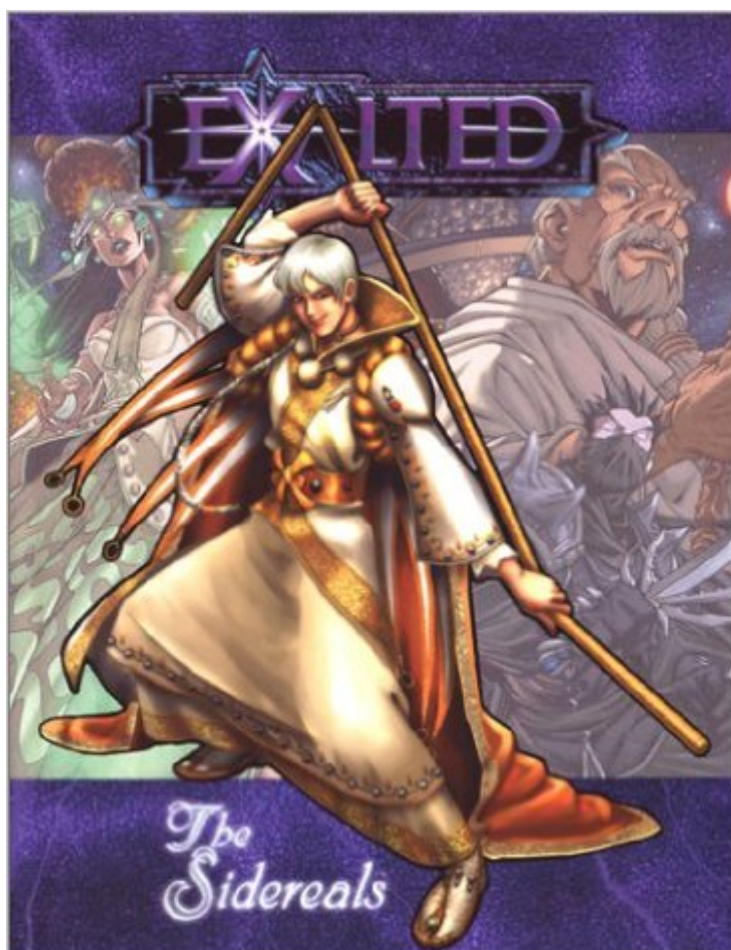


The book was found

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

Hardcover: 269 pages

Publisher: White Wolf Publishing (October 1, 2003)

Language: English

ISBN-10: 1588466698

ISBN-13: 978-1588466693

Product Dimensions: 8.4 x 0.9 x 11.3 inches

Shipping Weight: 2.3 pounds

Average Customer Review: 4.2 out of 5 stars [See all reviews](#) (6 customer reviews)

Best Sellers Rank: #815,069 in Books (See Top 100 in Books) #6 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Exalted](#)

Customer Reviews

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 - ovi! 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.

[Download to continue reading...](#)

Exalted: The Sidereals (Exalted) Manual of Exalted Power: Sidereals Exalted 2nd Abyssals*OP (Exalted Second Edition) The Manual of Exalted Power: Dragon-Blooded (Exalted Second Edition) Exalted Scroll of Exalts*OP (Exalted: Second Edition) Exalted Scroll of Kings (Exalted: Second Edition) Exalted Glories of the Most High*OP (Exalted: Second Edition) Exalted, Second Edition Exalted Return of Scarlet Empress *OP Lunars: The Manual Of Exalted Power Exalted 2nd Wonders of the Lost Age Creatures of the Wyld: A Bestiary of the Second Age (EXALTED Roleplaying, WW8803) Exalted Malfeas: The Compass Of Celestial Directions, Vol. 5 Exalted Cult of the Illuminated Exalted The Dragon Blooded The Compass of Celestial Directions, Vol. 2: The Wyld- A Setting Book For Exalted, 2nd Edition Exalted 2nd Storytellers Companion Oadenol's Codex: A Tome of Wonders for Exalted, Vol. 3, 2nd Edition Exalted Dreams of the First Age Exalted The Lunars

[Dmca](#)