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# Exalted (Role Playing Game Book)



## Synopsis

You've 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.

## Book Information

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## Customer Reviews

In stark contrast on many of the 'realistic' game systems in the market, Exalted caters for players who wish to inhabit characters like the epic heroes of heroic fantasy. The mechanics of the rules are based on White Wolf's storytelling system used in their other games like Vampire and Werewolf. The story behind the game is that certain exceptional people in the Exalted game world of Creation are selected by the Heavens and granted a spark of divinity in a process known as Exaltation. These former mortals (called Exalted) have the ability to manipulate the energy - Essence - that flow through all of Creation channelling it to power their Charms and Sorceries. Charms tend to be action-oriented moves of limited effect (just think of them as Special Attacks) whereas Sorcery produces much more powerful effects but takes longer to prepare. Since their abilities were exceptional to begin with, coupled with the additional power of Charms and Sorcery, even a starting

character will have more than enough power to make just about any number of mortal enemies flee like frightened rabbits (very satisfying). The ability to use essence is limited, but while it lasts, players can throw trees around, leap onto the roof of buildings from a standing jump, and slay a dozen foes each round. This book does just about everything right: it is beautifully produced and bound (many expensive rulebooks come apart with regular gaming) with a hefty chunk of details on the geography and politics, and a large section on character creation including the very cool charms and sorcery. But truly the best part about this game is that it is written with such flair and passion that makes the gamer want to try it out at once.

Many of the previous reviews accurately sum up the overall setting and tone of Exalted, which is excellent. Anyone who has ever been a big fan of eastern legends and mythology, drawn out martial arts films (whether as campy as "The One" or as elegant and theatrical as "Crouching Tiger, Hidden Dragon"), or the often explosive action of typical Japanese anime, can probably find something to appreciate here. Excellent guidelines are given for managing such over-the-top action, making sure that new Storytellers are well prepared for the sort of epic, Odyssean drama that this game lends itself to. For its rich (but not restrictive) background and thoroughly original take on the exaggerated, pseudo-superhero approach, this game is not without flaws. The highwire fights and rapid-fire action sequences tend to get bogged down by the ridiculous numbers of successes the average Exalted can accrue or lose (using a version of White Wolf's typical, but still effective, D10 rules). By the time you're done subtracting penalties and adding bonuses to a roll, the thrilling narrative you've just given for your heroic, elaborate attack has gotten a little stale. Also, Charms tend to be somewhat muddy. Rather than keeping it down to general archetypes, some Charms (the supernatural abilities of the Exalted) are painfully broad while others are exactingly specific, requiring incessant re-reading of the rulebook to remember what does what and making the otherwise fine Combo system (which allows players to string together multiple charms in devastating conjunction) painfully difficult to draw anything out in. Weapons are also dazingly complex, each with their own speed, variable damage, defensive values and what-have-you, but thankfully, these rules are not hard to omit if one desires a more high-speed game.

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 hoards. 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.

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