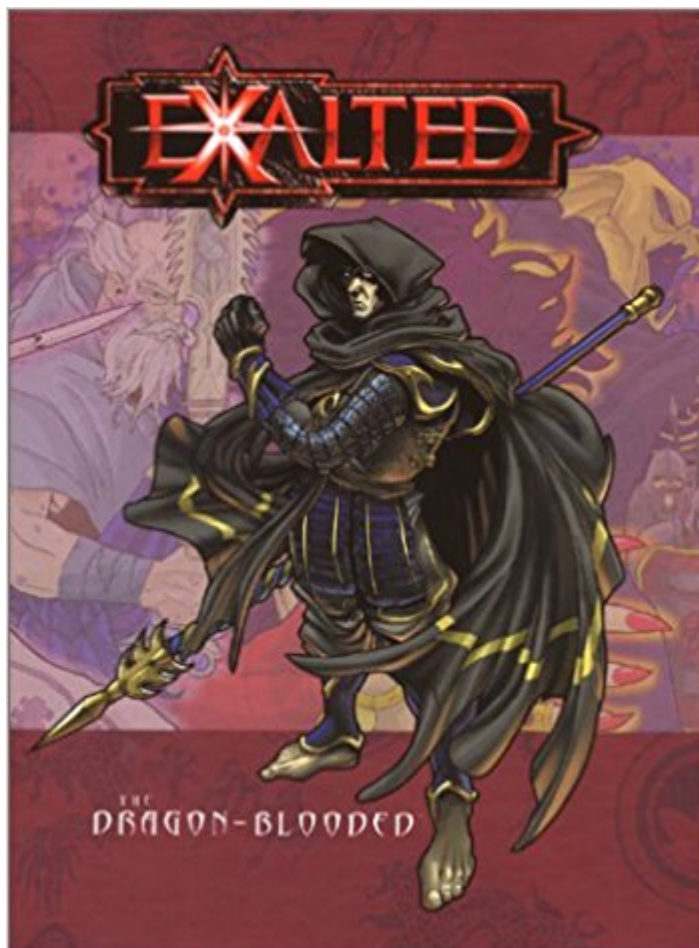


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# Exalted The Dragon Blooded



## Synopsis

Sophisticated, decadent, cruel and fabulously wealthy, the Dragon-Blooded are spiritually akin to the Elemental Dragons themselves and are Exalted above the mass of humanity. Through their bloodlines, these queens and princes of Creation control all of the world that's worth owning. Yet dark times are at hand for the Realm, and the kingdom teeters on the brink of civil war. Will the golden empire survive its first succession crisis? The first in a series of hardbacks making the other types of Exalted available for play. Exalted: The Dragon-Blooded includes extensive detail on the world and society of the Terrestrial Exalted, as well as full rules for creating and playing Dragon-Blooded characters. Inside is everything needed to portray these warlike aristocrats, from guides to their manners to systems for the supernatural martial arts practiced by the Immaculate Order.

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## Customer Reviews

Sophisticated, decadent, cruel and fabulously wealthy, the Dragon-Blooded are spiritually akin to the Elemental Dragons themselves and are Exalted above the mass of humanity. Through their bloodlines, these queens and princes of Creation control all of the world that's worth owning. Yet dark times are at hand for the Realm, and the kingdom teeters on the brink of civil war. Will the golden empire survive its first succession crisis? The first in a series of hardbacks making the other types of Exalted available for play. Exalted: The Dragon-Blooded includes extensive detail on the world and society of the Terrestrial Exalted, as well as full rules for creating and playing Dragon-Blooded characters. Inside is everything needed to portray these warlike aristocrats, from

guides to their manners to systems for the supernatural martial arts practiced by the Immaculate Order.

Exalted is an excellent RPG series, and Dragon-Blooded is a spectacular addition to the game. Because you still need the basic exalted book for the majority of the mechanics, most of its 224 pages is taken up with background material, including histories and profiles that will be very useful to any GM who wants to stick as closely as possible to the "cannon" of Exalted. The castes are interesting, and the way in which the favored skills are broken up between them is much more satisfying than it was with the Solar Exalted. As a matter of fact, the only reason this gets four stars instead of five is that I really really wish it could be used without the original Exalted book. The Dragon-Blooded are generally more dynamic, interesting, and well-rounded than the Solars are, and it's a shame that you have to spend close to \$60 in order to play them. Still, this is definitely worth your money if you're into medieval/martial arts action/adventure roleplaying or you are already a fan of exalted in general.

Great book, well produced.

Great supplement even though from an earlier edition. Useful for providing hints and alternate possibilities to your players. And although the core is virtually the same it provides enough differences to make it worth while for anyone running a game. But it is just an extra.

This was going to be an important book in many ways. It's the first big supplement for Exalted, and the figures it details are going to be the most common enemies for any Exalted game. But it succeeds. Hugely. The book is dedicated to fleshing out the Terrestrial Exalted, or 'Dragon-Blooded'. They're the weakest but most numerous Exalted, and currently control Creation from the Blessed Isle at its centre. A sizable portion of the book is given over to explaining how the Realm's society works. It comes across as a credible system of government in a world where the ruling classes are individually far more powerful than the plebians. You can believe that this system of government could actually exist, which lends quite a bit of credibility to the setting. It also explains how things are breaking down now that the immortal ruler of the Realm has vanished and the families she established are battling for position. Also mentioned here is what it's like for a Terrestrial Exalted to actually grow up, undergo education and make their way in the hostile world without and the twisting mazes of obligations and politics within. Also detailed are the Immaculate monks and their belief

system and abilities. (Yes, as in martial arts movies, the bald-headed monks are the most terrifying fighters.) Though this makes up about half the book, it doesn't seem a page too long. You can tell the authors have thought about how these superhumans would interact with each other, mortals and the outside world. As a result, the setting of the Realm and its inhabitants has a consistency and credibility that a lot of other fantasy settings lack. Then we move on to the game material. Pleasingly, the powers of the Terrestrials have not been beefed up so much as varied--the average Solar, Lunar or Abyssal will chew up a Terrestrial of equivalent experience and spit them out. They are, however, geared towards working as a team as opposed to Solar characters who can be built up into one-man armies. There are Charms that allow a group to enter a 'hive-mind' where they can draw on each other's knowledge of a battle, enhance the courage of their followers or allow a group of allies to all attack one enemy with no penalty. The Immaculate martial arts are also detailed, adding five new Styles to them. Finally, you get to use the quote "Your Snake style fighting is strong, but my Water Dragon style will defeat you!" Or maybe I've just watched too many kung fu movies....anyway, though the Martial Arts powers are deadly (The higher-level Charms let you rip people's souls from their bodies, burst into flame or transform into living stone) they carry an increased cost and can be accessed by other Exalted. New character creation rules are introduced. To go briefly over them, Terrestrials don't have Allies or Contacts, they have Connections and replace Followers with Legions (up to 1000 soliders). Also, they have extra skill points (but have required minimum ratings for some skills) easier access to Artifacts and Hearthstones. They also have a Background called Breeding that allows them to alleviate their small Essence pool problem. While this doesn't make them overpowering (they're supposed to be the weakest Exalted type, remember), it does give them flavour and edges. The book is rounded off by a section detailing possible uses for the source material. Campaigns with the PC's all being young Terrestrials at boarding school or with them being several generations of the same family over several centuries. There's also a thoughtful segment on how to present the Realm's less savoury practices in a game, and whether to impose 20'th century sensibilities on a fantasy culture or whether to accept 'that's the way things are here'. Problems? Maybe that the book tries a bit too hard not to reprint information from the core book or supplements, sometimes leaving out quite important information like the names of the Elemental Dragons, the beings the Terrestrials worship. Also, there's little information on the Exalted-hunting organisation the Wyld Hunt, which is annoying, given that that's probably one of the main ways Terrestrial and Solar PC's will come into contact. But that's a minor niggle. Whether you want to send a group into the Realm, run a lower-powered Exalted game (Spiderman level, rather than the Superman level of the Solars) or just want some detailed NPC's,

this book will satisfy. Given what a good job they've done here, I await with bated breath for the Lunar Exalted sourcebook.

First of all Exalted is probably the best thing to come along for pen and paper RPing in a good long while. Particularly, it's the freshest thing to come to the fantasy genre in a good long time. I love White Wolf products, their other games are a change from other good but overplayed systems but this is something really new. The Dragon Blooded Supplement only adds to this. It contains a wealth of information on the realm, the dragon blooded, the immaculate order, and so much more. Though this background info comprises at least half the book, every page of it is full of new and interesting material, next to nothing from the core Exalted book about the Dragon Blooded is repeated, that's how thorough it is. Furthermore, if you're dealing with intelligent gamers rather than pokemon-style "I want to be the very best" and kill everything people, then Dragon blooded make truly deep and excellent characters with opportunities for most any type of story. Even if your players don't want to play Dragon Blooded, this supplement is worth it for the background info and the detail you can include for Dragon Blooded storyteller characters. I can't recommend this enough.

The Dragon Blooded. Hailed as gods among men, wielders of semi-divine authority, heirs to vast wealth, power, prestige and authority. And, ultimately, second banana to just about everyone. This sourcebook is great material for Dragon Blooded NPCs or players alike. It gives a great deal of insight into the strict, austere shadows of the Dynastic Houses and Immaculate Order, and the mixture of power and obligation that such lofty positions entail. The only issue I would take with the book is that of balance. Realistically, the Dragon Blooded command the key strength of superior numbers and peerless levels of social and political power. However, for a group which is supposed to be the weakest of the Exalted, they seem to have an awfully large array of powerful and well-thought-out charms, as well as powerful, unique martial arts styles which seem conspicuously absent from supposedly more powerful types of Exalted. Nevertheless, if these are perceived as problems, then most judicious Storytellers should be able to find ways around them, and I can't say anything bad about the writers' skill at portraying the simultaneous strength and weakness of the legendary Dragon Blooded. Whether you just want more realistic NPC interaction with your non-Blooded group or a foundation for Dragon Blood players, I can certainly recommend this addition.

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The Manual of Exalted Power: Dragon-Blooded (Exalted Second Edition) Dragon

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