

ALCHEMICALS

FORGED BY THE MACHINE GOD

Backer Draft Manuscript

– Chapter 5: Charms Part A –



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Before anything else begins, *Lissome Avid Engineer* feels her technician's thumb brush past her lips. She takes the offered drug, and her mind opens. She sees herself laid bare within the vat: she is inert flesh and machinery; her body is a temple and tool and her technician worships and works here. Then her consciousness joins its holding space, a safe zone positioned just above the vat of her own design. *Engineer* is an oddity. She loves to watch Kasta work. She loves to watch herself be changed.

As if sensing this transfer, Kasta speaks. "Are you ready?"

"I am." Her voice echoes through the divine workspace, tinny and muted.

If the change in her voice bothers Kasta, the technician doesn't show it. Instead, she lifts the anointed ratchet. It clicks and rattles joyously as she tightens the bolts that draw *Lissome Avid Engineer's* body apart to reveal the great and wondrous working within. *Engineer* gasps even though she cannot feel it.

"Is it too cold?" Kasta teases. "We can get hot pot for dinner when we're done."

"Oh, can we please go to the cafeteria in the square," the Alchemical's voice rattles from her speaker. "It's not crowded in the evening, and they have wire-goat and oil-prawn on the menu."

Kasta turns knobs at the bottom of the vat, releasing a new stream of sacred biochemicals. She aims her attention upon the open body of her lover and the exposed holy circuitry of her veins and nerves. *Engineer* thrills at this; Kasta is peerless in her field, and *Engineer* revels in her partner's mechanical touch.

"Wish you hadn't picked something so fucking hard to install," Kasta gripes, but she doesn't mean it. Carefully and reverently she maneuvers a wiry knot of moonsilver through the fluid. "Why a spinal implant? Why not something simple, like a joint or a limb?"

"Do I see with my elbows, Kasta?" *Engineer* retorts. "Do you do a lot of thinking with your legs?"

Kasta rolls her eyes. "You're lucky I like you or I'd disable that speaker and work in peace."

"I dare you to." *Engineer's* staticky voice challenges.

Kasta does not take the bait. "Why do you like being awake during this anyway?"

Lissome Avid Engineer watches the delicate, silvery-white tendrils slide between the columns of her spine, so dangerously close to the base of her skull, and thread themselves with the utmost precision into the starmetal fibers of her nerves. It's horrifying. It's beautiful. She isn't sure how to properly describe this to her partner, even though she knows that Kasta will not be repulsed by her thoughts.

"It's..." *Engineer* pauses, searching for words as she feels the flow of Essence through her body conjoin with the new implant. "It's like nothing else. I feel close to the Great Maker and to you. I feel vulnerable and powerful at the same time. When else can I watch myself change in real time? When else can I see myself become newer, better, stronger? Plus, I get to look over your shoulder while you do it."

Kasta laughs, suddenly self-conscious. Her work pauses: those steady hands hover over the intricate mechanisms for a long, silent moment while she collects herself. Then, a small smile crosses her face and creases the corners of her mouth with soft affection. "I thought you'd say something like that. Now be quiet while I put you back together."

This time *Engineer* obeys. She watches her flesh of clay and her Charms of glittering starmetal stitch back together. The liquid of the vat renews her skin and seals all openings in it as if she'd never been disassembled. There's a loud clicking, and her consciousness fades.

When she wakes, Kasta offers her a hand up, then a towel, and then a gentle kiss. *Lissome Avid Engineer* gratefully accepts all three.

Chapter 5: Charms

The Machine God's Might

Alchemical Charms are wonders of god-technology, divine machinery implanted and installed within their bodies. Charms don't have a uniform appearance. Their basic appearance and design is detailed in their flavor text, but their appearance varies based on an Alchemical's Caste and their player's desires.

Each Alchemical's Charm panoply is attuned only to her Exaltation, custom-built for her body and Essence flows. As such, an Alchemical can't install another Champion's Charms.

Dice Limit

Alchemicals can't add more than (Attribute + Essence, maximum 10) bonus dice from Excellencies or other magic to an (Attribute + Ability) roll. Automatic successes count as two dice toward this limit. They can't add more than half this value, rounded down, to static values.

Excellencies

Excellencies are Alchemicals' raw supernatural might. As intrinsic aspects of the Chosen's power, Excellencies don't take physical form or require Charm slots, though they're considered Charms for other purposes.

Alchemicals gain Excellencies for each Caste or Favored Attribute they have at 3+ and each other Attribute for which they have a Charm installed. Excellencies can add dice to (Attribute + Ability) rolls for one mote per die, or raise static values for two motes per +1 bonus.

The Strength Excellency can also add dice to a Strength-based **withering** damage roll, while the Stamina Excellency can add soak. Both can add up to half the Alchemical's dice limit, rounded down. This must be declared before the attack roll, as usual.

Charm Design

The process of designing and creating an Alchemical Charm is included in the training time for gaining new Charms (p. XX), and doesn't require a separate Craft project.

Only Alchemicals have the intuitive understanding of their Exaltation necessary to design Charms, requiring technicians and attendants to work blueprints or prototypes created by Alchemicals. In Autochthonia's vat complexes, technicians can also consult noetic archives of Charm designs created by past Champions.

Even then, a Charm isn't created by an attendant's skill alone. Autochthon's demiurgic Essence is channeled through the Rite of Reconfiguration, much as his slumbering will takes part in the creation of a new Alchemical.

Submodules

Many Alchemical Charms have *submodules*, upgrades or additional effects that can be added to them. Submodules don't require Charm slots of their own. Most submodules have no cost; those that aren't list their cost or surcharge.

Some submodules have Attribute minimums higher than that of the Charm they enhance. If the Alchemical doesn't meet a submodule's Attribute minimum, she doesn't gain its benefit. This typically results from not installing Transpuissant (Attribute) Upgrades.

Charm Slots

Unlike the other Exalted, the Alchemicals don't have access to all of their Charms at once. Instead, they must install a limited selection of their Charms in their Charm slots during the Rite of Reconfiguration. Submodules, Evocations, Martial Arts Charms, and spells don't require slots.

Essence 1 Alchemicals can have up to twenty Charm slots. Each dot of Essence they gain increases this limit by 3. In other words, Alchemicals can have up to $(17 + [\text{Essence} \times 3])$ Charm slots.

The Rite of Reconfiguration

The Rite of Reconfiguration is both a complex surgical procedure in which the Alchemical's body is reconstructed and a holy ritual of the Great Maker. Uninstalled Charms dissolve into Essence and are subsumed into the Alchemical's anima until she has need of them again. No magic can interfere with uninstalled Charms.

An Alchemical must remain stationary throughout the Rite, requiring another's assistance to perform the modifications. The Eight Nations' vat complexes are staffed by highly skilled members of the Sodalities, but it's still possible to perform the Rite without such expertise. Even for the most complicated of installations, the Alchemical's autonomous functions can aid in integrating Charms into her body, albeit at a slower pace than a vat technician could accomplish.

Assistants aren't the only necessity for the Rite. In order to undergo it, the Alchemical must have access to at least two of the following:

- Access to suitable magical infrastructure, such as Autochthonia's Eight Nations vat complexes, and a suitable ritual space to perform the Rite. In Creation, such infrastructure can be created by modifying a manse. Some First Age wonders, like factory-cathedrals, might provide such infrastructure without requiring modifications if they can be restored to functionality.
- A skilled assistant, trained in the Rite's prayers and possesses the skill and expertise to perform the necessary modifications. Such assistants are rare in Creation, but a supernatural being with Craft (Artifact) or at least a small investment in crafting Charms qualify. If the Alchemical has a positive Major or Defining Tie toward a character—even a mortal—they count as a skilled assistant.
- Sacred reagents and alchemical compounds to be used in the Rite. Autochthonian vat complexes are well-stocked with such supplies. Creation contains raw materials that a character with Craft (Alchemy) can use to synthesize these reagents, often found in places of supernatural power.

User-Friendly Design

The complexities of the Rite of Reconfiguration can make it take much longer to perform for Alchemicals in Creation than those with access to Autochthonia's vat complexes. If this proves problematic in play, the Storyteller should feel free to reduce the time needed

Vat Complexes

Vat complexes are found in every Autochthonian metropolis, built around the city's core. Within a vat, the Alchemical is immersed in a regenerative nutrient broth that doubles the rate at which she heals naturally and regains Essence (**Exalted**, pp. 173-174). It also doubles the rate at which she recovers from crippling effects, and allows her to heal even the worst of them. This takes a few hours for anything short of a severed limb or severe organ damage. Such grievous injuries take a day to repair, in addition to the

time required to install Charms.

Manses can be converted into crude vat complexes. This is a superior project using Craft (Geomancy), with an interval of one week and a goal number of 20 (**Exalted**, p. 241). Such projects have no terminus. This conversion typically doesn't interfere with the manse's other powers, though it's theoretically possible if the Storyteller thinks it's appropriate. This can't affect a hearthstone or manse possessed by a player character unless their player agrees.

Installation Times

The Rite of Replication is typically a lengthy process that's often best done during downtime, though it's only a day's work under ideal conditions. Installing or changing out Charms typically takes X days, regardless of the number of Charms. It's reduced by one day for each of the following:

- The Alchemical meets all three of the requirements for the Rite
- The Alchemical is assisted by a team of skilled assistants, or a single assistant who possesses magic like Craftsman Needs No Tools.
- The Rite is performed under conditions that let the Alchemical's assistants work without distraction or disruption.

The Storyteller can reduce the time needed to only a handful of hours if the Alchemical only changes out one or two Charms, or if she only removes Charms without replacing them.

Identifying Alchemical Charms

Unlike most Exalted, whose Charms are abstracted representations of power, an Alchemical's Charms are physical objects. They're referred to by name and their functions are known, though few Autochthonians besides vat complex technicians are well-versed in the subject.

Because Alchemical Charms aren't uniform in appearance, it's typically impossible to identify an inactive Charm, though some are unmistakable unless concealed—it's hard to miss a Piston-Driven Megaton Hammer.

Characters with both Lore and Occult specialties in Alchemicals can roll (Intelligence + [lower of Lore or Occult]) identify a Charm with an overt effect when a Champion uses it. The roll's difficulty is (Charm's minimum Essence + 3). Alchemicals don't need specialties for this, possessing an intuitive understanding of their Charms.

Attribute Minimums

The Transpuissant (Attribute) Upgrade Charm (p. XX) grants an Alchemical bonus dots in Attributes, which can be used to qualify for a Charm's Attribute minimums. Some Alchemical Charms have Attribute minimums higher than 5, requiring Transpuissant (Attribute) Upgrade to install them at all.

Charms with an Attribute minimum higher than the Alchemical's natural rating can't be installed. Likewise, she doesn't gain the benefit of submodules if she doesn't meet their minimum.

New Keywords

Alchemical Charms use the following keywords in addition to those listed on **Exalted**, p. 253.

Augmented

Augmented Charms include bonus dots of Attributes from Transpuissant (Attribute) Upgrade in

calculations that use the Alchemical's Attributes — including dots over 5. This doesn't affect rolls or static values, only things like gaining (Stamina) motes.

An Augmented Charm's submodules also share this effect. Some submodules are Augmented separately from their Charm.

Internal

Internal Charms have no externally visible components. Characters using magic like All-Encompassing Sorcerer's Sight (**Exalted**, p. 356) can detect their presence with a difficulty 3 (Perception + Occult) roll.

Gremlins

Imbued with Autochthon's axiomatic Essence, Alchemicals smite those corrupted by the Blight. When a Charm refers to a gremlin, it includes corrupted machine spirits, Apostates, and anything else tainted by Blight.

Such Charms are often also effective against the undead, for the Blight is entwined with death. They also affect the fae, whose inchoate chaos is easily shaped by the Great Maker's demiurgic Chosen. While fae aren't found in Autochthonia, such Charms are useful to Alchemicals in Creation.

Universal

Universal Charms are Favored by all Alchemicals.

Transpuissant (Attribute) Upgrade

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: None

The Alchemical's body is enhanced to optimize her performance.

The Alchemical's rating in the chosen Attribute increases by one dot, which can increase it above five. This bonus dot is included in her base Attribute rating for meeting Alchemical Charm prerequisites. Dice added by these bonus dots are non-Charm, except for dots over 5.

The Alchemical can purchase this Charm up to (Essence/2, rounded up) times for each Attribute.

Submodules

Clockwork Perfection Nodes (6xp): When the Alchemical uses the enhanced Attribute's Excellency, she can add automatic successes as well as dice, paying two motes per success. She only needs to take this submodule once to enhance all purchases of this Charm.

Calculated Composure (3xp; Transpuissant Appearance Upgrade): The Alchemical can use Appearance instead of Manipulation to calculate her Guile.

Exquisite Proprioception Filaments (3xp; Transpuissant Perception Upgrade): The Alchemical can use

Perception instead of Dexterity to calculate Evasion.

Hardened Body Fortification (3xp; Transpuissant Stamina Upgrade): The Alchemical can use Stamina instead of Dexterity to calculate Parry when she blocks with a medium or heavy weapon or a natural weapon.

Implacable Juggernaut Upgrade (3xp; Transpuissant Strength Upgrade): The Alchemical can use Strength instead of Dexterity for movement actions.

Labor-Hero Reinforcement (3xp; Transpuissant Stamina Upgrade): The Alchemical can use Stamina instead of Strength for feats of strength. This applies both on the roll and for determining whether she qualifies to attempt the feat.

Machine Logic Subroutines (3xp; Transpuissant Intelligence Upgrade): The Alchemical can use Intelligence instead of Wits to calculate her Resolve.

Overpowering Assault Configuration (3xp; Transpuissant Strength Upgrade): The Alchemical can use Strength instead of Dexterity when making non-ranged attacks with heavy weapons or unarmed attacks. These rolls benefit from Transpuissant Strength Upgrade, but otherwise, they aren't compatible with effects that grant bonus Strength dots, double successes on Strength rolls, or replace her Strength with a higher value.

Unwavering Sniper Calibration (3xp; Transpuissant Perception Upgrade): The Alchemical can use Perception instead of Dexterity when making ranged attacks. These rolls benefit from Transpuissant Perception Upgrade, but otherwise, they aren't compatible with effects that grant bonus Perception dots, double successes on Perception rolls, or replace her Perception with a higher value.

Geomantic Essence Grid

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Jade-plated cables connect the Alchemical's Essence reservoir to hearthstone slots implanted at key conjunctions of her Essence meridians.

The Alchemical has (higher of Essence or 3) hearthstone slots built into this Charm. Socketing a hearthstone into one of these slots lets her gain the stone's benefits as if it were socketed in an attuned artifact. Doing so requires a miscellaneous action, as does removing a hearthstone.

The Alchemical's unarmed attacks benefit from hearthstones that enhance weapons, and her natural soak benefits from hearthstones that enhance armor. This also applies to weapons or tools created by Alchemical Charms like Essence Pulse Cannon, Integrated Arsenal System, and Omnitool Implant, as well as weapons integrated with Technomorphic Integration Engine (p. XX).

If the Alchemical has Transcendent Multimodal Artifact Matrix installed (p. XX), any Evocations she's awoken from a socketed hearthstone gain that Charm's benefits without requiring her to install them in a Charm slot.

Submodules

External Surge Connector (3xp; Essence 2): Hearthstones socketed in the Alchemical also count as being socketed in each artifact she's attuned to. This applies for all purposes: enhancing weapons, powering warstriders, enabling dependent hearthstones, etc. This doesn't use up an artifact's hearthstone slots.

God-Machine Arsenal Engine

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Orichalcum resonance nodes at the Alchemical's wrist amplify the bonds of Essence that attune her to her artifact panoply.

While the Alchemical has one full-cost attunement to an artifact weapon, she reduces the attunement cost of further artifact weapons by three motes each. This doesn't stack with other discounts.

If the Alchemical ends her full-cost attunement, she must commit enough motes to bring another attunement to its full cost, or else all discounted attunements end.

Installing this Charm doesn't take up a Charm slot.

Intrinsic Evocation System

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

A circuit-etched grid composed of all six magical materials is implanted above the Alchemical's solar plexus, channeling an artifact's Essence patterns through the bond of resonance.

Upon installing this Charm, the Alchemical may temporarily awaken an Evocation from an attuned artifact that she's resonant with, or one whose Evocations she's slotted with Transcendent Multimodal Artifact Matrix. She must meet that Evocation's prerequisites. She can also awaken hearthstone's Evocations. The chosen Evocation can be changed through the Rite of Reconfiguration (p. XX).

Submodules

Essence Pattern Recalibration (3xp): Once per day, the Alchemical can change the chosen Evocation with a few minutes of meditation. The Alchemical only needs to purchase this submodule once to apply its benefit to all installations of this Charm. She's still limited to using this once per day, no matter how many installations she has.

Manifold Transhuman Implants

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Biomechanical implants, modular components, and extensive bodily reconstruction in the vats allow the Alchemical to redefine her form.

Upon purchasing this Charm, the Alchemical chooses six dots of mutations, representing mechanical upgrades or alterations. She gains those mutations while this Charm is installed.

The Alchemical can purchase this Charm up to (Essence/2, rounded up) times.

Perfected Style Matrix

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Alchemical possesses an infinite capacity library of martial techniques and strategies, socketed into the base of her skull and ringed with diamond-faceted memory crystals.

The Alchemical gains the Martial Artist Merit for free, and doesn't need to meet its Brawl prerequisite. She can learn Martial Arts Charms, which don't need to be installed in Charm slots.

This Charm must be installed permanently. It can't be removed.

Resonance Harmonizer

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Alchemical's Essence is harmonized with one of the magical materials, channeled through a slender torc of that material embedded above her solar plexus.

Upon purchasing this Charm, the Alchemical chooses one of the six magical materials. She becomes

resonant with that material while this Charm is installed.

Submodules

Multiphase Resonance (6xp): The Alchemical gains resonance with another magical material. She can repurchase this submodule to add additional materials, but not exotic substances other than the magical materials.

Vat Surrogate Reweaving System

Cost: 10m, 1wp; **Mins:** Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

Metal filaments of the Alchemical's Caste material extend from ports implanted across her body, coiling around her Charms in a cocoon of cables to facilitate rapid reconfiguration.

The Alchemical can perform an accelerated version of the Rite of Reconfiguration (p. XX), letting her install or swap out up to (higher of Essence or 3 Charms) in a matter of minutes.

Reset: Once per story, unless reset by spending at least a full day undergoing the Rite.

Submodules

Optimized Component Integration Protocol (3xp; Essence 2): The Alchemical can swap out an additional Charm. This submodule can be repurchased at Essence 3.

Rapid Reformatting (6xp; Essence 3, Optimized Component Integration Protocol) (+10m): The Alchemical can pay a ten-mote surcharge to complete the Rite over the course of a single scene.

Autochthonic Core (6xp; Essence 4, Optimized Component Integration Protocol): Using this Charm fulfills the Rite's magical infrastructure requirement.

Colossus-Class Upgrade Installation

Cost: —; **Mins:** Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Alchemical's body has been completely reconstructed in the vats, remade as a colossal god-machine by integrating modular upgrades and expansions that interface directly with the nerves and Essence flows of her original synthetic flesh.

The Alchemical gains Legendary Size, granting benefits against smaller enemies.

- Their attacks don't inflict onslaught penalties. (Magically inflicted onslaught penalties still apply.)
- Their **withering** attacks can't reduce her below Initiative 1 unless they have 10+ post-soak damage dice. They still award the full amount of Initiative damage rolled.
- Their **decisive** attacks can't deal more than (Strength + 3) levels of damage. Levels of damage added directly by magic don't count against this.
- They can't grapple her or resist her grapple controls without applicable magic.
- Their smash attacks can't knock her back. She's more difficult to knock back with magic (**Exalted**, p. 274).

The Alchemical can also take a *devastating action* on each of her turns, reflexively attacking a battle group or all trivial enemies within weapon range. She can reflexively use Simple Charms that create attacks to do so. This doesn't count as her attack for the round.

Installing or removing this Charm entails extensive modification of the Alchemical's body, requiring all three criteria for using the Rite of Reconfiguration and a large crew of skilled attendants. This typically takes a month, but can potentially be rushed with a (Wits + Craft [Artifact]) roll.

Submodules

Colossus Warfare Tactics (3xp): The Alchemical can use her devastating actions against Legendary Size enemies.

Enemy Acceleration Protocol (3xp): The Alchemical can forgo two rounds of grapple control to use her devastating action to throw or slam a grappled enemy.

Spatial Panoply Expansion (3xp): When the Alchemical installs this Charm, she may scale any number of attuned artifacts up to a size suitable for her colossal form. They revert to their original size when this Charm is uninstalled.

Elsewhere Compression Mode

Cost: 5m, 1wp; **Mins:** Essence 5

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Colossus-Class Upgrade Installation

Transpatial circuitry wired throughout the Alchemical's colossus frame allows her to shunt her expanded body Elsewhere.

The Alchemical banishes her Colossus-Class Upgrade Installation to Elsewhere, restoring her to normal size while suppressing that Charm's benefits.

Appearance

Influence

Radiant Iconography Array

Cost: 3m; **Mins:** Appearance 1, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Orichalcum studs curve around the Alchemical's ribs and back, emitting holographic projections of Essence.

While the Alchemical's anima banner is glowing or higher, she can project sounds and holographic imagery as part of an influence roll or ordinary discussion. This expands the type and amount of information the influence can convey, and can circumvent language barriers, time pressure, or other impediments to communicating complex ideas. She can't create realistic images, only simplified or abstracted figures, nor can she mimic a person's voice or precisely repeat a specific sound.

The Alchemical can project holograms out to close range from her. Individual holograms can be up to the size of a person. They're obviously illusory, and won't block lines of sight or otherwise impede senses.

The Alchemical can use this Charm with Charisma and Manipulation if she has their Transpuissant (Attribute) Upgrade installed.

Submodules

Expanded Projection Field (3xp; Appearance 2): This Charm's range extends to short.

Hologlyphic Verisimilitude (3xp; Appearance 2): The Alchemical can create realistic imagery.

Luminous Divinity Beacon (3xp; Appearance 4, Essence 2): This Charm's cost is reduced by (Anima), minimum one.

Prismatic Illusion Emitter (6xp; Appearance 5, Essence 2, Hologlyphic Verisimilitude, Luminous Divinity Beacon) (+3m, 1wp): The Alchemical can pay a three-mote, one-Willpower surcharge to create convincing illusions. Nontrivial characters can roll (Perception + Awareness) opposing the influence roll to see through this. If the Alchemical didn't use influence, she rolls (Appearance + [Performance or Presence]) to determine the illusions' quality. Characters who fail their roll can't try again unless they're given some new reason to suspect the illusions.

Colossus Magnification Lens (3xp; Appearance 5, Essence 3, Expanded Projection Field): The Alchemical can create illusions of up to Legendary Size.

Social Charms and Written Influence

Alchemical Charms that create influence rolls are incompatible with written influence unless otherwise noted. This limit primarily applies to Simple Charms.

Charms that enhance influence apply to both spoken and written influence.

Efficient Interaction Processor

Cost: 3m; **Mins:** Appearance 2, Essence 1

Type: Reflexive

Keywords: Internal

Duration: Instant

Prerequisite Charms: Transpuissant Appearance Upgrade

Orichalcum wires replace key neural pathways involved in interpersonal relationships, allowing the Alchemical to effortlessly multitask her social interactions.

The Alchemical reflexively makes an influence roll on her turn. She can use any social Attribute for which she has Transpuissant (Attribute) Upgrade installed. She can still only make one influence roll per turn.

Special: This Charm may alternatively be learned as a Charisma or Manipulation Charm.

Emotive Aesthetics of the Body Electric

Cost: 3m; **Mins:** Appearance 2, Essence 1

Type: Supplemental

Keywords: Internal

Duration: Instant

Prerequisite Charms: None

The Alchemical's composure and poise are exactingly calibrated, giving her total control of her demeanor and body language.

The Alchemical can convey an influence roll or a single sentence of ordinary communication through body language. This bypasses language barriers and expands the range of what the Alchemical can convey through body language. This only goes so far — she can't convey abstract or complex information.

Submodules

Expressive Body Dynamic (6xp; Appearance 3, Essence 2): The Alchemical subtly inflame passions when she uses body language to seduce targets with persuade rolls or instill Ties of romantic or sexual desire to herself. Other characters can't tell that she attempted this influence unless they succeed on a read intentions or profile character roll against her that scene.

Patriotism-Provoking Display

Cost: 3m; **Mins:** Appearance 2, Essence 1

Type: Supplemental

Keywords: Internal

Duration: Instant

Prerequisite Charms: None

The Alchemical activates luminescent glands implanted beneath her skin, casting her in bright light and deep shadows like a figure out of a propaganda poster.

The Alchemical doubles 9s on a persuade roll to convince others to act in support of a group or community that they belong to. She converts bonus dice from Transpuissant Appearance Upgrade to automatic successes. Her targets they can't use Intimacies based on selfishness, laziness, apathy, or cynicism to bolster their Resolve against her influence or resist it in a Decision Point.

The Alchemical can also use this Charm when convincing others to act in support of a community that she serves, even if her target doesn't belong to it.

Submodules

Many-is-One Node (3xp): The Alchemical ignores multiple target penalties on the roll.

One-is-Many Node (3xp): The Alchemical can use this Charm to persuade someone to help a specific member of a valid community, rather than the group as a whole.

Nation-of-the-Heart Node (3xp; Appearance 3): The Alchemical can use this Charm to persuade someone to help a community that the Alchemical has a positive Tie toward, even if that character doesn't belong to that group.

Universal Advisor Comportment

Cost: 3m; **Mins:** Appearance 3, Essence 1

Type: Reflexive

Keywords: Augmented, Internal

Duration: One scene

Prerequisite Charms: Patriotism-Provoking Display

A green jade core in the Alchemical's brain regulates her expressions and body language, ensuring they effectively convey her sagacity and trustworthiness.

The Alchemical's carefully calibrated demeanor grants the following benefits:

- Anyone in need of guidance or advice — practical, philosophical, ethical, spiritual, romantic, or otherwise — recognizes the Alchemical as a wise figure whose wisdom they should heed. This counts as a Minor Tie. This only applies to topics where the Alchemical could meaningfully offer some guidance, even if it's not her area of expertise.
- She adds an automatic success on influence rolls with any Attribute to give others advice or convince them to trust her.
- She adds an automatic success on read intentions and profile character rolls to discern whether a character could benefit from her advice, or to find out information about why.
- She gains +1 Resolve against any influence that would cause her to exploit, mislead, betray, or otherwise turn her against those who seek her advice.

Thousandfold Courtesan Calculations

Cost: 1m per die; **Mins:** Appearance 2, Essence 1

Type: Supplemental

Keywords: Internal

Duration: Instant

Prerequisite Charms: None

A crystal nodule wired into the Alchemical's brain with hair-thin filaments of red and green jade allows her to calculate the optimal strategy for seduction.

When the Alchemical makes a persuade roll to seduce a single character, she can convert up to (higher of Essence or 3) bonus dice from her Appearance to non-Charm successes, paying one mote per success. This also applies on rolls to instill Ties of sexual or romantic desire for herself in a single character.

Submodules

Exquisite Conversation Processor (6xp; Appearance 4, Essence 2): This Charm can enhance any instill or persuade roll. When used for seduction, the Alchemical treats her target's Resolve as one lower to determine how many dice her Appearance adds.

Appearance vs. Resolve

Bonus dots of Appearance – including those from Transpuissant Appearance Upgrade – are included in determining how many bonus dice a character's Appearance adds on influence rolls (**Exalted**, p. 218). The same is true for Charms that compare the Alchemical's Appearance to another character's Resolve.

Lustrous Deception Enhancement

Cost: 5m; **Mins:** Appearance 3, Essence 1

Type: Reflexive

Keywords: Mute

Duration: One scene

Prerequisite Charms: Thousandfold Courtesan Calculations

White jade dust embedded in the Champion's skin glitters as she speaks, accentuating her distracting beauty and beguiling charms.

Characters with a base Resolve than the Alchemical's Appearance suffer –1 Resolve against her Appearance and Manipulation-based influence rolls to instill Ties of trust toward herself, weaken Ties of suspicion or doubt toward her, or convince others to believe her lies.

This penalty increases to –2 for characters with a Tie toward the Alchemical based on trust, desire, love, curiosity, or a similar emotions.

Beguiling Aesthetic Perfection

Cost: 3m; **Mins:** Appearance 3, Essence 1

Type: Supplemental

Keywords: Internal

Duration: Instant

Prerequisite Charms: Lustrous Deception Enhancement

The Alchemical's beguiling manner and calculated charm ensure that those who see her know nothing of her true plans.

When the Alchemical makes an instill, inspire, or persuade roll, affected characters suffer a -3 penalty on rolls against her Guile for the rest of the scene. If the difference between her Appearance and character's base Resolve is higher than this, his penalty becomes equal to the difference.

Additionally, affected characters count as having Resolve lower than the Alchemical's Essence when determining whether Lustrous Deception Enhancement affects them.

Submodules

Captivating Cynosure Signal (6xp; Appearance 4): This penalty applies on all Perception rolls, except for rolls opposing the Alchemical's Stealth.

Pheromone Regulation Systems

Cost: 5m; **Mins:** Appearance 3, Essence 1

Type: Simple

Keywords: Internal, Mute

Duration: Instant

Prerequisite Charms: Transpuissant Appearance Upgrade

Micro-pumps and artificial glands implanted beneath the Alchemical's skin synthesize and disperse psychoactive pheromones.

The Alchemical makes an (Appearance + Presence) inspire roll with double 9s to exude a cloud of pheromones. They extend out to short range from her, though strong air currents may extend this, and characters with a superhuman sense of smell can be affected from even further away. Characters within range are exposed to the Alchemical's influence, and must resist with a (Stamina + Resistance) roll instead of Resolve. Intimacies don't modify this, but targets can use magic that aids in resisting poison. Characters who hold their breath (**Exalted**, p. 232) or don't need to breathe are immune to this influence.

When the Alchemical makes an influence roll against an effected character that leverages the inspired emotion, its Resolve penalty is increased by one.

Submodules

Delayed Release Formulation (3xp): The Alchemical may delay the onset of an inspire roll conveyed through this Charm. She can delay it by up to (Essence + Appearance) days. This is Augmented.

Instinctual Aversion Formula (6xp): The Alchemical can exude chemical repellants, making a threaten roll to drive affected characters away from her instead of an inspire roll. Mundane animals can't spend Willpower to resist. Affected characters also suffer -1 Resolve against any fear-based influence the Alchemical subsequently uses that scene.

Passion-Exciting Pheromones (6xp) (+3m): For a three-mote surcharge, the inspired emotion's Resolve penalty also applies to affected characters' Guile when they try to conceal intentions or Intimacies related to that emotion, or when their emotional state impedes their efforts. The penalty is increased by one against the Alchemical.

Scent-Concealing Synthesis (3xp): The Alchemical can use this Charm to mask her scent instead of influencing others, extending its duration to one scene. Purely scent-based Perception rolls to detect or examine her fail automatically unless enhanced by magic or superhuman senses. Even then, they suffer a -4 penalty. Characters need not breathe in the pheromones to be affected.

Aerosol Formulation (3xp; Appearance 4): This Charm's range increases to medium.

Biochemical Lozeng Machine (6xp; Appearance 4, Essence 2): The Alchemical can use this Charm to dispense a gelatinous pill from a port on her wrist, using it to convey an inspire roll to whoever ingests it. These capsules retain their efficacy for a month. This is incompatible with Scent-Concealing Synthesis.

Sense-Defeating Alchemy (6xp; Appearance 4, Essence 2, Scent-Concealing Synthesis): Superhuman senses no longer bypass Scent-Concealing Synthesis. Magic only works if it specifically enhances a character's sense of smell.

Perfected Concealment Formula (6xp; Essence 3, Sense-Defeating Alchemy): Even sense-enhancing magic can't bypass Scent-Concealing Synthesis. If the Alchemical has Pheromone Trail Dispersion, rolls to track her gain no benefit from superhuman or magically enhanced senses.

Contingent Passion Catalyst (3xp; Appearance 5, Essence 3, Delayed Release Formulation): When the Alchemical uses Delayed Release Formulation, she may set a trigger for the onset of the delayed dose, rather than a set period of time. The trigger condition must be based on the target's physical or mental condition, or something he's actively aware of: "the next time you're worried," "the next time you're in Lux," "the next time you see your wife."

Blinding Strobe Projector

Cost: 7m; **Mins:** Appearance 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Radiant Iconography Array

Blinding flashes of light strobe from crystalline lenses in Alchemical's Radiant Iconography Array, blazing with the colors of her anima banner.

The Alchemical rolls (Appearance + [Presence or Stealth]) to unleash a blinding flash, adding (Anima) non-Charm dice. Characters within short range who can see her must succeed on an opposed (Wits + Awareness) roll or be blinded for the rest of the scene. They also lose (Alchemical's Essence/2, rounded up) Initiative.

If the Alchemical has Radiant Iconography Array's Expanded Projection Field submodule, she can pay a one-Willpower surcharge to increase this Charm's range to medium.

Submodules

Concealing Radiance Cloak (3xp): If the Alchemical successfully blinds all enemies within short range, she may reflexively roll Stealth to enter concealment. An Appearance 5, Essence 3 repurchase lets her do so by blinding all enemies within close range.

Glory-Magnifying Pulse (3xp): The Alchemical converts bonus dice from her anima to non-Charm successes.

Prismatic Flashbang Burst (3xp; Appearance 5): The Initiative lost by blinded enemies increases to (Alchemical's Essence).

Perfected Tactical Lens Array (6xp; Appearance 5, Essence 3): The Alchemical gains Initiative lost by blinded enemies, maximum (Appearance). This is Augmented.

Ardor Embodiment Programming

Cost: 5m, 1wp; **Mins:** Appearance 5, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Universal Advisor Comportment

Crystalline implants shine with a pure white light as the Champion upholds her calling, inspiring those who witness her to ecstatic piety.

After upholding a Major or Defining Principle with an overt action, the Alchemical can use this Charm to make an instill roll for the same Intimacy against all observers with the same Intimacy. Extra successes on her initial action are added as automatic successes on the roll.

Affected characters gain +1 Resolve against influence that would weaken the instilled Intimacy, and can't voluntarily weaken it themselves. This lasts until the end of the story, or until another character succeeds on an influence roll to argue against the instilled Principle.

This Charm's Willpower cost is waived when used to instill Principles based on spiritual, religious, or philosophical beliefs.

Submodules

Diamond Sage Curriculum (3xp): The Alchemical doesn't need to uphold a Principle to use this Charm — a sermon or lecture expressing her Principle is sufficient.

Illuminating Inspiration Beacon

Cost: 3m, 1wp; **Mins:** Appearance 5, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Ardor Embodiment Programming

The Alchemical's faith in her students shines through in every aspect of her neon-limned visage, inspiring them with the confidence to fulfill their true potential.

The Alchemical makes an instill roll with any Attribute against a single character as she offers him advice, seeking to create or strengthen a Principle based on her advice. Her student can't choose not to assert his Resolve against the roll. He gains a pool of bonus dice equal to the Alchemical's extra successes, which he can add on social or mental rolls that he makes based on the Champion's advice. They can't be used in combat. These dice are lost if not used within (Alchemical's Essence) days.

While this Charm is often used to advise others facing specific obstacles, challenges, or problems, but it can also be used to provide more general advice. The breadth of such guidance should be relatively narrow, comparable to what might be covered by one or two specialties.

Special activation rules: The Alchemical can use this Charm reflexively to enhance an instill roll made with Ardor Embodiment Programming. She need not speak, demonstrating her lesson by example.

Submodules

Illuminated Icon Alignment (3xp): As long as the Alchemical rolls any extra successes, her target gains an additional two bonus dice.

Radiant Wisdom Beacon (3xp): The Alchemical can use this Charm when she offers advice to multiple characters.

Fearless Paragon Calibration

Cost: 1m, 1wp; **Mins:** Appearance 5, Essence 2

Type: Reflexive

Keywords: Internal

Duration: One scene

Prerequisite Charms: Universal Advisor Compartment

The Alchemical's courage is conveyed through her every movement and expression, inspiring those under her protection to fight back against fear.

Allies who can perceive the Alchemical gain +2 Resolve against fear-based influence, although this can't raise their Resolve above the Alchemical's total Resolve against that influence. If they share a positive Tie toward their community with the Alchemical, that Tie's Resolve bonus is increased by one.

Psyche-Stabilizing Beacon

Cost: 3m, 1wp; **Mins:** Appearance 6, Essence 3

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Illuminating Inspiration Beacon

Adamant nodes embedded along the Alchemical's neck accentuate her comforting presence with soothing harmonics, stabilizing aberrations in mental functioning through repeat exposure.

The Alchemical aids someone suffering from a Psyche effect, mind-altering Shaping effect, or sorcerous curse that affect the mind, as long as it can be resisted with Willpower. This takes a scene of interaction as she unburdens his mind through her comforting, inspiring presence. She rolls (Appearance + Presence) at a difficulty of the Essence of the character who used the effect. Success halves the Willpower cost to resist it, rounded up, and lets the Alchemical spend Willpower on the character's behalf. If an effect requires spending Willpower multiple times to break it, this Charm only applies to one such instance.

Alternatively, the Alchemical can use this Charm to treat a Major or Defining Derangement. This is a much longer process, requiring an extended (Appearance + Presence) action. It has difficulty 5, goal number 20, and an interval of one month. Its terminus is (10 – Derangement's intensity).

The Alchemical need only visit her patient one day for each interval, but repeat visits have beneficial effects. Each time she meets with the character, he doubles 9s on Willpower rolls to resist the Derangement and reduces its Resolve penalty by one for the next week.

Success on this extended action lowers a Derangement's intensity by one, or cures addiction entirely. However, Derangements can only be lowered to Minor intensity, not fully removed. If the Alchemical fails, she can't use this Charm to treat the same malady again.

Alternatively, the Alchemical can aid someone afflicted by a This requires only a scene of treatment.

Submodules

Champion's Compassion (3xp) (+7m): The Alchemical can pay a seven-mote surcharge instead of committing this Charm's cost to treat mortals. If she has a positive Tie to the community they belong to, she adds (Intimacy) non-Charm dice on interval rolls. Regular visits also let her patient add this dice bonus on rolls against the Derangement.

Soul Recalibration Signal (3xp; Essence 4, Champion's Compassion): Champion's Compassion applies to all characters.

Theotropic Veneration Mantle

Cost: 10m, 1wp; **Mins:** Appearance 6, Essence 3

Type: Simple

Keywords: Augmented

Duration: One day

Prerequisite Charms: Ardor Embodiment Programming, Radiant Iconography Array

Delicate orichalcum and adamant circuitry threaded through the Alchemical's skin projects her most ardent desires into the world, a temple to her own will.

The Alchemical chooses one of her Major or Defining Principles, channeling it into her anima banner, which flares to bonfire when she uses this Charm. She gains the following benefits:

- Her iconic anima subtly shifts to reflect her Principle, making it apparent to anyone who sees the Alchemical that she has that Intimacy.
- She adds (Appearance/2, rounded up) non-Charm dice on rolls to instill the chosen Principle or weaken opposing Intimacies. Such influence costs an additional Willpower to resist.
- She adds +3 Guile against read intentions rolls and other effects that would reveal any of her other Intimacies.
- Characters who share the Principle see the Alchemical as a holy figure, even if they know nothing of Alchemicals or the Great Maker. This perception counts as a Minor Tie. Such characters must pay one Willpower to initiate hostilities against her unprovoked, or to oppose her when she takes nonviolent action in support of her Principle.

The Alchemical loses this Charm's benefits if her anima falls below bonfire. This Charm remains active, and she regains its benefits once she reaches bonfire anima again.

If the Alchemical willingly acts in violation of the chosen Principle, this Charm ends and she can't use it to enhance that Intimacy again for the rest of the story.

Submodules

Unbounded Sublimation Icon (3xp, Appearance 8, Essence 5): This Charm's duration becomes Indefinite.

Guile

Clockwork Composure Regulator

Cost: 3m; **Mins:** Appearance 2, Essence 1

Type: Supplemental

Keywords: Internal

Duration: Instant

Prerequisite Charms: Transpuissant Appearance Upgrade

A grid of moonsilver installed beneath the Alchemical's face allows for conscious control of even the slightest microexpressions.

When a character whose base Resolve is lower than the Alchemical's Appearance makes a roll against her Guile, he must reroll a number of successful dice equal to the difference, minimum one. The reroll can't increase the opposing character's total successes from the original roll.

Mesmerizing Presence Upgrade

Cost: 4m; **Mins:** Appearance 4, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Clockwork Composure Regulator

A hypnotic tracery of white jade swirls across the Alchemical's skin like geometric tattoos.

When a character with a Tie of sexual or romantic desire toward the Alchemical makes a roll against her Guile, she can use that Intimacy to bolster her Guile as if it were Resolve. She need not be aware of the Intimacy to do so.

Reset: Once per scene.

Bias-Confirming Mirror Protocol

Cost: 4m, 1wp; **Mins:** Appearance 5, Essence 2

Type: Reflexive

Keywords: Internal, Mute

Duration: Instant

Prerequisite Charms: Mesmerizing Presence Upgrade

Carefully calibrated microexpressions create suggestive ambiguities, causing onlookers to see what they expect to see in the Alchemical.

The Alchemical can use this Charm after a read intentions roll against her fails, as long as it rolled any 1s. The opposing character believes he succeeded — but instead of the truth, he receives a result that confirms his expectations, assumptions, or desires about her.

Submodules

Perfected Mirror Façade (3xp, Essence 3): The Alchemical can use this Charm even if the opposing character didn't roll any 1s.

Shattered Mirror Distortion (6xp, Essence 3): Instead of confirming an observer's expectations, the Alchemical can instead feign whatever he most desires to see, whether it's loyalty, willingness to tolerate corruption, or romantic interest.

Glistening Obsession Nodes

Cost: 5m, 1wp; **Mins:** Appearance 6, Essence 4

Type: Reflexive

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Beguiling Aesthetic Perfection, Bias-Confirming Mirror Protocol

The Alchemical is adorned with arrays of faceted adamant nodules that glow with a hypnotic radiance, mesmerizing those who seek her secrets.

When a character fails a roll against the Alchemical's Guile, she can use this Charm to make a special (Appearance + [Presence or Socialize]) instill roll, doubling 9s. Success inflicts a Minor Obsession with the Alchemical (**Exalted**, p. 169). He must immediately make a Willpower roll against the Obsession. If his base Resolve is lower than the Alchemical's Appearance, he suffers a penalty equal to the difference.

If the Alchemical succeeds with at least (victim's base Resolve) extra successes, she can instill a Major Obsession or strengthen an existing Major Obsession to Defining.

If the Alchemical's Appearance is higher than her target's Resolve, this Charm's mote cost is reduced by the difference.

Subterfuge

Integrated Artifact Transmogrifier

Cost: 2m; **Mins:** Appearance 1, Essence 1

Type: Reflexive

Keywords: Internal, Mute

Duration: Indefinite

Prerequisite Charms: None

A complex system of internal mechanisms retracts Charms into the Alchemical's body and shift her clay-like skin to cover them.

The Alchemical conceals any number of installed Charms, granting them the Internal keyword as they retract and compress into her body. If all of her Charms are Internal, she may perfectly replicate organic physiology, taking on the appearance of a flesh-and-blood human.

This Charm can't conceal Colossus-Class Upgrade Installation.

Submodules

Essence-Muting Baffles (3xp; Appearance 2, Essence 2): The Alchemical's Internal Charms can't be detected by magic like All-Encompassing Sorcerer's Sight.

Deep Cover Mode (3xp; Appearance 3, Essence-Muting Baffles): If all of the Alchemical's Charms are Internal, she appears to be a mortal for magic capable of sensing the Exalted, such as a spirit's Measure the Wind.

Husk-Sculpting Apparatus

Cost: 3m, 1wp; **Mins:** Appearance 2, Essence 1

Type: Simple

Keywords: Augmented, Internal

Duration: Indefinite

Prerequisite Charms: Integrated Artifact Transmogrifier

The Alchemical activates miniaturized pistons and chemical injectors underneath her skin to reconfigure her physical appearance.

The Alchemical can make one or more of the following alterations to her physical appearance:

- Increasing or decreasing her height and weight by up to 10%.
- Changing skin tone, eye color, and hair color and length.
- Adding or removing sexual characteristics.
- Other cosmetic changes, like adding or removing scars.

This can be used to conceal the Alchemical's identity. She instantly makes a disguise roll with (Appearance + Larceny), ignoring penalties for lacking equipment or altering her apparent race, sex, or body type. Rolls to see through these alterations suffer an (Appearance/2, rounded up) penalty unless enhanced by magic or superhuman senses. However, these alterations lack the precision necessary to impersonate other characters.

This Charm is often combined with Integrated Artifact Transmogrifier, unless the Alchemical doesn't wish to conceal her nature as an Exalt.

Submodules

Cruel Machinery Recalibration (3xp): The Alchemical can gain or remove the Hideous Merit (**Exalted**, p. 162).

Self-Sculpting Upgrade (3xp): When the Alchemical uses this Charm to modify her own appearance, she may make the changes permanent, changing the Charm's duration to instant. If she subsequently uses this Charm to undo these changes, she waives its Willpower cost.

Biochemical Synthesizers (3xp; Appearance 3): Chemical micropumps beneath the Alchemical's skin let her change her body's scent. Superhuman scent and magic that specifically enhances a character's sense of smell no longer bypass the penalty on rolls to see through her disguise.

Identity Distortion Mirage (3xp; Appearance 3): Artificial pigmentation made of moonsilver nanoparticles refines the visual details of the Alchemical's disguise. Superhuman vision and magic that specifically enhances a character's vision no longer bypass the penalty on rolls to see through her disguise.

Vocal Synthesizer (3xp; Appearance 3): A chrome rivet wired into the Alchemical's voice box lets her change the sound of her voice. Superhuman hearing and magic that specifically enhances a character's hearing no longer bypass the penalty on rolls to see through the disguise.

Replicant Metamorphosis (6xp; Appearance 4): The Alchemical can use this Charm to mimic specific characters. A successful roll against her disguise doesn't reveal her identity, only that she's not who she seems to be. This Charm's penalty applies on rolls opposing her Guile that would reveal she's not who she appears to be unless she's overtly acting out of character. This is incompatible with Self-Sculpting Upgrade.

Trans-Divinity Emulator (6xp; Appearance 4, Essence 2): The Alchemical can change her anima banner's appearance to that of a different Alchemical Caste or Exalt type, and manifest Caste Marks and Aspect markings as appropriate. Her iconic anima's imagery remains the same, but assumes an appearance appropriate to her altered anima. Alternatively, she can mimic cosmetic supernatural displays suitable to appearing as a machine spirit or similar supernatural being. This is incompatible with Self-Sculpting

Upgrade.

Meta-Iconic Calibrator (3xp; Trans-Divinity Emulator): The Alchemical can change the appearance of her iconic anima's imagery.

Essence-Warping Simulacrum (6xp; Essence 3, Trans-Divinity Emulator): Divination, magical scrying, magic based on someone's identity, and similar effects can't provide information that contradicts the Alchemical's disguise, giving false results where necessary. Magic that enhances mundane efforts to contest disguises is unimpeded.

Aura-Dampening Component

Cost: 2m; **Mins:** Appearance 2, Essence 1

Type: Reflexive

Keywords: Internal, Mute

Duration: Instant

Prerequisite Charms: None

The Alchemical's Essence is diverted through a series of internal moonsilver baffles, dampening her flaring anima.

The Alchemical mutes all motes spent on a Larceny roll, Stealth roll, or a Charm related to subterfuge or concealment, like Husk-Sculpting Apparatus.

Optical Shroud

Cost: 5m; **Mins:** Appearance 3, Essence 1

Type: Reflexive

Keywords: Mute

Duration: One scene

Prerequisite Charms: Aura-Dampening Component

Activating a lattice of adamant microcrystals embedded across her skin, the Alchemical wavers like a heat mirage for a moment before vanishing.

This Charm imposes a -2 penalty on rolls opposing the Alchemical's Stealth and lets her enter concealment without needing a hiding place. This stacks with other visibility-based penalties, but not above -3. Trivial characters don't receive an opposed roll unless they have specific reason to look for the Alchemical.

This Charm ends if the Alchemical moves at an ordinary walking pace or faster, or if she moves between range bands combat. Attacking or taking similarly rapid or forceful action also ends this Charm, as does being hit by an attack.

Submodules

Augmented Refraction Field (3xp): The Alchemical can become completely invisible when she uses this

Charm. She can't be detected by sight alone unless enhanced by magic or superhuman vision, and the penalty to detect her increases to -3. However, when used this way, any movement ends this Charm.

Kinetic Compensator (6xp; Essence 2) (+5m, 1wp): For a five-mote, one-Willpower surcharge, the Alchemical can move at a walking pace without disrupting this Charm. Moving faster than this doesn't end this Charm, but she loses its benefits until she slows. In combat, moving between range bands suppresses this Charm's benefits until the Alchemical's next turn. This Charm is incompatible with Augmented Refraction Field.

Dynamic Cloaking Module (6xp; Appearance 5, Essence 3, Kinetic Compensator): If the Alchemical uses Kinetic Compensator, ordinary movement no longer causes this Charm to end, although it still ends if she attacks. Moving at superhuman speeds or crossing multiple range bands in a single tick still suppresses the shroud.

Essence Veil (6xp; Augmented Refraction Field, Dynamic Cloaking Module): The Alchemical can use Augmented Refraction Field together with Kinetic Compensator. She can maintain the cloaking while moving as long as she stays below an ordinary walking pace, with faster motion suppressing the Charm's cloak. It still ends if she crosses between range bands in combat.

(Sense)-Countering Upgrades (3xp; Appearance 5, Essence 3, Augmented Refraction Field) (+3m): Upon purchasing this submodule, the Alchemical chooses one of hearing or scent. She can pay a three-mote surcharge when she uses Augmented Refraction Field to render herself imperceptible to the chosen sense as well. This submodule can be purchased once for each sense. Once the Alchemical's done so, she may purchase it a third time to counter exotic senses, like sensing vibrations or seeing body heat.

Sustained Cloaking Battery (3xp; Appearance 5, Essence 3) (+1wp): This Charm's duration becomes one day. This submodule's Willpower surcharge is waived if it's used with Kinetic Compensator.

Apocryphal Operative Halo

Cost: 2m (10m, 1wp); **Mins:** Appearance 3, Essence 2

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Optical Shroud

Spiky adamant nodes installed around the Alchemical's joints glow with pale blue light as they're with psychoactive Essence, building to a blinding nova of memory-erasing light.

When the Alchemical uses this Charm, it begins to charge a memory-erasing pulse. At the end of the scene, she may pay ten motes, one Willpower to unleash a blinding flash. She makes a special (Appearance + [Presence or Stealth]) instill against all characters within long range who can see her — including her own allies. She converts dice from Transpuissant Appearance Upgrade to automatic successes.

An affected character's memories of the scene are distorted in a way that obscures the Alchemical's identity. He can remember that she was one of the Alchemical Exalted, but not any of her identifying features, including her Caste. He's also blinded for the next hour, although medical treatment can hasten his recovery.

If the Champion conceals her nature as one of the Alchemical Exalted using Integrated Artifact Transmogrifier or Husk-Sculpting Apparatus, affected characters' memories are warped in a way that's consistent with her disguise.

An affected character can pay two Willpower to remember how things truly happened for one scene, before the distortion sets back in. Characters with a Tie toward the Alchemical only need to pay one Willpower. Once a character has done so (Alchemical's Essence) times, his memories are restored completely.

Submodules

Charged Crystal Matrix (3xp): The Alchemical can use this Charm reflexively. She can't wait until the end of the scene to use it, though — she must charge up in advance.

Vectored Refraction (3xp): The Alchemical may choose to exclude characters from this Charm's effect.

Blinding Corona Discharge (3xp; Appearance 4): Characters can't spend Willpower to resist this Charm while they're still blinded by it.

Psychoactive Erasure Array (3xp; Appearance 5, Essence 3): Characters must spend three Willpower to resist, or two Willpower with a Major or Defining Tie.

Amnestic Pattern Projector (6xp; Appearance 7, Essence 4, Blinding Corona Discharge, Psychoactive Erasure Display): Once per day, the Alchemical may completely erase characters' memories of the entire scene. Once she uses this submodule against a character, he's immune to further uses for (his base Resolve) days.

Stormwall Interrupter Circuits

Cost: 3m per level of anima, 1wp; **Mins:** Appearance 5, Essence 2

Type: Reflexive

Keywords: Mute, Stackable

Duration: One scene

Prerequisite Charms: Aura-Dampening Component

An array of lead plates, adamant prisms, and black jade coils suppresses the Alchemical's anima banner, which flickers light a failing circuit before vanishing.

The Alchemical lowers her anima banner by one level for every two motes she commits. When this Charm ends, the suppressed levels return to her anima banner. Once she reaches bonfire anima, she suffers one die of lethal damage for each excess level of suppressed anima. This damage can't be prevented.

The Alchemical can stack this Charm, to a maximum of (Essence + 1) stored levels of anima. If she uses it multiple times in the same scene, she waives the Willpower cost of uses past the first.

Submodules

Essence-Muting Baffles (3xp): There's no limit on how many levels of anima the Alchemical can store.

Grounded Circuitry (3xp): The Alchemical no longer suffers damage from excess levels of anima.

Augmented Anima Capacitor (3xp; Essence 3, Essence-Muting Baffles): This Charm's duration becomes Indefinite.

Overcharged Anima Core (6xp; Augmented Anima Capacitor, Grounded Circuitry): The Alchemical may use suppressed levels of anima to pay anima costs. This doesn't release the motes committed for that level.

Hidden Assembly Conclave

Cost: —(+2m per character, 1wp); **Mins:** Appearance 7, Essence 4

Type: Permanent

Keywords: Mute

Duration: Instant

Prerequisite Charms: Optical Shroud

Adamant lenses linked to the Alchemical's Optical Shroud project a visual distortion field to conceal her allies.

When the Alchemical uses Optical Shroud, she may extend its benefit to up to (Essence + 2) characters within close range, paying a two-mote surcharge per character plus an additional Willpower surcharge. The cloaked allies must remain within close range of her to retain this Charm's benefit.

This Charm ends if any character breaks the shroud. However, if the Alchemical uses the Kinetic Compensator submodule, movement that suppresses the shrouding only does so for the moving character.

Submodules

Civilian Concealment Array (3xp): Mortals don't count toward the limit on how many characters the Alchemical can conceal.

Expanded Cloaking Field (6xp): This Charm's range increases to short.

Vapor Mirage Strike Team (6xp; Essence 5, Expanded Cloaking Field) (5m per battle group): The Alchemical may conceal battle groups, paying five motes for each. Battle groups count as three characters toward the maximum she can conceal. This doesn't provide the benefits of Augmented Refraction Field or (Sense)-Countering Upgrades.

Warfare

Semiotic Flare Projector

Cost: 3m; **Mins:** Appearance 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

A pair of telescoping orichalcum fins extends from the back of the Alchemical's shoulders, projecting pictoglyphic commands to her soldiers.

The Alchemical can flurry a command action, although not with an attack. She ignores penalties due to battle groups being too far away to understand her orders, as well as environmental penalties from conditions that obscure her commands.

Submodules

Inspiring General Iconography (6xp): If the Alchemical succeeds on a command action, she may spend up to (Appearance/2, rounded up) Initiative, granting the battle group two Initiative for each point she spends. This is Augmented.

Morale Enhancement Pattern (6xp; Appearance 3): The Alchemical can flurry an attack with a rally or rally for numbers action, but not with an order action.

Rapid Signaling Relay (6xp; Appearance 3) (+3m): The Alchemical reduces the flurry penalty on both actions by two, and ignores the Defense penalty.

Blazing Vanguard Beacon

Cost: 2m; **Mins:** Appearance 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Semiotic Flare Projector

The Alchemical is illuminated by an intricate array of adamant lenses built into the Semiotic Flare Projector, a heroic icon to those who fight alongside her.

The Alchemical doubles 9s on a command action. If she uses this Charm together with Semiotic Flare Projector, she lowers the flurry penalty on both action by one.

Maximized Ambush Processor

Cost: 5m, 1wp; **Mins:** Appearance 4, Essence 2

Type: Simple

Keywords: Internal, Uniform

Duration: Instant

Prerequisite Charms: Blazing Vanguard Beacon

Tactical processors linked to the Alchemical's hindbrain formulate covert strategies and deceptive maneuvers.

The Alchemical rolls a Strategic Maneuver with (Appearance + [Stealth or War]) and double 9s to enact an ambush stratagem, leading her troops in covert operations. If successful, the stratagem also adds (higher of Essence or 3) dice on Join Battle and Stealth rolls for her and allied battle groups, and an

automatic success on their unexpected attack rolls.

Supreme Icon of Battlefield Glory

Cost: 5m; **Mins:** Appearance 4, Essence 2

Type: Reflexive

Keywords: Uniform

Duration: One scene

Prerequisite Charms: Blazing Vanguard Beacon

Red jade rims the lenses of the Blazing Vanguard Beacon, limining the Champion in heroic radiance as she triumphs over her foes.

The Alchemical can use this Charm after crashing an enemy, dealing 3+ **decisive** damage to an enemy, or dealing enough damage to a battle group to empty its Size track. Any allied battle groups who witness this feat add one die on rout checks, and the Alchemical adds (Appearance/2, rounded up) dice on rally and rally for numbers actions.

The Alchemical suffers a -1 penalty on Stealth rolls while using this Charm.

Submodules

Veteran Faith Inculcator (3xp): Affected battle groups gain a Minor Intimacy representing commitment or loyalty to whatever cause they're fighting for. This Intimacy isn't retained by any characters who desert the battle group over the course of combat as it suffers Size loss.

Industrial Conquest Demonstration (6xp; Appearance 5) (+1wp): For a one-Willpower surcharge, enemy battle groups who witness the Alchemical's feat suffer (Essence) dice of Magnitude unless their Resolve is higher than her Appearance, as demoralized troops break away. This is Augmented. If this Magnitude loss triggers a rout check, it's made at +1 difficulty.

Champion-Exulting Propaganda Display (6xp; Appearance 6, Essence 4) (+5m, 1wp): Once per scene, the Alchemical can pay a five-mote, one-Willpower to broadcast a hologlyphic projection of her feat into the sky, large enough to be seen across the entire battlefield. Allied battle groups gain perfect morale for the rest of the scene (**Exalted**, p. 210). If the Alchemical uses this together with Industrial Conquest Demonstration, the rout check difficulty is increased by +2 instead of +1.

Luminous Tactical Overlay Beacons

Cost: 3m, 1wp; **Mins:** Appearance 5, Essence 3

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Supreme Icon of Battlefield Glory

Towering floodlights mounted on the Alchemical's shoulders project her anima banner into tactical readouts, providing real-time combat guidance and coordination to her forces.

The Alchemical's tactical displays grant the following benefits:

- She reduces the cost of Semiotic Flare Projector by (Anima).
- Whenever she succeeds on an order action directing a battle group to make an attack, that battle group adds (Anima) additional dice on the attack roll.
- Allied battle groups add (Anima) dice on rolls to detect hidden enemies or perils.
- If the Alchemical uses this Charm while facing enemies who benefit from an Ambush stratagem (**Exalted**, p. 211), that stratagem's benefits only last two rounds.

The Alchemical loses this Charm's benefits if her anima falls below burning. This Charm remains active, and she regains its benefits once she reaches burning anima or higher again.

Submodules

Rapid Activation Mode (3xp): The Alchemical can use this Charm reflexively if she wins Join Battle.

Perfected Strategic Analysis Readout (3xp, Rapid Activation Mode): If the Alchemical rolls Join Battle while fighting under a stratagem she's enacted, only enemy battle groups are counted when determining if she wins Join Battle to trigger Rapid Activation Mode.

Supreme Battlefield Radiance System (3xp, Rapid Activation Mode): If the Alchemical rolls Join Battle while at bonfire anima, she can trigger Rapid Activation Mode even if she doesn't win Join Battle. If she has Perfected Strategic Analysis Readout and is fighting under a stratagem she's enacted, she can do so while at burning anima.

Tactical Scanning Processor (3xp; Appearance 7, Essence 4): The dice added on battle groups' Awareness rolls are converted to automatic successes. Opposing Ambush stratagems only last one round.

Clockwork Soldier Pattern Projector

Cost: 10m, 1wp; **Mins:** Appearance 8, Essence 5

Type: Reflexive

Keywords: Perilous

Duration: One scene

Prerequisite Charms: Luminous Tactical Overlay Beacons

Gridwork patterns of wire stretched across the Alchemical's face radiate luminous patterns of Essence, imbuing her troops with an intuitive understanding of her prowess, her strategy, and their place in it.

Allied battle groups that can perceive the Alchemical gain the following benefits:

- They add (Alchemical's Essence/2, rounded up) dice of post-soak damage on all attacks. This increases to (Essence) if the Alchemical has Initiative 12+.
- They gain +1 Defense, or +2 Defense against enemy battle groups. They gain +2 Defense against all enemies instead of the Alchemical has Initiative 12+.
- They can benefit from the Alchemical's specialties: they add an automatic success on rolls that a specialty applies to, and +1 to relevant static values. This doesn't apply to specialties in combat Abilities.

- They can use the Alchemical's Intimacies to bolster their Resolve against influence and cite them in Decision Points.

This Charm ends if the Alchemical is crashed.

Special activation rules: If the Alchemical uses this Charm together with Luminous Tactical Overlay Beacons while at bonfire anima, she waives this Charm's Willpower cost.

Charisma

Influence

Effective Leadership Algorithm

Cost: 2m; **Mins:** Charisma 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Activating microprocessors housed in a tracery of orichalcum over her temples, the Alchemical optimizes every aspect of her speech for command.

Upon purchasing this Charm, the Alchemical chooses six experience points' worth of submodules. This Charm's primary submodules make it compatible with certain actions. When the Alchemical uses it, she rolls an additional non-Charm die for each 10 on the roll.

Submodules

Clockwork Governance Mode (3xp): This Charm is compatible with Bureaucracy rolls that involve leadership, regardless of what Attribute they use. If the roll benefits a community that the Alchemical has a positive Tie toward, she adds (Intimacy) additional dice.

Faction-Building Unity (3xp): This Charm is compatible with instill rolls. She adds a non-Charm success if she instills an Intimacy based on loyalty, trust, or duty.

Overriding Authority Mode (3xp): This Charm is compatible with persuade rolls. The Alchemical ignores multiple target penalties, and reduces other penalties by (Essence/2, rounded up).

Control Code Algorithm (6xp; Charisma 3, any two submodule) (+2m): The Alchemical can pay a two-mote surcharge to roll dice for 9s as well.

Prosocial Response Overtone (3xp): This Charm is compatible with inspire rolls. If the Alchemical succeeds on a roll to inspire a single character with trust, calm, or diligence, he adds a bonus die on social and mental rolls that are supported by that emotion for the rest of the scene.

Synergy-Promoting Upgrade

Cost: 4m; **Mins:** Charisma 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Effective Leadership Algorithm

The Alchemical's followers act in perfect clockwork synchronicity, her leadership drawing power from a tangle of orichalcum threads surrounding a jade nodule in her chest.

The Alchemical adds a non-Charm die on Bureaucracy a roll that involves leadership. If most of the group's mortal members have a positive Tie toward her, this increases to (Intimacy) dice. She can also use this Charm on rolls where she benefits from the assistance of multiple mortals.

In addition to Charisma, this Charm is compatible with each Attribute for which the Alchemical has Transpuissant (Attribute) Upgrade installed.

Submodules

Communal Supremacy (3xp): For projects and tasks that directly benefit a community, the Alchemical can use her positive Tie to that community instead of her followers' Tie to her.

Lifestyle Cooperation Paradigm (3xp): Mortals who assisted the Alchemical gain a positive Tie toward each other as a group. The Tie's context is chosen by their players. Nontrivial characters can pay one Willpower to resist.

Universal Authorization Chevron

Cost: 5m; **Mins:** Charisma 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Efficient Leadership Algorithm

An orichalcum circuit-sigil on the Alchemical's chest symbolizes the authority given to her by the Great Maker, resonating with subsonic signals that transmit her divine right.

Anyone who can perceive the Alchemical intuitively recognizes her as a figure of authority. This recognition counts as a Minor Tie of respect toward her — although it may be a negative Intimacy for those opposed to authority or the Alchemical in particular.

The Alchemical's authoritative presence adds (Essence/2, rounded up) dice on persuade rolls made from a position of authority, Bureaucracy rolls involving leadership, and rally and rally for numbers actions. This doesn't apply to rolls that don't involve in-person interactions.

Submodules

Axiomatic Emblem (3xp): Gremlins, fae, and the undead count as having a Tie of wary deference even if they oppose the Alchemical.

Dissent Override System (3xp): Mortals count as having a Tie of respect even if they oppose the Alchemical.

Unlimited Authorization Imprint (6xp; Charisma 4, Essence 2): This Charm's duration becomes indefinite.

Perfected Delegation Emblem (6xp; Charisma 5, Essence 3, Unlimited Authorization Imprint) (+1wp): The Alchemical can use Universal Authorization Chevron as a Simple Charm for a one-Willpower surcharge to bestow a replica imprint of her chevron on a willing character, granting him this Charm's benefits. Onlookers' Ties reflect their recognition of him as an agent of a higher authority, rather than respect. The imprinted emblem can't be removed by any means other than ending this Charm.

Perfected Union Patterning

Cost: 4m; **Mins:** Charisma 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Alchemical's face is marked with bands of her magical material, glowing in a pattern that reinforces her efforts to forge unity.

The Alchemical works to improve relations between members of two groups. They must be roughly similar in size — members of different work shifts, citizens of different nations, etc. She can use this Charm when she instills group members with positive Ties toward the other group, or weakens their negative Ties toward it. If members of both groups are present, this influence instills each group's members with a Tie toward the other.

The Alchemical doubles 9s and ignores multiple target penalties on the roll. She converts dice from Transpuissant Charisma Upgrade to automatic successes. Resisting this influence requires entering a Decision Point and citing at least a Minor Intimacy to resist.

Submodules

Great Maker's Arbiter (3xp): The Alchemical can use this Charm on bargain, persuade, or threaten rolls to resolve conflicts between through groups — convincing both sides of a brawl to stop fighting, deescalating a heated argument, imposing her judgment after arbitrating a dispute.

Icon of Unity (3xp; Charisma 4): Affected characters also gain a positive Minor Tie toward the Alchemical, with emotional contexts chosen by those characters' players.

Unwavering Solidarity (3xp; Charisma 4): Characters must cite a Major or Defining Intimacy to resist this influence.

Heresy Declaration Beacon

Cost: 5m; **Mins:** Charisma 4, Essence 1

Type: Simple

Keywords: Internal

Duration: Instant

Prerequisite Charms: Perfected Union Patterning

Luminous nodules in the Alchemical's Perfected Union Patterning lend their radiant emphasis to her warnings and invective in the face of peril.

The Alchemical warns of a threat to the community, rolling (Charisma + [Performance, Presence, or Socialize]) to instill a negative Tie toward the threat. If the threat isn't a valid subject for a Tie, this instead instills a Principle expressing belief in the Alchemical's warning or recognition of the threat. Affected characters also act on this Intimacy immediately, like with an inspire action (**Exalted**, p. 217).

Submodules

Metropolis Sentry Clarion (6xp; Essence 2): If the Alchemical rolls 3+ extra successes against a target's Resolve, she can dictate the action he takes, based on the instilled Principle's intensity (**Exalted**, p. 216).

Unimpeachable Emissary Programming

Cost: 5m; **Mins:** Charisma 3, Essence 1

Type: Reflexive

Keywords: Augmented, Internal

Duration: One scene

Prerequisite Charms: None

The Alchemical analyzes etiquette and protocol to calibrate her own speech and manner to the ways of wherever she might find herself.

Once the Alchemical has had at least (6 – Charisma) days of exposure to a culture or society, she can use this Charm to attune herself to that culture's protocols. Any penalties she suffers from being unfamiliar with the customs or etiquette of that culture are reduced by (Charisma/2). This applies to rolls with any Attribute, but always uses Charisma.

Members of that culture with negative Ties toward foreigners or outsiders treat them as one step weaker toward the Alchemical, unless they have a Major or Defining Intimacy that opposes this.

Submodules

Acceptable Response Protocol (3xp): This Charm applies any negative Minor Tie that applies to the Alchemical, except for Ties to her as an individual.

Calculated Diplomacy (3xp) (+1wp): The Alchemical can pay a one-Willpower surcharge to use this Charm after only an hour of exposure to a culture. With Essence 3, she waives this surcharge.

Clockwork Envoy Eminence (3xp): The Alchemical's speech and demeanor make it clear to anyone who interacts with her that she's an expert in matters of diplomacy. This belief counts as a Minor Tie. This effect can be invoked or dismissed reflexively.

Procedural Perfection (3xp): The Alchemical can attune herself to an organization's rules, regulations, and bureaucratic procedure. This reduces penalties from unfamiliarity on Bureaucracy rolls and rolls with any Ability to deal with these procedures.

Radiant Emblem of Integrity

Cost: 4m; **Mins:** Charisma 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Unimpeachable Emissary Programming

A crackling emblem of orichalcum on the Champion's throat imbues her words with the force of truth.

As long as the Alchemical speaks only the complete truth, her honest is obviously apparent to all who hear her. If she uses Radiant Iconography Array to create an accurate depiction of something she's witnessed in the past, its veracity is likewise authenticated to all observers.

Once per session, the Alchemical may regain one Willpower when she tells the truth when lying would be easier.

Submodules

Icon of Unshakable Truth (3xp): When the Alchemical installs this Charm, she may choose to make its benefit permanent. She can't choose not to apply its effect. She may swap between this mode and the Charm's usual function through the Rite of Reconfiguration.

Programmed Catechism Rebuttal

Cost: 6m; **Mins:** Charisma 3, Essence 2

Type: Reflexive

Keywords: Internal

Duration: Instant

Prerequisite Charms: Perfected Union Patterning

Crystalline implants in the Alchemical's front lobe contain an exhaustive catalogue of rhetorical technique, letting her generate effective counterarguments on the spot.

When a character makes an influence roll that opposes one of the Alchemical's Major or Defining Intimacies, she argues back with a (Charisma + [Performance, Presence, or Socialize]) influence roll. This instills a Principle that supports the Alchemical's argument in everyone who can hear her, ignoring multiple target penalties. Any bonuses added to her Resolve, like those from Intimacies and Charms, are converted to automatic successes on the roll.

If the Alchemical beats the opposing character's Resolve, his influence fails against her. If her instill roll succeeded against other characters targeted by his influence, the instilled Principle's Resolve bonus increases by one.

Submodules

Guardian Interjection Node (6xp; Charisma 4, Essence 3) (+2m, 1wp): For a two-mote, one-Willpower surcharge, the instilled Principle's Resolve bonus increases by one for every two extra successes the Alchemical rolled.

Electric Fervor Inspiration

Cost: 4m, 1wp; **Mins:** Charisma 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Effective Leadership Algorithm, Perfected Union Patterning

Orichalcum electrodes implanted just behind the Alchemical's jaw spark into life, stimulating the language center of her brain to inspire creative new arguments.

Upon purchasing this Charm, the Alchemical's player chooses six experience point's worth of submodules. Each lets her reset a certain kind of failed influence roll (**Exalted**, p. 222). If the influence is supported by one of the Alchemical's Major or Defining Intimacies, she adds (Intimacy) dice on the roll.

Reset: Once per scene.

Submodules

Coruscating Ardor Emitter (3xp): The Alchemical can reset inspire rolls.

Fulminating Champion Charisma (3xp): The Alchemical can reset rolls to instill positive Ties toward her or weaken negative Ties toward her.

Inspiring Loyalty Node (3xp): The Alchemical can reset rolls to instill positive Ties toward a community or Principles based on diligence, trust, or duty.

Lightning Zeal Castigation (3xp): The Alchemical can reset threaten rolls against characters she perceives as a threat to a community that she has a positive Tie toward. This always applies to gremlins, fae, and the undead.

Populart Directive Protocol (3xp): This Charm can reset persuade rolls that are supported by target's positive Ties toward a community or Principles related to diligence, trust, or duty.

Perfected Harmony Amplifier

Cost: 1m; **Mins:** Charisma 5, Essence 2

Type: Simple

Keywords: Augmented

Duration: One song

Prerequisite Charms: Electric Fervor Inspiration

Ornate orichalcum adornments on the Alchemical's throat or forearms modulate the frequency of her music, imbuing it with inspiring harmonics.

Upon purchasing this Charm, the Alchemical's player chooses one of its submodules. Each submodule provides a supernatural song that the Alchemical can sing or play while using this Charm, benefiting listeners who hear it. She can't take non-reflexive actions during this performance.

Submodules

Battle Anthem of the Alchemical Exalted (6xp): Allies add a non-Charm die on attack rolls, which is converted to a non-Charm success if their attack benefits from an ally's distract gambit or if their target has a -3 onslaught penalty or higher. If they take a defend other action, they gain +1 non-Charm Parry for purposes of defending their ward. Allied battle groups increase the attack roll bonus to (Essence) non-Charm dice, and also add that many dice on rout checks.

Loyalty-Affirming Anthem (6xp): Allies double the Resolve bonus from positive Ties to communities they belong to or fellow group members, as well as Principles related to cooperation, belonging, solidarity, patriotism, or other positive aspects of group membership. Once per scene, they may reduce the Willpower cost to resist such influence by one. They also gain +2 non-Charm Resolve against influence that would weaken such Intimacies or create or strengthen opposing Intimacies, and against any Psyche effect.

Strife-Soothing Harmony (6xp): All characters — both allies and enemies — add (Alchemical's Charisma/2, rounded up) non-Charm dice on influence rolls meant to foster peace, avert conflict, or negotiate an end to hostilities. They suffer a penalty in the same amount on Join Battle rolls and attack rolls.

Thousand Work Shifts Ballad (6xp): Allies ignore penalties from fatigue, deprivation, or harsh environments, and add (Alchemical's Charisma/2, rounded up) non-Charm dice on Stamina and Strength rolls. This doesn't benefit attacks or other hostile actions.

Polyphonic Resonance Emitter (6xp; Essence 4, any two submodules) (+2wp): The Alchemical can pay a two-Willpower surcharge to combine the effects of two different songs.

Programming Language Eloquence

Cost: 4m, 1wp; **Mins:** Charisma 4, Essence 2

Type: Supplemental

Keywords: Internal

Duration: Instant

Prerequisite Charms: Effective Leadership Algorithm, Unimpeachable Emissary Programming

A breaker between the Alchemical's frontal and temporal lobes filters unnecessary emotion from her communications, refining the logic of her arguments.

The Alchemical doubles 9s on an influence roll based purely on logical argument and ignores penalties from Clarity. Characters can't use Intimacies that oppose Clarity (p. XX) to bolster their Resolve, though they can still cite them in Decision Points.

Submodules

Machine Code Cadence (3xp): This Charm's Willpower cost is waived on influence rolls that target a

machine spirit, automaton, or Alchemical.

Emergency Logic Override (3xp): If an affected character cites an Intimacy that opposes Clarity in a Decision Point to resist this influence, the cost to resist is increased by one Willpower.

Propaganda Interdiction Signal

Cost: 4m; **Mins:** Charisma 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Perfected Union Patterning

A white jade node just beneath the Alchemical's throat vibrates in harmony with her voice, creating inspirational overtones that cut through disinformation and dissent.

Characters with negative Ties toward a community they belong to can't use those Intimacies to bolster their Resolve against the Alchemical's influence or in a Decision Point. They increase the cost to resist influence opposed by such Ties by one Willpower.

Submodules

Void-Quelling Chastisement (3xp): Against gremlins, fae, and the undead, this Charm applies to any Principle that's inimical to peaceful coexistence with mortals. The cost to resist is always increased, even if a character doesn't have such a Principle.

Gossip Inefficiency Regulation (6xp; Charisma 5): This Charm applies to Ties to individual community members.

Vox Populi Broadcast

Cost: 3m, 1wp; **Mins:** Charisma 4, Essence 2

Type: Supplemental

Keywords: Augmented

Duration: Instant

Prerequisite Charms: Universal Authorization Chevron

Orichalcum amplifiers bolted to both sides of the Alchemical's neck magnify her voice's volume until she speaks with the thunder of a roaring crowd.

The Alchemical makes an influence roll that can be heard clearly out to (Essence + Charisma) range bands. She can also do the same for about ten seconds of regular speech. An influence roll ignores environmental penalties based on distance, and can be heard over even the loudest noises.

Once the Alchemical has used this Charm, she waives the Willpower cost of subsequent activations for the scene.

Submodules

Ally-Signaling Frequency (3xp): The Alchemical can tune her voice to a frequency that can only be heard by select characters chosen by her. She can choose up to (Essence + Charisma) specific targets, or make a broadcast audible to anyone with a Tie of loyalty toward her or a community she serves. Characters with magically-enhanced hearing can overhear this with a (Perception + Awareness) roll at a difficulty of (Alchemical's Charisma + 2). This submodule is Augmented.

Piercing Emergency Broadcast (3xp): The Alchemical's voice can be heard through magical silence, requiring her to make a (Charisma + Presence) roll against the effect's difficulty. If there isn't one, her roll is opposed by the effect's creator, who makes an appropriate (Attribute + Ability) roll. Once the Alchemical succeeds on this roll, she doesn't need to roll for subsequent uses of this Charm.

Enduring Loyalty Inculcator

Cost: 5m, 1wp; **Mins:** Charisma 5, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Perfected Union Patterning

Blue jade electrodes beneath the Alchemical's tongue reinforce her exhortations by subtly stimulating the part of the brain that recognizes belonging and community.

When the Alchemical makes an instill roll against a single character to create or strengthen a positive Tie toward a community he belongs to, she adds a non-Charm successes. If she has a positive Tie toward that community herself, she also adds (Intimacy) non-Charm dice.

On a successful roll, the Alchemical's target can't voluntarily weaken the chosen Intimacy and gains +2 Resolve against influence that would do so. This effect ends if he or a subgroup he belongs to is mistreated by the community's members, or if he's given some other cause to take offense at the community as a whole.

This Charm can also be used when the Alchemical rolls to overturn influence that opposes a character's positive Tie to a group he belongs to (**Exalted**, p. 221). She waives the Willpower cost for both the target and herself. Success reinforces the Tie as above.

Submodules

Galvanic Loyalty Dispersion (3xp): The Alchemical can use this Charm on instill rolls against multiple characters, ignoring the penalty for doing so.

Populace Assurance Protocol (3xp): This Charm's Willpower cost is waived against mortals.

Spirit-Tempering Solidarity (3xp): If a character chooses not to resist the Alchemical's influence, she may transfer one Willpower toward him. If she has a positive Tie toward the community, she may transfer (Intimacy) additional Willpower. This can't be used in combat.

Martial Regiment Reinforcement (3xp; Essence 3, Spirit-Tempering Solidarity): The Alchemical can use Spirit-Tempering Solidarity in combat.

Surging Loyalty Dynamo

Cost: 5m, 1wp; **Mins:** Charisma 5, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Enduring Loyalty Inculcator, Heresy Declaration Beacon, Propaganda Interdiction System

An orichalcum engine built into the Alchemical's chest crackles with electrical Essence as she urges solidarity.

When the Alchemical witnesses someone making an influence roll against one or more members of a group, she may give the targeted characters the opportunity to instantly form a positive Major Tie toward that community if it would oppose that influence. If they already have such a Tie, they may strengthen it to Defining intensity.

This Charm's Willpower cost is waived if the Alchemical uses it together with Programmed Catechism Rebuttal's Guardian Interjection Node submodule.

Unconditional Imperative Programming

Cost: 1m, 1wp; **Mins:** Charisma 6, Essence 3

Type: Simple

Keywords: Internal

Duration: Instant

Prerequisite Charms: Universal Authorization Chevron

The Alchemical drills her commands into her listeners, suffusing her words with Essence-driven intensity as they pass through a red jade coating inside her throat.

The Alchemical makes a persuade roll or threaten roll that aligns with one of her Intimacies. The Willpower cost to resist is increased by one unless it's opposed by an Intimacy whose intensity equals or exceeds that of the Alchemical's Intimacy

Submodules

Incarnate Law Speaker (6xp) (+4m): Once per story, when the Alchemical makes a roll that upholds a Major or Defining Intimacy, she may pay a four-mote surcharge to increase the Willpower cost further. Up to (Essence/2, rounded up) 10s on her influence roll increase the cost to resist by one point. She can reset this submodule by upholding that Intimacy.

Motivational Vocoder

Cost: 10m, 1wp; **Mins:** Charisma 6, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Unconditional Imperative Programming

A delicate half-torc anchored by a rivet in the Alchemical's throat lends an awe-inspiring radiance to her exhortations.

The Alchemical makes an instill roll to give a single character a Major Principle that reflects one of the Alchemical's long-term goals or ambitions, or strengthen an existing Intimacy to Defining. This costs two Willpower to resist.

Reset: The Alchemical can't use this Charm against a character more than once per story.

Submodules

Noetic Signal Booster (3xp): The Alchemical's influence costs (Essence) Willpower to resist.

Singular Dedication Upgrade (6xp): If the Alchemical succeeds, any Minor Intimacies that oppose the instilled Tie are weakened by one step.

Industrial Champion Icon

Cost: 5m, 1wp; **Mins:** Charisma 7, Essence 4

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Surging Loyalty Dynamo

A rosette pattern of magical materials surrounds the Alchemical's soulgem, signifying her status as a Champion of faith and hierarchy.

When the Alchemical makes an influence roll, targets who have a positive Tie to a community that the Alchemical also has a positive Tie toward treat its intensity as one step higher. If it's already Defining, the cost to resist increases by one Willpower. This doesn't affect Intimacies whose intensity is greater than or equal to that of the Alchemical's Tie.

Submodules

Counter-Dissonance Stabilizer (3xp): This Charm also applies to negative Ties toward gremlins, fae, and the undead. The Alchemical doesn't need to share the Intimacy.

Ideological Override Circuitry

Cost: 10m, 1wp; **Mins:** Charisma 7, Essence 5

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Industrial Champion Icon

The Alchemical's rhetorical perfection is routed through orichalcum circuitry etched onto her Industrial Champion Icon, winning over even the most wayward of dissidents.

The Alchemical makes a special instill roll against a single character who has a negative Major or Minor Tie toward a community that he belongs to, or Major or Minor Principle based on dissidence, resistance to authority, or opposition to the status quo. She must leverage an Intimacy of at least the same intensity as the one targeted. If successful, the targeted Intimacy is fully eroded. If it was a Minor Intimacy, the target gains a new Minor Intimacy that's the opposite of the targeted one. This costs three Willpower to resist.

If the Alchemical uses this Charm together with Industrial Champion Icon, she inverts its effective to weaken the targeted Intimacy's Resolve bonus. The Alchemical doesn't need to share the Intimacy.

Reset: This Charm can't be used against a character more than once per story.

Submodules

Schism Resolution Protocol (6xp): The Alchemical can weaken Defining Intimacies if she has a positive Defining Tie toward the target's community, or a Defining Principle opposing his own. Success weakens a Defining Intimacy to Minor. If the Alchemical weakens a Major Intimacy under these circumstances, the target also forms an inverted Minor Intimacy

Warfare

Central Command Beacon

Cost: 3m; **Mins:** Charisma 2, Essence 1

Type: Supplemental

Keywords: Augmented, Internal

Duration: Instant

Prerequisite Charms: None

A tactical processing node within the Alchemical's brain allows her to formulate and relay orders with only a bare minimum of conscious thought.

The Alchemical adds (Charisma/2, rounded up) dice on a command action with any Attribute, and converts bonus dice from Transpuissant Charisma Upgrade to non-Charm successes.

Submodules

Tactical Signal Relay (6xp; Charisma 3) (+1m): The Alchemical can pay a one-mote surcharge to make the added dice non-Charm.

Perfected Phalanx Tactic (6xp; Charisma 4, Essence 2) (+2m, 1wp): When the Alchemical directs a battle group to attack an enemy with lower Initiative, she can pay a three-mote, one-Willpower surcharge to convert the added dice to automatic successes.

Void Extermination Protocol (3xp; Perfected Phalanx Tactic): The Alchemical can use Perfected Phalanx Tactic against gremlins, fae, and the undead even if they don't have lower Initiative.

Unyielding Metropolis Guardian (3xp; Perfected Phalanx Tactic): The Alchemical can use Perfected Phalanx Tactic while fighting in defense of a community she has a positive Tie toward, even if those enemies don't have lower Initiative.

Fear Override Device

Cost: 3m; **Mins:** Charisma 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Central Command Beacon

Strips of red jade along the Alchemical's throat lend heighten the rousing impact of her rallying cries.

The Alchemical reflexively makes a rally roll. If successful, the battle group's morale is also bolstered for the rest of the scene, doubling 9s on further rout checks. Battle groups with poor Drill don't receive this bonus.

Submodules

Morale Reinforcement Protocol (6xp; Charisma) (+2m): The Alchemical can pay a two-mote surcharge to double 9s on the roll.

Panic-Quelling Broadcast (3xp; Charisma 4, Essence 2) (+1wp): The Alchemical can pay a one-Willpower surcharge to make a rally for numbers action with this Charm. The Willpower cost is waived if she uses it together with Hero-Bolstering Signal.

Populart Militia Drive (3xp; Charisma 4, Essence 2, Morale Reinforcement Protocol): When the Alchemical uses Morale Reinforcement Protocol, she doubles 8s while leading battle groups in defense of a community they belong to.

Unifying Resurgence Assembly (6xp; Charisma 7, Essence 3, Panic-Quelling Broadcast) (+5m, 3i): The Alchemical can pay a five-mote, three-Initiative surcharge to use Panic-Quelling Broadcast without it counting against the limit on rally for numbers actions.

Unyielding Militia Protocol

Cost: 2m, 2i; **Mins:** Charisma 4, Essence 2

Type: Supplemental

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Fear Override Device

Orichalcum circuitry etched into the Alchemical's Fear Override Device amplifies her rallying presence.

If the Alchemical succeeds on a rally or rally for numbers action, the targeted battle group's morale is bolstered. The last level of its Magnitude track can't be filled with damage until the Alchemical's next turn.

Reset: This Charm can only be used on a battle group once per scene. However, this doesn't apply if the Charm's protection isn't triggered.

Homeguard Reinforcement Clarion

Cost: 5m, 1wp; **Mins:** Charisma 7, Essence 3

Type: Reflexive

Keywords: Stackable

Duration: One scene

Prerequisite Charms: Unyielding Militia Protocol

An orichalcum circlet runs across the Champion's brow, glowing with Essence as it stirs feelings of loyalty and uplifted morale in troops fighting for their home.

The Alchemical grants the following benefits to an allied battle group fighting in defense of a community that its members belong to:

- It gains +1 Might.
- Its Drill counts as one step higher. If it already has elite Drill, it increases two bonus dice on rout checks.
- It adds (Alchemical's Essence/2, rounded up) levels to its Magnitude track.
- It gains +1 Resolve against fear-based influence and influence opposed by positive Ties to the battle group's community.

The Alchemical can stack multiple uses of this Charm to benefit multiple battle groups. She waives this Charm's Willpower cost for each battle group past the first.

Submodules

Legion-Forging Champion (3xp): The Alchemical can use this Charm while leading battle groups that are primarily made up of members of a community that she has a positive Major or Defining Tie toward.

Tireless Army of Order (Charisma 6, Essence 3): The Alchemical can use this Charm while fighting against gremlins, fae, or the undead.

Dexterity

Offense

Auto-Calibrated Tuning

Cost: 3m; **Mins:** Dexterity 2, Essence 1

Type: Supplemental

Keywords: Internal, Uniform

Duration: Instant

Prerequisite Charms: Transpuissant Dexterity Upgrade

Starmetal conduits sheathe key junctions of the Alchemical's nervous system, implementing signals from her motor cortex with mechanically perfect precision.

The Alchemical adds a non-Charm success on an attack roll and converts dice from Transpuissant Dexterity Upgrade to automatic successes.

Submodules

Efficient Strike Calibration (6xp; Dexterity 4) (+2m): When the Alchemical makes a **withering** attack, she can pay a two-mote surcharge to add non-Charm dice equal to her enemy's onslaught penalty to her attack roll, maximum (Dexterity/2, rounded up). This is Augmented.

Perfected Elegance Mechanism (6xp; Dexterity 5, Essence 2, Efficient Strike Calibration): If the Alchemical adds a full Excellency on a **withering** attack roll, she converts the bonus dice from Efficient Strike Calibration to non-Charm successes.

Magnetic Subdual Coils

Cost: 4m; **Mins:** Dexterity 2, Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Transpuissant Dexterity Upgrade

Charging banks of magnetic cores along her inner forearms and palms, the Alchemical separates threats from their weapons.

When the Alchemical makes a disarm gambit against a weapon made of metal, she doubles 9s on the attack and Initiative rolls. (This includes weapons made of the magical materials). This isn't compatible with ranged attacks.

Submodules

Gravitomagnetic Upgrade (3xp): The Alchemical can affect weapons that aren't made of metal, modulating magnetism into gravitational attraction.

Magnetic Pulse Blaster (3xp): The Alchemical can use this Charm with ranged attacks, sheathing projectiles in a magnetic field.

Electromagnetic Field Projector (3xp; Dexterity 3): The Alchemical can make the gambit from short range, without needing a ranged weapon. An Essence 2 repurchase increases this to medium range.

Magnetic Reversal (6xp; Dexterity 5, Essence 2) (+1wp): The Alchemical can pay a one-Willpower surcharge to pull a disarmed weapon to her, letting her reflexively ready it if she has a free hand.

Meta-Resonant Magnetron (3xp; Essence 3; Magnetic Reversal): Using Magnetic Reversal to disarm an

artifact weapon breaks its wielder's attunement. The Alchemical may reflexively commit the artifact's attunement cost. Its attunement cost is lowered by (Essence) for the rest of the scene.

Protosynthetic Ammunition Replicator

Cost: 1m; **Mins:** Dexterity 2, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

A compartment on the Alchemical's forearm slides open, loading an Essence-forged missile into her weapon with an articulated metal tendril.

The Alchemical creates ammunition to make an Archery attack. This can't provide ammunition for firewands and other flame weapons.

Submodules

Some submodules allow the Alchemical to fire unique projectiles. She can't use more than one type of projectile for an attack.

Hypergolic Incendiary (3xp): The Alchemical can generate ammunition for flame weapons.

Repeating Pneumatic Loader (6xp; Dexterity 3) (+1i): The Alchemical can pay a one-Initiative surcharge to reflexively reload a weapon with the Slow tag before making the attack. This lets her use it with magic that creates multiple attacks if she reloads before each attack past the first.

Dispersive Flash-Chaff Cluster (6xp; Dexterity 4) (+3m): The Alchemical can pay a three-mote surcharge to fire a projectile that unleashes a blinding flash of light upon impact. If she hits, her target and everyone within close range of him must roll (Stamina + Resistance) against a difficulty of (Alchemical's Essence + 2). On a failed roll, a character is blinded until the end of his next turn, suffering a -3 penalty on all vision-dependent rolls.

Fulminating Conduction Charge (6xp; Dexterity 4) (+2m): The Alchemical can pay a two-mote surcharge to fire an electrified stun-round. If she deals 5+ **withering** damage or any **decisive** damage, her target suffers a -3 penalty on all rolls until the end of his next turn. Against enemies wearing metal armor or that are made of metal, this adds one die of **decisive** damage or post-soak **withering** damage.

Solidcore Penetrator Round (6xp; Dexterity 4) (+2m): The Alchemical can pay a two-mote surcharge to fire an armor-piercing projectile, ignoring up to (Dexterity/2, rounded up) points of soak or Hardness. This is Augmented. The penetrating round also reduces Defense bonuses from light or heavy cover by one.

Concussive Overpressure Warhead (6xp; Dexterity 4, Essence 2) (+3m): The Alchemical can pay a three-mote surcharge to fire a concussive projectile, knocking her target prone if she deals 5+ **withering** damage or any **decisive** damage. He suffers a -2 penalty on rolls to rise from prone.

Airburst Grenade Shot (6xp; Dexterity 5, Essence 2) (+4m): When the Alchemical makes a **decisive** attack, she can pay a four-mote surcharge to fire an explosive projectile. If she hits, the projectile detonates in mid-air moments before impact as a one-time environmental hazard, in addition to the

decisive damage roll. The hazard extends out to close range from the target, with difficulty 4 and Damage (Essence)L.

Rapid Barrage Configuration

Cost: 2m; **Mins:** Dexterity 2, Essence 1

Type: Supplemental

Keywords: Internal, Uniform

Duration: Instant

Prerequisite Charms: None

The Alchemical's joints are upgraded with a magnetized anti-friction coating, letting her strike with superhuman speed.

If the Alchemical lands an attack against an enemy with lower Initiative, it inflicts an additional point of onslaught penalty. She can use this Charm against enemies with equal or greater Initiative if she moves into close range with them on the same tick she attacks.

Submodules

Clockwork Assassin Efficiency (3xp): The Alchemical can use this Charm against enemies of equal or greater Initiative when making an unexpected attack.

Quicksilver Razor Calibration (3xp): The Alchemical can use this Charm against enemies of equal or greater Initiative when making a **decisive** attack with 12+ Initiative.

Superior Reactive Tuning (3xp) The Alchemical can use this Charm against enemies of equal or greater Initiative when making a clash or counterattack.

Multi-Vector Interception (3xp, Dexterity 3, Superior Reactive Tuning): On clash attacks, the opposing character's onslaught penalty subtracts dice from his attack roll.

Pneumatic Repeater (6xp; Dexterity 3): On **withering** attacks, the target's onslaught penalty subtracts from his soak.

Overwhelming Velocity Upgrade (6xp; Dexterity 4): An affected enemy's onslaught penalty doesn't refresh on his next turn.

Preprogrammed Battle Reflexes (3xp, Dexterity 4, Essence 2, Multi-Vector Interception): If the Alchemical wins a clash, the Defense penalty that the opposing character suffers counts as an onslaught penalty.

Blinding Velocity Actuator

Cost: 2m, 2i; **Mins:** Dexterity 3, Essence 1

Type: Supplemental

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: Auto-Calibrated Tuning, Rapid Barrage Configuration

No mortal eye can keep pace with the Alchemical's augmented speed.

If the Alchemical acts before all enemies in a round and makes an attack, her target must roll (Wits + Awareness) opposing her attack roll to keep pace with her strike. His onslaught penalty subtracts dice from this roll. If he fails, it becomes a surprise attack, inflicting -2 Defense.

Submodules

Blurring Speed Acceleration (3xp) (+1i): Even if the Alchemical doesn't go first, she can pay a one-Initiative surcharge to use this Charm against an enemy who hasn't acted this round.

Rapid Ambush Vector (3xp): While the Alchemical is in concealment, she counts as having acted before any enemies who are unaware of her to determine whether she can use this Charm.

Gear-Driven Reflex Automation

Cost: 3m; **Mins:** Dexterity 3, Essence 1

Type: Reflexive

Keywords: Counterattack, Decisive-only

Duration: Instant

Prerequisite Charms: Rapid Barrage Configuration

Motorized gears in the Alchemical's forearms override her motor control in response to an attack, striking back with automated precision.

When an enemy attacks the Alchemical, she makes a **decisive** counterattack.

Submodules

Crossfire Targeting Sensors (3xp): The Alchemical can use this Charm to counterattack from any range.

Sustained Counteroffensive (6xp; Essence 2): If the Alchemical's counterattack hits, her Initiative doesn't reset until the end of the current tick, letting her respond to flurries of multiple attacks.

Perfected Clockwork Reflex Mechanism (6xp; Dexterity 6, Essence 3) (+2m, 1wp): The Alchemical can pay a two-mote, one-Willpower surcharge to clash an attack instead of making a counterattack.

Tactical Reaction Matrix (6xp; Dexterity 6, Essence 3) (+2m, 1wp): The Alchemical can pay a two-mote, one-Willpower surcharge to make a **withering** attack instead of a **decisive** attack. She doesn't gain any Initiative from the damage roll. If she uses this submodule together with Perfected Clockwork Reflex Mechanism, she only needs to pay one Willpower for both of them.

Multi-Strike Accelerator

Cost: 1m, 1wp; **Mins:** Dexterity 4, Essence 1

Type: Reflexive

Keywords: Augmented, Decisive-only

Duration: Instant

Prerequisite Charms: Gear-Driven Reflex Automation

The Alchemical strikes again and again, her augmented muscle and nerves enacting pre-programmed motions.

The Alchemical can use this Charm after a **withering** damage roll that leaves her target with a lower Initiative than her. She reflexively makes a **decisive** attack against him, with a maximum base damage of (Dexterity + enemy's onslaught penalty) dice.

This attack doesn't reset the Alchemical's Initiative. Instead, she loses Initiative equal to her successes on the damage roll, to a minimum of her base Initiative.

Reset: Once per scene unless reset by dealing 3+ **decisive** damage to a nontrivial enemy with Initiative lower than the Alchemical's Dexterity.

Submodules

Augmented Onslaught Actuators (3xp): Onslaught penalties reduce enemies' effective Initiative to determine whether the Alchemical can use this Charm.

Momentum Pulse Driver (6xp; Dexterity 5, Essence 2) (+3i): The Alchemical can pay a three-Initiative surcharge to add her full Initiative to the damage roll. This resets her Initiative normally if she hits.

Unrelenting Advance Protocol (6xp; Momentum Pulse Driver) (+5m): When the Alchemical deals 3+ damage with a **decisive** attack, she can use this Charm to make a **withering** attack against her target. There's no limit on the attack's base damage.

Myriad Assault Sequence (3xp; Dexterity 5, Essence 5, Unrelenting Advance Protocol): If the Alchemical's attack resets this Charm and she immediately uses it again, she waives its Willpower cost.

Gambit Submodules

The following submodules can be purchased for any Simple or Reflexive Alchemical Charm that makes a **decisive** attack.

Automated Feint (3xp): The Alchemical can make a distract gambit instead of a damaging **decisive** attack.

Threat Deescalation Protocol (3xp): The Alchemical can make a disarm gambit instead of a damaging **decisive** attack.

Subluminous Onslaught Missile

Cost: 2m; **Mins:** Dexterity 2, Essence 1

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: None

High-pressure steam lines and bulbous Essence capacitors in the Alchemical's forearms

accelerate projectiles to incredible speeds as she fires across long distances.

The Alchemical extends a ranged attack's range by one band, maximum long. If the attack benefits from aiming, its range is increased by two range bands instead.

With Dexterity 5, Essence 3, the Alchemical may pay a one-Willpower surcharge to remove the limit on an attack's maximum range.

Submodules

Kinetic Launch Catapult (3xp): The Alchemical can use this Charm with close-range weapons, letting her launch them out to short range. This uses the normal combat Ability for that weapon. This includes unarmed attacks: the Alchemical can launch her limbs using multi-directional rockets, retractable metal cables, or similar mechanisms. It's also compatible with weapons deployed using Integrated Arsenal System (p. XX).

Essence Pulse Cannon

Cost: 3m; **Mins:** Dexterity 3, Essence 1

Type: Simple

Keywords: Dual

Duration: Instant

Prerequisite Charms: Transpuissant Dexterity Upgrade

The Alchemical has a cannon mounted on her forearm or shoulder, charged by banks of Essence capacitors implanted beneath her skin.

The Alchemical makes a **withering** or **decisive** Archery attack with the Essence Pulse Cannon, including gambits. She has the following traits:

- Long range.
- The Accuracy of an artifact Archery weapon (Close -1; Short +5; Medium +3; Long +1; Extreme -1).
- Damage 10L. It uses her Essence instead of her Strength for the attack's raw damage.
- The Mounted and One-Handed tags.
- Its Essence blasts can't be blocked without a stunt.

While the Essence Pulse Cannon is in use, its emitter jewels glow with flickering energy and a low electric hum pulses it. Attacking with it impairs stealth like a glowing anima (p. XX) until the end of the Alchemical's next turn.

Submodules

Concussive Shockwave Pulse (6xp): The cannon gains the Smashing tag (**Exalted**, p. 586), though it can't knock enemies further than medium range from the Alchemical. She can spend motes as though they were Initiative to make smash attacks. She may optionally deal bashing damage instead of lethal.

Discrete Arsenal Installation (3xp): The cannon is reconfigured into a miniaturized version, housed in the Alchemical's eyes or a retractable lens on the palm of her hand. This Charm gains the Internal keyword

and doesn't impede stealth while in use.

Focused Beam Lens (6xp): The cannon gains the Piercing tag (**Exalted**, p. 586). The Alchemical can spend motes as though they were Initiative to make piercing attacks.

Interceptor Spark Emitter (6xp): When the Alchemical uses a Simple or Reflexive Charm to make an attack, she can use Essence Pulse Cannon reflexively to make it.

Pattern Disruptor (6xp): The cannon doubles 10s on **decisive** damage rolls and deals aggravated damage.

Precision Targeting Reticule (6xp): The cannon projects a thin ray of light from a crystalline nodule to aid in targeting. Aiming adds an additional non-Charm die on attacks with it.

Supercharged Capacitor Array (6xp; Essence 2): The Alchemical may pay a one-Willpower surcharge and commit this Charm's mote cost to extend its duration to one scene, letting her make Essence Pulse Cannon attacks for free. This doesn't apply to surcharges from other submodules.

Essence Pulse Detonation (6xp; Dexterity 5, Essence 2) (+3m, 1wp): When the Alchemical makes a **decisive** attack, she may pay a three-mote, one Willpower surcharge to fire a blast that extends out to medium range from her target. She makes one attack roll against everyone within range — friend or foe — and divides her Initiative evenly among all hit characters, rounded up. This ignores Hardness.

Siege Devastator Mode (6xp; Essence 3, Essence Pulse Detonation, Supercharged Capacitor Array) (+5m): The Alchemical may pay a five-mote surcharge when she uses Supercharged Capacitor Array to expand her Essence Pulse Cannon into a siege weapon before attacking (**Arms of the Chosen**, p. 127). Its sheer heft provides her with heavy cover. The Alchemical needs no assistance to operate it, and can still roll (Dexterity + Archery) to attack with it.

Autonomous Assault Processors

Cost: 5m, 1wp; **Mins:** Dexterity 4, Essence 2

Type: Simple

Keywords: Augmented, Decisive-only

Duration: Instant

Prerequisite Charms: Multi-Strike Accelerator

Auxiliary processing cores installed in the Alchemical's joints calculate attack patterns in parallel with the Champion.

The Alchemical makes up to (Dexterity – 2) **decisive** attacks against one or more enemies. She doesn't need to use the same combat Ability for each attack. Her Initiative is divided evenly among all attacks, rounded up. It doesn't reset until the final attack is completed, assuming at least one hit. She doesn't lose Initiative for missed attacks unless all of them miss.

If the Alchemical has uses the Automated Feint or Threat Deescalation Protocol submodules to make multiple gambits, her Initiative is allocated to their rolls as usual. Instead of the gambit's usual cost, she pays two Initiative per successful gambit, minimum three.

Submodules

Iterative Efficiency (3xp; Dexterity 5): If the Alchemical adds a full Excellency on the first attack roll, she

reduces the mote cost of her Excellencies by two motes for all subsequent attacks in the flurry.

Automated Assault Pattern (6xp; Dexterity 5, Essence 3): The Alchemical may move one range band toward an enemy before each attack she makes. This burst of speed uses her movement action for the round.

Neural Tuning (6xp; Dexterity 5, Essence 3) (+5i): Once per scene, the Alchemical can pay a five-Initiative surcharge to make **withering** attacks instead of **decisive** attacks. She only gains Initiative from the highest damage roll, although she still receives the full Initiative rewards for hitting and crashing enemies.

Transmodal Rapid Targeting System

Cost: 12m, 1wp; **Mins:** Dexterity 6, Essence 3

Type: Simple

Keywords: Augmented, Decisive-only

Duration: Instant

Prerequisite Charms: Autonomous Assault Processors

As the Alchemical lines up a shot, a tattoo-like lattice of augmented nervous clusters and psychokinetic vector begins to glow, vectoring her projectile along impossible trajectories.

The Alchemical launches a ranged projectile to strike up to (Dexterity – 2) enemies, making a separate **decisive** attack against each one. She can redirect the projectile's course in mid-air to change its direction between attacks and bypass any cover as long as an opening exists.

These attacks don't reset the Alchemical's Initiative. Instead, after the first attack, her Initiative is halved, rounded up. After the second attack, it's divided by three, rounded up, and so on. This can't reduce her Initiative below (Dexterity). If she misses an enemy, this sequence of attacks ends prematurely as the projectile veers off course. Once the Alchemical has completed all attacks, her Initiative resets.

Reset: Once per scene, unless reset by landing a **withering** attack that increases the Alchemical's Initiative to 15+.

Transfinite Ultraviolence Drive

Cost: 10m, 1wp; **Mins:** Dexterity 8, Essence 5

Type: Simple

Keywords: Augmented, Decisive-only, Perilous

Duration: One scene

Prerequisite Charms: Autonomous Assault Processors, Blinding Velocity Actuator

Moonsilver implants running along the Alchemical's spine connect to starmetal processing cores distributed through her nervous system. When activated, the Alchemical enters a hyperaccelerated combat mode that makes time seem to stand still for her.

The Alchemical rolls (Dexterity + highest combat Ability). This includes dice from Transpuissant

Dexterity Upgrade, but can't be modified by other effects. She banks a reflexive attack for each successes. Once per round, she can expend one of them to reflexively make a **withering** or **decisive** attack. She can't use banked attacks while crashed.

Reset: Once per scene.

Submodules

Autonomic Intercept (6xp): The Alchemical can use banked attacks to clash attacks against her.

Omnitactical Processing Core (6xp) (5m): The Alchemical can pay five motes when she uses a banked attack to make a **withering** attack with it.

Hypersonic Impulse Relay (3xp): This Charm loses the Perilous keyword. The Alchemical can make **withering** attacks with Omnitactical Processing Core while crashed.

Defense

Accelerated Response System

Cost: 2m; **Mins:** Dexterity 2, Essence 1

Type: Reflexive

Keywords: Internal, Uniform

Duration: Instant

Prerequisite Charms: Transpuissant Dexterity Upgrade

Starmetal nerve clusters and orichalcum acceleration nodes across the Alchemical's body heighten her reflexes and reaction time beyond human limits.

The Alchemical's Defense ignores onslaught penalties, environmental penalties, and other penalties caused by "external" conditions. It doesn't negate penalties from low visibility and other sensory impairment.

Submodules

Hardwired Reflexes (3xp): The Alchemical's Defense also ignores wound penalties, crippling penalties, penalties from sensory impairment, and other penalties caused by "internal" conditions. It does negate penalties from surprise attacks.

Comprehensive Contingency Programming (3xp; Dexterity 3, Hardwired Reflexes): The Alchemical's Defense ignores all other penalties, except from surprise attacks.

Unwavering Precision Tuning (6xp): If the Alchemical successfully defends against an attack from an enemy with lower Initiative, it doesn't inflict an onslaught penalty.

Onslaught Deflection Analysis (6xp; Unwavering Precision Tuning): When Unwavering Precision Tuning prevents an attack from inflicting an onslaught penalty, that penalty is instead inflicted on the attacker.

Sustained Response Processor (6xp; Dexterity 3): The Alchemical can pay a two-Initiative surcharge to extend this Charm's duration until her next turn.

Casualty-Minimizing Equations

Cost: 3m; **Mins:** Dexterity 3, Essence 1

Type: Reflexive

Keywords: Uniform

Duration: One scene

Prerequisite Charms: Accelerated Response System

A processor wired into the Alchemical's sensory cortex controls magnetized servos and gyroscopic swivels in her joints, predicting and countering threats to those around her.

The Alchemical reflexively takes a defend other action (**Exalted**, p. 196). Her protection lasts for this Charm's duration, but her charge must be within close range of her to receive it. This Charm ends if she uses a defend other action on a different character.

Submodules

Clockwork Guardian Upgrade (3xp; Dexterity 4): When the Alchemical successfully blocks an attack against her ward, she gains one Initiative.

Counter-Aggression Protocols (3xp; Essence 2, Clockwork Guardian Upgrade): When the Alchemical gains Initiative from Clockwork Guardian Upgrade, the attacker loses one Initiative.

Machine-God Protector Mode (6xp; Dexterity 4, Essence 2): When an attack beats the Alchemical's Parry, she may force the enemy to direct his attack against her, not her ward. This ends Casualty-Minimizing Equations and prevents the Alchemical from using it again until her next turn.

Omnipresent Guardian Directive (6xp; Machine-God Protector Mode): The Alchemical can protect her ward as long as he remains within short range of her.

Parallel Defensive Geometry (6xp; Dexterity 5, Essence 2) (2m or 4m): The Alchemical may two motes to extend this Charm's protection to another ally within range of her defend other action against a single attack. Against area-of-effect attacks, she may pay four motes to protect all allies within range instead.

Defender of the Populat (3xp; Omnipresent Guardian Directive, Parallel Defensive Geometry) (+1m, 1wp): The Alchemical may pay a one-Willpower surcharge to extend Parallel Defense Geometry's protection to medium range.

City-Warding Sentinel (3xp; Defender of the Populat) (+6m, 1wp): The Alchemical may pay a six-mote, one-Willpower surcharge to extend Parallel Defensive Geometry's protection to long range.

Celerity-Enabling Module

Cost: 2m, 1wp; **Mins:** Dexterity 4, Essence 2

Type: Simple

Keywords: Uniform

Duration: One scene

Prerequisite Charms: Accelerated Response System

Implants in the Alchemical's joints connect to her Accelerated Response System, letting her body take greater advantage of her boosted nervous system.

The Alchemical chooses an enemy she can perceive, perfecting her defense against him. She waives Accelerated Response System's cost against his attacks.

Submodules

Multi-Combatant Tactical Matrix (3xp): If the Alchemical wins Join Battle and uses this Charm on her first turn, she applies its effects against all enemies.

Threat Prioritization Unit (3xp): Once per turn, the Alchemical may reflexively choose a different enemy for this Charm.

Light-Etched Interceptor Barrier

Cost: 6m; **Mins:** Dexterity 4, Essence 2

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Celerity-Enabling Module

The Alchemical projects a shaped potentiality field from a bulky, wrist-mounted armature, shielding herself behind a crackling field of radiance.

When the Alchemical blocks an attack, she rolls (Dexterity + Brawl, Martial Arts, or Melee). She adds two non-Charm successes if she benefits from a full defense. If her successes are higher than her base Parry, she uses them instead. This doesn't count as a bonus from Charms.

Reset: Once per scene unless reset by successfully blocking three **decisive** attacks from nontrivial enemies.

Submodules

Essence Absorption Screen (3xp): Against attacks made of pure Essence or energy, the Alchemical adds a +1 non-Charm bonus to both Parry ratings. If she successfully blocks, she gains motes equal to the 10s on the attack roll.

Emergency Overcharger (6xp; Dexterity 6, Essence 3) (+1wp): The Alchemical can pay a one-Willpower surcharge to use this Charm after an attack roll against her.

Autonomous Defensive Drones

Cost: 4m, 2i, 1wp; **Mins:** Dexterity 5, Essence 3

Type: Simple

Keywords: Perilous, Uniform

Duration: One scene

Prerequisite Charms: Celerity-Enabling Module

Polyhedral drones deploy from their housings in the Alchemical's back, orbiting the Champion to shield her from attack.

The Alchemical must use this Charm on her turn. The drones provide the benefits of a defend other action, with an effective Parry of (Dexterity + 1). The drones' orbital formation leaves few gaps for an assassin to strike through — their Parry isn't penalized by surprise attacks.

The drones are immune to **withering** damage. Against **decisive** attacks, they have Hardness 4 and (Essence + 5) –0 health levels. If all health levels are filled, this Charm ends. It can't be used again for the rest of the day, as the damage to the drones is repaired.

This Charm ends if the Alchemical is crashed.

Impenetrable Repulsor Field

Cost: 5m (+5m, 1wp); **Mins:** Dexterity 5, Essence 3

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: Light-Etched Interceptor Barrier

Bulky brass power couplings in the Alchemical's shoulders link to crystalline repulsor arrays in her hands, projecting a barrier of solid force.

The Alchemical can parry an unblockable attack. For a five-mote, one-Willpower surcharge, she gains full cover against an attack. This perfectly defending against it unless it's enhanced by magic capable of attacking through full cover. An enemy with such magic can use it reflexively after the Alchemical uses this Charm. Even if the cover is pierced, the Alchemical adds (Essence) non-Charm Parry.

Alternatively, the Alchemical can pay this Charm's Willpower surcharge to perfectly parry source of uncountable damage. If the damage is recurring, she waives this Charm's cost against it for the rest of the scene.

Reset: Once per scene, unless reset by blocking a **decisive** attack made by an enemy with Initiative 20+. Using this Charm against environmental damage doesn't require a reset.

Submodules

Overcharger Module (6xp; Dexterity 8, Essence 5): The Alchemical can use this Charm multiple times on the same tick, which only counts as a single use toward the once-per-scene limit. She waives the surcharge for uses past the first. Using this submodule unleashes a discharge of brilliant energy from the repulsor field, shining like a bonfire anima (p. XX) for that tick.

Precalculated Evasion System

Cost: 3m, 2i; **Mins:** Dexterity 5, Essence 3

Type: Simple

Keywords: Perilous, Uniform

Duration: One scene

Prerequisite Charms: Celerity-Enabling Mode

Starmetal nodes lining the Alchemical's spine are wired into an adamant calculation array inside her skull, analyzing enemy's attacks to predict the optimal path of escape.

The Alchemical rolls (Dexterity + Dodge), banking her successes. When she's attacked, she may expend all banked successes to substitute for her base Evasion. Alternatively, she may spend banked successes to raise her Evasion, spending two successes per +1 bonus.

Submodules

Advanced Calculation Arrays (6xp): The Alchemical may use this Charm reflexively after dodging a **decisive** attack made by an enemy with 12+ Initiative, or after going a round without being hit by an attack while within close range of at least one nontrivial enemy.

Infinite Calculation Storage (6xp; Essence 5, Advanced Calculation Arrays) (+2m, 1wp): The Alchemical may pay a two-mote, one-Willpower surcharge to roll twice when she uses this Charm, banking the result of each roll separately.

Omnisituational Evasive Equation

Cost: Varies; **Mins:** Dexterity 5, Essence 3

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Precalculated Evasion System

The Alchemical evades harm with clockwork precision, moving into a perfect defensive position calculated by a cluster of adamant nodes around her soulgem.

The Alchemical uses one of the following defenses:

- For four motes, she can dodge an undodgeable attack (but not an ambush).
- For five motes, one Willpower, she doubles her base Evasion against an attack, as long as it's not undodgeable. She also adds +1 non-Charm Evasion for each installation of Transpuissant Dexterity Upgrade. She can only use this defense once per scene.
- For five motes, one Willpower, she can perfectly dodge a source of uncountable damage (**Exalted**, p. 205), unless it can't possibly be dodged. Against recurring uncountable damage, this defense's cost is waived after the first use in a scene.

Reset: The Alchemical can reset the Evasion-doubling defense by successfully dodging three **decisive** attacks from nontrivial opponents.

Submodules

Hyperspatial Geometry (3xp; Dexterity 6): The Alchemical calculates defense positions that transcend mundane geometry. She can double her Evasion against undodgeable attacks, and doesn't need to pay separately to be able to dodge them.

Perfected Evasion Calculus (6xp; Essence 5, Hyperspatial Geometry): The Evasion bonus added by the Alchemical's Tranpuissant Dexterity Upgrades is doubled.

Mobility

Gyroscopic Stability System

Cost: 3m; **Mins:** Dexterity 1, Essence 1

Type: Reflexive

Keywords: Internal

Duration: One scene

Prerequisite Charms: None

A complex assembly of white jade and moonsilver in the Alchemical's inner ear lets her effortlessly maintain her equilibrium.

The Alchemical gains perfect balance. She can also stand or run on surfaces too narrow to support her without needing to roll, as long the surface is strong enough to bear her weight. She adds (Essence) non-Charm dice on rolls to rise from prone.

Submodules

Controlled Descent Calibration (3xp): If the Alchemical falls, she always lands on her feet and reduces any falling damage she suffers by one level.

Stabilizer Array (6xp): If the Alchemical activates this Charm while prone, she reflexively rises to her feet, rolling if necessary. This doesn't use her movement action.

Augmented Drive-Chain Assembly

Cost: 2m; **Mins:** Dexterity 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Essence-fueled actuators in the Alchemical's legs propel her forward in a burst of speed.

The Alchemical rerolls 1s until they cease on a rush, disengage, or a roll made in a contest of speed. She converts dice from Tranpuissant Dexterity Upgrade to automatic successes.

Submodules

Reverse Gear (6xp; Dexterity 3): When the Alchemical disengages, she may spend motes instead of losing Initiative.

Cyclical Velocity Treads

Cost: 3m; **Mins:** Dexterity 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Augmented Drive-Chain Assembly

The Alchemical's feet bifurcate, revealing moonsilver-rimmed wheels that bear her swiftly across the battlefield.

The Alchemical's wheeled augmentations add a non-Charm die on rushes and reduce the penalty for flurrying them with other actions by one. A successful rush increases this bonus by another die, maximum (higher of Essence or 3). The bonus resets if the Alchemical goes a round without either moving between range bands or succeeding on a rush. It's also reset if she fails a balance roll or is knocked prone.

The Alchemical can also use this Charm in races and other speed-based competitions, applying the above benefit to each interval's roll. The dice bonus resets if an opponent's roll for an interval beats her.

This Charm can't enhance forms of movement other than running, but this can be bypassed with appropriate stunts, like leaping between giant metal conduits while riding down them.

Submodules

Autonomous Piloting Subroutine (3xp; Dexterity 4): The Alchemical reduces flurry penalties on rushes by the current amount of her dice bonus. As long as the bonus is higher than one, she also doesn't suffer the Defense penalty for flurrying.

All-Terrain Upgrade (6xp; Essence 2) (3m): Metal-plated tread lets the Alchemical's wheels cross unimpeded over rough terrain. When the Alchemical takes a movement action while using Cyclical Velocity Treads, she can pay three motes to ignore non-magical difficult terrain and add (higher of Essence or 3) dice on rolls to resist environmental hazards she moves through. This doesn't apply to terrain or hazards that are inherently unaffected by the Alchemical's treads, like a cloud of corrosive acid.

Inertial Charging Gear (3xp; Dexterity 4, Essence 2): Starmetal bearings absorb and store momentum when the Alchemical comes to a stop. This Charm's dice bonus is no longer reset for any reason other than her falling prone.

Oil Slick Dispenser Nozzles

Cost: 3m; **Mins:** Dexterity 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Augmented Drive-Chain Assembly

Soulsteel nozzles in the Alchemical's calves spray a thick, slippery oil in her wake to throw off pursuers.

When the Alchemical moves between range bands, she leaves an oil slick in her path. This is difficult terrain (**Exalted**, p. 199), and characters who move through it or begin their turn in it must roll (Dexterity + Athletics) at difficulty 2 or fall prone.

If ignited, the oil catches flame, becoming an environmental hazard with difficulty 3, Damage 2L/round. It burns until the end of the scene or until it's extinguished.

Submodules

Anti-Friction Formulation (3xp): The Alchemical adds (Essence/2, rounded up) to the balance roll's difficulty.

Anima Ignition Circuit (6xp; Dexterity 5, Essence 2) (+2m, 1a): The Alchemical may pay a two-mote, one-anima surcharge to instantly ignite the oil.

Volatile Accelerant Admixture (6xp; Dexterity 5, Essence 2): The Alchemical adds +2 to the difficulty and damage of an ignited oil slick's environmental hazard.

Omnidextrous Joint Bearings

Cost: 2m; **Mins:** Dexterity 2, Essence 1

Type: Reflexive

Keywords: Internal

Duration: One scene

Prerequisite Charms: None

Mechanical assemblies and ball-bearing races surgically installed in the Alchemical's joints grant her superhuman flexibility and coordination.

The Alchemical adds (higher of Essence or 3) dice on rolls involving flexibility or contortion, like slipping free of bindings or fitting through a tight space. This includes rolls that she makes to oppose an enemy's grapple control roll, and lets her roll with (Dexterity + [Athletics, Brawl, Dodge, or Martial Arts]).

Additionally, the Alchemical's augmented coordination lets her ignore offhand penalties on attacks, as well as penalties for only using one hand on actions involving precise manual dexterity.

Submodules

Magnetic Articulation (3xp) (2m): The Alchemical can pay two motes to double 9s on a roll that receives bonus dice from this Charm.

Polymodal Reconfiguration (3xp): Against mundane restraints, the Alchemical escapes even on a failed roll. Instead, failure means that a complication occurs, like her captors returning just as she breaks free. This submodule isn't compatible with rolls opposing grapples.

Momentum-Charged Overdrive Engine

Cost: 2m, 2i; **Mins:** Dexterity 5, Essence 1

Type: Supplemental

Keywords: Internal, Perilous, Uniform

Duration: Instant

Prerequisite Charms: Augmented Drive-Chain Assembly, Rapid Barrage Configuration

Moonsilver implants in the Alchemical's muscles and joints aid her in performing a preprogrammed sequence of combat acrobatics.

When the Alchemical attacks an enemy on the same tick she moves into close range with him, she adds an automatic success on the attack roll. Once the attack is completed, she may choose to continue her movement in the same direction for another range band. This doesn't count as her move action.

Submodules

Kinematic Trajectory Modeling (3xp; Essence 2) (+1m): The Alchemical can pay a one-mote surcharge to change the direction of her movement after the attack.

Distributed Violence Drive (6xp; Essence 2) (1wp): If this Charm's movement brings the Alchemical into close range with another enemy, she can pay one Willpower to reflexively make a **decisive** attack against him.

Optimized Pursuit Accelerator

Cost: 5m, 1wp; **Mins:** Dexterity 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Momentum-Charged Overdrive Engine

The Alchemical fires jets of Essence from red jade nozzles installed in her calves, dashing toward a foe with incredible speed.

The Alchemical rushes an enemy within medium range, instantly moving into close range with him if she succeeds. This replaces the usual benefit of a rush.

Submodules

Reverse Trajectory Propulsion (6xp): The Alchemical can use this Charm to disengage, moving two range bands away if successful. This replaces the usual benefit of a disengage. She doesn't lose Initiative from disengaging.

Sustained Propulsion (6xp): The Alchemical still gains the usual benefits of rush. With Reverse Trajectory Propulsion, she gains the usual benefits of disengaging.

Impulse Booster (6xp; Dexterity 7, Essence 4) (+5m): The Alchemical can pay a five-mote surcharge to increase this Charm's range to long. When used with Reverse Trajectory Propulsion, it lets her move three range bands away.

Recoil Compensation Stabilizers

Cost: 1m, 2i; **Mins:** Dexterity 5, Essence 3

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Blinding Velocity Actuator, Gyroscopic Stability System, Subluminous Onslaught Missile

Automated gyroscopic mechanisms in the Alchemical's hands and forearm let her aim with perfect precision while in movement.

The Alchemical can take a move action and aim on the same turn. She can flurry an aim with a rush or disengage, reducing the flurry penalty on the roll by two.

Transphase Engine

Cost: 10m, 1wp; **Mins:** Dexterity 7, Essence 3

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Augmented Drive-Chain Assembly

Starmetal pistons fire in a spherical assembly adjoining the Alchemical's Essence reservoir, shifting her out of phase with reality.

The Alchemical makes a movement action without crossing the space between, allowing her to pass through walls and similar obstructions and to bypass environmental hazards and difficult terrain. She can't cross through barriers that span more than one range band.

Submodules

Phase Shift Apparatus (6xp; Essence 4): The Alchemical can phase through larger obstructions by using this Charm again on each subsequent turn, waiving its Willpower cost. She benefits from full cover while doing so, though appropriate magic or stunts can circumvent this. If she doesn't use this Charm on her turn, she's ejected from the barrier at the point she entered it.

Subterfuge

Digital Precision Effectors

Cost: 3m; **Mins:** Dexterity 2, Essence 1

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

The Alchemical's fingers bifurcate and deploy customized tips, greatly increasing her manual dexterity.

Upon purchasing this Charm, the Alchemical chooses six experience points' worth of submodules. This Charm's primary submodules make it compatible with certain actions.

Using this Charm doubles 9s on a compatible action, and confers an additional effect based on the submodule used.

Submodules

Clockwork Legerdemain (3xp): This Charm can enhance rolls involving sleight of hand, like poisoning a drink or cheating at dice, and adds (higher of Essence or 3) dice.

Discreet Acquisition Upgrade (3xp): This Charm enhance rolls for pickpocketing and theft. Characters other than the Alchemical's target suffer an (Essence/2, rounded up) penalty on their opposed rolls.

Document Fabrication Mode (3xp): The Alchemical can use this Charm for forgeries, like writing a letter in someone else's handwriting or falsifying official documents. Suspicious characters can roll (Perception + [Investigation or Linguistics]) at a difficulty of (Alchemical's Manipulation) to notice the forgery. This is Augmented. The difficulty may be reduced if the Alchemical lacks familiarity or sufficient sources, maximum -3.

Mechanism Bypass Mode (3xp): This Charm can enhance rolls to pick locks and disarm traps. For mundane mechanisms, if the roll is difficulty 5 or less, she bypasses them even on a failed roll — instead, failure indicates an unfortunate development, like a guard coming to investigate, her lockpicks breaking, a trap being triggered.

Tactical Espionage Mode

Cost: 5m; **Mins:** Dexterity 3, Essence 1

Type: Reflexive

Keywords: Augmented, Mute

Duration: One scene

Prerequisite Charms: None

The Alchemical shifts her body into a stealth configuration, diminishing her outline with moonsilver plating along her joints.

The Alchemical adds (Dexterity/2, rounded up) dice on Stealth rolls and on unexpected attack rolls. However, her natural soak is reduced by two while in this stealth configuration.

Submodules

Covert Aegis Reinforcement (3xp; Essence 2): The soak penalty is reduced to one. An Essence 3 repurchase negates it entirely.

Covert Telemetry Nodes

Cost: 2m; **Mins:** Dexterity 4, Essence 1

Type: Supplemental

Keywords: Internal

Duration: Instant

Prerequisite Charms: Tactical Espionage Mode

Moonsilver and black jade data clusters implanted in the Alchemical's spine filter innumerable simulated projections of covert action into instinctual muscle memory.

When the Alchemical makes a Larceny or Stealth roll, she rerolls up to (Essence) 1s and only suffers a -1 penalty for using Stealth in combat.

While using Tactical Espionage Mode, the Alchemical can reroll any number of 1s and negates the penalty for Stealth in combat entirely.

Submodules

Essence-Routing Subexchange (6xp): Once per scene, when the Alchemical's Stealth roll beats all enemies' opposing rolls, she regains up to (Dexterity) motes that she spent to enhance the roll. This is Augmented.

Counterharmonic Scatter System

Cost: 3m, 2i; **Mins:** Dexterity 4, Essence 2

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Covert Telemetry Nodes

Essence-charged acoustic baffling displaces the sound of the Alchemical's movement, making it seem to come from somewhere else.

When the Alchemical makes a Larceny or Stealth roll, opposing Awareness rolls suffer a -2 penalty unless they rely entirely on senses other than hearing. If a character fails by three or more successes, he believes he's heard her, somewhere within medium range of her true position. The Alchemical doesn't need to pick the same false location for all such enemies.

If a character's Awareness roll relies exclusively on hearing, this Charm's penalty subtracts successes instead of dice. He only needs to fail by one success to be fooled about the Alchemical's location.

Submodules

Essence-Tuned Harmonics (6xp): This Charm can be used to displace the sounds of a physical action using any Attribute, applying the above effects on any Awareness rolls made to determine where they came from. This doesn't distort sounds from the indirect consequences of the action.

Sustained Resonance Scattering (3xp; Dexterity 5, Essence 3) (+1m): The Alchemical can pay one mote to extend this Charm's duration until her next turn, applying its benefits to all qualifying actions.

Synthetic Echo Acoustics (6xp; Dexterity 5, Essence 3) (+2m): For a two-mote surcharge, rolls that

exclusively rely on hearing fail automatically. This doesn't apply to any indirect consequences the Alchemical's action has.

Flicker-Flare Launchers

Cost: 4m; **Mins:** Dexterity 3, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Tactical Espionage Mode

The Alchemical deploys flash charges from miniaturized launchers to create a dazzling distraction.

The Alchemical can roll Stealth to enter concealment without needing a hiding place. Opposing rolls suffer a -2 penalty unless they're exclusively based on senses other than vision.

Reset: Once per scene unless reset by landing a **decisive** surprise attack.

Matchless Assassin Protocols

Cost: 4m; **Mins:** Dexterity 4, Essence 2

Type: Reflexive

Keywords: Internal, Mute, Perilous

Duration: Instant

Prerequisite Charms: Covert Telemetry Nodes

Crystalline nodes scribed with moonsilver code-protocols are fitted at the base of Champion's skull, sequencing her timing to move between eyeblinks and moments of distraction.

The Alchemical can use this Charm after a successful disengage roll or distract gambit to reflexively roll to enter concealment, subject to the usual penalties for Stealth in combat.

Submodules

Covert Withdrawal Tactic (3xp) (+2i): The Alchemical can pay a two-Initiative surcharge to use this Charm after successfully dodging an attack.

Null-Sensory Sequencing (3xp): If the Alchemical triggers this Charm with a distract gambit, she adds bonus dice equal to the gambit's difficulty on her Stealth roll.

Hyperdextrous Tentacle Apparatus

Cost: 5m; **Mins:** Dexterity 5, Essence 2

Type: Reflexive

Keywords: Mute

Duration: One scene

Prerequisite Charms: Digital Precision Effectors

Flexible metal tendrils extend from ports in the Alchemical's chest to aid in her subterfuge.

The Alchemical extends tendrils capable of fine manipulation out to short range. She can use them to take unrolled actions, like closing a door or picking up an object, and Larceny actions involving manual dexterity, like lockpicking or disabling traps.

Submodules

Prehensile Filament Configuration (3xp) (+1wp): For a one-Willpower surcharge, the tendrils can pass through openings of any size, whether under a door or through the slightest crack in a wall.

Oblique Aggression Drive

Cost: 5m, 1wp; **Mins:** Dexterity 5, Essence 3

Type: Simple

Keywords: Internal, Decisive-only

Duration: Instant

Prerequisite Charms: Matchless Assassin Protocols

Moonsilver tracers along the Alchemical's arms links to her Matchless Assassin Protocols, allowing for perfectly calibrated killing strikes.

To use this Charm, the Alchemical must meet the requirements to ambush an enemy. She makes a **decisive** attack against him. She adds (Essence) dice of damage and rerolls 1s and 2s on the damage roll.

Perfected Covert Programming

Cost: 3m; **Mins:** Dexterity 5, Essence 3

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Matchless Assassin Protocols

An expanded array of data crystals installed in the Alchemical's Matchless Assassin Protocols optimizes her ability for covert action.

The Alchemical flurries a Stealth roll with another action. She can't flurry it with attacks or other actions that would break concealment.

While using Tactical Espionage Mode the Alchemical ignores flurry penalties.

Submodules

Discreet Assassination Directive (6xp) (+1wp): For a one-Willpower surcharge, the Alchemical can flurry

an unexpected **decisive** attack with a Stealth roll. If the attack succeeds, she must use her reflexive move action to enter a new hiding place before rolling Stealth. She doesn't need to disengage from enemies at close range. If the attack misses, her Stealth roll automatically fails, but she doesn't need to move.

Total Perception Negation Field

Cost: 5m, 1wp; **Mins:** Dexterity 6, Essence 4

Type: Reflexive

Keywords: Uniform, Mute

Duration: One scene

Prerequisite Charms: Perfected Covert Programming

A tracery of moonsilver and black jade emanates a sensory negating field, obscuring the Alchemical's presence from all scrutiny.

When a character makes an Awareness roll opposing the Alchemical's Larceny or Stealth, he suffers a -1 penalty for each of the Alchemical's Transpuissant Dexterity Upgrades. This penalty increases by -1 while using Tactical Espionage Mode.

When the Alchemical makes a surprise attack, she likes adds one die on the attack roll for each installation of Transpuissant Dexterity Upgrade, and an additional die while in Tactical Espionage Mode. On ambushes, she instead adds that many dice of **decisive** damage or post-soak **withering** damage.

Unseen Deathblow Calibration

Cost: 10m, 1wp; **Mins:** Dexterity 6, Essence 4

Type: Simple

Keywords: Internal, Uniform

Duration: Instant

Prerequisite Charms: Oblique Aggression Drive

Time seems to slow to a standstill as clustered hyperprocessors overclock the Alchemical's reaction time, her enemies too slow to even move before she cuts them down.

To use this Charm, the Alchemical must act before all enemies. She makes a **withering** or **decisive** ambush attack against a crashed enemy (**Exalted**, p. 203).

Reset: Once per scene.

Submodules

Alpha Strike Protocol (6xp; Essence 5): If the Alchemical wins Join Battle, she can use this Charm on the first round against any enemy whose Initiative is lower than her Dexterity. This is Augmented.