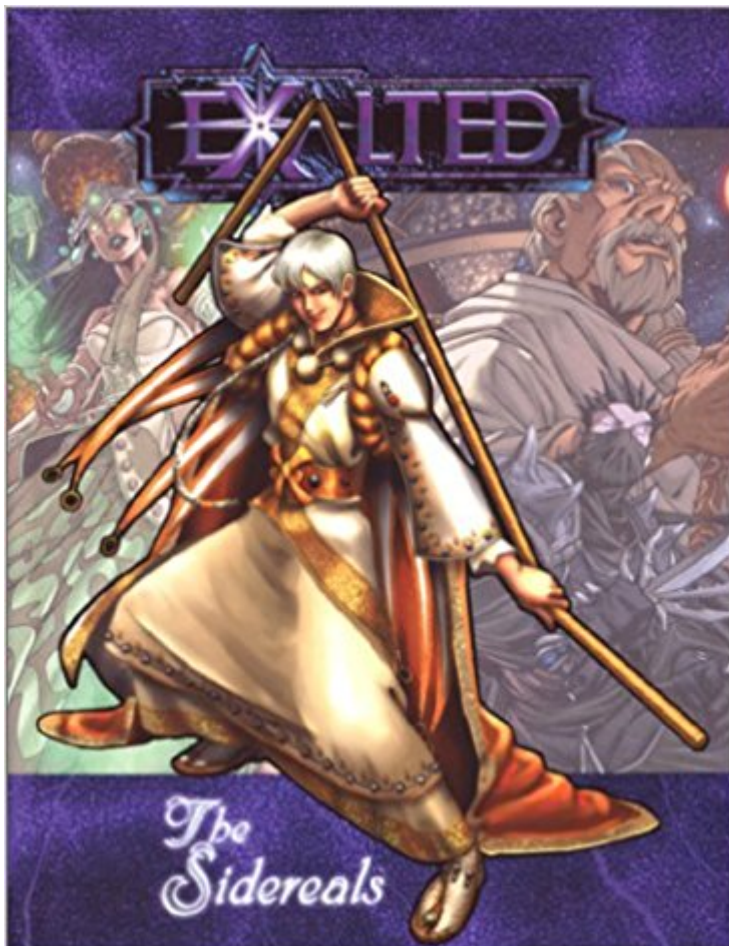


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# Exalted: The Sidereals (Exalted)



## Synopsis

These are the rules for creating and playing Sidereal Exalted. Along with rules, this book includes the setting information for Yu-Shan, also known as Heaven. In addition to charms, this book explains the Sidereal powers of Astrology and Sidereal martial arts.

## Book Information

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## Customer Reviews

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Sidereal is a hardcover that presents a new "faction" of Exalted - the Sidereal, the weavers of Fate and the manipulators of Destiny. It's an interesting concept, but something that requires you be very "in" to the particular setting. You alternate between fulfilling the objectives of your superiors and the gods you serve (the Maidens of the Chosen), some adventuring on your own, and working in the Celestial Heaven (of the Chinese variety - a big bureaucracy) and negotiating with the gods. And running your own schemes and plans in the real world when you get a chance in your busy schedule. Which is part of why I'm not sure you'd want to run a Sidereal campaign. They're easily forgotten (by other Exalted isn't quite as clear), work behind the scenes, compared to other Exalted their numbers are small, and if they die it takes a while for them to come back...although they do come back, unlike Dragon-Blooded. They touch on this briefly in the back, but it's still a bit awkward. The background and setting stuff is useful, but then we get into the game mechanics. The Charms are okay - powerful, somewhat oblique (what does stealing someone's name really \_do\_

again, other than make it difficult for them to be invited to parties? :) ), and a bit...quirky. Larceny charms steal just about anything except...well, real stuff for the most part. But the astrology rules - oiw! Complicated and not a lot of major impact for the effort. The rules aren't very linear, and as seems to be the current trend in a lot of RPGs, no examples are given. There is a random "assignment" chart for missions the Sidereals go on to change fate, often times without knowing what the long-term implications of what they're accomplishing will be. There's a kind of "butterfly effect" to their missions ("Make sure X marries Y"), at least at the lower levels where presumably such campaigns are played. There's kind of a Quantum Leap feel to this part. Also, for the first time the chapter fiction took a bit of a dip. The one with the demon-hunting Sidereal is pretty bad, and the one with the hunted Solar who refers to his Charm names in quotes (ugh) is rather awkward. Overall this book is good quality, but more as a sourcebook that provides some deep insights into the setting. You could run a Sidereal campaign (and I'm sure there are folks out there that do), but it's a bit limited.

I wasn't a big fan of Exalted until I read Exalted: The Sidereals. While the Sidereal Exalts are far from being the powerhouses of the Solar or Lunar Exalts, their charms are by far the most flavorful, and subtle. Whereas a Solar will whip out casually with the obscenely powerful attacks, a Sidereal could sidestep fate to change the outcome of a scene... and make it seem as though that's just the way it should be. If you are looking for a more subtle, political game with more than the realm to offer, then I HIGHLY suggest picking up The Sidereals.

Exalted is an epic anime-style roleplaying game set in the mythical "Second Age of Man," wherein the universe is ruled by a breed of demigods known as the Exalted. Many different types of Exalted exist (from the mighty Solars to the savage Lunars and decadent Dragon-Blooded), but with this hardbound, the circle is now complete and the last, and most enigmatic, Exalt type is at last revealed for all to play. Exalted: the Sidereals has complete rules on playing and Storytelling these most mysterious of Exalts. The opening chapter deals with Yu-Shan, the bureaucratic and corruption-ridden home of the gods, the beings that created the Exalted. Further chapters deal with the Sidereals, their place in Heaven, and how they manipulate destiny. While weaker than Solar Exalted, Sidereals are nothing to sneeze at. I heavily recommend this hardbound sourcebook to all players and Storytellers of Exalted.

Here's a read that will have you bashing your head into the nearest wall. It's a great book, but the

writers go off on these tangents about golden monkey butts and celestial sewing machines, and blah, blah, blah... if you play the game, it cool information to have, as well as having thier perspective. if your reading it for the hell of it, then break out the stereo instuctions, a thesaurus, and a bottle of advil, because some of portions of the book can be bit droolingly boring. What the book really needed was more art work, i don't think it commanded the same artistic feel as the other books. you figure a book with all that material and fantasy with the sidereal martial arts, the artists would have had a perfect moment with inspiration....,but no. any way, enjoy the book and happy shoppen.

The last, and probably best, book in the Exalted hardback line is complete! As a sidereal, not only are you a butt-kicking exalt, but you are also a important member of the universe's most powerful orgainization, the Celestial Bureaucracy. You will work along-side the gods and can make formal requests to change the flow of fate. The sidereals are creations foremost martial artists, and the new charms make even the solars seem weak. This book is a must buy for anyone who play's Exalted.

After Comparing each of the books I find that White Wolf did not put enough work into the Solar Book, Sidereal Charms by far outstrip anything a Solar has including Magic of the Solar Circle. While the book is colorful and well written it would have been better for them to have put more work into the Solar book Overall

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