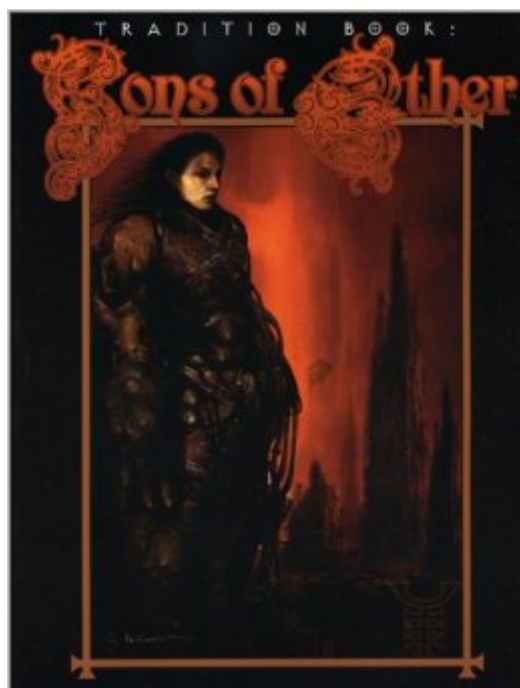


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# Tradition Book Sons Of Ether Revise \*OP (Mage)



## Synopsis

Book by Malcolm Sheppard, Sam Inabinet

## Book Information

Series: Mage

Paperback

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## Customer Reviews

As you may know, this iteration of the World of Darkness is slated to cease publication early next year. Thank God for this last minute entry! SoE Revised is, pretty darn good! The first 21 pages of the book's 100 are, predictably, useless, pointless, and irritating to everyone who bought it as a game book, not a novel. (I hear the fiction's good, though, so the rest of you won't be disappointed.) Which begs the question, how do you get an B+ for the course when you already lost 21%? Excellent paradigmatic glosses on awakened versus linear magic, and the soft bits of paradigm in general. Cogent explanations of how Sons of Ether used to, and currently, recruit, induct, and gain notoriety-- in a way that really helps the history and politics of the Sons make sense. Believeable hierarchy with exciting concepts attached, and terms that don't seem dorky. A vivification of the role the Paradigma periodical plays (played) in organizing the tradition. Major factions in detail, including a reframing of concepts like "Mad Scientist" and the utopian elements in SoE society, which both manage to be \*intelligent\* and provide a lot of cool hooks for roleplay. Current events in the metaplot, if you're into that sort of thing. A good, hard, satisfying look at the real grit of SoEther paradigm, and the framework to make plain how Etherics could possibly consider themselves all part of the same tradition. A few merits and some interesting glosses for Spheres. A rationale, finally, for why people would be doing things victorian-style or pulp-style in the

21st friggin' century. A large, rambling section on breaking fields of research Sons presently pursue, incorporating current events and plot hooks galore. The usual personalities and character templates section. For the first time, I'm convinced there're really "Sons of Ether," rather than, a bunch of fring technomancers who call themselves Sons of Ether.

I'll admit it: I'm biased. I've loved the Sons of Ether since the first edition of Mage, back when everything was Mad Science and Pulp Heros. Now, with the revised edition the writers and developer have managed to keep the flavour of the old editions while updating, refreshing, and expanding them to include more current information and a broader view of the group as a whole. While there are a couple of things I would have liked to have seen here (mentions of the old signature characters, mentions of Victoria station and more info on the Gernsback Continuum, and finally stats for Ether Goggles), I'm very happy with the revised edition, the fiction alone makes it worth the purchase.

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