ALCHEMICALS
FORGED BY THE MACHINE GOD

Backer Draft Manuscript

– Chapter 5: Charms Part B –

Intelligence

Cognition

Anticipatory Simulation Processor

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

Type: Reflexive

Keywords: Internal, Mute

Duration: Instant

Prerequisite Charms: None

A core of tangled starmetal filaments buried in the Alchemical's brain collates and processes sensory data to model future events.

This Charm's predictive modeling is represented by letting the Alchemical's player ask the Storyteller about the short-term consequences of her actions. She proposes an action in the current scene — "opening this compartment," "mentioning the ambassador's lover," "slapping him in the face." She then asks the Storyteller whether a given short-term outcome would be likely to result of that action. She can't predict consequences that extend beyond the current scene.

Reset: Once the Alchemical predicts an act's outcome, she can't use this Charm again for that act.

Submodules

Outlier Elimination Method (3xp; Intelligence 3): If the proposed outcome isn't a likely one, the Alchemical's player can ask the Storyteller about an additional outcome. She can ask a total of (Intelligence/2, rounded up) questions this way. This is Augmented.

Threat Anticipation Matrix

Cost: 3m, 1i; **Mins:** Intelligence 3, Essence 1

Type: Reflexive

Keywords: Internal, Perilous, Uniform

Duration: Instant

Prerequisite Charms: Anticipatory Simulation Processor

Threat-modeling algorithms programmed into the Alchemical's Anticipatory Simulation Processor predict unforeseen dangers.

When an enemy makes an unexpected attack against the Alchemical, she rolls ([Intelligence or Perception] + Awareness) opposing the attack roll. Against a surprise attack, success negates its Defense penalty.

Against an ambush, success lets the Alchemical defend normally, but reduces her Defense to 1. Every two extra successes she rolls increases this by +1, up to a maximum of her base Defense.

Submodules

Enhanced Tactical Processor (3xp): The Alchemical converts bonus dice from Transpuissant Intelligence Upgrade to automatic successes on this Charm's roll.

Hostile Environment Modeling System (3xp): The Alchemical can use this Charm to resist a hidden or unexpected environmental hazard, trap, or similar peril with ([Intelligence or Perception] + Awareness), even if it wouldn't normally be an applicable dice pool. She doubles 9s on the roll.

Intuitive Necessity Algorithm (3xp): This Charm's cost is reduced by one mote, one Initiative if the Alchemical has used Anticipatory Simulation Processor to model a combat-related course of action in the current scene. This removes the Perilous keyword.

Hundredfold Contingency Subprocessor

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

Type: Simple

Keywords: Augmented

Duration: One story

Prerequisites: Threat Anticipation Matrix

An artificial secondary brain of folded starmetal is grafted to the back of the Alchemical's skull, constantly calculating plans within plans within plans to ensure she is never without options.

The Alchemical rolls (Intelligence + Lore) after a scene spent analyzing, examining, or contemplating a potential obstacle, enemy, or event. She banks contingency points equal to her successes. Storytellers may allow the Alchemical to roll different Abilities based on the nature of the obstacle being planned for — Medicine for health, Survival for famine, and so on.

The Alchemical may spend contingency points on the following effects reflexively:

1 points: The Alchemical converts bonus dice from Transpuissant Intelligence Upgrade to automatic successes on a roll involving the problem. She can't use this in combat.

1 point: The Alchemical waives Anticipatory Simulation Processor's cost when modeling scenarios related to the problem. She can assess the probable outcomes of an act that she's already used that Charm to predict, allowing her to gauge how far things have drifted from her initial prediction.

1 point: When the Alchemical takes an action that involves the problem using any Attribute, she converts bonus dice from exceptional equipment to non-Charm successes. She also gains this benefit on circumstantial bonuses procured through her foresight and preparation, to a maximum of (Essence) successes. She can't use this in combat.

1 point: The Alchemical resets the once-per-scene limit on introducing a fact, as long as it's relevant to the problem she's dealing with.

3 points: The Alchemical retroactively reveal that she has already foreseen the need for some eventuality, and has laid hands on a piece of exceptional equipment suited to the problem or something of similar usefulness — for instance, paperwork requisitioned in advance from a stubborn clerk.

4 points: When the Alchemical fails a roll that involves the problem using any Attribute, she can reroll up

to (Intelligence/2, rounded up) failed dice. She can't use this in combat.

5 points: The Alchemical gains +2 Resolve and +2 Guile for one scene when facing opposition that's related to or part of the problem.

7 points: The Alchemical can use Prescient Leadership Protocols (p. XX) without needing to spend a scene interacting with the organization that carries out a project related to the problem.

7 points: The Alchemical can use Ineffable Godhead Conduit (p. XX) without needing any preparation when using it to address the problem.

The Alchemical must have a Charm installed to enhance it with contingency points.

Reset: Once per story unless reset by upholding a Major or Defining Intimacy or accomplishing a major character or story goal through long-term planning.

Submodules

Perpetual Mastermind Engine (3xp): If the Alchemical accomplishes her plan before this Charm's duration elapses, she gains one Willpower for every five contingency points she has remaining, rounded up.

Probabilistic Agenda Programming (3xp; Essence 2): The Alchemical can use this Charm to create proactive plans to achieve her own goals, rather than enacting reactive strategies.

Emergent Calamity Prediction (6xp; Essence 3): Once per story, the Alchemical may activate this Charm reflexively when she encounters a challenge, obstacle, or peril, revealing how she foresaw this eventuality and has already made appropriate plans. With Probabilistic Agenda Programming, she can use this submodule at any time to reveal a proactive plan she's enacted.

Lightning Archive Processor

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

Type: Supplemental

Keywords: Augmented, Internal

Duration: Instant

Prerequisites: None

A latticework of orichlacum wires snake through the Champion's brain, allowing her to correlate data with unrivaled precision.

The Alchemical doubles 9s on a roll to introduce or challenge a fact, or a roll involving her passive knowledge. If she's spent at least a day studying a relevant archive, database, or other corpus of information within the last (Intelligence) days, she can do so even if she doesn't have a relevant Lore background. She can only receive this benefit on one roll for each period of study.

Submodules

Archival Database Storage (3xp): The Alchemical retains the benefits of studying relevant information for (Intelligence) weeks. This increases to (Intelligence) months if she has Transpuissant Intelligence Upgrade installed.

Ambient Competence Compiler (3xp, Intelligence 3): Once per session, when the Alchemical uses this Charm to successfully introduce a fact without the necessary Lore background, she may gain that Lore background permanently.

Transcendent Processing Upgrade (3xp; Ambient Competence Compiler): Once per story, the Alchemical can use Ambient Competence Compiler to also gain a free Lore specialty in the same topic.

Comprehensive Cross-Referencing Index (6xp; Intelligence 3, Essence 2, Transcendent Processing Upgrade): If the Alchemical has the benefit of prior study, she doubles 8s on the roll.

Efficient Planning Matrix

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

Type: Simple

Keywords: Internal

Duration: One task

Prerequisite Charms: Lightning Archive Processor

Algorithmic efficiency protocols allow the Alchemical to eliminate unnecessary delay and needless waste from a group's operations.

The Alchemical undertakes a project or bureaucratic task, dividing the time needed to complete it by (Intelligence). This doesn't speed physical labor, only the planning, authorization, allocation of resources, and other bureaucratic tasks involved in fulfilling her request. This is limited to projects that occur under the Alchemical's direct supervision or management — it won't impact distant branches of the organization or workers beyond her oversight.

This Charm can't enhance projects that take more than (Intelligence/2, rounded up) years to complete.

Submodules

Sabotage-Suppressing Countermeasures (6xp; Intelligence 4, Essence 2): When a character makes a roll to curse an organization or otherwise interfere with it in a way that disrupts the Alchemical's project, the difficulty is increased by 2. The Alchemical adds two non-Charm successes on rolls with any Attribute to oppose such rolls.

Pattern Realignment Signal (6xp; Intelligence 7, Sabotage-Suppressing Countermeasures) (10m, 1wp): The Alchemical's leadership creates a harmonious pattern of Essence, negating hostile magic. She can use this submodule when she encounters evidence of a curse afflicting an organization while undertaking a project that supports one of her Major or Defining Intimacies. She can pay ten motes, one Willpower to roll (Intelligence + Bureaucracy) opposing an appropriate (Attribute + Ability) roll by the character who used the curse. Success breaks the curse for the portion of the organization that's under her direct oversight. If she fails, she can't use this submodule against the same curse again.

Institutional Analysis Protocol

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

Type: Simple

Keywords: Augmented, Internal

Duration: Indefinite

Prerequisites: Efficient Planning Matrix

A fibrous bundle of starmetal neurons models organizational behavior in the Champion's unconscious mind, allowing her to root out inefficiency and optimize performance.

The Alchemical constructs a mental model of an organization over the course of (10 – Intelligence) days spent interacting with that organization, studying its records, or conducting other investigations. She rolls (Intelligence + [Bureaucracy, Investigation, or Socialize) at difficulty 1-5, based on factors like whether the organization is especially clandestine, whether it closes rank against outsiders, whether it's especially large or decentralized, and whether the Alchemical is able to interview leadership and audit records.

Success lets the Alchemical's player ask the Storyteller one of the following questions about the organization plus an additional question for every three extra successes. If the Storyteller doesn't have an answer in mind for a question, the Alchemical's player should provide one, as if introducing a fact.

• 	What is its top priority?

• 	Where is it strongest?

• 	Where is it weakest?

• 	Are its activities harmful to a community I belong to?

As long as this reveals any useful information, the Alchemical adds dice equal to the number of questions she asked on Bureaucracy rolls with any Attribute that involve the organization, up to a maximum bonus of (Intelligence/2, rounded up). If a piece information revealed by this Charm is directly relevant to such a roll, she also adds an automatic success.

Submodules

Algorithmic Auditing Protocol (3xp): The Alchemical adds this Charm's bonus on read intention rolls against group members that involve the organization and Investigation rolls to look into it.

Faultless Auditor Mien (3xp): While interacting with group members o in an official capacity, the Alchemical adds half this Charm's dice bonus to her Guile, rounded up. If she benefits from a relevant answer, she adds an additional +1 Guile.

Group Dynamic Modeling (3xp): The Alchemical adds this Charm's bonus on bargain, persuade, and instill rolls against group members that involve the organization.

Efficiency Assessment Protocol (6xp; Intelligence 4): The Alchemical's player ask questions about obstacles that the organization might face if it undertook a project. She can ask whether a specific issue would be a problem, ask what the most likely obstacle to the project would be, and ask follow-up questions on the topic. She can also ask these questions about ongoing projects. She adds this Charm's bonus on Bureaucracy rolls to deal with any obstacles revealed by her questioning.

Statistical Consensus Analytics (3xp; Intelligence 4, Essence 2): The Alchemical can ask an additional question for each extra success she rolls, rather than every three.

Comprehensive Psychosocial Profile (3xp; Intelligence 5, Essence 2, Efficiency Assessment Protocol): If the Alchemical spends twice the amount of time studying the organization, her player can ask any questions she likes about the organization, its members, and its activities. Some questions may be off

limits if there's truly no information available, though even the most indirect of inferences can be enough for the Champion's analytical genius.

Rapid Agenda Extrapolation (3xp; Intelligence 5, Essence 2): The Alchemical reduces the time needed to analyze an organization from days to hours.

Stochastic Fault Diagnostics (6xp; Intelligence 5, Essence 2) (5m, 1wp): The Alchemical can sense errors in her model, detecting deviations on a local level. When the organization's local activities or membership contradict any information revealed by this Charm, the Alchemical is alerted to it. She becomes aware of a deviation as soon as she has access to even the barest scrap of information, and may often detect it practically instantly. She can then pay five motes, one Willpower to gain a sense of what this discrepancy is. This won't reveal any individual motivations or underlying reasons behind the discrepancy.

*Empire-Modeling Psychohistory (*6xp; Intelligence 7, Essence 5, Comprehensive Psychosocial Profile, Rapid Agenda Extrapolation, Stochastic Fault Diagnostics) (10m, 1wp): Once per story, if the Alchemical has reached the maximum dice bonus for an organization, she can pay ten motes and one Willpower to ask the Storyteller for whatever piece of information about the organization would be most useful to her. If that information has been concealed by another character's actions, she makes an opposing roll with (Intelligence + [Bureaucracy, Investigation, or Socialize). If there's no applicable difficulty or opposed roll, she rolls against that character's Guile instead. The Storyteller can also require a rolls for especially complex questions or questions where the Alchemical has very limited access to relevant information.

Instructive Simulation Needle

Cost: 3m per dot, 1wp; **Mins:** Intelligence 6, Essence 1

Type: Simple

Keywords: Augmented, Stackable

Duration: Indefinite

Prerequisites: Lightning Archive Processor

The Alchemical extrudes a starmetal microneedle into the back of the neck, placing a student into a mental training simulation that uploads knowledge directly into his brain.

The Alchemical grants a willing or helpless character up to (Intelligence/2, rounded up) dots of Abilities and specialties, paying three motes per dot. She can't raise a character's Ability ratings above her own or grant specialties she doesn't have. Her student's training simulation plays out in only a few minutes, though it seems much longer to him.

Granted Ability dots and specialties work the same way as usual and don't count as dice from Charms, although they can't be used to meet Charms' Ability minimums. Her student loses them if she ends this Charm, as the Essence-imprinted knowledge fades away. Eventually, he can purchase these dots permanently by incurring experience debt (p. XX). The amount of time before he can do so is equal to the normal training time for those traits (p. XX), divided by the Alchemical's (Essence + Intelligence).

The Alchemical may use this Charm on multiple characters, paying the commitment cost separately for each.

Submodules

Catechism Encoder (3xp): An affected character gains one of the Alchemical's Intimacies at Minor intensity, uploaded directly into his mind. The Alchemical may choose to link her training to the embedded Intimacy, causing this Charm to end if her student fully erodes the Intimacy.

Embedded Training Engram (3xp): Even after the Alchemical ends this Charm, her students still lose the granted traits, but enough residual data traces remain for them to purchase those dots back with experience debt once the training time is completed.

Synaptic Expansion Simulation (3xp): The Alchemical may grant dots of social or mental Attributes. They don't come with associated specialties, and each counts as two dots toward the maximum she can grant. The Alchemical doesn't count her Transpuissant (Attribute) Upgrades when determining how high she can raise a character's Attributes.

Hyperdense Encoding Algorithm (3xp): The Alchemical adds one to the maximum number of dots she can grant. She can repurchase this submodule at Intelligence 6, Essence 3.

Expanded Database Synthesizer (6xp; Essence 3) (5m per dot): The Alchemical can download skills into up to (Essence) students with a single use of this Charm, granting them all the same set of Abilities and specialties. This increases the cost for each dot granted to five motes, but the Alchemical only needs to pay this cost once, rather than paying separately for each student. Alternatively, she can use it on up to (Essence/5, rounded up) characters, but doing so halves the number of dots she can grant, rounded up.

Ideological Implant Coding (3xp; Essence 3, Catechism Encoder): Intimacies implanted with Catechism Encoder are Major, although a character may pay one Willpower to reduce it to Minor. The Alchemical may choose to have this Charm end if the Intimacy falls below Major intensity.

Simulation Refinement Matrix (3xp; Intelligence 7, Essence 3): The mote cost of each dot the Alchemical grants is reduced by one. She can repurchase this submodule at Intelligence 8, Essence 5.

Theometric Praxis Codec (6xp; Intelligence 7, Essence 3) (3m per ritual, Charm, or spell): The Alchemical can grant Martial Arts Charms, spells, and thaumaturgical rituals to characters capable of learning them. Characters don't gain access to these until their training time is complete, and must incur experience debt in order to do so. Charms and spells count as three dots each toward the maximum the Alchemical can convey, while each dot of thaumaturgical ritual counts as one dot.

Champion-Exalting Upload (6xp; Intelligence 8, Essence 5, Theometric Praxis Codec) (+10m, 1wp): The Alchemical can pay a ten-mote, one-Willpower surcharge when she uses Theometric Praxis Codec to immediately grant a character access to any Charm, spell, or ritual she teaches him.

> Experience Debt
>
> Certain Charms let a player character increase or gain new traits by incurring experience debt equal to the normal cost of purchasing those traits. Any experience points she subsequently receives go toward paying off the debt, until it's paid in full. An Exalt's player may choose to pay off a debt solely with Alchemical Experience, Solar Experience, or similar if she could spend it on that trait. Until the debt is fully paid, the character can't benefit from other effects that cause experience debt. Storyteller characters never go into experience debt, but can't benefit from such effects more than once per story.

Imprinted Data Cluster

Cost: —; **Mins:** Intelligence 2, Essence 1

Type: Permanent

Keywords: Internal

Duration: Permanent

Prerequisite Charms: None

Adamant memory crystals implanted in the Alchemical's frontal lobe provide access to a comprehensive database of expertise.

Upon purchasing this Charm, the Alchemical chooses three specialties. She gains those specialties while this Charm is installed. She can swap out these specialties chosen when she undergoes the Rite of Reconfiguration.

The Storyteller can veto specialties that don't make sense under the circumstances. For instance, an Alchemical in Autochthonia couldn't take an Occult specialty in the Underworld, barring unusual story developments.

The Alchemical can purchase this Charm any number of times, but can only have (Essence) installations of it at a time.

Submodules

Great Maker's Wisdom (3xp): The Alchemical may take Craft dots in place of specialties. This can't raise a Crafting rating about her highest "natural" Craft rating.

Lucid Dream Calibration (6xp): The Alchemical may exchange one of the chosen specialties after a full night's sleep, during which she dreams of subconscious training simulations. She only needs this submodule once for all purchases of this Charm, but can't change more than one specialty each night, no matter how many installations she has.

Metaphysical Enchiridion Implant (3xp; Intelligence 4, Essence 2): The Alchemical may take dots of thaumaturgical rituals (**Exalted**, p. 490) in place of specialties, and gains the Thaumaturgist Merit while a ritual is installed.

Logic-Engineering Lobe

Cost: —; **Mins:** Intelligence 2, Essence 1

Type: Permanent

Keywords: Internal

Duration: Permanent

Prerequisite Charms: None

Starmetal circuitry covers the surface of the Champion's brain, augmenting her cognition beyond mortal limits.

Upon purchasing this Charm, the Alchemical chooses six experience points' worth of submodules. Their benefits apply to rolls with any mental Attribute for which the Alchemical has a Transpuissant (Attribute)

Upgrade installed.

Many submodules enhance the Alchemical's cognition in ways that are more relevant to a game's narrative than its mechanics. The Storyteller should reward creative use of these submodules.

This Charm can also enhance rolls using Perception or Wits if the Alchemical has the relevant Transpuissant (Attribute) Upgrade installed.

Submodules

Abstract Abacus Implant (3xp): The Alchemical can perform most mathematical calculations instantly and without error. She doubles 9s on rolls involving mathematics.

Auxiliary Processing Nodes (3xp) (2m): The Alchemical can pay two motes to ignore wound penalties, crippling penalties, and fatigue penalties on a roll that doesn't involve any overt action by her. This doesn't apply to Join Battle rolls or any rolls involving sorcery.

Clockwork Calculations (3xp): The Alchemical has an unerringly precise sense of time's progression. She can accurately calculate the passage of time down to the most infinitesimal intervals, and can always tell what time of day it is. She adds (Essence) non-Charm successes on rolls that benefit from her perfect timing.

Eidetic Processing Core (3xp): The Alchemical doubles 9s on rolls that involving her memories, and gains +1 Resolve against memory-altering Psyche effects. She has perfect recall of events that happened while this Charm was installed.

Expanded Input Processor (3xp): The Alchemical can process written information at dramatically accelerated speeds. She can read a page of writing in a second, and longer texts in no more than ten minutes.

Machine Learning Algorithm (3xp): The Alchemical learns at an accelerated pace, doubling 9s on rolls to understand new and unfamiliar concepts. She divides the training time needed for Abilities, specialties, spells, and Martial Arts Charms by (Intelligence + Lore). This is Augmented.

Technological Analysis Engrams

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

Type: Reflexive

Keywords: Internal

Duration: Instant

Prerequisite Charms: Lightning Archive Processor, Logic-Engineering Lobe

A metallic sub-lobe grafted onto the Alchemical's brain provides an intuitive analytical understanding of mechanical engineering and mystical artifice.

The Alchemical rolls (Intelligence + [Craft, Investigation, or Lore]) to examine a mundane object or structure, artifact, hearthstone, or automaton. The difficulty is 3 by default. For artifacts and hearthstones, the difficulty is the target's Merit rating if it's higher, or 10 for N/A Merits.

Success lets the Alchemical's player ask the Storyteller one of the following questions, plus an additional question for every 3 extra successes.

- What does it do?

- Where was it made?

- Is it damaged?

- How can it be fixed?

If the Storyteller doesn't have an answer in mind, the Alchemical's player should provide one, as if introducing a fact.

Reset: Once per scene.

Submodules

God-Machine Schematics (3xp; Intelligence 4, Essence 2): The Alchemical can ask an additional question for each extra success she rolls, rather than every three.

Rhetorical Decryption Lattice

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

Miniaturized processors run decryption algorithms at unimaginable speed, allowing the Alchemical to break even the most complex ciphers.

The Alchemical rolls (Intelligence + [Investigation, Linguistics, or Lore]) with double 9s to decipher a code — including breaking magical encryption like Letter-Within-a-Letter Technique (**Exalted**, p. 323). She converts dice from Transpuissant Intelligence Upgrade to automatic success. This takes only as long as it would take for the Alchemical to read the unencrypted text.

The Alchemical can also use this Charm to make a read intentions roll with the above benefits when dealing with those hiding behind semantic trickery, jargon, and word games.

Interpolative Syntax Emulator

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

Type: Simple

Keywords: Internal, Stackable

Duration: One scene

Prerequisite Charms: Rhetorical Decryption Lattice

Artificial synapse webs installed in the Alchemical's brain convert any form of communication into raw numeric data and reconfigure it to mesh with currently understood modes of expression.

Once the Alchemical has had at least (6 − Intelligence) days of exposure to a language, she can use this Charm to gain temporary fluency in its spoken form. Alternatively, once she's spent that much time studying a language's written form, she can gain fluency in it.

Regardless of which mode the Alchemical uses, she can't mimic accents, idioms, and the like, making it clear that she's not a native speaker. She's also unable to communicate or understand abstract or highly complex statements. If she makes influence rolls in that language, her targets still receive the Resolve bonus for lacking a common language.

The Alchemical can stack this Charm to gain fluency in both of a language's spoken and written forms, and to gain fluency in multiple languages.

Submodules

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

Perfected Omniglot Algorithm (3xp): When the Alchemical stacks multiple uses of this Charm, the cost of uses past the first is reduced to one mote.

Machine Language Programming (3xp; Intelligence 5, Essence 3) (+3m): The Alchemical can pay a three-mote surcharge to extend this Charm's duration to Indefinite.

Infallible Fluency Vocoder (3xp; Machine Language Programming): After a week of intense practice or constant exposure to an emulated language, the Alchemical gains full fluency in it, letting her pass as a native speaker. Her social influence no longer faces a Resolve bonus for lacking a common language.

Clarified Data Assimilator

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

Type: Supplemental

Keywords: Internal

Duration: Instant

Prerequisite Charms: None

Thousands of microscopic automata scuttling through the Alchemical's nervous system link their spindly leg in artificial neural chains, augmenting the interconnectivity of thought and memory.

The Alchemical converts bonus dice from Clarity (p. XX) to non-Charm successes on an action with any Attribute. However, for the rest of the scene, she doubles 9s on rolls to gain Clarity, while her 1s subtract successes on rolls to lose it.

Semantic Memory Encryption

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

Type: Reflexive

Keywords: Internal

Duration: Instant

Prerequisite Charms: Interpolative Syntax Emulator

Miniscule orichalcum neurons fire a scrambling signal through the Alchemical's Interpolative Syntax Emulator, momentarily encrypting a language so that she cannot understand it.

When a character makes an influence roll against the Alchemical, she encrypts her knowledge of the language it's made in for the rest of the scene, gaining the +2 non-Charm Resolve bonus for lacking a shared tongue.

This Charm can't defend against influence that isn't conveyed through language or that is made understandable by magic.

Submodules

Calibrated Cognitive Disruptor (3xp): The Alchemical may choose to only suppress her knowledge of the language for only an instant.

Prescient Leadership Protocols

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

Type: Simple

Keywords: Internal, Mute

Duration: Instant

Prerequisite Charms: Hundredfold Contingency Subprocessor, Institutional Analysis Protocol

Starmetal studs implanted in the Alchemical's brain run predictive simulations and probabilistic models, alerting her to institutional faults and long-term threats long in advance.

The Alchemical can use this Charm to retroactively reveal a project that an organization has completed (**Exalted**, p. 226). She must hold a prominent position within that organization and spend a scene interacting with its activities or membership in order to use this Charm. She makes a difficulty 5 (Intelligence + Bureaucracy) roll. The Storyteller can lengthen increase the difficulty for complicated, risky, or lengthy projects, or for projects impeded by communication barriers, time pressures, or limited personnel or resources.

On a successful roll, the Alchemical's player retroactively reveals that the organization has completed a chosen project. It must be something that she could have feasibly overseen directly on a local level at some point in the past while "offscreen." It must also fit the organization's nature, expertise, and resources — most radical artist's collectives couldn't fortify a metropolis.

Reset: Once per story.

Ineffable Godhead Conduit

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

Type: Simple

Keywords: None

Duration: One story

Prerequisites: Prescient Leadership Protocols

Starmetal and orichalcum antennae extend from the Alchemical's skull like a crown, calculating the distant consequences of her actions and the vagaries of causation with prophetic accuracy.

The Alchemical chooses a specific, concrete outcome that she wishes to achieve, creating a complex, self-updating mental model of the vast web of cause and effect at play. This requires time spent analyzing the situation, contemplating possibilities, and conducting research. This takes only a scene for small projects on a personal scale, like "find my way to Kadmek's sanctum" or "ensure Miska Jol becomes a lector." It can take hours or days for objectives with a larger scale or that involve the activities of large groups, like "reform my metropolis' Olgotary." or "rout the invading Estasian forces."

Once per session, when the Alchemical is about to undertake a course of action, her player can declare that she stands at a critical inflection point for her agenda, and that success will significantly further her aims. No matter how disconnected her action might seem from her goal, her calculations have confirmed it. The course of action must always carry some meaningful risk or difficulty: following a rogue machine spirit through a dangerous cavern, making a public speech that will anger a corrupt official, and the like.

If the Alchemical's action is rolled, she adds a free full Excellency, perfecting her approach through near-future calculations. This can enhance rolls with any Attribute. If she's successful in her course of action, the far-reaching consequences of her victory advance her agenda. The Alchemical's player and the Storyteller should work together to make a dramatic edit representing this unforeseen advantage, introducing an opportunity or advantage that provides meaningful progress: a shortcut through dangerous territory, valuable intelligence about an enemy's position, a trove of valuable evidence, or the like.

The greater the scope of the Alchemical's action, the greater the scale of the consequences — defeating an army would advance the Alchemical's goals on a much greater scale than landing a single attack. Likewise, the more ambitious her objective, the more modest her progress. If she seeks to reform the Ologotary within a metropolis, her success will provide more meaningful progress toward accomplishing that goal than if she tried to do so on a national level.

Special activation rules: The Alchemical can use Hundredfold Contingency Subprocessor reflexively with this Charm, waiving its mote cost. Rather than formulating a reactive plan, she can use her contingency points to advance her objective.

Crafting

Optimized Design Algorithm

Cost: 6m; **Mins:** Intelligence 2, Essence 1

Type: Supplemental

Keywords: Internal

Duration: Instant

Prerequisite Charms: None

The Alchemical refines her craftsmanship through analysis, eliminating inefficiencies and

correcting design flaws.

The Alchemical the bonus die from exceptional equipment to a non-Charm success on a Craft roll. She also converts dice from Transpuissant (Attribute) Upgrade to non-Charm successes, even for dots over five.

Submodules

Augmented Manufactory Systems (6xp; Intelligence 3) (+6m): The Alchemical may pay a six-mote surcharge to double 9s on a basic or major project.

Demiurgic Engineering (3xp; Intelligence 5, Essence 2, Augmented Manufactory Systems) (+1gxp): The Alchemical may pay a surcharge of one gold point to use Augmented Manufactory Systems on a superior project. This increases to one white point if used with Factory-Cathedral Perfection.

God-Forge Upgrade (6xp; Intelligence 5, Essence 2, Augmented Manufactory Systems) (+1wp): The Alchemical may pay an additional one-Willpower surcharge when she uses Augmented Manufactory Systems in order to double 8s.

Factory-Cathedral Perfection (6xp; Essence 3, God-Forge Upgrade): The Alchemical doubles 7s when she uses God-Forge Upgrade

> Compatible Design
> Alchemical crafting Charms are compatible with Craft rolls using any Attribute unless they specify otherwise.

Cognitive Architecture Expansion

Cost: —; **Mins:** Intelligence 2, Essence 1

Type: Permanent

Keywords: Internal

Duration: Permanent

Prerequisite Charms: Optimized Design Algorithm

The limits of the Alchemical's creativity have been broadened manually.

The Alchemical increases her dice limit to (Attribute + Craft) on basic, major, and superior projects with any Attribute, if it's higher than her usual limit.

With Essence 5, the Alchemical instead increases her dice limit by (Craft/2, rounded up) for such rolls.

Incomparable Efficiency Upgrade

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

Type: Simple

Keywords: Internal

Duration: Instant

Prerequisite Charms: None

Relay crystals through the Alchemical's nervous system optimize her ability for rapid construction, moving with clipped, mechanical movements for maximum efficiency.

The Alchemical undertakes a basic or major project, accomplishing it with incredible speed. Most projects can be finished in seconds or minutes if she has all the necessary tools and materials. The most arduous, work-intensive projects can be completed in an hour if basic or a day if major.

Submodules

Creator Fugue Construction Engines (6xp; Intelligence 5, Essence 2) (+5m, 1wp): The Alchemical can pay a five-mote, one-Willpower surcharge to use this Charm with a superior project. Assuming she has the necessary tools and materials, she can complete mundane projects and most artifacts in (6 – Essence) weeks, minimum one. Five-dot artifacts require that many months instead. She divides the time necessary to complete manses by (Essence), rounded up.

Architectural Army of One (6xp; Essence 4, Creator Fugue Construction Engines): Creator Fugue Construction Engines accelerates manse construction as with artifacts. However, the Alchemical halves her Essence, rounded up, when calculating the time needed.

Clockwork Demiurge Protocol

Cost: 4m, 1sxp/gxp per die; **Mins:** Intelligence 3, Essence 2

Type: Supplemental

Keywords: Internal

Duration: Instant

Prerequisite Charms: Optimized Design Algorithm

The Alchemical eliminates errors from her handiwork with mechanical perfection.

The Alchemical can use this Charm after making a Craft roll for a major or superior project, letting her reroll up to (Essence + 2) failed dice for one craft point each. This costs silver points for major projects and gold points for superior projects.

Creator Recalibration Circuits

Cost: 6m; **Mins:** Intelligence 5, Essence 2

Type: Simple

Keywords: Internal, Mute

Duration: Instant

Prerequisite Charms: Optimized Design Algorithm

Activating orichalcum circuitry embedded in her prefrontal cortex, the Alchemical manually reconfigure her creative faculties.

After five minutes of meditation or sleep, the Alchemical may exchange craft points of one type for

another. She can break down white points into gold points or gold points into silver at a rate of one to two. She can combine silver points into craft points at a rate of two to one, but can't combine gold points into white points. Each activation only allows her to convert one type of craft points.

Conceptual Atelier Matrix

Cost: —; **Mins:** Intelligence 5, Essence 2

Type: Permanent

Keywords: Internal

Duration: Permanent

Prerequisite Charms: Creator Recalibration Circuits, Incomparable Efficiency Upgrade

A prosthetic cortex of orichalcum synapses implanted in the Alchemical's brain expands her creative faculties.

The Alchemical gains a superior project slot (**Exalted**, p. 241). This Charm can be repurchased up to (Essence) times.

Champion-Forged Panoply Conduit

Cost: 10m, 1wp; **Mins:** Intelligence 6, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Conceptual Atelier Matrix

Orichalcum etchings along the Alchemical's forearms forge an inextricable bond between the Alchemical and the wonders hammered out on her forge.

The Alchemical instantly awakens (Essence) Evocations from an artifact she's created, and may incur experience debt to purchase them (p. XX). This takes (10 – Essence) hours. Alternatively, she can work together with another character, letting him awaken (his Essence) Evocations from an artifact she's created.

Reset: This Charm can only be used on an artifact once per story.

Submodules

Great Maker's Panoply (6xp; Essence 3): Once per story, the Alchemical can spend white points as though they were experience to awaken Evocations.

Epiphany-Inducing Neurostimulant

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Conceptual Atelier Matrix

Subcranial orichalcum reservoirs synthesize a dangerous mental stimulant, injecting it directly into the Alchemical's brain in a surge of painful genius.

In order to use this Charm, the Alchemical must have completed a superior project to create an artifact or manse in the current story. When she makes the first roll for a project to create a two-dot artifact, she automatically succeeds with enough successes to immediately complete the project.

Reset: Once per story.

Submodules

Infinite Design Cognition (6xp; Intelligence 5, Essence 5): The Alchemical can use this Charm on projects to create three-dot artifacts.

Theoplastic Engineering Protocol

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

Type: Simple

Keywords: None

Duration: Until completed

Prerequisites: Incomparable Efficiency Upgrade, Optimized Design Algorithm

Bulbs implanted throughout the Champion's spine and hands glow phosphorescent white as she deploys nanomachines to reshape the world before sublimating into a mist of Essence.

The Alchemical rolls (Intelligence + Craft) to transform, rearrange, create, or destroy natural and artificial features of soil, metal, crystal, and other materials found in abundance throughout Autochthonia. This can move existing features, though the Alchemical can't shift them by more than (Essence) range bands. Relocations and small changes are easiest; significant changes are more difficult; and creation and destruction are hardest.

Changes comparable to what a day's labor by a work crew could accomplish are difficulty 1-2. Other changes are difficulty 3+, based on the size, complexity, and durability of the materials the Alchemical shapes.

The Alchemical can create or alter a feature that spans no more than (Essence/2, rounded up) range bands instantly. Altering larger features is an extended action: redirecting a nutrient conduit, excavating a tunnel through the Maker's flesh, or even moving an industrial organ. The difficulty is the same as above, and while the goal number is (difficulty x5). This interval is one week by default, but more significant alterations may have longer intervals at the Storyteller's discretion.

Aeon-Forging Crucible Core

Cost: —; **Mins:** Intelligence 7, Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Conceptual Atelier Matrix

A smoldering furnace of red jade and orichalcum burns within the Alchemical, occasionally venting steam as it stokes the surging Essence of her artifice.

The Alchemical increases the terminus of superior projects by one.

Healing

Comprehensive Diagnostic Algorithms

Cost: 3m (1m); **Mins:** Intelligence 2, Essence 1

Type: Supplemental

Keywords: Internal

Duration: Instant

Prerequisite Charms: None

The Alchemical's analytical subroutines and probabilistic modeling protocols reveal every detail of pathology and prognosis.

The Alchemical doubles 9s on a roll with any Attribute to diagnose a patient. She can apply relevant Investigation, Lore, Occult, or Survival specialties on the roll.

This Charm's cost is reduced to one mote when used on mortal members of a community the Alchemical serves.

Submodules

Contagion Deception System (3xp): When the Alchemical rolls to diagnose an ailment she's previously treated or for which she has a relevant specialty, the difficulty is reduced by one.

Machine Fault Diagnostics (3xp): The Alchemical gains this Charm's discount on rolls to diagnose Alchemicals, machine spirits, and automatons. They don't need to be community members.

Expanded Treatment Databanks (3xp; Intelligence 5, Essence 2): The Alchemical doubles 8s.

Multifunction Hypodermic Apparatus

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

Type: Simple

Keywords: Internal

Duration: Instant

Prerequisite Charms: Transpuissant (Intelligence) Upgrade

The Alchemical extends a slender metallic tendril tipped with a syringe-like needle, injecting patients with a formulary of drugs drawn from internal storage nodes.

The Alchemical injects a dose of medication into a patient within close range. Upon purchasing this Charm, the Alchemical's player chooses six experience points' of submodules, which provide her with formulations that she can use for these injections. She can't combine multiple formulations.

Against unwilling targets, this Charm requires a difficulty 3 (Dexterity + Medicine) gambit.

Submodules

Antiseptic Formulation (3xp): The Alchemical doubles 9s on a roll to treat disease and uses the injection as exceptional equipment for the roll, adding a non-Charm die. She can also use this Charm on a character injured in battle to prevent the risk of infected wounds without him needing to roll (**Exalted**, p. 235).

Toxin-Neutralizing Dose (3xp): The Alchemical doubles 9s on a roll to treat poison and uses the injection as exceptional equipment for the roll. She doesn't suffer any penalties for rushing treatment.

Remote Rescue Drone (3xp; Any one submodule): The Alchemical can deploy a guided hypodermic drone to use this Charm on a character within short range. An Intelligence 5, Essence 2 repurchase extends this to medium range.

Metabolic Accelerator (6xp; Intelligence 3) (+3m, 1wp): For a three-mote, one-Willpower surcharge, the Alchemical injects a golden elixir that speeds the healing process, rolling (Intelligence + Medicine). The difficulty equals the total levels of damage in her patient's health track. Success multiplies the rate at which he heals naturally by (Intelligence) as long as he rests. This is Augmented. A repurchase increases the multiplier to (Intelligence + Medicine).

Regenerative Pluripotence Catalyst (3xp; Metabolic Accelerator): Metabolic Accelerator's healing speed multiplier is doubled when healing from aggravated damage.

Rapid Essence Infusion (6xp; Intelligence 3): The Alchemical can transfer up to (Essence x3) motes through an injection. She must spend the transferred motes in addition to this Charm's cost. Her subject loses these motes if he doesn't use them by the end of his next turn.

Cognitive Enhancement Stack (6xp; Rapid Essence Infusion) (+2m): The Alchemical can pay a two-mote surcharge to transfer up to (Essence) Willpower through an injection.

Great Maker's Mercy Distillation (6xp; Essence 2, Metabolic Accelerator): Give people a painkiller that lowers wound penalties, but clouds their mind

Synthetic Panacea Refinement (6xp; Intelligence 5, Essence 2, Antiseptic Formulation *or* Antivenin Formulation) (+1wp): The Alchemical can pay a one-Willpower surcharge when she uses either of its prerequisites to double 8s on the treatment roll.

Omnipresent Physician Implant (6xp; Intelligence 5, Essence 2, any one submodule): The Alchemical can implant a miniaturized monitoring unit alongside whatever formulation she injects. She can sense the approximate distance and direction to the implant as long as it remains within (Intelligence x3) miles. The Alchemical can make diagnosis rolls to assess their health at any time, albeit at a −4 penalty. The Storyteller should inform the Alchemical's player of any sudden changes in the target's condition that merit a diagnosis roll. The Alchemical can have up to (Intelligence) such implants. This submodule is Augmented.

Biostasis Field Projector

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

Type: Simple

Keywords: Augmented

Duration: (Essence + Intelligence) days

Prerequisite Charms: Comprehensive Diagnostic Algorithms

A green jade emitter in the Alchemical's palm projects a pulse of life-stabilizing Essence, placing patients into medical biostasis.

The Alchemical induces a coma-like torpor in a willing or helpless patient after a few minutes. While comatose, he doesn't need food or water. Any bleeding immediately ceases. Poisons, diseases, or similar ongoing maladies that he suffers from are temporarily suspended. This doesn't apply to supernatural maladies.

The Alchemical's patient appears to be dead, although a difficulty 4 (Perception + [Awareness, Investigation, or Medicine]) roll can detect vital signs. He can be woken from this torpor as if from a deep sleep — shaking or slapping him is more than enough. However, surgical procedures won't rouse him, as if he were under deep anesthesia.

Reset: This Charm can only be used on a character once per day.

Submodules

Optimized Treatment Conditions (6xp): The Alchemical adds (Intelligence/2, rounded up) non-Charm dice on rolls to treat the patient in this torpor. This is Augmented.

Blight Suppression Field (3xp; Intelligence 5): This Charm can suspend supernatural maladies if the Alchemical's Essence equals or exceeds that of the character who used them.

Total Metabolic Suppression (3xp; Intelligence 7, Essence 4, Augmented Stasis) (+10m): The Alchemical can pay a ten-mote surcharge to extend this Charm's duration to one story.

Surgical Reconstruction System

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

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Biostasis Field Projector

An array of surgical equipment built into the Alchemical's arms and chest unfurls to provide comprehensive support for her patient, assisting in even the most complex of surgeries.

The Alchemical treats a crippling effect or similar physical malady through repeated surgeries. This is an extended (Intelligence + Medicine) action. It has difficulty 5 and an interval of one month. The goal

number and terminus depend on the injury's severity, using the same levels as crippling injuries (**Exalted**, p. 201).

Severity	Goal Number	Terminus
1-2 damage	20	N//A
3-4 damage	40	15
5 damage	60	10

The Alchemical must spend at least a week each interval operating on her patient. Success fully mends the treated malady. This can't regenerate damaged or missing tissue, like a severed limb. If the Alchemical fails, she can't use this Charm to treat the same malady again.

Submodules

Efficiency Restoration Procedure (3xp) (+7m): The Alchemical can pay a seven-mote surcharge instead of committing this Charm's cost to treat mortals. She only needs to spend one day each interval treating her patient.

Bioregenerative Matrix (3xp; Essence 4, Efficiency Restoration Procedure): Efficiency Restoration Procedure applies to all characters.

Metaphysical

Theurgic Override Matrix

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

Type: Simple

Keywords: Augmented

Duration: One scene

Prerequisite Charms: None

Holy crystals inscribed with prayers to the Machine God glint with light across the Alchemical's body, proclaiming her authority as Chosen of the Great Maker.

Upon purchasing this Charm, the Alchemical chooses two of its submodules, rendering it compatible with certain types of supernatural beings.

Using this Charm adds (Intelligence/2, rounded up) non-Charm dice on influence rolls against compatible beings, as long as the influence expresses the Alchemical's authority or power as Autochthon's Chosen. She also gains +1 Resolve and Guile against them.

Submodules

Custodian of the Grand Design (3xp): Embedded adamant crystals make this Charm compatible with machine spirits and automata.

Divine Servitor Interface (3xp): Etched with starmetal circuitry, this Charm becomes compatible with gods.

Entropic Pattern Analysis (3xp): Outlined with moonsilver, this Charm becomes compatible with fae.

Subroutine Daemon Interface (3xp): An inlay of Essence-tarnished orichalcum makes this Charm compatible with demons.

Trans-Elemental Calibration (3xp): A five-jade plating makes this Charm compatible with elementals.

Void Attunement Protocol (3xp): Needle-thin spikes of soulsteel make this Charm compatible with the undead.

Celestial Overseer Concordat (3xp, any one submodule): Affected beings can't initiate hostilities against the Alchemical or her companions and must hear her out when she speaks. They must pay one Willpower to ignore her, or two Willpower to initiate hostilities. This protection is lost against all characters if the Alchemical or her companions give offense to the being or initiate hostilities themselves.

Demiurge Access Key

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

Type: Supplemental

Keywords: Internal

Duration: Instant

Prerequisite Charms: Theurgic Override Matrix

The Alchemical speaks invocations in a divine machine code, her voice box resonating with crystalline harmonies.

The Alchemical can make a persuade roll to convince a machine spirit or automaton to undertake an inconvenient task (**Exalted**, p. 216) without needing to leverage an Intimacy. This doesn't apply if her target has a negative Tie toward her or an Intimacy that opposes peaceful interaction with her, but it treats that Intimacy's intensity as one lower against the influence.

This Charm can also enhance any influence roll against a mindless automaton, allowing the Alchemical to influence them normally.

Submodules

Maker's Name Authorization (3xp): Resisting the Alchemical's persuade roll requires citing at least a Minor Intimacy in the Decision Point, even if the Alchemical didn't leverage an Intimacy.

Mandatory Loyalty Algorithm (3xp; Intelligence 4): A successful persuade roll also counts as a roll to instill a Tie of loyalty to the Alchemical. This doesn't affect characters with negative Ties toward her or Intimacies that opposes peaceful interaction.

Hostility Dormancy Mode (3xp; Intelligence 5, Mandatory Loyalty Algorithm): Against characters with negative Ties toward the Alchemical or Intimacies that oppose peaceful interaction, a successful persuade roll also counts as a roll to weaken that Intimacy. This doesn't affect characters that have an additional Major or Defining Tie that opposes weakening the targeted Intimacy.

Sacred Engine Consecration (6xp; Intelligence 4, Essence 2) (+3m): The Alchemical can pay an three-

mote surcharge to extend this Charm's duration to one scene, applying its effects to all influence rolls she makes.

Thermionic Orthodoxy Array

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

Type: Reflexive

Keywords: None

Duration: One hour

Prerequisite Charms: None

An array of glowing vacuum tubes slide out of ports in the Alchemical's back and shoulders, shielding her with the stability of the Machine God.

The Alchemical is immune to any environmental Shaping effects that would alter her body, mind, or equipment. She instinctively senses such perils in time to use this Charm, and can use it even while asleep or incapacitated.

If the Alchemical renews this Charm at the end of its duration, she waives its Willpower cost.

Submodules

Axiomatic Regulator (3xp): While using this Charm, each installation of Transpuissant Intelligence Upgrade adds +1 non-Charm Resolve or a non-Charm success on rolls to resist Shaping effects used by other characters.

Order-Asserting Emanation (6xp) (+5m): The Alchemical can pay a five-mote surcharge to extend this Charm's protection to everything within short range, including the terrain. This doesn't include Ontological Stabilizer's benefits.

Ontological Anchor Assembly

Cost: 1wp; **Mins:** Intelligence 3, Essence 1

Type: Reflexive

Keywords: Augmented, Internal

Duration: Instant

Prerequisite Charms: Thermionic Orthodoxy Array

Microscopic design weavers cluster around the Alchemical's Essence reservoir as if it were the Godhead in miniature, making the Champion a Design unto herself.

The Alchemical adds (Intelligence/2, rounded up) to her Resolve as a non-Charm bonus against a Shaping effect used by a gremlin, fae, or undead. Alternatively, she can add that many automatic successes on a roll with any Attribute opposing such a Shaping effect. If she succeeds, she gains one mote for each 10 she rolls, or each 1 on a roll against her Resolve.

With Essence 2, this Charm can defend against unrolled Shaping effects, forcing an opposed (Willpower)

roll. Each installation of Transpuissant Intelligence Upgrade the Alchemical has adds an automatic success on the roll.

Submodules

Reality Stabilization Matrix (3xp; Essence 2): This Charm can defend against all Shaping effects.

God-Ward Projector

Cost: 5m; **Mins:** Intelligence 3, Essence 2

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Demiurge Access Key

An array of Essence-emitting lenses housed in orichalcum and starmetal casings projects a barrier of spirit-repelling energy.

The Alchemical emits a ward that extends out to short range from her. She rolls (Intelligence + Occult) to determine the ward's strength. Hostile spirits with Resolve lower than her successes can't cross through the ward. Though those caught within it when the Alchemical uses this Charm can still pass through to exit. Spirits with Essence greater than the Alchemical's can pay one Willpower to ignore the ward for the scene.

Submodules

Chaos-Neutralizing Emitter (3xp): The ward repels the fae.

Death-Ward Calibration (3xp): The ward repels corporal undead, as long as they're unExalted.

Wide-Field Projection (3xp): The Alchemical can project a ward in a horizontal line that spans up to two range bands. At least part of this barrier must be within close range of the Alchemical. Such wards are stationary, and fade away if the Alchemical crosses through them.

Focused Banishment Projection (6xp; Intelligence 6, Essence 2) (+1wp): The Alchemical can pay a one-Willpower surcharge to exorcise a possessing spirit instead. She rolls (Intelligence + Occult) against a possessing spirit's Resolve to exorcise it. If successful, it's driven out and can't possess that character again for a month. Each extra success on the roll increases this by an additional month.

Machine-Prophet Engrams

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

Type: Simple

Keywords: Augmented

Duration: Indefinite

Prerequisite Charms: Demiurge Access Key

Starmetal circuitry in the Alchemical's fingertips gleam with her anima's colors as she traces the

most holy name of the Great Maker's names on a spirit's brow.

The Alchemical makes an (Intelligence + [Occult or Presence]) persuade roll against a touched spirit or automaton, tasking it with performing a task in service to a community the Alchemical belongs to. She marks it, invoking a sacred obligations to serve the Machine God as if it were a Minor Principle. It counts as a Major Principle if the spirit has another Minor Intimacy that supports the influence.

As long as the machine spirit is making progress this goal, it gains the following benefits

•   It treats its commitment to the task as a Major Principle when that's advantageous for it.

•   Members of the community that it serves recognize that it's been tasked with performing a sacred duty in their service. Those familiar with the Alchemical can recognize her work if they examine the etching, This recognition counts a Minor Tie — by default, one of awed respect:

•   Once per scene, it can add (Alchemical's Intelligence/2, rounded up) non-Charm dice on a roll related to its task.

•   Once per day, it can regain one Willpower and (Alchemical's Essence + Intelligence) motes by making significant progress toward that goal.

Reset: This Charm can only be used on a given character once per story.

Submodules

Chaos-Ordering Nomen (3xp): The Alchemical can command fae.

Divine Axiom Override (3xp): The Alchemical can command her target to perform a task that supports one of her Defining Principles.

God-Machine Syncretism Circuity (6xp; Essence 3): This Charm's duration becomes instant. The Alchemical no longer needs to commit motes to it.

Automaton Override Array

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

Type: Simple

Keywords: Psyche

Duration: (1 + extra successes) turns

Prerequisites: Machine-Prophet Engrams

Orichalcum lenses implanted on the Champion's irises display powerful override protocols capable of seizing control of lesser artifice.

The Alchemical makes a difficulty 3 gambit to take direct control of an automaton within medium range, rolling (Intelligence + Craft) gambit against its Resolve. If she succeeds, she takes control of it for its next (1 + extra successes) turns.

On each of the automaton's turns, the Alchemical may force it to take an action of her choice, although she can't force him to use magic. If he wishes to take another action on his turn, he must flurry. He can flurry actions that would normally be incompatible, like two attacks, and compelled actions never count as his attack or movement action for the round. If a compelled action would violate one of an automaton's

Major or Defining Intimacies, it may spend one Willpower to refuse.

The Alchemical must take a miscellaneous action on each of her turns to maintain this control. If she doesn't do so, he acts freely on his next turn, though this Charm doesn't end.

This Charm can also take control of machine spirits with animal-like intelligence, such as fix beetles (p. XX), using Occult for the roll instead of Craft. Flagrant abuses of this power often lead to well-intentioned corrections from fellow Champions or lectors. The few Alchemicals to persist despite this invite formal censure from the Theomachracy.

Submodules

Absolute Command Terminal (3xp; Essence 3): If the Alchemical compels her target to do something that's only an inconvenient task for him on his turn (**Exalted**, p. 216), then it doesn't use up a turn of this Charm's duration. This can't extend this Charm beyond the end of the scene.

Autochthonic Access Codes (3xp; Essence 3) (+4m): The Alchemical can pay a four-mote surcharge to override a sapient machine spirit, or another supernatural beings that's similar in nature to automatons and machine spirits.

Backdoor Access Infiltration (3xp, Autochthonic Access Codes) (+4m): The Alchemical can pay a four-mote surcharge to assume control of a character who's subject to a Psyche effect that the Alchemical used on him or a Derangement she's inflicted.

Theurgic Emulation Converter

Cost: 3m per Charm; **Mins:** Intelligence 5, Essence 3

Type: Reflexive

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Machine-Prophet Engrams

The Champions runs a metaphysical simulation environment on god-crystal lattices throughout her body, analyzing and emulating divine power in a dynamic recompilation processes.

The Alchemical can learn Eclipse Charms from other characters, committing three motes for each Charm she learns. These don't take up Charm slots. Shel can have up to (Essence) Eclipse Charms at a time, whether from a single use or multiple stacked activations.

The Alchemical may permanently learn these Eclipse Charms accessed for eight experience points each. They still don't require Charm slots, but she can only use them while Theurgic Emulation Convertor is installed. She no longer needs to commit motes to use them and they don't count toward the maximum number of Charms she can have. She waives the experience point cost of the first Eclipse Charm purchased this way.

Warfare

Tactical Omnibus Implant

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Crystalline nodules inserted into the back of the Alchemical's accelerate her tactical planning, giving her time to refine her strategy to perfection.

The Alchemical rerolls 1s until they cease to appear on an order action or a Lore roll involving warfare. Any penalties on the roll are reduced by (Essence/2, rounded up), other than wound penalties, crippling penalties, and similar internal conditions.

Submodules

Tactical Sub-Noetic Transmitter (6xp; Intelligence 3) (+2m): The Alchemical can pay a two-mote surcharge to also reroll 2s.

Wargame Simulation Matrix

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

Type: Supplemental

Keywords: Augmented

Duration: Instant

Prerequisite Charms: None

A disc of alloyed orichalcum and starmetal implanted in the Alchemical's right temple runs countless simulations of a battle's probable outcomes, guiding the Champion's stratey.

The Alchemical adds (Intelligence/2, rounded up) dice on a Strategic Maneuver roll. For each 10, she rolls an additional non-Charm die.

Submodules

Counter-Strategy Modeling (3xp; Intelligence 3): Complex simulation subroutines negate penalties from the Alchemical's lack of familiarity with an enemy general.

Unit Readiness Algorithms (3xp; Intelligence 3): The Alchemical's strategy incorporates every aspect of logistics and troop morale. She ignores penalties from her troops' fatigue, fear, and similar conditions that can be mitigated through carefully planned logistics and resource allocation.

Industrial Warfare Mode (6xp; Essence 2, Counter-Strategy Modeling, Unit Readiness Algorithms): The bonus dice on the Strategic Maneuver roll are non-Charm.

Parallel Strategy Processors (6xp; Intelligence 4, Essence, Industrial Warfare Mode) (+3m, 1wp): For a three-mote, one-Willpower surcharge, the Alchemical can choose two stratagems with her Strategic Maneuver roll. She can allocate her roll's extra successes to whichever stratagem she wishes. If she rolls enough successes to meet both of their thresholds, she can enact them simultaneously.

Infinite Battle Simulation (3xp; Essence 3): The Alchemical can choose (Essence) potential stratagems

when she uses Parallel Strategy Processors.

Strategos-Commander Synergy Circuits

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

Type: Reflexive

Keywords: Augmented

Duration: One scene

Prerequisite Charms: Tactical Omnibus Implant, Wargame Simulation Matrix

Metallic circuitry interlaced with crystalline nodules along the back of the Alchemical's neck accelerate her tactical planning, giving her time to refine her strategy to perfection.

To use this Charm, the Alchemical must be fighting under a stratagem that she's successfully enacted. She adds (Intelligence/2, rounded up) dice on order actions with any Attribute. Allied battle groups acting under an order action add an additional three dice on the roll.

Submodules

Ally-Integrating Alchemy (3xp): The Alchemical can use this Charm while fighting under another allied commander's stratagem.

Omnistrategic Contingency Protocol

Cost: 10m, 5i, 1wp; **Mins:** Intelligence 6, Essence 3

Type: Simple

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Hundredfold Contingency Subprocessor, Strategos-Commander Synergy Circuits

Blue jade wiring links the Alchemical's Strategos-Commander Synergy Circuits to her Hundredfold Contingency Subprocessor, formulating complex strategies in advance,

The Alchemical makes a Strategic Maneuver roll in battle, revealing preparations she's previously taken. A single enemy may pay one Willpower to oppose this with his (Intelligence + War) roll. If the battle is occurring under a stratagem he enacted, the Willpower cost is waived. If the Alchemical meets her stratagem's threshold, she enacts it and negates any enemy stratagems in place.

Reset: Once per story, unless reset when a significant setback in combat threatens one of her Major or Defining Intimacies: a Circlemate falling, the rout of an allied battle group the destruction of a major defensive measure, etc.

Submodules

Precalculated Formation Deployment (6xp): The Alchemical can reveal the arrival of local reinforcements while fighting in defense of a community that she has a positive Tie toward. A battle

group arrives and Joins Battle at the beginning of the next round in combat. It has Size 1, plus an additional dot of Size for every two extra successes. It has average Drill, Might 0, and the traits of battle-ready troops (**Exalted**, p. 496), although the Storyteller can provide more or less generous troop traits as appropriate to the circumstances. The battle group is willing to fight under the Alchemical's command, though not necessarily loyal to her personally.

Sorcery

Man-Machine Weaving Engine

Cost: —; **Mins:** Intelligence 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

An adamant ring etched with Old Realm glyphs is implanted around the Alchemical's soulgem. When she works her sorceries, the ring begins to spin and spark in a brilliant display of raw Essence.

The Alchemical initiates into Terrestrial Circle sorcery. She learns one Terrestrial Circle spell — her control spell — and one shaping ritual for free. Learning spells doesn't require Charm slots.

This Charm must be installed permanently. It can't be removed. It isn't a replacement for the strange paths of sorcerous initiation. Instead, it reifies the Alchemical's enlightenment and physically integrates it into her Exalted nature.

Theurgic Essence Capacitor

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Man-Machine Weaving Engine

Orichalcum capacitors along the Alchemical's shoulders link into her Man-Machine Weaving Engine, glowing with incandescence as they're charged with stored Essence.

The Alchemical doesn't lose sorcerous motes for going a turn without gathering them. She converts dice from Transpuissant Intelligence Upgrade to automatic successes on Shape Sorcery rolls.

Submodules

Cosmic Machinery Consciousness (6xp; Intelligence 5, Essence 2): When the Alchemical takes a Shape Sorcery action, up to (Intelligence/2) 10s on the roll add an additional sorcerous die. This is Augmented.

Parallel Protocol Cores

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

Type: Reflexive

Keywords: None

Duration: One turn

Prerequisite Charms: Theurgic Essence Capacitors

Adamant discs similar to the Man-Machine Weaving Engine are installed along key meridians across the Alchemical's body, shaping sorcerous patterns in parallel.

The Alchemical flurries a Shape Sorcery action with a non-attack action, ignoring all penalties from flurrying.

Submodules

Metasorcerous Processing (6xp; Intelligence 5, Essence 3) (+4m, 1wp): The Alchemical can pay a four-mote, one-Willpower surcharge to extend this Charm's duration to one scene.

God-Machine Weaving Engine

Cost: —; **Mins:** Intelligence 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Man-Machine Weaving Engine, any five Terrestrial Circle spells

A larger ring of adamant encircles the Alchemical's Man-Machine Weaving Engine, spinning in opposite directions in a brilliant storm of arcing sparks as she shapes sorcerous Essence.

With the permanent installation of this Charm, the Alchemical initiates into Celestial Circle sorcery. She learns one Terrestrial Circle spell — her control spell — and one shaping ritual for free.

Manipulation

Influence

Rogue Cell Isolation Protocols

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Alchemical's eyes are rimmed with chrome and soulsteel plating, turning her steely gaze into a hall of mirrors filled with tortured souls.

The Alchemical doubles 9s on an instill roll to weaken an Intimacy that conflicts with a character's responsibilities, duties, or social position within a group or community. She converts bonus dice from Transpuissant Manipulation Upgrade to automatic successes. She can't weaken positive Ties to communities she serves.

If the Alchemical succeeds, affected characters can't voluntarily strengthen the targeted Intimacy until the next time they regain Willpower from resting.

Submodules

Priority Recalibration Protocol (6xp; Manipulation 3): The Alchemical can use this Charm to weaken any Intimacy, except for positive Ties to communities that she serves.

Instructive Fear Resonator (3xp; Manipulation 4): The Alchemical's influence also counts as a roll to instill a Tie of fear toward herself. This fails against characters with Major or Defining Intimacies that oppose such fear.

Emotional Irrelevance Systems (3xp; Manipulation 5, Essence 2): Affected characters can't voluntarily strengthen the weakened tie until (8 − their base Resolve) days have passed.

Mind-Scouring Erasure (6xp; Essence 3, Instructive Fear Resonator, Emotional Irrelevance Systems) (+1wp): For a one-Willpower surcharge, characters can't use the targeted Intimacy to bolster their Resolve against this influence or resist it in a Decision Point. This is a Psyche effect. The Alchemical can't use this submodule against a character more than once per story.

Heresy-Excising Razor (6xp; Mind-Scouring Erasure) (+1wp): For a one-Willpower surcharge, the Alchemical lowers the level of supporting Intimacy needed to weaken a Major or Defining Intimacy by one (**Exalted**, p. 215). This is a Psyche effect.

Societal Engineering Signal

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

Type: Simple

Keywords: Mute, Psyche

Duration: Instant

Prerequisite Charms: Rogue Cell Isolation Protocols

A transmitter diode just above the Alchemical's ear broadcasts a subliminal pulse, tipping public opinion in favor of her plans.

Upon purchasing this Charm, the Alchemical chooses one of its submodules. Its primary submodules make this Charm compatible with certain influence. She can only use one such effect at a time.

All submodules let the Alchemical make an instill roll to sway the priorities of an organization's

members. It instills a Principle that depends on the submodule used. Affected characters act on this Intimacy immediately, like with an inspire action (**Exalted**, p. 217). Resisting this influence requires entering a Decision Point and citing an Intimacy that's equal or stronger than the instilled Principle.

Submodules

Conceptual Entropy Module (6xp): The Alchemical speaks against one of the organization's current agendas or policies. She instills a Principle of opposition to it or one that expresses the rationale for her argument.

Pattern Facilitation Module (6xp): The Alchemical speaks in favor of adopting an agenda or policy. It must be consistent with the group's existing methods and goals. She instills a Principle of following that agenda or policy, or one that expresses the rationale for her argument.

Agenda Recalibration Protocols (6xp; Manipulation 5, Conceptual Entropy Module, Pattern Facilitation Module): The Alchemical can combine its prerequisites' effects in a single influence roll, tipping opinion in favor of one agenda and away from another. Each effect must be resisted separately, and targets can't cite the same Intimacy in both Decision Points.

Subliminal Directive Programming (6xp; Essence 2, any one submodule): 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).

Simulated Sincerity Drive

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

Type: Supplemental

Keywords: Internal, Mute

Duration: Instant

Prerequisite Charms: None

Starmetal processing nodes analyze and cross-check the details of the Alchemical's lies, eliminating inconsistencies that might reveal her deception.

The Alchemical rerolls 1s until they cease to appear on an instill or persuade roll and converts dice from Transpuissant Manipulation Upgrade to automatic successes. Any penalties she suffers for making implausible claims are reduced by one.

Submodules

Calculated Deception System (6xp; Manipulation 3): The Alchemical reduces implausible claim penalties by (Manipulation/2, rounded up). This is Augmented.

Perfected Deception Protocol (6xp; Manipulation 6, Essence 3, Calculated Deception System) (+1wp): For a one-Willpower surcharge, the Alchemical perfectly masks all signs of deception. Read intentions and profile characters rolls can't reveal that she lied for the rest of the scene. This can contest magic like Judge's Ear Technique, opposing it with the result of the Alchemical's influence roll.

Consensus Recalibration Mode

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

Type: Simple

Keywords: Internal, Mute

Duration: Instant

Prerequisite Charms: Simulated Sincerity Drive

The Alchemical's carefully calculated deceptions shift others' perception of reality.

The Alchemical makes a special instill roll to convince bystanders that an event is something other than what it appears to be. She could pass off a brutal fight as an athletic competition, make light-hearted conversation seem like a heated argument, or explain away a tryst combat training. This doesn't affect characters directly involved in the event.

The Alchemical's roll ignores multiple target penalties, but the penalty for making implausible claims subtracts successes instead of dice. Affected characters may pay one Willpower to resist if there's a dramatic change in circumstances that undermines the Alchemical's deception. They can also do if their misunderstanding threatens one of their Major or Defining Intimacies.

Special activation rules: This Charm can be flurried.

Reset: Once per scene.

Transcendent Brutality Programming

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Soulsteel needles running along the Alchemical's spine retract inward, suspending her sense of empathy as she becomes a heartless figure of dread.

The Alchemical rerolls 1s until they cease to appear on a threaten roll. Any bonus dice from Clarity (p. XX) are converted to non-Charm successes.

The Alchemical can use this Charm on threaten rolls with Appearance or Charisma if she has a Transpuissant (Attribute) Upgrade installed for those Charms.

Submodules

Exhaustive Interrogation Programming (3xp; Manipulation 3): The Alchemical rerolls 2s as well if she receives any dice from Clarity or if her target suffers a wound penalty.

Lingering Horror Scars (3xp; Manipulation 4): The Alchemical's roll also counts as an instill roll to weaken an Intimacy based on courage, hope, recklessness, or other emotions that might give her victim the will to resist her intimidation. This fails against characters with Major or Defining Intimacies that oppose this.

Infrasonic Dread Projector

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

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Transcendent Brutality Programming

Soulsteel transduces mounted on the Alchemical's shoulders emit a sound beyond the range of human hearing, but still deeply unsettling to those who hear it.

The Alchemical makes a special (Manipulation + [Performance or Presence]) threaten roll against a single character within long range. If successful, her target is haunted by an inexplicable feeling of dread for the rest of the scene. He suffers −2 Resolve against further fear-based influence, and a −3 penalty on Join Battle rolls and rolls to detect hidden enemies. Resisting this is the same as with a normal threaten roll.

Other characters can't tell that the Alchemical has attempted to influence the target unless they're capable of hearing sounds outside the normal range of human hearing. They roll (Perception + Awareness) against the Alchemical's influence roll.

Submodules

Infrasound Amplifier (6xp; Manipulation 4, Essence 2) (+1wp): The Alchemical may pay a one-Willpower surcharge to target any number of characters within range. She ignores multiple target penalties.

Terror-Inducing Signal (3xp; Manipulation 4, Essence 2): The dice penalty applies on all rolls that don't help the target safeguard against whatever threats they think they face.

Unobtrusive Repartee Baffles

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

Type: Reflexive

Keywords: Internal, Mute

Duration: Instant

Prerequisite Charms: None

Essence-draining soulsteel coils and red jade filtration baffles in the Alchemical's throat conceal the power in her words.

The Alchemical mutes all motes spent on an influence roll with any Attribute, a read intentions roll, or a use of Guile or Resolve.

Covert Communion Apparatus

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

Type: Simple

Keywords: Mute

Duration: Indefinite

Prerequisite Charms: Any Transpuissant (Social Attribute) Upgrade

Blue jade transceivers jut from the Alchemical's temples, allowing her to communicate secretly with fellow servants of the Machine God.

The Alchemical can communicate telepathically with other Alchemicals within long range, as well as machine spirits and automata. These characters can likewise communicate mentally with her, though not with any other characters within this Charm's range. They must still share a common language to communicate, and their mental "voices" can be recognized by those familiar with what a character sounds like.

Submodules

Innominate Voice Mode (3xp; Manipulation 3): The Alchemical may conceal her identity in communications, substituting one of several synthesized voices programed into this submodule rather than her own.

Perfected Assembly Network (3xp; Manipulation 3): The Alchemical can activate this Charm in an alternative mode, creating a mental link between her and any number of willing characters within range. Linked characters can communicate with each other in addition to the Alchemical as long as they remain within long range. She can add or remove characters from it reflexively.

Multi-Frequency Broadcast (3xp; Perfected Assembly Network): The Alchemical can still use this Charm's base effect while mentally linked with Perfected Assembly Network. This doesn't allow any other linked characters to communicate with those who haven't been linked.

Neural Transmitter Relays (3xp; Manipulation 4): This Charm can be used to mentally communicate with any character.

Semiotic Compatibility Signal (3xp; Manipulation 4): Mental communication no longer requires a shared language.

Communal Loyalty Linkage (3xp; Essence 3, Perfected Assembly Network): While using Perfected Assembly Network, any positive Ties that a linked character has toward other linked characters increase their Resolve bonus by one.

Gestalt Awareness Security (3xp; Essence 3, Perfected Assembly Network): While using Perfected Assembly Network, as long as one linked character is aware of a hidden threat, all linked characters are. This can negate the effects of unexpected attacks against them and allow them to attack concealed enemies. This doesn't apply to a linked character if the hidden threat is beyond the range of his senses.

Synchronized Tactical Coordination (3xp; Essence 3, Perfected Assembly Network): While using Perfected Assembly Network, each linked character can take a reflexive defend other or distract gambit on his turn to benefit another linked character while in combat.

Transceiver Node Upgrade (6xp; Manipulation 5, Essence 3, Perfected Assembly Network) (+1wp): The Alchemical can pay a one-Willpower surcharge when she uses Perfected Assembly Network to embed a transceiver behind the ears of each linked character. This requires them to be in close range when she uses

this Charm. The range at which they can communicate extends to (Alchemical's Essence) miles. However, the Alchemical can't add new characters to the group, and removing a character requires touching him to detach the transceiver. Only the Alchemical is capable of removing the transceivers.

Network Hub Monitoring (3xp; Transceiver Node Upgrade): While using Transceiver Node Upgrade, the Alchemical can monitor the condition of each linked character. She can determine the approximate distance and direction to any of them, and can identify their specific location if they're in a place she's familiar with. She can also sense whenever a linked character suffers physical pain or emotional distress, though this doesn't reveal its cause. Only the Alchemical receives this information, not the other linked characters.

Subtle Concept Introduction Module

Cost: 5m; **Mins:** Manipulation 3, Essence 2

Type: Supplemental

Keywords: Internal, Mute

Duration: Instant

Prerequisite Charms: Simulated Sincerity Drive, Rogue Cell Isolation Protocols

The Alchemical's social graces and mastery of manipulation are augmented to superhuman levels of subtlety and discretion.

When the Alchemical makes a persuade roll against a single character, she does so without him realizing that she intentionally influenced him. He can't use negative Ties toward the Alchemical to bolster his Resolve against the influence. If successful, the target believes the influence was his own idea.

A successful read intentions or profile character roll against the Alchemical in the same scene can reveal that she attempted this influence.

Propaganda Transmission Relay

Cost: 10m, 1wp; **Mins:** Manipulation 4, Essence 2

Type: Simple

Keywords: Augmented, Internal, Mute, Psyche

Duration: Instant

Prerequisite Charms: Subtle Concept Introduction Module

A gleaming neutral lattice interweaves the Alchemical's words with hypnotic Essence, spreading contagious ideas among her listeners.

The Alchemical makes an instill roll against members of a community to create or strengthen a positive Tie toward that community. Affected characters are also compelled to spread that influence to others when given the opportunity, although this can't force them to do anything more than a inconvenient task (**Exalted**, p. 216). They add an automatic success on instill rolls to repeat the Alchemical's influence, and gain +1 Resolve against influence that would erode the instilled Intimacy. This compulsion and the benefits it provides only last for (Essence + Charisma) days.

Affected characters don't recognize that this compulsion is a result of the Alchemical's persuasion. Some believe they act of their own free will, while others don't even realize they're doing so, spreading the influence unconsciously through body language, micro-expressions, and nuances of speech or writing.

The Alchemical can use Subtle Concept Introduction Module to conceal this Charm's influence.

Submodules

Agitprop Champion Directive (6xp; Manipulation 5): This Charm is compatible with written influence that has a single target.

Memetic Contagion Engram (3xp; Manipulation 5): The Alchemical can use this Charm to instill any or her Major or Defining Intimacies.

Compliance Assurance Drone

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

Type: Simple

Keywords: Internal

Duration: Indefinite

Prerequisite Charms: Transcendent Brutality Programming

The Alchemical implants a miniaturized drone within a victim's nervous system to monitor compliance with her commands and punish deviation from her orders.

The Alchemical makes a persuade or threaten roll using either Charisma or Manipulation against a single touched character. If she beats his Resolve, she also implants a drone within her target, which burrows deep into his nervous system. The drone detonates if the target spends Willpower to resist this influence, dealing (Alchemical's Essence) dice of lethal damage. This ignores Hardness, unless it's from a source whose nature makes it applicable to harm from within. This detonation is also triggered if another character successfully overturns the Alchemical's influence, or if her influence is otherwise terminated.

If the target doesn't resist with Willpower, the drone remains implanted to monitor his compliance. If he takes an action that's counterproductive to completing the task that the Alchemical has assigned to him, the drone stimulates the pain center of his brain with an electric pulse, increasing his wound penalty by one for the rest of the scene. It also alerts the Alchemical to the subject's noncompliance. This isn't limited to direct disobedience, as this typically isn't possible on a successful persuade roll. Instead, the most common triggers are prioritizing another task or goal over the Alchemical's commands, or taking a course of action that's detrimental to his overall goal without intending to disobey.

Once an affected character completes the task assigned to him, the implanted drone dissolves into Essence. The same occurs if the task becomes impossible to complete. If it becomes impossible as a result of the character's actions, the drone instead detonates, as above. Either way, the drone sends a last report to the Alchemical, informing her of whether or not the influenced character was successful.

The drone is all but impossible to detect or locate with mundane means. It can be detected with a (Perception + [Awareness, Investigation, or Medicine]) roll if it benefits from magic or a suitable stunt. The difficulty is (Alchemical's Manipulation). Surgical removal of the drone takes a day and requires an (Intelligence + Medicine) roll at the same difficulty, which must either be enhanced with magic or specialized equipment. Regardless of whether the roll succeeds or fails, the victim suffers (Alchemical's

Essence + 1) levels of lethal damage, which can't be prevented. Each extra success on the Medicine roll lowers this by one, to a minimum of one level. The drone notifies the Alchemical once it's removed, then dissolves into Essence.

Submodules

Dissident Surveillance Protocol (3xp): If a target spends Willpower to resist, the Alchemical may choose to leave the drone embedded in him with its usual effect, rather than having it detonate. When used this way, the drone dissolves once the victim has triggered it (Alchemical's Essence) times.

Remote Coercion Deployment (3xp): The Alchemical can launch a drone at a character within medium range. This requires a difficulty 2 gambit with Archery or Thrown before the Alchemical can make the influence roll.

Stealth Deployment Sheath (3xp): The Alchemical's target can't feel the drone entering into him or otherwise notice the implantation. Other onlookers must succeed on a (Perception + Awareness) roll at a difficulty of (Alchemical's Manipulation) in order to notice the drone as it's deployed. This is Augmented.

Miniaturized Implant Configuration (3xp; Manipulation 5): The Alchemical adds +1 to the difficulty of rolls to detect or remove the implanted drone.

Prudent Redaction Spur (3xp; Manipulation 5): The drone is triggered if the victim attempts to tell others about the drone's presence. The shock prevents him from completing his explanation unless he pays two Willpower to push through it.

Tactical Deployment Upgrade (3xp; Manipulation 5): When the Alchemical makes a gambit to touch a character in combat or use Remote Coercion Deployment, she adds (Manipulation/2, rounded up) dice on both the attack and Initiative roll. This is Augmented.

Aggressive Correction Loadout (3xp; Manipulation 5, Essence 3): The Alchemical's victim suffers one die of lethal damage each time he triggers the drone's corrective shock. This ignores Hardness. Additionally, the Alchemical can choose to remotely detonate the drone upon being notified of a target's noncompliance, in addition to the shock's other effects.

Panic Impulse Harmonics

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

Type: Simple

Keywords: Internal

Duration: Instant

Prerequisite Charms: Infrasonic Dread Projector, Rogue Cell Isolation Protocols

Soulsteel transducers in the Alchemical's voice box lace her words with undertones of dread beyond the range of human hearing.

The Alchemical makes a (Manipulation + Presence) threaten roll against a single character. It's automatically supported by her target's strongest Intimacy based on fear. She doesn't need to know her target has that Intimacy. If the target's Intimacy is a Tie of fear to the Alchemical, the cost to resist increases by one Willpower.

If the Alchemical's target doesn't any fear-based Intimacies, she's refunded this Charm's Willpower cost.

Submodules

Mass Panic Broadcast (3xp; Manipulation 5): The Alchemical can use this Charm against multiple characters and ignores multiple target penalties.

Personality Override Spike

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

Type: Simple

Keywords: Decisive-only, Mute, Psyche

Duration: Until grapple is released

Prerequisite Charms: Rogue Cell Isolation Protocols, Transcendent Brutality Programming

A retractable spike mounted in the Alchemical's limbs injects microscopic automata into an enemy's nervous system, overriding his conscious mind.

The Alchemical grapple gambit with Brawl, Martial Arts, or Melee. If the gambit's Initiative roll succeeds, she establishes grapple control with a special (Manipulation + Presence) threaten roll against her target's Resolve. This isn't compatible with Strength Charms or similar effects that enhance grapples, though the Storyteller can allow certain effects with an appropriate stunt.

The only grapple action the Alchemical can take while using the spike is restraining her enemy, trapping him within his own mindscape. She only needs to spend one round of grapple control to do so. If she doesn't take a restrain action, the grapple ends.

Outside of combat, the Alchemical can use this Charm with a touch, making the (Manipulation + Presence) roll as above.

Many of this Charm's submodules let the Alchemical inflict a Psyche effect when she takes a restrain action against her enemy. She can only use one submodule's effect at a time. Submodules' Willpower costs are waived against trivial characters.

Reset: This Charm can only be used on a character once per story. This doesn't apply if the Alchemical doesn't inflict any Psyche effects with this Charm's submodules.

Submodules

Mind-Ripping Probe (6xp; Manipulation 5): When the Alchemical restrains her victim, she accesses his memories of a single scene's worth of events, downloading them to her own mind. The Alchemical must specify the memory she's looking for — for example, "your meeting with *Excessively Righteous Blossom*" or "whatever you were doing five hours ago." If he has an Intimacy that opposes this, he can pay one Willpower to resist. Alternatively, the Alchemical can detect whether any of a character's memories have been altered or erased.

Psyche Infiltration Spike (3xp; Mind-Ripping Probe): The Alchemical can read her victim's surface thoughts while grappling him, revealing his current train of thought. This is separate from the Psyche effects inflicted by this Charm.

Amnestic Erasure (6xp; Manipulation 6, Essence 3, Mind-Ripping Probe) (5m, 1wp): When the Alchemical restrains her victim, she can pay five motes, one Willpower and spend an additional round of grapple control to erase his memories of a single scene. If the affected character is reminded of the erased memories or uncovers evidence of them, he can pay three Willpower to regain the lost memories.

Memory Implantation Surge (6xp; Amnestic Erasure) (5m, 1wp): The Alchemical can pay ten motes, one Willpower when she restrains an enemy to alter his memory of a single scene or create a false memory of a single scene. Resisting this uses the same rules as Amnestic Erasure. If the Alchemical uses that submodule to erase memories before replacing them with Memory Implantation Surge, the victim only needs to pay the Willpower cost once to resist both of them. Alternatively, if the Alchemical detects erased or altered memories with Mind-Ripping Probe, she can use this submodule to restore them.

Implanted Imperative Engram (6xp; Memory Implantation Surge) (10m, 1wp): When the Alchemical restrains her victim, she can pay ten motes and one Willpower to implant a hypnotic command, consisting of a single short, clear statement. She can expend up to (Essence x2) additional rounds of grapple control to implant an additional command for every two rounds of control she spends. Once the victim is released from the grapple, he immediately begins following these instructions unless the Alchemical included an instruction to wait. He doesn't understand why he does these things, nor does he consciously remember what his orders are. Each time a command is triggered, he can pay one Willpower to resist it, permanently purging it from his subconscious.

Identity Recalibration Signal (6xp; Manipulation 7, Essence 4, Mind-Ripping Probe) (+10m): The Alchemical can pay a ten-mote surcharge and spend additional rounds of grapple control to increase the scope of memories she can affect with Amnestic Erasure, Memory Implantation Surge, or Mind-Ripping Probe. She affects one day of memories for each round of control spent. With Essence 5, if she spends rounds of control equal to her target's base Resolve, she may affect all of his memories related to a single topic.

Subsidiary Personality Implant (6xp; Manipulation 7, Essence 5, Memory Implantation Surge) (10m, 1wp): If the Alchemical releases her victim on her turn, she may ten motes, one Willpower to embed a "backdoor" in his subconscious. He suffers −3 Resolve against subsequent uses, and the Alchemical is no longer limited by this Charm's once per story limit against him. He can't spend Willpower to resist this until he's made aware of it by a subsequent use of this Charm that exploits the backdoor. Once he does, he can pay three Willpower to resist this Psyche effect, although not in the same scene the Alchemical uses it.

> Random Access Memories
>
> Using Personality Override Spike to erase, alter, or fabricate memories can only do so much to alter an individual's psyche. They can't alter a character's Intimacies, though he may not understand why he feels the way he does. He may not necessarily believe that altered or implanted memories are real if they're too inconsistent with his other memories or if they're completely implausible. However, characters are more likely to wave this way as the result of alcohol, drugs, or other mundane causes before suspecting psychic tampering.

Living Engram Override

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

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Propaganda Transmission Relay, Societal Engineering Signal

A soulsteel stud in the Alchemical's tongue emits subharmonics that alter the brainwaves of listeners, bringing them in line with the Alchemical's own.

The Alchemical makes an instill roll against a single character to create or strengthen an Intimacy that she has at Major or Defining intensity. As long as her target has an Intimacy that supports her influence, he gains the instilled Intimacy. If he already has that Intimacy, it's strengthened to Defining intensity if he has another Intimacy that supports the Alchemical's influence.

If the Alchemical's target has an Intimacy that opposes her influence, it's suppressed for as long as he retains the instilled Intimacy. This can't suppress Intimacies whose intensity is greater than that of the instilled Intimacy. If a target has multiple such Intimacies, he chooses which one is suppressed. He can't regain or strengthen that Intimacy by any means for as long as he possesses the instilled Intimacy.

An affected character must pay two Willpower to voluntarily weaken the instilled Intimacy. Weakening it with social influence uses the rules for overturning influence (**Exalted**, p. 221).

Reset: This Charm can only be used on a character once per story.

Submodules

Psyche Reformatting Protocol (6xp; Manipulation 8, Essence 5): The Alchemical can commit this Charm's mote cost indefinitely to make it impossible for her target to voluntarily erode the instilled Intimacy unless his adherence to that Intimacy endangers him or brings him into conflict with one of his Defining Intimacies.

Mind-Destroying Pattern Generator

Cost: 15m, 1wp; **Mins:** Manipulation 7, Essence 4

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Living Engram Override

Staged arrays of subdermal projectors emit a fractal pattern that is incompatible with life, one that destroys any brain that that tries to process the sensation of viewing it.

The Alchemical makes a special (Manipulation + [Performance or Presence]) influence roll against a character within medium range who can see her. If she has a Craft related to visual art, like painting, she can roll with it instead. Her target's Intimacies don't modify his Resolve against the Psyche effect embedded in the fractal display. If she uses this Charm in combat, her Initiative must be higher than her target's.

If the Alchemical succeeds, her victim is infected with a mind-destroying fractal image, precision-tuned to his neural pathways. It has the following effects:

- His perception and motor control occasionally flicker in and out, and his eyes twitch as they attempt to focus and refocus on invisible images. He suffers a −3 penalty on all rolls he makes. This penalty subtracts successes on vision-bases Awareness rolls.

- He must make a difficulty 3 (Wits + Integrity) or (Stamina + Resistance) roll on each of his turns, requiring him to flurry if he wants to take any other actions. If he fails this roll, the destructive image continues to cascade through his mind. He suffers (Alchemical's Essence) dice of lethal damage, which ignore Hardness, and loses Willpower equal to the levels of damage he takes.

- If he falls to zero Willpower while infected with this Psyche effect or is incapacitated by the damage from it, he falls comatose. Characters with Exalted healing can awaken from this coma, freed from the deadly image, once they've healed all damage in their health track and reached 5+ temporary Willpower. Those without such supernatural resilience remain permanently comatose, barring potent supernatural intervention, like magically enhanced surgery capable of repairing his damaged brain or Charms that can purge the fractal from his mind.

A character can spend five Willpower to resist this Psyche effect — but if this reduces him to zero Willpower, he still falls comatose. This cost is reduced by one Willpower each time the victim succeeds on a roll, to a minimum of (Alchemical's Essence/2, rounded up).

While using Radiant Iconography Array (p. XX), the Alchemical's Appearance adds bonus dice on this Charm's roll if it's higher than her target's Resolve (**Exalted**, p. 218).

Reset: Once per scene.

Submodules

Fatal Signal Broadcast (3xp): The Alchemical can broadcast an auditory analogue to this Charm's deadly fractal images, a high-pitched signal that destroys the nervous system. She can use this to affect characters who can hear her even if they can't see her.

Psyche-Annihilating Basilisk Image (6xp, Manipulation 8, Essence 5) (+5m, 1wp): The Alchemical may pay a five-mote, one-Willpower surcharge to release the safety limiters that calibrate the killing fractals to a specific target's nervous system. Instead, she displays a mind-destroying image that affects anyone who can see her, friend or foe. She doesn't suffer multiple target penalties on her influence roll. If the Alchemical uses this submodule together with Fatal Signal Broadcast, it can't affect characters beyond medium range.

Guile

Empathy Simulation Engine

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

Type: Reflexive

Keywords: Mute

Duration: One scene

Prerequisite Charms: None

Barbed soulsteel wires anchored in the Alchemical's brain run taut along her skin to a riveted implant in her neck. Activating it is excruciatingly painful, though only for an instant.

The Alchemical simulates human emotions to produce a simulacrum of empathy:

• She ignores penalties from Clarity (p. XX) on rolls with all Attributes.

• She doubles 9s on Manipulation-based influence rolls that involve expressing empathy or convincing others she feels empathy.

• She gains +2 Guile against effects that would reveal a lack of empathy.

Using this Charm to simulate emotions leaves the Alchemical more susceptible to clarity. She doubles 9s on rolls to gain it. When she rolls to lose Clarity, her 1s subtract successes.

Submodules

Lifestyle Simulation Processor (6xp; Manipulation 4, Essence 2): This Charm's duration becomes Indefinite. The Alchemical can't lose Clarity from interacting with mortals while using it.

Flickering Enigma Membrane

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

Type: Reflexive

Keywords: Augmented, Mute

Duration: Instant

Prerequisite Charms: None

Quicksilver membranes implanted in the Alchemical's ocular cavities coat her eyes with psychogenic chemicals and Essence-doped saline, concealing any hint of her true emotions.

The Alchemical adds +1 Guile and ignores up to (Essence/2, rounded up) points of Guile penalties. This doesn't negate the penalty for being unaware of her observer. Against rolls that would reveal the Alchemical's emotional state or an emotion-based Intimacy, this bonus increases to +2 and is non-Charm.

Submodules

Augmented Emotional Synthesis (6xp; Manipulation 4, Essence 2): The Alchemical always receives the +2 Guile bonus.

Synthetic Personality Subroutine

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

Type: Simple

Keywords: Mute

Duration: Indefinite

Prerequisite Charms: Flickering Enigma Membrane

A dedicated subprocessor constantly generates artificial emotions, mannerisms, and quirks that conceal the Alchemical's true intentions.

The Alchemical gains +1 Guile and reduces the Guile penalty for being unaware of her observer by one.

This bonus in non-Charm against mind-reading magic and similar forms of mental intrusion, which encounter only a stream of procedurally generated thoughts.

Submodules

Perfect Simulation (6xp; Manipulation 5, Essence 3): This Charm's Guile bonus increases to +2.

Sequestered Partition Node

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

Type: Simple

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Synthetic Personality Subroutine

Soulsteel filaments threaded through the Alchemical's brain disrupt neural linkages, isolating and encrypting aspects of her personality.

The Alchemical encrypts one of her Intimacies, requiring her to spend an hour in meditation or undergo the Rite of Reconfiguration. The encrypted Intimacy can't be detected by read intentions actions or similar effects, though her behavior may still reveal it. She can't use that Intimacy to modify her Resolve or cite it in Decision Points, but it can't be used to support persuade rolls against her. It can still be used for other purposes, like Charms.

The Alchemical can stack this Charm to encrypt multiple Intimacies.

Submodules

Mnemonic Lock (3xp) (+1wp): For a one-Willpower surcharge, the Alchemical temporarily suppresses all of her memories related to the encrypted Intimacy. The Intimacy is suppressed completely, as if she didn't have it all. She can set a condition that end this Charm, restoring her Intimacy and memories. Otherwise, she can't voluntarily end it except at a story's end or in response to a threat to the encrypted Intimacy.

Persona Encryption Protocol (3xp): When the Alchemical stacks this Charm, the cost of each use past the first is reduced to one mote.

Impenetrable Durant Visor

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

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Flickering Enigma Membrane

Mechanisms in the Alchemical's brow and cheekbones reconfigure her visage into a faceless metal mask or a constantly shifting pattern that evokes the fear of the unknown.

All characters suffer a −2 penalty from fear on rolls against the Alchemical unless they've succeeded on a

read intentions roll or another roll opposing her Guile this scene. Characters who know one of the Alchemical's Intimacies are also immune to this penalty.

The Alchemical can use this Charm reflexively when a character she's aware of fails a roll against her Guile, instantly wiping her expression.

Submodules

Psychoactive Fractal Visage (3xp) (+3m): For a three-mote surcharge, affected characters also suffer −1 Resolve and Guile against the Alchemical.

Unknown Terror Mien (6xp; Manipulation 5, Essence 3, Psychoactive Fractal Visage): While using Psychoactive Fractal Visage, affected characters also suffer −1 Defense against the Alchemical.

Enigma Aversion Frequency

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

Type: Reflexive

Keywords: Internal

Duration: Instant

Prerequisite Charms: Impenetrable Durant Visor

The Alchemical's every word, gesture, and expression has been precisely calibrated to trigger instinctual fears, disorienting those who pay her too close of scrutiny.

When a character with a Tie of fear 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.

Alter Ego Dissimulation Cortex

Cost: 4m, 1wp; **Mins:** Manipulation 6, Essence 2

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Synthetic Personality Subroutine

A micropartitioned segment of the Alchemical's neural architecture simulates a rudimentary consciousness, maintaining a constant cover identiy.

Flavor Text

This Charm houses a simulated "cover identity," a loosely sketched-out concept of an alter ego. A Soulsteel Caste inquisitor might simulate a Populat malcontent, while a Moonsilver Caste spy might pose as a Nuradi Champion while infiltrating Nurad. The Alchemical can pick a new cover identity when she undergoes the Rite of Reconfiguration.

The Alchemical can use this Charm after a read intentions roll against her fails, as long as the opposing character rolled any 1s. The opposing character believes he succeeded — but instead of the truth, he receives a result that consistent with the cover identity.

Submodules

Expanded Persona Cortex (3xp): The Alchemical can store an additional cover identity. She can purchase this submodule up to (Essence) times.

Collective Unconscious Circuitry (3xp; Essence 3, Expanded Persona Cortex): This Charm's cost is reduced by one mote for each purchase of Expanded Persona Cortex the Alchemical has.

Dedicated Identity Processor (3xp; Essence 3): Once per day, the Alchemical can waive this Charm's Willpower cost.

Programmed Self-Concept (3xp, Essence 3): The Alchemical can use this Charm even if the opposing character didn't roll any 1s.

Subterfuge

Encrypted Communication Protocol

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

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

The Alchemical's encryption subroutines allow her to create ciphers that transcend the limits of mortal cryptography.

The Alchemical rolls (Manipulation + [Larceny, Linguistics Lore]) with double 9s to create a coded message, either using an existing system of encryption or create a cipher specific to a single character. The message's recipient need not know this code — the Alchemical incorporates subtle references, psychological priming, and subconscious suggestion so that he can intuitively understand it.

Rolls to break this cipher are made opposing the Alchemical's initial roll. Opposing rolls suffer a penalty of (Manipulation/2, rounded up) unless they're enhanced by magic.

Submodules

Champion-Cryptarch Protocol (3xp): The Alchemical can create a cipher that can be intuitively understood by other Alchemicals.

Ideological Transmission Cipher (3xp): The Alchemical can create a cipher based on one of her Intimacies, which can be understood by anyone who shares that Intimacy.

Vox Populi Encryption (3xp): The Alchemical can create a cipher that can be intuitively understood by anyone who belongs to a specific community that she has a positive Tie toward.

Evidence Alteration Effectuator

Cost: 6m; **Mins:** Manipulation 3, Essence 1

Type: Simple

Keywords: Augmented, Mute

Duration: Instant

Prerequisite Charms: Transpuissant Manipulation Upgrade

A complex microassembly of mechanical manipulators and chemical pumps unfolds from the Alchemical's fingertips, making the evidence consistent with her cover story.

The Alchemical makes a roll to conceal evidence or conceal her tracks with only a few moments of effort. She may optionally roll with Manipulation instead of the Attribute normally used for those actions. Characters who fail an opposed roll against a conceal evidence action uncover a false clue consistent with the crime being insignificant, something easily explained and accepted without requiring further investigation. An Alchemical could stage an assassination to look like a tragic accident, or make her sabotage of a foreign nation's industry seems like the work of a discontented work crew.

Similarly, characters who fail an opposed tracking roll believe they've picked up the Alchemical's trail, and that it leads to a location he'd expect his quarry to go to, somewhere that would be a predictable destination, based on his knowledge of who his knowledge is and the surrounding region.

Submodules

Pretextual Hostility Fabrication (3xp): When concealing evidence, the Alchemical leave a false clue that implicates someone or something that the Alchemical believes is a threat to a community she belongs to.

Theophany Simulation Array (3xp): When concealing evidence, the Alchemical leaves a false clue that points to the involvement of machine spirits, gremlins, or other inhuman creatures. When concealing tracks, opposing characters believe her trail leads to a nearby location where such supernatural beings are present.

Culprit Designation Protocol (6xp; Manipulation 5, Essence 2): When concealing evidence, the Alchemical leaves a false clue that implicates a specific character as the culprit.

Simulated Vector System (6xp; Manipulation 5, Essence 2): When concealing her tracks, the Alchemical leaves a false trail leading to a specific location.

Hyperspoliative Perfection (6xp; Manipulation 5, Essence 2) (+1wp: Once per story, the Alchemical may pay a one-Willpower surcharge to create a perfect deception. If an opposing character succeeds on an Investigation roll, he uncovers both the Alchemical's false clue as well as the truth, while tracking rolls reveal both the false and true trails. The opposing charactes notices the discrepancy, but can't identify which is true.

Vocal Distortion Field

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

Type: Supplemental

Keywords: Mute

Duration: Permanent

Prerequisite Charms: Transpuissant Manipulation Upgrade

A chrome rivet in the Alchemical's throat is wired to her voice box, allowing her to consciously fine-tune the pitch, timbre, and modulation of her voice.

Upon purchasing this Charm, the Alchemical's player chooses six experience points' worth of submodules. Each allows her to distort or modulate her voice, covering about ten seconds of normal speech or a single influence roll made with Charisma or Manipulation.

Characters with superhuman or magically enhanced hearing can make a difficulty 5 (Perception + Awareness) roll to detect many of these submodules' deception.

Submodules

Synthetic Voice Modulation (3xp): The Alchemical can mimic another character's voice for a single influence roll or ten seconds of regular speech. She must spend at least an hour observing a character before she can emulate him with this submodule. Characters with superhuman or magically enhanced hearing can roll to identify the impersonation.

Audio Replay Protocol (3xp, Synthetic Voice Modulation): The Alchemical can replicate sounds other than the human voice: rats squeaking, the grinding of industrial gears, the hum of an Essence Pulse Cannon powering up. She must spend at least an hour paying close attention to the sound before she can mimic it. Characters with superhuman or magically enhanced hearing can roll to distinguish this from the genuine article. This doesn't replicate the volume of a mimicked sound — although Vox Populi Broadcast (p. XX) may help remedy that.

Echo Chamber Vocalization (6xp; Manipulation 3) (+1m): The Alchemical may pay a one-mote surcharge to speak while in concealment without revealing her location, imposing a two-success penalty on Awareness rolls to locate her. Characters with superhuman or magically enhanced hearing ignore this penalty.

Sonic Distortion Device (3xp; Manipulation 3): The Alchemical distorts her vocal frequency, making it impossible to identify her voice. Characters with superhuman or magically enhanced hearing can roll to identify her.

Augmented Vocal Modulation (6xp; Manipulation 4, any one submodule) (+2m): When the Alchemical uses one of this Charm's submodules, she can pay a two-mote surcharge to extend its duration to one scene. She can still use Vocal Modulation Field normally while sustaining this.

Perfected Harmonic Disruption (3xp; Manipulation 5, any one submodule): Superhuman and magical hearing no longer grant an advantage against this Charm's submodules.

Operational Efficiency Reduction Protocol

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

Type: Simple

Keywords: Augmented, Internal

Duration: One task

Prerequisite Charms: Transpuissant Manipulation Upgrade

Organizational functions are a pattern easily disrupted, their points of weakness and efficiency easy targets for the Alchemical's algorithmic espionage measures.

The Alchemical carries out a carefully planned sabotage of a project or bureaucratic task (**Exalted**, p. 226), spending a scene interfering with an organization's operations. She rolls (Manipulation + [Bureaucracy, Larceny, or Socialize]), opposed by the project's leader with ([Intelligence or Wits] + Bureaucracy) pool. Characters can use other Abilities if appropriate — undermining military logistics could be resisted with War, while sabotaging a criminal syndicate's drug trade could be resisted with Larceny.

If the Alchemical succeeds, the time needed to complete the project is doubled. The multiplier increases by one for each extra successes the Alchemical rolls, maximum (Manipulation). This applies not only to bureaucratic tasks, but also to physical labor, troop movements, and similar undertakings, as long as the Alchemical's sabotage interferes with them.

The Alchemical must be able to engage with the project on a local level throughout the course of this sabotage, though not with the level of directness required to use this Charm initially. She can't target an organization's operations in a different metropolis, for example. This Charm's effect ends prematurely if the Alchemical is unable to maintain this interference for a meaningful period of time.

Reset: This Charm can only be used on a given organization once per story.

Submodule

Imperceptible Interference Algorithm (3xp): The Alchemical adds (Manipulation/2, rounded up) Guile against rolls that would reveal her culpability in the sabotage. This is Augmented.

Morale Suppression Metrics (6xp): The Alchemical's sabotage is calculated to create increased friction, fatigue, and stress within the affected organization. All rolls made to carry out the organization's official business suffer a −2 penalty. If the sabotaged project fails or is abandoned as a result of delays, then the organization continues to suffer this penalty until a character completes a project to restore morale.

Perception

Offense

Aim-Calibrating Sensors

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

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

A sensory processor on the side of the Alchemical's head is wired into the Alchemical's eyes, compensating for any condition that might impede her aim.

The Alchemical's attack ignores up to (Perception) points of environmental penalties, penalties from poor

visibility, and penalties from ranged weapon Accuracy. If the attack benefits from aiming, she adds a non-Charm die on the attack roll.

Submodules

Inward Focus Refractor (6xp; Perception 3): This Charm can also negate wound penalties, crippling penalties, and penalties from poison.

Efficient Strike Calibration (6xp; Perception 4, Inward Focus Refractor): The Alchemical can pay a two-mote surcharge to either apply the attack roll bonus without needing to aim or add bonus dice from aiming on an attack's damage roll.

Dedicated Harmonic Targeting

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

Type: Simple

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Aim-Calibrating Sensors

The Alchemical's sensors lock onto an enemy's Essence flows, modulating a projectile's harmonic frequency to match that pattern precisely.

The Alchemical makes a **withering** or **decisive** attack with Archery or Thrown. It ignores cover, phasing through obstacles between it and its target. She can even penetrate full cover, though she suffers a −4 penalty for it. She can reduce this penalty with Aim-Calibrating Sensors.

This attack can't be redirected to anyone other than its original target.

Submodules

Armor-Bypassing Algorithms (6xp; Perception 5, Essence 2) (+1wp): The Alchemical can pay a one-mote, one-Willpower surcharge to halve an enemy's armored soak or Hardness from armor against her attack.

Tactical Analysis Engrams

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

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Dedicated Harmonic Targeting

The Alchemical analyzes enemy combatants, routing sensory input through tactical processor nodules clustered around her temples.

When the Alchemical aims, she makes a special read intentions roll with (Perception + [Awareness, combat Ability, or War]) against her target. Success lets her player ask the Storyteller a question about

that enemy, plus an additional question for every three extra successes. For each question the Alchemical's player asks, she converts one die from aiming to a non-Charm success.

The question must be relevant to the fight. Examples include asking what style a martial artist knows, how much of a threat an enemy poses, or what Intimacy motivates him to fight. If the Storyteller doesn't have an answer in mind, the Alchemical's player should provide one, as if introducing a fact.

Reset: This Charm can only be used against a character once per scene.

Submodules

Threat-Modeling Scan (3xp; Perception 4, Essence 2): The Alchemical can ask an additional question for each extra success she rolls, rather than every three.

Motion-Tracking Reticule

Cost: 4m, 1i; **Mins:** Perception 4, Essence 1

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: Dedicated Harmonic Targeting

A crystalline lens covering the Alchemical's dominant eye projects a glowing targeting reticule that locks on to movement.

When an enemy within range of the Alchemical's weapon moves between range bands or rises from prone, she reflexively aims at him. This both adds dice on her attack roll and lets her attack at medium range or beyond.

Submodules

Counter-Ambush Processor (6xp): The Alchemical may use this Charm to aim at an enemy when she succeeds on a roll opposing his Stealth.

Automated Targeting System (6xp; Essence 2) (+1wp): The Alchemical may pay a one-Willpower surcharge to reflexively aim before making a **decisive** attack, rather than needing her target to move first.

Precision Sniping Overlay (6xp; Perception 5, Essence 3, Automated Targeting System): Automated Targeting System's Willpower surcharge is waived against crashed enemies who are at least medium range away from the Alchemical.

Hundredfold Strafing Sensors

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

Type: Simple

Keywords: Augmented, Decisive-only

Duration: Instant

Prerequisite Charms: Motion-Tracking Reticule

Targeting beams installed in the Alchemical's tear ducts mark her foes for elimination, activating automated combat algorithms that drive the Champion in a clockwork dance of death.

The Alchemical makes a separate ranged **decisive** attack against each enemy in a ninety-degree cone out to medium range. This can target up to one enemy at close range, two at short, and three at medium. The attack has a base damage of (Perception/2) against each hit enemy, or (Perception) against battle groups. The Alchemical divides her Initiative evenly between each hit enemy rounded up. Her Initiative doesn't reset until all attacks are completed.

Counter-Concealment Targeting

Cost: 5m, 1wp; **Mins:** Perception 6, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Motion-Tracking Reticule, Tactical Analysis Engrams

A ring of starmetal in the Alchemical's iris calculates vectors of attack that force hidden enemies into the open.

The Alchemical makes a **decisive** attack against an enemy in concealment. If she succeeds, she may forgo dealing three levels of damage to force her target to reroll Stealth to maintain his concealment. She must still deal at least one level of damage.

Submodules

Covert Threat Elimination Reflex (6xp; Essence 3) (+4m, 2i): The Alchemical can pay a four-mote, two-Initiative surcharge to use this Charm reflexively when she succeeds on an Awareness roll opposing an enemy's Stealth in combat.

Perfected Counter-Sniper Protocol (6xp; Essence 5): The Alchemical no longer needs to forgo damage to use this Charm.

Recursive Fractal Targeting Calculations

Cost: 10m, 1wp; **Mins:** Perception 5, Essence 3

Type: Simple

Keywords: Augmented, Decisive-only

Duration: Instant

Prerequisite Charms: Dedicated Harmonic Targeting

A web of hair-thin wires stretches from the corners of the Alchemical's eyes down to her jaw line, rapidly processing information with every attack to progressively zero in on her target.

The Alchemical makes (Perception − 2) **decisive** attacks against a single enemy. If an attack misses, she adds a bonus die on each subsequent attack. This bonus stacks, but it resets if the Alchemical hits. Her Initiative doesn't reset on a successful attack — 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 crashing an enemy with an attack that benefits from aiming.

Submodules

Optimal Firing Solution (3xp): This Charm's dice bonus isn't reset when the Alchemical hits an enemy.

All-Inclusive Targeting Calculations

Cost: 4m, 1wp; **Mins:** Perception 6, Essence 3

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Dedicated Harmonic Targeting

A hologlyphic projector stud over the Alchemical's eyebrow displays anticipatory simulation data for a target's movements, perfectly synchronizing her aim with him to strike without possibility for error.

To use this Charm, the Alchemical must benefit from two consecutive aim actions against an enemy whose Initiative is lower than hers. She makes an undodgeable **decisive** attack, adding her attack roll extra successes as dice of damage.

Reset: Once per scene, unless reset by crashing an enemy whose Initiative was higher than the Alchemical's.

Submodules

Infinite Vector Calculation (6xp; Essence 5) (+1wp): The Alchemical may pay a one-Willpower surcharge to use this Charm with only one aim action.

Senses

Chemical Analysis System

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Transpuissant Perception Upgrade

A coiling apparatus lined with olfactory microreceptors runs from the side of the Alchemical's nose through her sinus cavity, augmenting her sense of smell.

The Alchemical converts dice from Transpuissant Perception Upgrade to automatic successes on scent-based Perception rolls.

Additionally, upon purchasing this Charm, the Alchemical's player chooses six experience points' worth of submodules for it.

Special activation rules: The Alchemical can use this Charm reflexively together with Optical Enhancement or Tympanic Receptor Nodes.

Submodules

Contaminant Filters (3xp): The Alchemical adds two automatic successes on rolls to detect poison. If she's about to ingest poisoned food or drink, she automatically rolls to detect it before she can consume it.

Long-Range Detection (3xp): The Alchemical can smell scents from (Perception x100) feet away. This is Augmented. A Perception 5, Essence 3 repurchase increases this to (Perception x500) feet.

Residual Trace Analysis (3xp): The Alchemical can determine precisely how long ago the source of a scent was present by gauging its dispersion through the air.

Scent Tracking System (3xp): The Alchemical adds two automatic successes on scent-based tracking rolls.

Pheromonic Sensors (3xp; Perception 3): The Alchemical can recognize individuals she's familiar with by their scent alone. If a character employs a disguise enhanced by magic or specifically devised to mask his scent, she adds two automatic successes on her roll against it instead. With a Perception 5, Essence 3 repurchase, she no longer needs to be familiar with her subject, as long as she's previously caught his scent.

Essence Respiration Filter (3xp; Perception 4, Essence 3, any four submodules): The cost of any Perception Charms the Alchemical uses on purely scent-based rolls is reduced by two motes each.

Trans-Olfactory Detection (3xp; Perception 5; Essence 3, Long-Range Detection, Residual Trace Analysis): The Alchemical can detect the presence of odorless substances through the way they displace air or dilute familiar scents.

> Sustained Sensory Augmentation
>
> *Sustained Sensory Augmentation* (6xp; Perception 4, Essence 3, any two submodules) (+1wp): This submodule can be purchased for any of Chemical Analysis System, Optical Enhancement, or Tympanic Receptor Nodes. A single purchase enhances all three Charms. The Alchemical can pay a one-Willpower surcharge to extend a Charm's duration to Indefinite. If she uses multiple Charms together, she only needs to pay this surcharge once for all of them.

Optical Enhancement

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Transpuissant Perception Upgrade

The Alchemical's vision is augmented by an array of ocular implants.

The Alchemical converts dice from Transpuissant Perception Upgrade to automatic successes on vision-based rolls.

Additionally, upon purchasing this Charm, the Alchemical chooses six experience points' worth of submodules.

Special activation rules: The Alchemical can use this Charm reflexively together with Chemical Analysis System or Tympanic Receptor Nodes.

Submodules

Diagnostic Overlay (3xp): The Alchemical can complete diagnosis rolls with any Attribute instantly as long as her patient has visible symptoms.

Flash Shutters (3xp): The Alchemical ignores penalties from intense light and similar forms of visual overstimulation. She's also immune to being blinded by them.

Microscopic Lens (3xp): The Alchemical can focus her vision on small details and magnify them. She adds two automatic successes on rolls that benefit her ability to perceive details normally too small to be seen by the naked eye.

Soulgem Transponder Overlay (3xp): Scanning lenses detect and identify soulgems, marking them with bright, geometric symbols. This adds a non-Charm die on vision-based rolls opposing the Stealth of characters with a soulgem. The Alchemical automatically sees through attempts to disguise soulgems unless they're enhanced by magic.

Telescopic Lens (3xp): The range at which the Alchemical can make out small details increases to (Perception x50) feet. This is Augmented. A Perception 5, Essence 3 repurchase increases this to (Perception x500) feet.

Light Intensification Filters (3xp; Perception 3): The Alchemical ignores penalties from poor lighting or darkness. However, there must be some light to amplify, denying her this benefit in total darkness. If exposed to bright light, the Alchemical suffers a −1 penalty on all rolls unless she has Flash Shutters.

Thermal Vision (6xp; Perception 4, Light Intensification Filters): Retractable ruby lenses let the Alchemical see heat instead of light. While using thermal vision, she adds two automatic successes on vision-based Awareness rolls to anything significantly warmer than its surroundings. She can see heat sources even in total darkness. However, she can't make out visual details, like recognizing someone's appearance. The Alchemical can change between modes reflexively.

Ultraperipheral Awareness (6xp; Perception 4, Essence 2): A cluster of jeweled receptors set in an arc around the Alchemical's head affords her 360-degree vision. The Defense penalty she suffers from surprise attacks is reduced by one. This doesn't apply against enemies who are beyond her visual range or entirely obscured from her sight.

Mass-Penetrating Scan (6xp; Perception 7, Essence 3) (5m): The Alchemical can pay five motes to selectively see through solid matter for an instant. She rolls (Perception + Awareness) as a miscellaneous action that can't be flurried. She can see through any obstructions as long as it spans no more than one range band. However, the difficulty to notice things is increased by +2 for any obstruction thicker than a few inches, or +4 for the thickest barriers that she can see through. Magical obstructions, like an artifact container or a manse's walls, add an additional +2 difficulty.

Tympanic Receptor Nodes

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Transpuissant Perception Upgrade

Bulky implants in the Alchemical's eustachian tube augment her range of hearing beyond mortal limits.

The Alchemical converts dice from Transpuissant Perception Upgrade to automatic successes on hearing-based Perception rolls.

Additionally, upon purchasing this Charm, the Alchemical's player chooses six experience points' worth of submodules for it.

Special activation rules: The Alchemical can use this Charm reflexively together with Optical Enhancement or Tympanic Receptor Nodes.

Submodules

Amplifier Circuit (3xp): The Alchemical ignores penalties for trying to make out quiet sounds, like eavesdropping on a whispered conversation.

Enhanced Sensitivity (3xp): The range at which the Alchemical hear clearly increases to (Perception x 50) feet. This is Augmented. A Perception 5, Essence 3 repurchase increases this to (Perception x 500) feet.

Multi-Frequency Scan (3xp): The Alchemical can hear sounds that are beyond the range of human hearing.

Volume Filter (3xp): The Alchemical ignores penalties from loud noises or other forms of auditory overstimulation. She can't be deafened or otherwise impeded by them.

Vibrational Sensor (3xp; Perception 3): The Alchemical can hear clearly through walls and other barriers, suffering no penalty to do so.

Echolocation Navigation System (6xp; Perception 4, Vibrational Sensor) (+2m, 1wp): The Alchemical can pay a two-mote, one-Willpower surcharge to become capable of echolocation. She can "see" things within medium range, visualizing them as black- and-white images. Poor visual conditions don't penalize the roll, and it extends through walls and similar obstructions as long as they aren't airtight. This Charm's range increases to long if the Alchemical has Enhanced Reception.

Signal Interception Routines (3xp; Perception 5, Essence 2, Multi-Frequency Scan) (1wp): When a character within range of the Alchemical's hearing sends or receives a message through telepathy, prayer, or similar supernatural means, the Alchemical can pay one Willpower to intercept it, rolling (Perception + [Awareness or Occult]) roll to intercept it. The difficulty is 3 plus the highest Essence rating between the message's sender and its recipient. If she succeeds, she can listen in on that channel of communication for the rest of the scene.

Harmonic Essence Efficiency (3xp; Perception 4, Essence 3, any four submodules): The cost of any Perception Charms the Alchemical uses on purely hearing-based rolls is reduced by two motes each.

Expanded Input Processor

Cost: 4m (2m); **Mins:** Perception 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Any one of Chemical Analysis System, Optical Enhancement, or Tympanic Receptor Nodes

The Alchemical's sensory enhancements are upgraded with bulky sensor arrays that cover portions of her face.

The Alchemical doubles 9s on an Awareness, Investigation, or Survival roll using the sense enhanced by any of this Charm's prerequisites that she has installed. She ignores wound penalties and penalties from fatigue or deprivation.

While using the relevant prerequisite, this Charm's cost is reduced by two motes.

Submodules

Perfect Focus Calibration (6xp) (+2m): The Alchemical can pay a two-mote surcharge to extend this Charm's duration until her next turn. If she uses the Perception Excellency on the same roll, its dice bonus also applies on subsequent rolls she makes during that duration.

Transhuman Sensory Upgrades (6xp): While all three prerequisites are active, this Charm can enhance any Perception roll. As long as the Alchemical rolls at least one 9 or 10, she adds a non-Charm success on the roll.

Tactical Laser Security Grid

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Expanded Input Processor

Ruby micro-lenses project beams of Essence-amplified light, scanning the Alchemical's surroundings,

The Alchemical adds two dice on her Awareness rolls opposing the Stealth of enemies within short range, and ignores any penalties from darkness or poor visibility. She also gains this bonus on Join Battle rolls as long as at there's at least one concealed enemy within this Charm's range. She doesn't gain these benefits against enemies who are invisible.

The laser grid imposes a −2 penalty on the Alchemical's own Stealth rolls.

Submodules

Infrared Emission (3xp): The lasers aren't visible, and no longer penalize the Alchemical's Stealth.

Laser Scanning Module (3xp; Perception 5, Essence 3): The Alchemical can discern the approximate size, shape, and speed of anything moving within this Charm's range.

Extended Sweep Protocol (3xp; Perception 5, Essence 3): This Charm's range extends to medium.

Relentless Tracking Protocol

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

Type: Supplemental

Keywords: Internal

Duration: Instant

Prerequisite Charms: Transpuissant Perception Upgrade

Pattern recognition algorithms encoded in the Alchemical's sensorium rapidly analyze her surroundings for traces of her quarry.

The Alchemical rerolls 1s on a tracking roll until they cease to appear, and can roll with Awareness or Investigation instead of Survival. If she's tracking a threat to one of her Major or Defining Intimacies, she rerolls 2s as well.

Submodules

Icon of Implacable Justice (3xp): If the Alchemical is tracking a threat to an Intimacy, she may make that Intimacy apparent to anyone who interacts with her in the course of her pursuit.

Void Hunter Reticule (3xp): The Alchemical always rerolls 2s when tracking gremlins, fae, and the undead. If they threaten a community, she also adds (Intimacy) dice.

Magnetoreceptive Guidance System

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

Type: Simple

Keywords: Augmented

Duration: One day

Prerequisite Charms: Transpuissant Perception Upgrade

White circuitry studded with magnetite crystals at the base of the Alchemical's skull expands her range of senses, allowing her to perceive magnetic forces.

The Alchemical can sense magnetic fields and magnetized objects within medium range. This includes metal objects — including other Alchemicals and metallic machine spirits — as well as anything that creates a magnetic field, which can be found here and there throughout Autochthonia. This sense is independent of other senses, letting her ignore penalties due to poor visibility, blindness, or similar sensory impediments.

The Alchemical adds (Perception/2, rounded up) dice on Awareness rolls to detect metal objects and magnetic fields, and on any other rolls that would benefit from this awareness, even if they're made with

a different Attribute. This includes rolls opposign the Stealth of characters made of metal or carrying any but the smallest of metal objects.

The Alchemial's attunement to magnetic fields also gives her a heightened ability to navigate the Expanse of Metal, and potentially other environs that are predominantly made of metal. She adds (Perception/2, rounded up) on navigation rolls while traveling through such regions, and can always sense the rough distance and direction to Autochthonia's Core.

Submodules

Bioelectric Sensors (6xp): The Alchemical can use this Charm to detect any living creature.

Mobile Sensory Drone

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

Type: Simple

Keywords: Internal

Duration: Indefinite

Prerequisite Charms: Transpuissant Perception Upgrade

The Alchemical's eye socket swings open to deploy a surveillance drone, an ovoid automaton that scuttles out on spindly, needle-tipped legs.

The Alchemical deploys a drone that's linked to her senses. It's mindless and incapable of independent action, but the Alchemical can control it while she's meditating or otherwise inactive. She perceives the world through the drone's senses, letting her notice details its scanners failed to recognize. She can use her Charms to enhance these rolls normally. Otherwise, the drone uses its own dice pools when the Alchemical directs it to act, and she can't use her magic to enhance its actions.

If the Alchemical ends this Charm or the drone is destroyed, it dissolves into Essence. It reforms within the Alchemical after a few hours. If she ends this Charm while the drone is present, it crawls back into its housing instead of needing to reform.

Submodules

Autonomous Subroutine (3xp): Drones are capable of independent action, with intellectual faculties akin to an intelligent, well-trained animal or young child. When not under the Alchemical's direct control, they carry out whatever instructions she gave them last. They lose the Mindless Merit, but their Ties to the Alchemical can't be altered by social influence and they can't form new Intimacies.

Communication Relay (3xp): The Alchemical can broadcast her voice from the drone while controlling it, letting her communicate and use social influence. She uses her own traits for such influence rolls, but can't enhance them with magic.

Extra Drones (3xp): The Alchemical gains an additional drone. She can stack this Charm to deploy multiple drones, but can only control one at a time. Drones past the first only cost two motes. The Alchemical can purchase this submodule up to (Essence) times.

Hover Drive (3xp): Drones are capable of flight, with a pool of seven dice for aerial maneuvering.

Optical Camouflage (3xp): Drones increase their Stealth pool to ten dice. They can enter concealment

without needing a hiding spot.

Rapid Scouting Upgrade (3xp): Drones double 9s on movement actions.

Reinforced Construction (3xp): Drones add +1 soak and gain an additional −1 health level and −2 level. This submodule can be purchased up to (Essence x2) times.

Upgraded Senses (3xp): Drones double 9s on Perception rolls. With a Perception 5, Essence 3 repurchase, they double 8s.

Playback Upload (3xp): Drones record everything they perceive, even when not controlled by the Alchemical. If she ends this Charm by returning the drone to its housing, this recording is integrated into her mind. Reviewing the recording takes the same amount of time as the events themselves, but the Alchemical can pinpoint known events of interest with a (Perception + [Awareness or Investigation]) roll. The recording is lost if the drone is destroyed or the Alchemical ends this Charm remotely.

Sentry Protocol (6xp; Perception 5, Autonomous Subroutine, Playback Upload): If something of interest to the Alchemical occurs within range of a drone's senses while she isn't controlling it, the drone transmits a signal alerting her to this.

Self-Destruct (3xp) (5m): While controlling a drone, the Alchemical may pay five motes to detonate it in a burst of Essence. The blast is a one-time environmental hazard that extends out to close range from the drone, with difficulty 5 and Damage (Perception − 2). This is Augmented. The drone is destroyed, ending this Charm.

Mass Surveillance Protocol (6xp; Perception 5, Essence 3, Extra Drones) (+1wp): The Alchemical can pay a one-Willpower surcharge to deploy all her drones with a single use of this Charm.

> Drone
>
> **Essence:** 1; **Willpower:** 1; **Join Battle:** 4 dice
>
> **Health Levels:** −0/−1/−2/−4/Incap.
>
> Actions: Climb: 7 dice; Investigation: 7 dice; Senses: 10 dice; Stealth: 5 dice; Tracking: 7 dice.
>
> Appearance 1, Resolve 1, Guile 3
>
> *Combat*
>
> **Attacks:** None
>
> **Combat Movement:** 8 dice
>
> **Evasion:** 4; **Parry:** 0
>
> **Soak/Hardness:** 4/0
>
> *Intimacies*
>
> Defining: The Alchemical (Obedience)
>
> *Merits*
>
> **Automaton:** The drone is immune to poison, disease, fatigue, and fear. It doesn't need to eat, drink, breathe, or sleep.
>
> **Mindless:** Drones are unaffected by social influence.
>
> **Tiny Creature:** Drones add +2 Evasion against larger characters. Such characters suffer a two-success penalty on rolls to notice the drone.

Wall-Walker: Drones can move unimpeded up and down sheer vertical surfaces and scuttle across tunnel roofs and other inverted surfaces.

Sensory Overcharge Injector

Cost: 2m, 1wp; **Mins:** Perception 7, Essence 3

Type: Supplemental

Keywords: Augmented, Internal

Duration: Instant

Prerequisite Charms: Expanded Input Processor

Synthetic neurotransmitters flood the Alchemical's sensory cortex. The spent cartridge pops out of a port in her skull as she sees the world with redoubled focus.

The Alchemical makes a Perception roll twice, keeping the higher result. She need only pay the cost of any Charms enhancing the rolls once. She converts up to (Perception) dice added by Charms to a non-Charm bonus. This also applies to automatic successes, which count as two dice each.

If both of the Alchemical's rolls are successful, she gains one Willpower.

Reset: Once per scene.

Scrutiny

Interpolative Situational Analysis Processor

Cost: —; **Mins:** Perception 2, Essence 1

Type: Permanent

Keywords: Internal

Duration: Permanent

Prerequisite Charms: None

A webbing of internal cables links the Alchemical's sensory organs to an artificial cognitive cluster in her brain, running her sensory data through its logic filter to identify relevant details.

Whenever the Alchemical could gain relevant information from a case scene or profile character action, her augmented senses reveal this fact to her. The Storyteller should give her player a vague description of why it would be useful — for example, that there's a hidden trap she could detect with a successful case scene roll, or that someone present in the scene is behaving suspiciously enough to warrant a profile character roll.

This Charm is limited by the Alchemical's perception — while she need not consciously notice a detail, it must be within her field of vision, or a comparable range for other senses.

Persona-Modeling Simulations

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

Type: Supplemental

Keywords: Internal, Mute

Duration: Instant

Prerequisite Charms: None

The Alchemical has no need for empathy — the soulsteel microprocessors entangled with her mirror neurons are far more accurate.

The Alchemical doubles 9s on a profile character or read intentions roll, and converts dice from Transpuissant Perception Upgrade to automatic successes.

Submodules

Analytical Evidence Sweep (3xp): The Alchemical can use this Charm on case scene rolls by stunting her psychological profiling of the subject.

Discarded Model Recalibration (3xp): The Alchemical can use this Charm on rolls to see through someone's disguise when he acts out of character.

Synthetic Empathy (3xp): The Alchemical's read intentions rolls aren't penalized by Clarity (p. XX).

Clarified Psychodynamics (3xp; Perception 3, Synthetic Empathy): Rolls enhanced by this Charm receive bonus dice from the Alchemical's Clarity.

Behavioral Modeling Processors (6xp; Perception 4) (3xp) (+2m): For a two-mote surcharge, a successful roll also reveals a relevant Intimacy that the target has. For case scene rolls, it only provides a hint at what that Intimacy might be.

Heresy Detection Scanners

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

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Persona-Modeling Simulations

Blue jade scanner nodes implanted below the Alchemical's eyes analyze her sensory input, flagging subtle signs of dissidence.

When the Alchemical makes a read intentions or profile character roll, her target's Guile is penalized by relevant negative Ties toward communities that the Alchemical serves. Principles based on dissidence, resistance to authority, or opposition to the status quo can also penalize Guile.

Submodules

Champion's Vigil (3xp): This Charm applies to negative Ties toward members of a community the Alchemical serves.

Antithetical Signal Interception (3xp; Essence 3): This Charm applies to Intimacies that oppose one of the

Alchemical's Major or Defining Intimacies.

Ocular Threat Assessment

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

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Heresy Detection Scanners

A soulsteel reticle in the Alchemical's eye bypasses her optic nerve and connects directly to her threat-recognition wetware, heightening her awareness of sabotage and dissent.

The Alchemical evaluates whether someone holds hostile intentions to a community she has a positive Tie for. She makes a special read intentions roll with (Perception + [Awareness, Investigation, or Socialize]), adding (higher of Essence or 3) non-Charm dice, Success reveals if he has any hostile intentions toward it, whether short-term or long-term. This doesn't reveal what those intentions are, but the Alchemical learns whichever of the target's Intimacies is most relevant to his agenda.

If the Alchemical has the Champion's Vigil submodule for Heresy Detection Scanners, she can also scan for hostile intentions toward individual community members.

Submodules

Hostile Recognition Scan (6xp; Essence 2): The Alchemical can use this Charm to evaluate whether a target has hostile intentions toward her.

Panopticon Oversight Array (6xp; Perception 4, Essence 2): The Alchemical can pay a one-Willpower surcharge to target all characters she can perceive with her roll.

Behavioral Profile Library

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

Type: Reflexive

Keywords: Augmented, Internal, Mute

Duration: One day

Prerequisite Charms: Interpolative Situational Analysis Processor, Persona-Modeling Simulations

A rapid-access disk in the Alchemical's brain sifts through the evidence to better understand her suspect. The subtle whir of the spinning disk makes her deep attention obvious.

The Alchemical can use this Charm after succeeding on a read intentions or profile character roll. She must spend at least a scene interacting directly with her target, even if other magic would normally waive such limitations. She banks a pool of non-Charm dice equal to her total successes on the roll, plus an additional (Essence) dice. She can bank up to a maximum of (Essence + Perception) dice.

The Alchemical can add up to (Perception/2, rounded up) of these dice when she takes one of the following actions with any Attribute:

• Perception rolls against the profiled character. This can't enhance attack rolls or other rolls for harmful effects.

• Influence rolls against the profiled character that involve the Alchemical's understanding of him.

• Disguise rolls to impersonate the profiled character and influence rolls to pass herself off as him.

• Strategic Maneuver and Naval Maneuver rolls opposing the profiled character.

Reset: Once per day.

Submodules

Profile-Refining Algorithm (6xp): The Alchemical may expend three dice to ask the profiled character's player a question against him. She's limited to information that she could conceivably glean from the evidence she's encountered and the interactions she's had, but with considerable leeway for her superhuman augmented senses. She can only ask one question per scene.

Efficient Behavior Calculations (3xp, Profile-Refining Algorithm): When the Alchemical succeeds on an influence roll, read intentions roll, or profile character roll against the profiled character, she can ask a question with Profile-Refining Algorithm without it counting toward the once-per-scene limit.

Routine Predictive Algorithm (3xp): The Alchemical may expend one die to determine whether the profiled character is present in the scene. The Storyteller should prompt her player when this is an option.

Forensic Reconstruction Modeling (6xp; Perception 5): The Alchemical can use this Charm after a successful case scene roll to examine someone's belongings, physical evidence of their activities, or similar traces. The pool of dice she receives is halved, rounded up, if she doesn't have access to a significant amount of evidence or items of personal importance to the profiled character.

Noetic Profile Archive (3xp; Perception 5) (+4m): Once per story, the Alchemical can pay a four-mote surcharge to extend this Charm's duration to Indefinite.

Deception Recognition System

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Interpolative Situational Analysis Processor, Persona-Modeling Simulations

A pair of metal nodules just in front of each ear scan for the biochemical signature and telltale vibrations associated with willful deception.

The Alchemical can discern whether someone is speaking the truth with a reflexive read intentions action, rolling (Perception + [Awareness, Investigation, or Socialize]) with (Essence) automatic successes to test a statement. Success reveals whether the statement is a lie. If it's a half-truth, success reveals which parts are false.

Once the Alchemical catches a character lying, she doesn't need to roll for subsequent uses of this Charm against him that scene. He can still resist with effects that would let his Guile automatically succeed, but the Alchemical still makes a roll, though she only adds (Essence) bonus dice.

Imperfection Analysis Module

Cost: 1m, 1wp; **Mins:** Perception 3, Essence 1

Type: Reflexive

Keywords: Augmented

Duration: Indefinite

Prerequisite Charms: Transpuissant Perception Upgrade

A crystalline implant in the Alchemical's right iris superimposes a targeting reticule in her field of vision, scanning for any flaw in her students' form — or that of her enemies.

The Alchemical can use this Charm when she observes a character make an (Attribute + Ability) roll, use a static value, or train an Ability. She rolls (Perception + that Ability) to analyze that character's technique, at a difficulty of (his Ability + 1). If successful, she finds a flaw in his form.

If the Alchemical uses this insight to help train the character to overcome the flaw, she lets him incur experience debt (p. XX) to raise Ability by up to (Alchemical's Essence) dots. This can't raise his rating above her own. The training time necessary is divided by (Perception) if she supervises him.

If the Alchemical exploits the flaw, she adds an automatic success on rolls opposing that character's rolls and static values with the chosen Ability. If he rolls that Ability against one of her static values, she adds a +1 non-Charm bonus. This applies to actions with all Attributes.

Submodules

Accelerated Technique Refinement (3xp): This Charm divides training times by (Essence + Perception).

Incisive Critique Calculations (3xp): If the Alchemical successfully opposes the character when he uses the chosen Ability, she may treat her roll's successes or her static value as an influence roll against him. It instills a Tie toward the Alchemical, with an emotional context of respect, fascination, or rivalry, chosen by her. If she uses this in response to an attack, it counts as a counterattack. She can do so once per scene.

Meticulous Correction of Error (3xp; Perception 5): The Alchemical's student can purchase an additional two dots with experience debt.

Systemic Imperfection Regimen (3xp; Perception 5): The Alchemical's student can also gain dots of Attributes relevant to the chosen Ability. Each counts as two dots toward the limit on what he can purchase with experience debt. He can also learn any specialties the Alchemical has in that Ability, which count as one dot each.

Encoded Point of Failure (3xp; Essence 2): The Alchemical can use this Charm to attune herself to the flaw of a character she's previously trained with it, without requiring any interaction or roll.

Empathic Espionage Safeguards

Cost: 5m; **Mins:** Perception 3, Essence 2

Type: Reflexive

Keywords: Internal, Mute

Duration: Instant

Prerequisite Charms: Heresy Detection Scanners

Adamant-reinforced mirror neurons give the Alchemical a glimpse of herself through another's eyes, granting her insight into her observer.

The Alchemical opposes a roll against her Guile with her own read intentions or profile character roll. She must be able to perceive the opposing character to do so. If she succeeds, the opposed roll fails, and she uncovers information as usual.

Submodules

Predictive Masking (3xp): The Alchemical can use this Charm against characters she isn't aware of, although this doesn't remove the Guile penalty for being unaware of him. Success reveals no information beyond the fact that she's being observed.

Empathic Scanning (3xp; Perception 5, Essence 2, Predictive Masking): If the Alchemical succeeds on a roll against a concealed character, she gains a rough sense of his generation location, adding two automatic successes on her next Awareness roll to spot him this scene.

Panopticon of Mirrors (6xp; Perception 5, Essence 3, Empathic Scanning) (+1wp): For a one-Willpower surcharge, a success roll opposing a concealed character also reveals information as usual for a read intentions or profile character roll, The Alchemical forms this mental model of her unknown observer based on details gleaned from the slightest sensory cues.

Expanded Surveillance Analytics

Cost: 6m; **Mins:** Perception 5, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Heresy Detection Scanners

Augmented sensory systems bolted to the Alchemical's Heresy Detection Scanners allow for wide-ranging scans for signs of heresy and dissidence.

The Alchemical posits an Intimacy or a short-term intention, like "sympathy for dissidents" or "sabotaging the factory," and rolls read intentions against all characters she perceives to discern whether they share that intention or Intimacy.

Reset: Once per scene.

Submodules

Ongoing Surveillance Protocol (6xp): If no character has the chosen intention or Intimacy, the Alchemical can choose another intention or Intimacy to search for, using the results of her original roll.

Machine-Mind Hyperprocessor

Cost: 15m, 1wp; **Mins:** Perception 8, Essence 5

Type: Simple

Keywords: Internal

Duration: Instant

Prerequisite Charms: Behavioral Profile Library, Expanded Surveillance Analytics, Ocular Threat Assessment

The Alchemical's entire sensory cortex has been replaced with a starmetal neuroprosthesis, its every cell a microprocessor linked into a mind-expanding array.

While investigating a character, the Alchemical can use this Charm once she's uncovered (suspect's Essence) clues with Investigation rolls. She rolls (Perception + Investigation) at difficulty 5. The difficulty is reduced by one for each clue over the suspect's Essence that the Alchemical's uncovered.

If successful, the Alchemical's mind replays all of her sensory input throughout the course of the investigation, analyzing it for previously unnoticed evidence and drawing connections between seemingly unrelated events. The Storyteller reveals a clue that will aid in the investigation, plus an additional clue for each extra success.

This Charm won't necessarily solve the entire mystery with one good roll — the clues she receives should either involve the evidence she examines and how it relates to what she already knows, or take the form of a lead on a person, place, or event around which Interpolative Situational Analysis Processor would lead to relevant information. If the Storyteller runs out of clues to give, the Alchemical's player can propose theories on these topics for him to confirm or deny instead.

Reset: Once per story.

Metaphysical

Cross-Phase Scanner

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

Crystalline lenses etched with starmetal circuitry slide down over the Alchemical's eyes, expanding her perception to higher frequencies.

The Alchemical can perceive dematerialized characters.

This Charm's cost is reduced by one mote for each of Chemical Analysis System, Optical Enhancement, and Tympanic Receptor Node that the Alchemical has active.

Submodules

Conceptual Proximity Alarm (6xp): Even while this Charm is inactive, the Alchemical can sense when a dematerialized character comes within range of her senses.

Essence Sight Oculars (6xp; Perception 4, Essence 2) (3m): The Alchemical can pay three to perceive the world's Essence flows for an instant. She rolls (Perception + Occult) to identify a spell being shaped or an Evocation in active use, at a difficulty of that effect's minimum Essence. This is a miscellaneous action that can't be flurried. She can detect the presence of ongoing spells and workings and identify their function without a roll.

Infected Pattern Scan (3xp; Perception 5, Essence Sight Oculars): The Alchemical can use Essence Sight Oculars to detect possession. The difficulty is the possessing spirit's Essence.

Psyche-Probing Scan (3xp; Infected Pattern Scan): The Alchemical can use Infected Pattern Scan to detect Derangements, Psyche effects, Shaping effects, and sorcerous curses. The difficulty is the Essence of the character who used the effect.

Multiphase Divinity Regulator

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

Type: Reflexive

Keywords: Uniform

Duration: One tick

Prerequisite Charms: Cross-Phase Scanner

The Alchemical attunes herself to otherworldly frequencies in a surge of prismatic light, radiating from a nanomolecular coating of starmetal bonded to her skin.

The Alchemical can attack and otherwise physically interact with dematerialized characters. If she can't perceive them, she suffers a −3 penalty on rolls for such actions.

While this Charm is active, dematerialized characters can physically interact with the Alchemical — for example, with counterattacks or clashes. She can't end this Charm prematurely to avoid this.

Submodules

Void Hammer Engine (6xp): A spirit incapacitated by a **decisive** attack is permanently destroyed. However, this can't destroy machine spirits unless they've been corrupted by gremlin syndrome.