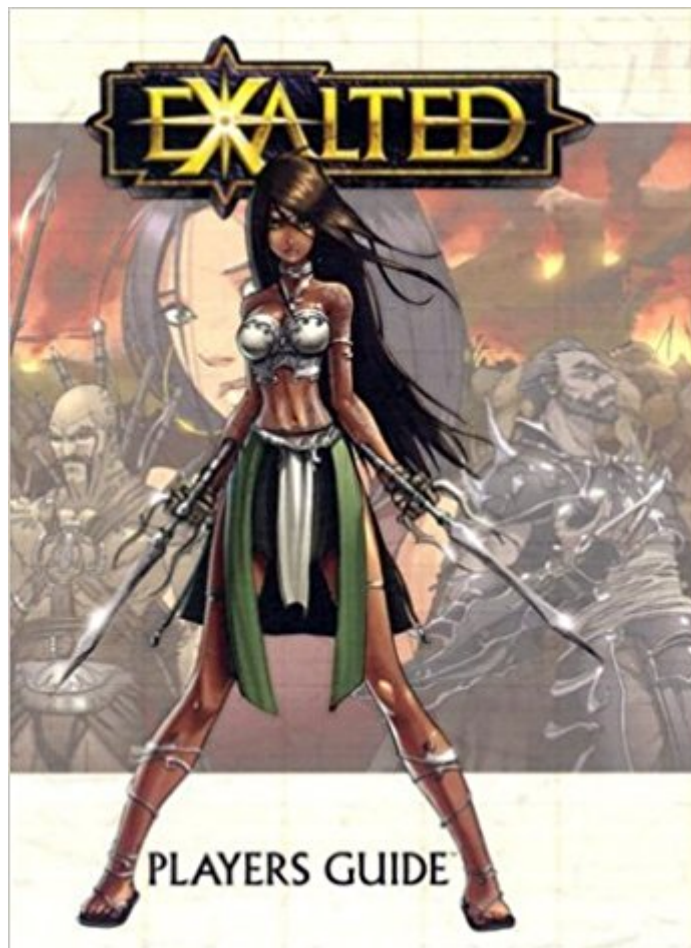


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Exalted Players Guide



Synopsis

The World Tears Itself Apart Until five short years ago, the Realm was the undisputed ruler of Creation. The only ones still willing to argue the point were hill-men savages and the glorified bandits that populate the Scavenger Lands. The Empress had it all, a never-ending reign. And then, she vanished. Now, it seems like the Realm's dominion is nothing but a fading memory. The world tears itself apart. Great powers come out of hiding in the Empress' absence. The dead have destroyed a city in the East, and the Realm's armies marched to defeat against the Bull of the North. Every kingdom is full of war profiteers and prophets of woe. An age of war approaches with the certainty of an onrushing storm. What Stories Will They Tell of You? As a mortal in the Age of Sorrows, you must survive as best you can in a time of warring heroes. As the world trembles on the eve of the Time of Tumult, you must find your way without special might or wisdom. Will you rise to defend your ideals or merely seek to survive?

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Customer Reviews

This book details a lot of useful extra things that can be used in an exalted campaign. You need to the Exalted core book to play, so people who are new to pen and paper RPG's should pick that up first. Also, if you are new to pen and paper RPG's, you need to pick up a couple hand-fulls of ten sided dice to play. This book details a lot of merits and flaws that can be used when creating your character. It also details a lot of other options besides the Solar Exalted that you can play as or use as Non Playable Characters (NPC's) to progress the story (The God Blooded, Mortal Magicians,

and The Dragon Kings.) There are a few expanded rules, the most useful being an alternative way of going about combat and a few expanded social rules. There is a lot more besides the above, but the above is probably the most useful. Now for the bad things about this book: there is no index, that makes finding things a pain and is especially bad if you're in the middle of a campaign, and the character sheet at the end isn't all-inclusive to the characters listed in the book. For example, if I wanted to make a Dragon King, it won't have any easy places for me to list his abilities, as they are not charms and work more like attributes. You can still list them under backgrounds however, so it's not like you can't use the sheet at all, there is room to fit everything, you just have to improvise a bit. It's nothing terribly major, but it keeps me from giving this a five. All in all, if you want to expand your game, this is probably one of the first books you want to get.

Great book, well produced.

This series of creative works provides lots of inspiration for tabletop roleplaying. My only complaint is that the index is incomplete and hard to use.

I received my book in a very timely fashion it is in great condition and you will see me ordering from here again

I picked this book up for the Merits and Flaws section, a favorite of mine from all of the previous White Wolf games. What I was treated to was an onslaught of additional ideas, rules, and setting aspects denser than any RP book I've ever read. Not only do players get their merits and flaws, but a host of completely new character models. Children of spirits, fae, demons, ghosts, and even other Exalted. Mortal heroes and thaumaturgists (the new term for mortal sorcerers). Complete rules for the Dragon Kings, semi-Exalted humanoid dinosaurs from the ancient past. And each one of these comes with at least a few additional charms, merits, spells, what-have-you. If you're looking for additional inspiration for your Exalted game, this is the place to look! There are ideas in here for dozens of campaigns. I can't even imagine using all of it at once.

don't even try to get a game going on without this book. It's got all the info you and your players need to know. It has an expandable character types, kung-fu, weapons stats, magic and spells, The dragon kings and their mysterious element based powers, a more expanded look at the realms, and fleshing out that character just becomes a hell of a lot easier, and without a doubt, tons of more

stuff. if your a player, you need this book ,if just to get your gamemaster by his sack. if your a gamemaster, its good to get a jump on your PC's,and besides you gm's might find that something special to terrorize your PC's with. its got goods on artwork and its a really cool read if you just wanna bone up.enjoy and happy shoppen.

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