Reason became less and less focused on improving the daily lives of sleepers and more concerned with eliminating any resistance to their choke-hold on the minds of humanity. Ever since a reorganization performed under Queen Victoria in the late s, they call themselves the Technocracy. The Traditions replenished their numbers which had been diminished by the withdrawal of two Traditions, the secretive Ahl-i-Batin , and the Solificati , alchemists plagued by scandal with former Technocrats from the Sons of Ether and Virtual Adepts factions, vying for the beliefs of sleepers and with the Technocracy, and perpetually wary of the Nephandi who consciously embrace evil and service to a demonic or alien master and the Marauders who resist Paradox with a magical form of madness. This also cut the Technocracy off from their leadership. Both sides called a truce in their struggle to assess their new situation, especially since these events implied that Armageddon was soon at hand. Chief among these signs was creation of a barrier between the physical world and spirit world. This barrier was called the Avatar Storm because it affected the Avatar of the Mage. The Rogue Council only made itself known through coded missives, while Panopticon was apparently created by the leaders of the Technocracy to counter it. This struggle eventually led to the point on the timeline occupied by the book called Ascension. While the entire metaplot has always been meant to be altered as each play group sees fit, Ascension provided multiple possible endings, with none of them being definitive though one was meant to resolve the metaplot. Thus, there is no definitive canonical ending. Factions[edit] The metaplot of the game involves a four-way struggle between the technological and authoritarian Technocracy, the insane Marauders, the cosmically evil Nephandi and the nine mystical Traditions that tread the middle path , to which the player characters are assumed to belong. This struggle has in every edition of the game been characterized both as

primarily a covert, violent war directly between factions, and primarily as an effort to sway the imaginations and beliefs of sleepers. The Traditions exist to unify users of magic under a common banner to protect reality particularly those parts of reality that are magical against the growing disbelief of the modern world, the spreading dominance of the Technocracy, and the predations of unstable mages such as Marauders and Nephandi. Each of the Traditions are largely independent organizations unified by a broadly accepted paradigm for practicing magic. The Traditions themselves vary substantially from one another. Some have almost no structure or rules, while others have rigid rules of protocol, etiquette, and rank. Though unified in their desire to keep magic alive, the magic practiced by different Traditions are often wildly different and entirely incompatible with one another. Understanding Traditions as a whole requires understanding each Tradition separately, and then assembling them into a somewhat cohesive whole. The nine traditions are: Mages of Akashic Brotherhood are ascetics, martial artists, and monks, largely drawing from Buddhism, Taoism, Shinto, Hinduism and other such religions. They are masters of the sphere of Mind. Mages of Celestial Chorus are pious believers in a supreme being that encompasses all Gods ever worshipped. They are masters of the sphere of Prime, the raw essence that fuels magic itself. Mages of Cult of Ecstasy are intuitive seers using sensory stimulation, consciousness-expanding techniques, and meditation. They are masters of the sphere of Time. Mages of Dreamspeakers are shamanistic emissaries to the spirit world. They are masters of Spirit magic, such as summoning or binding spirits, necromancy, creating fetishes and travelling to the Umbra. Mages of Euthanatos are Thanatoic willworkers and killers drawing from a legacy of death-cults in India, Greece, and the cultures of the Arabs and Celts. They are masters of the sphere of Entropy. Mages of Order of Hermes are formalized sorcerers, alchemists, and mystics drawing from classical occult practices. They are masters of the sphere of Forces. Mages of Sons of Ether are inspiration-oriented scientists dedicated to fringe theories and alternative science. They are masters of the sphere of Matter. Mages of Verbena are blood-shamans, healers and primordial witches and warlocks. They are masters of the sphere of Life. Mages of Virtual Adepts are technological adepts capable of informational wizardry. They are masters of the sphere of Correspondence, magic dealing with three-dimensional location, space, and communications.

The Technocratic Union[edit] The Technocracy is likewise divided into groups; unlike the Traditions, however, they share a single paradigm, and instead divide themselves based upon methodologies and areas of expertise. Technocrats of Iteration X are experts in the arena of the physical sciences, especially when it comes to mechanical and robotic advancements. Technocratic Progenitors, on the other hand, are masters of the biological sciences as a whole, including genetic engineering and the medical science. Technocrats of the New World Order maintain control of information and knowledge, controlling the thoughts and actions of the masses by directing what they learn and see. Technocrats of the Syndicate control the flow of money and power—though the two are frequently the same thing—between disparate groups. Technocratic members of the Void Engineers are explorers of the unknown. In the modern day, this not only extends to outer space, but to extradimensional planes of existence.

Marauders[edit] The Marauders are a group of mages that embody Dynamism. Marauders are chaos mages. They are completely insane. To other mages, they appear immune to paradox effects, often using vulgar magic to accomplish their insane tasks. Marauders represent the other narrative extreme, the repellent and frightening corruption of unrestrained power, of dynamism unchecked. Marauders are insane mages whose Avatars have been warped by their mental instability, and who exist in a state of permanent Quiet. They cannot become Archmages, as they lack sufficient insight and are incapable of appreciating truths which do not suit their madness. In the second edition of Mage: The Ascension, Marauders were much more cogent and likely to operate in groups, with the Umbral Underground using the Umbra to infiltrate any location and wreak havoc with the aid of bygones. They were also associated heavily with other perceived agents of Dynamism, particularly the Changing Breeds who equate Dynamism with the Wyld and sometimes Changelings. In the revised edition, Marauders were made darker and less coherent, in keeping with the more serious treatment of madness used for Malkavians in Vampire: The Masquerade Revised Edition. In this edition, the Regulars are a cell of the Underground, and like the other cells have highly compatible Quiets.

Nephandi[edit] With the Technocracy representing Stasis and the Marauders acting on behalf of Dynamism, the third part of this trifecta is Entropy, as borne by the Nephandi. While other mages

may be callous or cruel, the Nephandi are morally inverted and spiritually mutilated. While a Traditionalist or Technocrat may simply fall prey to human failings or excessive zeal in their ethos, while a Marauder may well commit some true atrocities in the depth of her incurable madness; a Nephandus retains a clear moral compass, and deliberately pursues actions to worsen the world and bring about its final end. To this end, the Technocracy and Traditions have been known to set aside the ongoing war for reality to temporarily join forces to oppose the Nephandi, and even the Marauders are known to attack the Nephandi on sight. Some of their members, called barabbi, hail from the Technocracy and Traditions, but all Nephandi have experienced the Rebirth, wherein they embrace the antithesis of everything they know to be right, and are physically and spiritually torn apart and reassembled. This metamorphosis has a sort of terrible permanence to it: While some of the background stories detail a particular mage and her teacher trying and succeeding at keeping her from falling again, this is very rare. Others

[edit] Other mystical traditions that are not part of the nine exist, and are known as Crafts. Some examples of these are the mages of Ahl-i-Batin also known as The Subtle Ones who are masters of the Correspondence Sphere and former holders of the seat now held by the Virtual Adepts, as well as the djinn binding magicians known as The Taftani and the eclectic nonconformist group of willworkers known as Hollow Ones, however they are far from the only ones. Rules and continuity

[edit] The core rules of the game are similar to those in other World of Darkness games; see Storyteller System for an explanation. There are nine known spheres: Correspondence

[edit] Deals with spatial relations, giving the Mage power over space and distances. Correspondence magic allows powers such as teleportation, seeing into distant areas, and at higher levels the Mage may also co-locate herself or even stack different spaces within each other. Correspondence can be combined with almost any other sphere to create effects that span distances. Entropy

[edit] This sphere gives the Mage power over order, chaos, fate and fortune. A mage can sense where elements of chance influence the world and manipulate them to some degree. At simple levels machines can be made to fail, plans to go off without a hitch, and games of chance heavily influenced. Advanced mages can craft self-propagating memes or curse entire family lines with blights. The only requirement of the Entropy sphere is that all interventions work within the general flow of natural entropy. Forces

[edit] Forces concerns energies and natural forces and their negative opposites i. Essentially, anything in the material world that can be seen or felt but is not material can be controlled: At low levels the mage can control forces on a small scale, changing their direction, converting one energy into another.

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Most regions thus have a Consilium, a judges' council. If there is a great presence of Libertines, the Consilium and the Assembly coexist, with members of the Pentacle alliance being admitted in both groups, regardless of their Order allegiance. Since its original adoption by mages, the institution has grown into more than a mediating force.

However, the "origin story" of magic and mages is less ambiguous or at least given more lip-service than that of vampires or werewolves. In the mythic past, a mysterious island existed with a single towering mountain, encircled by dragons that lived upon its summit. The mountain called to humanity through dreams and visions. Over time, the dragons left and the mountain continued to call. Some humans answered the call and sought it out. The humans who moved there discovered the first secrets of magic, and through magic they created the mighty city-state now known as Atlantis, Meru, Lemuria, etc. Over time, the mages became filled with hubris, and began fighting over how best to lead the world. The Fallen World is the world where humanity now exists, and the Supernal realm is the realm of magic, where the victorious mages of long ago now reside. The Abyss that separates the two worlds prevents most of humanity from awakening to magic, and hampers the power of mages trapped in the Fallen World. Mages believe that the Supernal Realm is the truth of reality and the origin of magic. It is ruled by the Exarchs, powerful mages who have established themselves as its rulers. The Exarchs wish to snuff out the memory of "Atlantis" and knowledge of magic so they will remain the supreme masters of reality. They are more god-like forces than human beings now, however this means that they must influence the Fallen World through servants. Resistance against the Exarchs is possible because of the Oracles, a small number probably five of Atlantean mages who also reached the Supernal Realm. They each created or maybe are one of the Watchtowers, which are locations in the Supernal Realms that can cut through the Abyss. They serve as paths towards magic, allowing Sleepers humans unaware of magic to awaken to it. Fragments of the organizations, artifacts and writings from the First City survive to the present day, and mages hope to use this knowledge to further their various causes, by gaining a stronger connection to the Supernal Realm.

Characters[edit] The process of awakening can be slow or fast, but there are two major ways in which the event may manifest: In both sorts of "awakenings", the mage-to-be goes on a journey that culminates with them arriving at or in their respective Tower and inscribing their name upon it.

Paths and Orders[edit] There are five Paths of Magic that have a sympathetic connection to one of the Five Watchtowers, each with a particular style and focus.

- Enchanters who work with luck, intuition and destiny.
- Warlocks who work with perception and inner demons.
- Necromancers who work with death, mortality and material things.
- Theurgists who work with the divine and mundane energies infusing the world.
- Shamans who work with all aspects of the natural world.

After awakening, a mage typically joins one of the five Orders, although some choose to remain free of political connections, or remain outside of mage society due to ignorance, and are called apostates. The Five Orders are united in their opposition to the Exarchs, and four claim a heritage going back to the First City. Currently, the Order of the Arrow could perhaps be described as something akin to a knightly sect, though bushido and other warrior codes find a place in The Arrow. These mages conduct intensive physical and mental training, honing the minds and bodies of order members into deadly weapons which magical society may then wield against its enemies such as vampires, werewolves, Seers of the Throne, and so on.

Guardians of the Veil: Currently, they bear a resemblance to a combination of many occult conspiracies, such as the Thule. The "mystagogues" as they are called continue the ancient heritage of the scholarly and intellectual of Atlantean society. Their internal structure often resembles the academic structures of the part of the world in which they reside. The Mysterium gathers, catalogues and maintains items of all types of magical and historical significance. As a member of the Ladder might point out, control over reality could bring an end to human suffering in all its forms. The "Libertines", as they are also called, possess a strong belief in democratic process and anti-authoritarianism. The Orders have competing agendas and opposing beliefs, leading to a lack of cooperation and trust, however this does not lead to open warfare between the Orders. When enemies of the Orders, such as the Seers of the Throne, appear, the Orders put aside their differences, as their squabbles are petty compared to the battle between the Oracles and the

Exarchs. These grant additional innate benefits, including abilities and gifts called Attainments, which are exempt from the usual Paradox. Certain Legacies exist which might practice unwholesome arts such as necromancy or infernalism, or perhaps simply espouse political views that are unpopular amongst local mages known as Left-Handed Legacies. They are largely meant as antagonists rather than player characters. Many who practice these have a low Wisdom score, representing a progressive moral decline that comes from practicing them.

Magic [edit] Magic is simply the ability of a mage or "willworker" to impose their will onto reality. Mages are able to do this because of their sympathetic connection to the Watchtowers in the Supernal Realms, because their names are inscribed upon it, and because they realize the Fallen World is a lie. Arcana represent the understanding a mage has over particular facets of reality, and govern their ability to affect those aspects.

Covert and Vulgar Spells [edit] Covert spells are those that do not outwardly appear magical, and therefore do not automatically risk backfiring called Paradox, while Vulgar spells are unmistakably magical, and risk backfiring. All spells have a greater risk of Paradox when they are cast in the presence of Sleepers, or non-Awakened humans. Supernatural beings, or humans that have some hint of the supernatural about them i. Ghouls, Sleepwalkers, and Wolfblooded do not contribute to Paradox.

Antagonists [edit] **Seers of the Throne:** The Seers are Awakened who have sworn service to the Exarchs. They claim to follow the will of the Exarchs, and seek to remove magic from the world, enforce power structures that support unquestioning obedience, and strengthen the Lie. Seers believe that an Exarch is a man-made-god, and serve them in the hopes that once they succeed in destroying those that oppose them they will be rewarded by their distant masters.

Banishers are warped Mages who dedicate themselves to destroying other Mages. Generally speaking, their Awakening was traumatic, undesired, and misunderstood, and they do not accept their mystical powers. They exist outside of normal mage society, and are often obsessed with hunting and killing other mages, usually driven by a desire for repentance or a belief that doing so will cause their life to be returned to normal.

Mad are Mages whose Awakening caused them to lose their minds, rendering them insane mystics who use their magic for their own mad ends. The monstrous, alien beings that originate beyond the threshold of existence, in the Abyssal gulf between the Supernal Realm and the Fallen World. Because of their nature, they are incapable of contacting or having any power in either the Supernal or Fallen World, and as such they require agents to grant them potency.

Acamoth are those Abyssal beings that have somehow become trapped in the cosmos, and offer mages pacts in return for using their souls as vessels to mentally journey back to their home - a proposition that deeply threatens their sanity.

Scelestus, or simply "The Wicked". They serve the "Divine Purity" of the Abyss and seek the end of all things. They are hunted as heretics and abominations by all other Mages.

Goetia is a practice that mages use that summons the vices of their minds into a physical form, in the belief that it will make them possible to subdue, or even destroy. Quite often, however, a Goetic mage will summon an "inner demon" that is too powerful for him to defeat, and it will escape, or even take control of the overconfident mage.

A Left-Handed Legacy of Liches who consume the souls of others in exchange for immortality and power. Their name and origins are a reference to the clan of the same name, from the old World of Darkness vampire game.

Mortals who seek out and destroy mages for ideological reasons.

The Ancient January Intruders:

9: The Free Council by David Chart

MTAw: Mage: The Awakening Rulebook, p.) Legacies are considered by many mages to be the next step in the evolution of their souls beyond Awakening. Learning a Legacy is a rite of passage into the "adulthood" of the mature soul, by which the mage chooses the mystical calling he will follow for the rest of his life.

Long story short, Marvel has myriad of occult characters and events much more based on real world ideas I watch you, Thor and Asgardians that Mage Storytellers could dwell in to for inspiration. So here are mine interpretations for starting the topic In that context I assume that Summoners Pacts system could work to mark sorcerers power increases? In Mage terms it could be really disadvantageous, but maybe they use Fame Merit to hide their real self in there, like it was possible in 1ED? Sub topic to discuss. It ended after the car accident that left him without power in his hands. After months of searching to cure himself, desperate and on the verge of insanity, he goes to Tibet to seek so called Ancient One, famous healer. Under his wings, Strange is training in arts of both body and mind - so finally he becomes his student and then successor as Sorcerer Supreme Arrows Exemplar Archmaster dedicated to protecting the Earth. I also highly advise to watch animated movie Doctor Strange: But Otrimos in him is on much deeper level - he many times is aloof, like in his old days as neurosurgeon, he dwells in to rigid hierarchy of Supernal Gods he invokes Vishanti, Watoomb or Ikonn and many times want to see a world in black-and-white colors. Adamantine Arrow - As a heir to Ancient Ones roles as both Earths defender and mystical healer, Arrows are most natural fits to Strange. He also show that Adamantine Arrow is not only about war and fighting but about healing, dedication and perfection. Strange is really Arrows poster boy. Any thoughts, based on comics? Before he died, Daniel made his brother vow to visit Papa Jambo , who had instructed Daniel in the arts of a Houngan. From now on Drumm is known as next Brother Voodoo. He is known to use the "spirit" of his brother Daniel Ghost Mage in game terms to help in his Path: Moros - His dedication to commuting dead and living leads to Path of Lead Coin. Also, his tread mark of summoning Ghost Mage of his dead brother. Case could be made him also as Free Council for sustaining living practice of Voodoo, like other Libertines are known from. Maybe someone have better idea of this character to help us on this? Last edited by wyrdhamster ; ,

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