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Exalted (Role Playing Game Book)



Synopsis

Youve Heard the Rumors Before the Impergium before the Mythic Ages before the Sundering before there was a World of Darkness there was something else. And now it is revealed, at last. Come adventure in the Second Age of the World, the fantastic world of the Exalted. Now Play the Game Though thematically related to the modern-day World of Darkness, Exalted begins a whole new line of fantasy products from White Wolf. This hardcover rulebook invites you to become one of the Exalted, an heir to an Age of Heroes. Created to be saviors and Prometheans to humanity, the first Exalted were corrupted and slain by their own brethren. But now, new Exalted are being reborn into the Second Age of the World. Can you survive in a world that needs you yet reviles you? The fate of this new world is in your hands.

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Customer Reviews

I never really got into the system, but the setting and background make for a cool roleplaying environment, with character concepts which allow you to be over-the-top heroic. If you want to play demi-gods in an exciting fantasy world, you could do a lot worse.

The print was the smallest typeface - even in a section of publishing infamous for tiny type - I ever saw. It was a headache producer to read. It also tried to make sure there was no way anyone could ever find a thing the rules didn't cover. RPG rules sets are supposed to encourage imagination, not have so many rules you can't help but play one way.

I have run multiple games in the Exalted universe. I gave 2nd edition a try and it flopped. I went

back to 1st and everything was fine so until 3rd comes out and everything is fixed I will always keep this around. Smooth battles from a GM point of view. Sure you have to look a bit for some of the info so find a good index online.

This is one of my favorite games now. I was a bit leery of it--I'd played so many White Wolf games that I'd burnt out on them--but when one of our groupmembers offered to run this, I jumped at the chance. (I usually GM, so I was really wanting just to play for a while.) Now our epic campaign (and my break from GMing) is almost over, and I'm so sad! I don't want it to end! But this campaign, though short, has been a great one, full memory-making moments. And part of the reason is the Exalted rules and setting. So I've preordered the 2nd Edition and I'm waiting eagerly for it to arrive. I suggest you do too. According to what I've read, the 2nd edition will solve many of the problems of the 1st edition (and there are some problems--that's why I gave the 1st Ed. 4 stars instead of 5). 's discount also made it cost less than the cover price--even with international shipping thrown in!

Excellent work, !

great 2nd edition and price

Great game.

You run Exalted for the setting, period. It is Fantasy semi-Iron Age. That really doesn't explain much, but if at all interested in this system/setting, I would download the free .pdf 'introduction' (you can find it online if you try). It has a quick description of the system and a brief overview of the setting. Once you have read that, you will want this book, and don't be fooled that you don't need it. In order to GM a good game, you need a firm grasp of the setting and system (ok.. you really don't when you are starting out, but if this isn't your first rodeo your PCs will expect greatness from you, haha). This book covers one of the 'races', the Solars, in the setting. There are primers for the other 'races': Siderials, Lunars, Dragon-blooded, Abyssals. You do not need these books to run a game. The game is based off of the life of the Solars. The other books can be bought later, or never at all. The System that Exalted uses is White Wolf Storyteller. It is widely adaptable to allow you to make any character you want. It is a d10 system, so all decisions are made with 10-sided dice, and I would suggest getting a few (around ten per to start) for everyone (you fan share, just makes it faster if everyone has their own dice). You can sometimes find some ridiculous deals at Chessex. The system is based on die pool and successes. The better you are at shooting a bow, the more

dice in your die pool, the chance for more successes (7 or greater). That is a brief description of the system, it does have its moments, but overall I would say it was one of the easiest systems to learn, especially for beginners. I think this is a great system and setting, I have been playing Exalted for 10 years, lost my book and bought another (I paid \$7 total I think for a used book). There is a new book (edition) for Exalted, I stick with the platform I know, that is why I run the old version. Well that was long winded and probably not helpful to anyone.. my work is complete!

I love RPGs. I'll take them anyway I can get them. Pen-and-paper or computer. Single player or MMORPG. Live action or table-top. You name it, I've probably played it at least once. Where fantasy table-top pen-and-paper RPGs is concerned, D&D used to be it. But what always killed me about the game was how small and insignificant your character was at 1st level and how long it took to get him to a level where he could really be heroic. Those days are gone. Exalted leaves behind the Tolkien inspired fantasy of D&D and it's various clones in favor of a world based on classic epics and wuxia martial arts films. Throw in demigod-like heroes with powers similar in form and function to those found in most action-adventure anime shows, and you have a game that's original and fulfills many players' desires to play very powerful characters from the beginning. And what powers they are. In Exalted, players take on the roles of humans who have been granted incredible power by the Gods. These beings are called Exalted and they are stronger, faster, and thanks to their status as living near-gods, they can accomplish feats and miracles beyond anything a mere mortal could ever dream possible. With these powers, the Exalted are expected to go forth and be the Gods' army against those who would destroy Creation, namely the Yozi and their demonic hordes. There's also the problem of the Fair Folk, chaotic beings from beyond Creation who want to digest the Essence of all things living. And then there's the Deathlords of the Underworld and their champions, the Abyssals. Unfortunately, things seldom go the way they're planned. In Exalted, the Gods are fallible beings given to pursuing their own, very human, lusts and desires with as much vim and verve as Zeus, Ares, Aphrodite, or any Greek God. And their champions are no different. The rules present you with great choices for your character. At character creation, you have the opportunity to give your Solar Warrior of Virtuous Zeal a staggering array of high-level skills and abilities right off the bat. Combine this with an array of Charms - special mystical abilities inherit to the Exalted, that double his already high stats - and spells that can literally shake the foundations of Creation itself and you have a powergamer's wet dream made real. And the rules encourage this. As much as the setting is grand in scope and scale, filled with characters of long and flowery titles, the rules are just as epic. A few dice aren't enough to determine Fate's favor for

our heroes. Oh no. You must roll scores of dice. Using a system similiar to the one used in the World of Darkness games, players roll a number of 10 sided dice equal to their ratings in the pertinent abilities. Success or failure is determined by the number of dice that score 7 or better. Some actions require more successes than others, according to conditions, tools used, and the situation. As you can see, combat is serious and complicated. Perhaps too complicated. When you add the number of modifiers and penalties from weapons or wounds or terrain, plus the dice for not just one, but two or three Charms linked in a combo you have a very lengthy procedure that threatens to turn a very narrative and cool battle into a morass of dice rolling and number crunching. But that's cool. Cuz my Warrior of Dawn's Indomitable Light has just leapt over a battalion of Dynasty Legionnaires and released a hail of sun bolts from his bow while executing a perfect somersault, annihilating the lot of them. All in bullet-time. What is not to love about this? Exalted 2nd Edition is coming very soon and claims to make a great game better by fixing the little rules problems that seem to bug so many players so much. I've had the book from the beginning and I have to say, it's pretty solid the way it is. Don't mess with what isn't broken, I say. But who knows, maybe the best is yet to come. What I really want to know is, does anyone want to play? Cuz this game rocks!

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