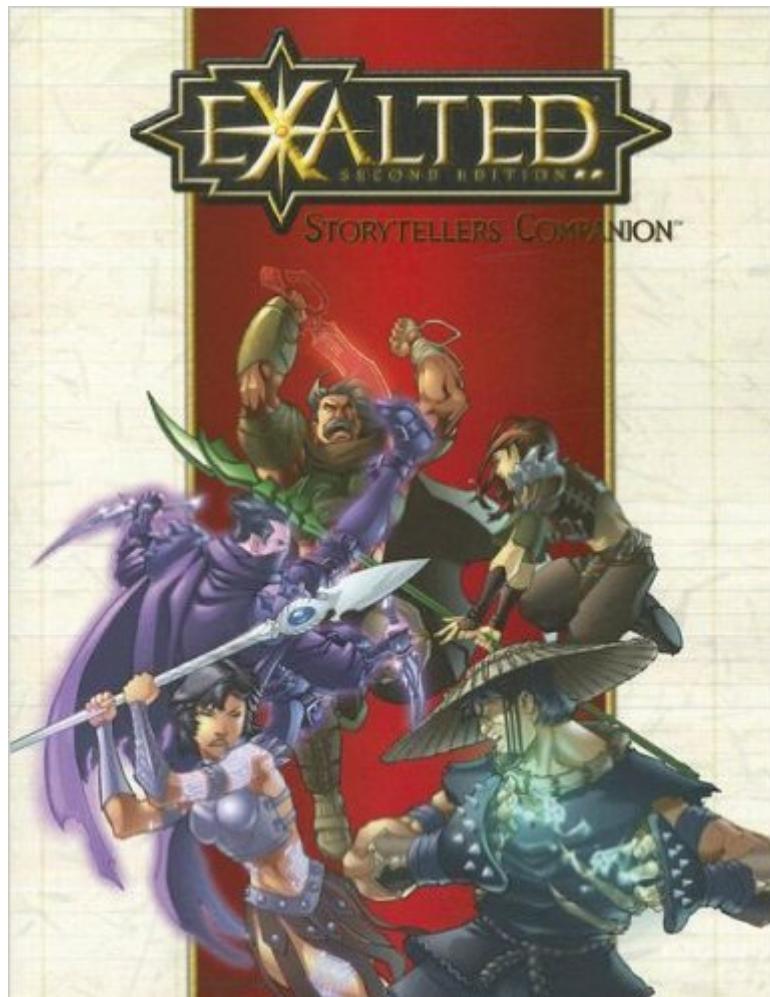


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# Exalted 2nd Storytellers Companion



## Synopsis

Creation is a dangerous place, and there are no more powerful magnets for danger than the returned Solar Exalted. With a list of enemies dating back to the First Age, the Lawgivers will be hardpressed to survive long enough to set the world aright. Of course, the only thing the Solars are better at than making enemies is forging alliances. If the Solars can succeed in making more friends than enemies in this Time of Tumult, perhaps a new golden age may be built after all. This book includes: An exhaustive breakdown of the five Exalted types, their powers, their motivations and the military forces they may bring to bear The Mandate of Heaven rules, which allow players to play out the fate of nations More than 30 Exalt templates, complete with Charm packages, from which Storytellers may quickly construct antagonists for any Exalted series

## Book Information

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## Customer Reviews

If you were a Storyteller for the 1st edition of Exalted, you may well wonder if it's worth getting this book. Let's face it, the 1st edition Storyteller's Companion was a mishmash of stuff that was largely superseded and made obsolete by later supplements. Well, that's not the case this time. The whole Exalted 2nd Edition line looks like it's being planned out very carefully, and there's not going to be any slap-dashery like before. This Storyteller's Companion is very focused on providing a ST with everything needed to prepare a huge variety of NPC Exalts of all types, and it succeeds admirably. It provides several character templates which you can turn into a fleshed-out NPC in minutes, and also includes quick descriptions of many of those Exalted's Charms. At the end of each section is a description of their typical troops, for Mass Combat encounters. And each chapter also contains

some secrets not revealed in the core book. The final chapter is the Mandate of Heaven rules, which amounts to a strategic mini-game you can use to model the effects your players are having on the nations they live in. [...]these in much detail yet, but they look good for players who decide to take over the world, or at least their corner of it. The only things missing are a chapter on the Fair Folk--not Exalts, I know, but equivalent, power-wise--and Demons (including Exalts who've sold their souls to Malfeas). And a chapter on Mortals, particularly Heroic Mortals and Thaumaturges, would have been nice. But it seems silly to quibble over something that has so much gaming goodness packed into it. Five stars, easy.

this book gives a quick rundown of the five basic exalt types just like in the core book... but with some new info and a great many charms for each. not only that, but each section includes some premade character stat to use as npcs (at least one for each caste of each exalt type). storytellers rejoice!oh yeah, and the end portion has some neat stuff for what is the 'mass battle' of social combat... and if you are not tracking with what that means, then you must not have the core book yet; in which case i have only one recommendation:GET THEM BOTH!!! you can get a good deal here! buy the core and this suppliment, and begin storytelling with a lot of neat tools to start with! oh yeah, and look forward to the 'book of sorcery wonders of the lost age' and add it to you 'tool box'... i can't wait for mine!till next...

For the most part, this book is nothing but lists of charms. Normally that'd be a great thing (especially since all the books aren't out yet) but the description and layout is so poor that its not worth it. The Abyssal section does nothing more than print out a name and tells you to refer to the equivalent Solar Charm. Better to bide your time for the specific source book you are interested in.

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