

Primed by Cortex

MAGE

The Ascension



A guide to Cortex Prime system conversion of the
game

Credits

Mage: The Ascension Primed by Cortex
is written, designed, and developed by
Rhinemann

Design inspirations and thanks to:

CORTEX LITE: Jeremy Forbing, Miriam Robern,
Jasmine Barlow, and Lynn Jones

MoonLite: Jeremy Forbing

Manual of Monsters, Minions &
Mountebanks: Lynn Jones

Gear rules and SFX in the Emporium of the
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The Arcanist's Toolkit: Riley Routh

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Mage: The Ascension Primed by Cortex

This is a tabletop roleplaying game inspired by
rules originally published as CORTEX LITE, that
was designed as a “generic” tabletop RPG to be
used in any setting.

Mage: The Ascension Primed by Cortex is
compatible with Cortex Prime roleplaying game
system.

Mage: The Ascension Primed by Cortex is an
adaptation of Mage: The Ascension, a classic
World of Darkness game about mages living in
the shadows of a world akin to ours.

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What is Mage?

Mage: The Ascension Primed by Cortex is a tabletop roleplaying game of urban fantasy, gothic punk, ambition, freedom, power and shifting realities built on rules inspired by Cortex. The simple yet extremely powerful and encompassing rules will allow you to experience a familiar world of Mage with new and exciting rules that are closer to modern narrative games.

In a tabletop roleplaying game such as this one, players each take a role of a character or multiple. **Mage: The Ascension Primed by Cortex** characters exist in a world much like ours, but darker, painted in gothic tones and punk sounds. The shadows are darker, the urban decay stronger, and the inequalities highlighted. Mages, vampires, demons, werewolves and countless occult creatures inhabit the shadows. They walk among mortals and pretend to be them, all while navigating their own complex worlds of intrigue, politics, secret wars and mysteries.

Who Are You?

You play as one of the mages,

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