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# Convention Book Iteration X \*OP (Mage: The Ascension)



## Synopsis

Iteration X represents the cutting edge of artifice, material science and man-machine technology. The Clockwork Conventioneers may be considered killer cyborgs or emotionless drones by their peers, but in truth they're pioneers as well as warriors. The Iterators' tools and computers empower humans, overcome defects and enable people to do things that would be impossible without the aid of technology. But with directives from machine intelligences and humans who give up flesh for metal, who's the master and who's the servant?

## Book Information

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## Customer Reviews

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I'll preface this by noting that I have only skimmed this book, reading the bits that automatically interest me. However, what I've seen impresses me. The first convention books (especially [\\_ItX\\_](#), [\\_Prog\\_](#), and [\\_VE\\_](#)) seemed to have been designed solely with the idea that the Technocracy

should be made out to be soulless and distasteful as choices for PCs. *Guide to the Technocracy* turned all that around, and ever since then, I have been waiting desperately for the new series of Convention books. *ItX* delivers. It's one-person narration, but the one person seems to be broad-minded enough that you can take his views as being somewhat representative of the convention. The authors seem to be trying to play down the whole "soulless machines" idea and playing up the "engineer" idea, bring the convention back around to its roots from *Sorcerer's Crusade*. On the whole, an excellent book. Highly recommended to anyone who is interested in the Techs. I hated *ItX*, but this book makes them interesting, and (more importantly) playable.

I found this book at my store and was immediately smitten by it, I had always loved implants, so I bought it and I go into more details. It answers almost every question out there about the Clockwork Convention. This book is awesome and is a must buy for anyone who is interested in *The Technocracy* in the whole.

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