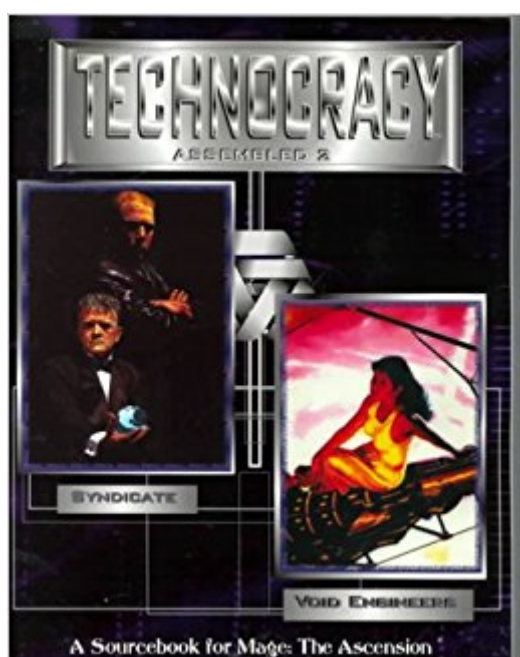**The book was found**

Technocracy Assembled 2 – A Sourcebook For Mage: The Ascension (Syndicate / Void Engineers)

Synopsis

Biography SatyrPhil Brucato, aka Phil Brucato, Satyros, or just plain Satyr, sold his first professional story to Marion Zimmer Bradley's Sword & Sorceress IX anthology in 1990. During White Wolf's "classic WOD" period, he co-created the Mage, Sorcerers Crusade, Werewolf, Changeling and Vampire: Dark Ages lines, contributing to over 80 books for the Wolf. The next decade saw him author Deliria: Faerie Tales for a New Millennium, Everyday Heroes, Goblin Markets: The Glitter Trade, and popular columns for Realms of Fantasy, Witches & Pagans, and NewWitch magazine.

Book Information

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Customer Reviews

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The Syndicate book is rather good, attempting to show that not all Syndies are evil, and giving a fairly decent explanation of the Bottom Line. The history is good. This book seems to say that the Syndies are even less "magickal" than the rest of the Technocracy. It's not a bad book, but it's not

as good as the NWO book.Then there's the book that brings this rating down. This is not the Void Engineer book; it is the Void Engineer Barabbi book. The narrator is a barabbi, and the entire book is tinged with her Nephandic taint. I hardly think that a barabbi is the best narrator for an overview of a Convention, unless one is assuming that over half the Convention is barabbi. (I do not.) I think this is a miserable book, completely lacking in useful information.I do not recommend this book, unless you're like me and want everything WW puts out for the Technocracy. If you aren't, go buy _Guide to the Technocracy_ and Neil Postman's _Technopoly_ instead.

Aside from a monolithic Organized Evil Force (tm), the main Mage rules don't really do much to make the Technos either interesting (what, exactly, do the different Conventions do?) or playable (WHY does this Void Engineer do what she does, as opposed to her bunkmate?). This sourcebook changes that. Here, we have a selection of strengths and weaknesses that can be inflicted upon and exploited by PCs: ItX-ers can provide nearly unlimited numbers of faceless killing machines, but the drones don't react well to unpredictable behavior; the Syndicate can erase your financial history but they are also vulnerable to having their own 'portfolios' shut down; and so on.All in all, a valuable addition to a Storyteller's library. I only wish that it was about thirty pages longer and could have gone into greater detail about sample bases, team mission goals, and relations between the Conventions.

Any thing for the techno's make you a better GM. The techno,s build character in any campaign.

Technocracy Assembled 2 - A Sourcebook for Mage: The Ascension (Syndicate / Void Engineers) Technocracy: Void Engineers (Mage: the Ascension) Technocracy Assembled 1 *OP (For Mage, the Ascension , Vol 1) (v. 1) Guide to the Technocracy (Mage: The Ascension) Technocracy: Progenitors (Mage - the Ascension) Technocracy: Iteration X (Mage - the Ascension) Technocracy New World Order *OP (Mage - the Ascension) Technocracy Syndicate *OP Ascension s Right Hand *OP (Mage : the Ascension, No 12) Mage: The Ascension (Mage Roleplying) Mage Tarot Deck: For Mage the Ascension Book of Mirrors Mage Storyteller Gd *OP (Mage - the Ascension) Mage Chronicles, Vol 1: The Book Of Chantries, Digital Web (Mage The Ascension) Infinite Tapestry: An Umbral Sourcebook (Mage the Ascension) The Ascension Manual: A Lightworker's Guide to Fifth Dimensional Living (The Ascension Manual Series Book 1) GURPS Mage The Ascension *OP (GURPS: Generic Universal Role Playing System) The Red Sign (Vampire: the Masquerade and Mage: the Ascension) Mage: The Ascension, 2nd Edition Mage: The Ascension The Book of Worlds

(Mage - the Ascension)