

Appendix Two: The Alchemical Exalted

The realm of brass and shadow is a nightmare world of steam, darkness, and endless passages of cold metal. Corridor after endless corridor spans the dense construction of the its Reaches. Oil and volatile alchemical fluids gurgle through pipes snaking across floors, walls, and ceilings. This claustrophobic, lightless warren opens without warning upon cavernous vistas of soot-marked steel, where power cables as wide as rivers span chasms hundreds of miles wide, lit only by the distant glow of the god-furnaces far below. This is the living body of Autochthon, the Great Maker: a slumbering Primordial. Its veins run through every hall and corridor, stapled to walls and ceilings, pumping viscous fluids and furious energies. Its metal flesh is cold to the touch, save for when it hot enough to melt skin on contact. Its inner crevices and hallways are never quiet, for the Machine God sings to itself in its sleep: a song made up of the thunder of turning gears, the bang of slamming pistons, the gurgle of flowing liquids, the shrill whistle of steam, and the crackle of electricity.

Within the body of Autochthon dwells its countless worshipers, descendants of the holy few who accompanied the Machine God into its self-imposed exile in the remotest days of antiquity (and of the vast multitude it abducted upon its departure to supply itself with labor and sustenance). These people, who have named themselves Autochthonians in recognition of their dependence upon and reverence for the god in whose body they dwell, have raised up eight great nations at vital junction-points of the Great Maker's anatomy.

But now the Autochthonians and their god face an unprecedented and existential crisis. In response, they expend the last of their national resources to bring forth a new wave of Alchemical Exalted champions, in the hopes that these reborn heroes of eld, blessed with indestructible bodies of brass and crystal and bedecked with industrial miracles, might deliver the realm of brass and shadow from extinction.

Play an Alchemical if you want...

- to serve your people as a noble champion rather than rule over them.
- to labor to save the folk of a strange, dying world.
- to be a hero of history animating a body of clay and steel.
- to embed technological miracles within your flesh.
- to be the most adaptable of all the Chosen.

The Great Maker

Autochthon is not merely the world in which the Autochthonians dwell, it is also an enormous living being with flesh of steel, breath of steam, and oil flowing through its veins.

Despite its bevy of divine titles, the Machine God is nothing of the sort. It is a Primordial, one of the makers of Creation. In the distant past, Autochthon sided with the gods against its brethren, creating for them the process of Exaltation by which a spark of ultimate power might be infused into a mortal frame. And yet, in the wake of the Divine Revolution's success, it was left disquieted. It had its suspicions about the final result of the death-curse of the Neverborn. It observed the unstable temperament of the Chosen. It considered that it was valued by its allies,

but not loved; and it mused that its presence was a constant reminder to the gods of their own treachery.

It resolved to leave Creation, to go elsewhere and slumber until the death-curse of the slain Primordials, if it lingered still, had exhausted its power; and until the gods and their champions had forgotten the name and deeds of Autochthon. And so, acting in secret, the Great Maker gathered up those mortals that revered it, and then seized up multitudes more, and vanished into a hidden space beyond the knowledge of even the gods themselves. It slumbers there still.

Of Geographic Anatomy

Autochthon occupies a roughly spherical shape in its dormancy. It sleeps in a place beyond knowing, a place that is neither Creation nor the Wyld. No one has ever breached the Machine God's mile-thick outer hull to glimpse what waits outside of the Autochthonians' world, but it must be inimical indeed for their god to clad himself in such formidable armor.

The Elemental Pole of Oil

The upper fifth of the Great Maker's anatomy is a colossal hemispherical reservoir filled entirely with an ocean of oil. Its lightless depths are patrolled by custodian-squids tasked with guiding and separating particular oil currents, basking gods who filter impurities out of the oil, and factory-whales who refine the Great Maker's lifeblood before attaching to ventricle-docks at the bottom of the Pole and pump the processed product into Autochthon's ever-thirsty systems.

This is the heart of Autochthon, pumping blood through the rest of its body.

The Elemental Pole of Smoke

The lower fifth of the Great Maker's body is a cavernous wasteland where his waste products are sent for destruction, processing into raw Essence, ritual purification, and return to his systems. It is a junkyard larger than the Great Southern Desert of Creation, where broken machinery constantly falls through irising ports in the distant roof to accumulate in mountainous piles. The Pole is filled with toxic chemical fumes, about half of them pumped directly in from industrial processes elsewhere in the Great Maker's body, the rest byproducts of the breakdown processes as acid rains lash the wastefields and scrap-mountains far below. The maelstrom is periodically lit by great white flashes of lightning powerful enough to render mountains of scrap metal into white-hot slag.

The Pole of Smoke is almost entirely overrun with Autochthon's sickness by this point. Packs of scarred, deformed gremlins hunt its loyal custodians through the debris fields and patrol the toxic skies on acid-resistant glider-wings.

These are the lungs of Autochthon, laboring to move its ragged breath.

The Elemental Pole of Metal

The middle three-fifths of Autochthon's body are a roughly toroidal cylinder where organ-continents drift through a slow cycle of biotectonics. Tunnels and chasms of brass and steel reconfigure themselves over a span of months or centuries that the industrial processes of the Great Maker may properly connect and intermingle with one another, carrying out the slow dance of its anatomical necessities.

This is the heartland of Autochthonia, the area where the eight nations of the Great Maker's human worshipers may be found: enormous cities and bustling towns tucked into great hollows

in the Machine God's anatomy. Those lightless expanses of churning machinery, winding tunnels, and unknowable industry that run between the towns and cities are known as the Reaches: places of great danger but also great opportunity, where trained teams venture forth in search of untapped resources. Beyond even those daunting frontiers lie the Far Reaches: the almost completely uncharted labyrinth that stretches between the nations when polar drift removes them far apart from one another. This is the land of wild and untamed gods never encoded with recognition-algorithms, who treat humans and even the Alchemical Exalted as dangerous intruders to be purged from Autochthon's systems.

These are the life-sustaining organs of Autochthon, without which its eternal existence would cease.

The Elemental Pole of Lightning

The Pole of Lightning is a columnar, cylindrical domain slowly cycling through the periphery of the Pole of Metal. Bounded in insulating ceramics over indestructible crystal, the chamber boasts a multitude of titanic dynamos alongside Essence capacitors affixed to the interior walls in stacked ringed tiers. Each tier rotates opposite from the one beneath, turned by an impossibly complex assemblage of Essence-driven engines and gears, all lubricated by oil pumped in from the distant Pole of Oil. Lightning fills the rumbling column, flashing from node to node. Orichalcum spikes draw the lightning into waiting battery-arrays, where it is sent out to power the manifold processes of the Great Maker's body.

This is the nervous system of Autochthon, supplying its body with motive power.

The Elemental Pole of Steam

Opposite the Pole of Lightning stands another columnar realm, slowly circulating through the Pole of Metal in balanced opposition. This titanic silo houses a sea of fresh water in its lower depths, kept constantly boiling through the application of underwater lightning arcs. Jellyfish-like custodians tend the upper boundaries of the Pole, the only things that can survive the diamond-generating pressure of the white-hot steam that fills the rest of its interior. Vents periodically open to draw off great screaming cyclones of steam, usually to provide driving power to vital systems, but a minority of the output is cooled and condensed into pure water for use in various industrial processes or for the consumption of Autochthonia's mortal inhabitants.

This is the vascular and muscular system of Autochthon.

The Elemental Pole of Crystal

At the absolute center of the Pole of Metal rests the metacrystalline Godhead that serves as Autochthon's consciousness-core. His worshipers imagine this to be the Great Maker's own soulgem. It is a cathedral the size of a mountain, its inner space dominated by a crystalline pillar covered with extruded adamant and starmetal cables that transform its upper reaches into a beautiful, glittering webwork covered with skittering design weavers — native custodians of the realm upon which Creation's pattern spiders were based. They tend the Machine God's thoughts, even as elite superguardians patrol the Pole to tirelessly protect the pillar of Autochthon's ego.

This is the brain of Autochthon, and when one of the design weavers falls to the forest of capacitor-altars below and plugs one of the cables of the great design into it, the Great Maker's will races like a hurricane through the Essence-networks of its body, overriding all preexisting business of its subgods and custodians.

Blight Zones

Autochthon is sick. Indeed, it is dying slowly in its sleep, and if it perishes, then so too will perish all those who dwell within the vast recesses of its body.

This sickness manifests most clearly in the phenomena Autochthonians dub “blight zones.” The gods and automata of these stricken areas have been corrupted into destructive “gremlins,” either malfunctioning in some injurious fashion or actively working toward the destruction of the Great Maker’s processes. Advanced blight zones feature industry run amok, bulbous plasticine cabling unspooling from shattered bulkheads like a ruptured stomach spilling its intestines. Corrosive smoke vents from pulsing steel. The clean lines of industry take on a disturbingly organic, cancerous aspect.

The Great Maker has always been sick, but was once able to battle its illness by fueling its ceaseless ingenuity with the infinite potential of the Wyld and the vast resources of Creation. For almost five thousand years now, it has been sleeping as a closed system, and its illness is beginning to overwhelm it thanks to a growing resource crisis. Autochthon is approaching the limit of the degree to which it can effectively recycle the most powerful and important mystical substances upon which its existence depends — that is to say, the magical materials — and moreover, it has begun to run out of souls with which to feed fresh energy into its systems.

What is This?

The presentation of Autochthonia and the Alchemical Exalted in the **Exalted Demake** is a blending of First and Second Edition, going “back to basics” on some ideas and eschewing a few of the more technical detail-fiddling bits of Second Edition such as caring about reconciling the taxonomy of Autochthonia’s native spirits. That being said, **Compass of Celestial Directions vol. VI: Autochthonia** is still the recommended primary resource, along with **Manual of Exalted Power: The Alchemicals** (but skip chapter two!).

The Alchemical Exalted

The Chosen of Autochthonia are like the Exalted of Creation. They are men and women of deep passion and tremendous power. They inspire their people, protect them with superhuman strength, and advise them with lightning acumen.

The Chosen of Autochthonia are not like the Exalted of Creation. They are heroes from the annals of Autochthonian history reincarnated in nigh-indestructible bodies of brass, crystal, and clay. Their Charms are integrated wonders of industrial genius. And where the Chosen of Creation rule over the teeming masses of humanity, the Alchemicals are the humble servants of their god and state, granted the power to protect those who crafted them.

The Makings of a Hero

The Alchemical Exalted are the greatest heroes of Autochthonian history, their souls stored in a powerful, brilliant diamond soulgem which will be affixed to the forehead of a new Exalt once her body is complete. To qualify for Alchemical Exaltation, a soul must exhibit the sort of heroism that, within Creation, merits Exaltation: not merely once, but again and again across numerous lives. Each nation assigns historians to track such promising souls, liaising with the

Luminors, who apply arcane curricula understood only to themselves to guess when a particular soul has met the necessary threshold of heroically noteworthy incarnations.

Once an appropriately heroic soul has been identified and acquired, a nation must amass the raw materials to construct a body for its champion. Crafting and outfitting an Alchemical requires an absolutely staggering outlay of the magical materials, sufficient to bankrupt most Threshold nations several times over, along with enormous quantities of mundane metals such as brass and steel, utterly flawless crystals grown or cut to precise measurements and exacting standards, and a great quantity of Essence-responsive clay formed a mixture of crushed crystal, oil, dust, and the collected sweat of common workers, along with entire vats of various alchemical reagents.

Such is the nature of Alchemical Exaltation that there is always leftover material from the ritual that can be harnessed again, and certain fluids and ritual elements retain their potency and can be used several times in quick succession if the nation is prepared to do so. As a result, it is more economical to create several Exalted heroes at once than to uplift only one, and so several Alchemicals are usually brought into being in swift succession.

The Industrial Exaltation

The ritual of Alchemical Exaltation is jealously guarded by the Five Magnificent Sodalities of Penultimate Truth and Intransigent Gospel, each of which possesses only a fifth of the knowledge required to bring forth Champions of the Machine God. Only by working together at the vats may new Chosen be imbued with life and Exaltation, and only then by unanimous vote of a National Tripartite Assembly.

The Pious Harvesters of the Hallowed Flesh know how to create and process the alchemical broth in which an Exalt's body will be cultured and catalyzed.

The Glorious Luminors of the Brilliant Rapture keep the secret of the temperatures and cycles to which the broth must be subjected for it to imbue its mystic benefits to the nascent Exalt.

The Prolific Scholars of the Furnace Transcendent understand the complex Essence technologies of the various implants and Charms that grant an Alchemical her superhuman might; it is they who forge those wonders that will initially be incorporated into an Exalt's body.

The Meticulous Surgeons of the Body Electric are trained in the all-important art of molding the flesh of the Alchemical Exalted. They pack clay and wax and grease around the implants of the Scholars, but this body is useless without the Essence-catalyzing broth of the Harvesters or the proper cultivation of the Luminors.

Finally, the Illustrious Conductors of the Consecrated Veins alone understand how to properly affix a soulgem to the Essence-infused frame the other Sodalities have crafted and prepared.

These steps are not undertaken independently. Over the course of eight months, the five Sodalities work together to perform a complex ritual that joins enormous quantities of the magical materials with exactly machined parts, rare clays and precisely brewed chemical concoctions to produce a crude approximation of a human form. Next, in a painstaking procedure requiring eight days to properly complete, a flawless diamond soulgem is attached to the figure's brow. The valves to the Exalt's Essence reservoir are then opened, and for the next eight hours the Alchemical's Essence supply is ritually purified with repeated straining and efficacious prayers until no contaminants remain. Finally, an elaborate prayer lasting eight minutes joins magical materials, clay, brass, Essence and soul together into a living being. The Alchemical's

eyes open, her personality catalyzes and solidifies, and she rises from the vats to begin her service to her nation.

A New Life

An Alchemical awakens in the vats as a physical and mental adult, complete with fully developed skills, memories and personal aptitudes. The primary magical material used in her body's construction causes certain aptitudes of her former lives to rise to the fore. As a result, her personality and skills are a composite of traits from her past incarnations that most strongly resonate with the characteristics of her caste.

All Alchemicals understand, instinctively, who they are and what they have become. One of the Exaltation's gifts is that it allows them to know themselves. They are aware of their name. Sympathetic Essence feeds from the patropolis sustaining the vats complex where they are born give them a general awareness of the time and circumstances into which they have been born.

Still, Autochthonia has changed dramatically over its 5,000-year history, and Alchemical minds are influenced by *very* powerful attitudes and outlooks stretching back centuries or more. It is not unusual for a newly-Exalted hero to possess opinions or memories that do not align with her nation's current political climate or realities.

Essence Fever

Alone among the Chosen, Alchemicals are not subject to Essence fevers. They are the prototypes upon which the other Exalted were based, and do not need to harmonize the power of a god with the flesh of a mortal. Their bodies were designed, from the very first moment of Exaltation's conception, to bear the industrial power they wield.

Rather, Alchemicals are prone to becoming lost in their vestigial connection to Autochthon. They are surrounded by the Great Maker's dreams, and if not cautious, can become subsumed by them (see Subsumption on p. XX).

On Playing an Alchemical

The Alchemical Exalted are not the rulers of their world, but rather its protectors, champions, and most powerful servants. They are granted nigh-unmatched freedom in the course of their duties: a terrible burden the likes of which no others in Autochthonia must labor under.

Alchemicals are popular figures, heavily mythologized and propagandized. They are constructed heroes, and must grapple with what that means when defining their sense of self and identity. Their people naturally hold the Alchemicals apart from and above themselves, regarding them as living saints, but the Alchemicals need human connections to avoid becoming lost in the cold expanse of their god's mind.

Castes

The Alchemical Exalted are divided into six castes, determined by the primary magical material used in their construction. The mystical resonance of a caste's magical material determines which memory-echoes of past heroism will assume primacy in her soul and shape her skills, aptitudes, and personality. If a soul does not contain past lives that sufficiently resonate with the magical material of her caste, her soul cannot catalyze and the Exaltation will fail, leaving nothing but an inert soulgem and inanimate manikin.

Orichalcum Caste

Brilliant and personable leaders, the Orichalcum Caste are shining beacons of the Great Maker's holy inspiration. The Tripartite respects these Chosen as unsurpassed experts on matters of dogma and abstract policy. They do not rule over their fellows by dint of superior power, charisma, or intellect, although they likely possess all three. Rather, the Orichalcum Caste embodies the best that any Autochthonian can hope to be, standing as role models for the masses to emulate.

For a soul to imbue an Orichalcum Caste with life, its past incarnations must have been visionaries who pursued larger-than-life goals without restraint. The cleric who institutes sweeping doctrinal reform, the senior plutarch who brings vast prosperity to his city, the celebrant who attempts to establish international orthodoxy, the victorious Militat general, the revolutionary Scholar engineer: these are the lives that combine to create the personality of an Orichalcum Caste. Because opportunities to pursue epic goals are mostly restricted to members of the Tripartite, Orichalcum Castes who possess memory-echoes of lives among the Populat are rare.

Anima Banner: The Charms of the Orichalcum Caste are constructed of highly burnished brass, gold and orichalcum. Windows of crystal and hardened glass reveal bubbling fluids, spinning gears and sliding pistons driving force and Essence to power the implanted artifacts. Their animas banners blaze with golden fire and actinic vortices of white lightning. Metal brought into this field of power often sparks and sizzles with traces of energy for minutes afterward.

Caste Attributes: Strength, Charisma, Intelligence

Anima Power: While the Alchemical's anima is flaring, lower the difficulty of damage rolls by -1.

Moonsilver Caste

The hidden spies, assassins, scouts and secret police of Autochthonian society, renowned for the quickness and flexibility of their minds and bodies alike. They are among the most graceful and beautiful of the Great Maker's Chosen, though their smiles are generally the first step in uncovering all of a citizen's secrets. They are the silent blades of state and god.

A Moonsilver Caste comes to life only when bonded to a soul that has displayed a history of heroic innovation and adaptation. The Meticulous Surgeon who saves lives without adequate supplies, the Populat worker who diverts his factory's molten runoff to stop a foreign raid on his city, the deep-cover spy in a nation at war, the cunning aide who rises above her station by riding the success of those around her: such a diverse collection of unusual individuals and more could combine to create the persona of a nascent Moonsilver. As a result, they are often changeable, open to new ideas and of two minds about a subject. They are not known for their deliberation, however. The Razors of Autochthon act quickly under pressure. Their habit of weighing all options makes them unpredictable, not indecisive.

Anima Banner: Moonsilver Charms display smooth, organic curves and look more like they were grown than forged. Their overall appearance expresses biomechanoid grace that is at once as beautiful as it is alien. Of course, given the Moonsilver Caste's renowned skill at disguise and misdirection, few ever see her true visage, and no one who thinks he has can ever really be sure. The animas of this caste seep and grow from under their skin, taking the form of dozens or even hundreds of undulating and intertwined tendrils of light. These living displays of power rhythmically flicker between pale silver and white.

Caste Attributes: Dexterity, Appearance, Wits

Anima: While the Alchemical's anima is flaring, she does not need to pay Willpower to cut ahead.

Jade Caste

Industrial heroes of the masses, the Jade Caste is the populist face of the Alchemical Exalted, the necessary middle management and executive officers who deal directly with the masses of the Realm of Brass and Shadow and rally their loyalties to meet the needs of their nation.

A Jade Caste may be catalyzed only by a soul that has risked or sacrificed itself on behalf of others over the course of many, many lives. The Sodalt who seals himself in with a deadly gas leak to prevent it from reaching the rest of the city, the Populat soldier who dashes through a hail of crossbow bolts again and again to drag his wounded comrades to safety, the factory worker who takes an extra shift whenever someone in his dorm is sick, the surgeon who throws herself in front of a gremlin's acid spray to save her patient: such individuals fuse to create the personality of a Jade Caste. They are humble because they have known victory tainted by tragedy. They are respectful toward those weaker than themselves because they remember the price of heroism and the need for unity. Those who mistake this attitude for weakness seldom live long enough to realize the error of their logic.

Anima Banner: Favoring an aesthetic of simple functionality over the baroque designs of other castes, Jade Charms are normally blocky and rough looking. Jade Castes may be beautiful or homely and vary widely according to temperament and vocation, but most lie somewhere comfortably between. Although some display a veritable kaleidoscope of colors, freely mixing the five colors of jade, most eschew such clashing excess in favor of one or two complementary hues. After all, an inability to embody simplicity and harmony in such a little respect indicates a spirit unsuited to deeper enlightenment. The animas of this caste express the predominant hues of jade used in their Charms and typically incorporate layers of intersecting polyhedrons in a geometric lattice.

Caste Attributes: Stamina, Charisma, Wits

Anima Power: While the Alchemical's anima is flaring, she reduces the difficulty of soak rolls by -1.

Starmetal Caste

Alchemicals of the Starmetal Caste are social engineers, motivational theorists, psychological operatives and subtle backroom plotters, charged with managing the various Autochthonian intelligence services and providing strategic counsel to agencies of the Tripartite.

A Starmetal's body may be catalyzed only by a soul that has proven itself, in incarnation after incarnation, to possess deep insight and a willingness to take charge of events... even without authorization. The soldier who disobeys orders and carries the day, the lector who sees straight to the needs of his congregation, the plutarch who pushes for policies his contemporaries have not yet realized the need for, the successful Far Reaches cartographer: lives such as these combine to form the personalities of the Starmetal Caste. They have long memories of having known better than those around them and a strong tendency to act on those convictions without waiting for authorization or understanding. Yet, on the whole, they are not liars. Starmetals will want to control where, when and how much of the truth is disseminated, but they are primarily concerned

with maximizing productivity and effectiveness in their endeavors. Half-truths can be forgiven when a plan comes together, but out-and-out deceit impedes future efforts no matter the result.

Anima Banner: Since starmetal is the rarest of the Magical Materials, the Charms of this caste incorporate a delicate, minimalist aesthetic to their designs. Braided or tangled coils of starmetal wires outline conventional alloys in artful filigree whose loops and whorls are vaguely hypnotic to behold. Essence sparks occasionally leap between these filaments at random when the Exalt is deep in thought. The animas of this Caste are deep blue in hue and shot through with bursts of prismatic sparks like static.

Caste Attributes: Dexterity, Manipulation, Intelligence

Anima Power: When the Alchemical's anima banner is flaring, spending a point of Willpower lowers the difficulty of a roll by -2 rather than -1.

Soulsteel Caste

Alchemicals of the Soulsteel Caste are the fearsome, all-seeing enforcers of law and dogma, tasked with hunting down and eliminating Autochthonian dissidents and gremlins. They are the most feared of all Alchemicals.

This caste's soulsteel-infused body would simply devour most implanted souls. Only a soul with a powerful legacy heroism regardless of cost or consequence is capable of catalyzing a Soulsteel Caste. The regulator who pursues a conspiracy to the greatest halls of power, the Luminor who destroys his own apartment block to create a fire break, the officer who leads 50 to hold a corridor against 1,000, the celebrant who provokes a war over doctrinal differences with a neighboring nation: such hard-line individuals fuse to create a Soulsteel Caste. They never back down, never forget and never compromise.

Anima Banner: Few Soulsteels show any restraint in modifying their bodies. Form follows function, and the frightening Charms of the Soulsteel Caste appear roughly hammered in black alloys with ugly, primitive lines. The artifacts are typically held together with crude-looking rivets and pins and are perpetually stained with soot and grease that bleeds from underneath. Their animas appear as shadowy clouds of smoke streaked with black and blue lightning.

Caste Attributes: Stamina, Manipulation, Perception

Anima Power: When the Alchemical's anima banner is flaring, her Defense is increased by +1. If this would raise it above difficulty 9, then those attacking the Soulsteel subtract one success from their roll.

Adamant Caste

Spiritual leaders broadly considered to be closer to Autochthon than any other, Adamant Castes are holy advocates and go-betweens who specialize in dealing with custodians, subgods, and other embodied manifestations of the Great Maker's will.

For a soul to catalyze one of the Adamant Caste, it must have a repeated history of extreme piety, direct involvement with holy miracles of the Great Maker, or dealings with the spirit ecology of the Reaches. The preceptor struck with visions sent by Autochthon himself, the Luminor who emerges unscathed from a roaring fire to bear a child to safety, the Conductor who knows the Reaches with a lover's familiarity, the cleric who hears the Great Maker whispering to her in the

flex and sigh of its ever-moving anatomy: all these and more contribute to the making of a living saint of the Adamant Caste.

Anima Banner: Adamant Caste Charms are gleaming, perfectly formed artifacts made of crystal, glass, and adamant. Rarely adorned, they are nonetheless works of art, displaying an alien understanding of human aesthetics. The animas of Adamants are piercing white with purple tints and highlights, glowing prismatic like back-lit stained glass.

Caste Attributes: Strength, Appearance, Perception

Anima Power: When the Alchemical's anima banner is flaring, she may reduce the cost of a single Charm activation by 1 Mote once per scene.

Whatever Happened to the Angels of Autochthon?

The Exalted Demake has chosen to integrate the Adamant Caste into Autochthonian society. In First Edition, their very existence was apocryphal; in Second Edition, they were the double-secret police of the Divine Ministers, the watchers who watch the watchmen... but as corruption among Alchemicals wasn't really a rampant issue, and when it *was* it was something players wanted *their* Alchemicals to handle, that didn't give Adamants much to do and mostly just made them unplayable spooky Storyteller characters. They've been shifted into a more standard context here for the sake of being actually playable.

If you'd rather shift them back to their Second Edition role, replace their Anima power with this: "When the Alchemical's anima banner is flaring, anyone who sees her must roll Willpower against difficulty 9 at the end of the scene to remember anything that happened after she arrived. Failure indicates that their memories slowly fade and vanish over the course of the next several days."

Character Creation

Creating one of the Alchemical Exalted works a lot like it does in any classic edition of the game. The steps are outlined below:

Step 1: Character Concept

- Consult with the other players and come up with an appealing concept.
- Pick out the Caste that fits best, and note its anima power.
- Select Nature.

Step 2: Attributes

- Mark down one dot in each Attribute.
- Note your Caste Attributes. Assign 9 dots among them.
- Select three Favored Attributes, which may not be the same as Caste Attributes. Assign 6 dots among them.
- Assign 4 dots to the remaining three Attributes.

Step 3: Abilities

- Select three Favored Abilities.

- Divide 25 dots among Abilities.
- No Ability can have more than 3 points without spending Bonus Points. Favored Abilities must have at least one dot.

Step 4: Advantages

- Receive the Charm: Transitory Augmentation of Industrial Endeavor for free. Then choose additional Charms (12 dots in total). At least 8 dots of Charms must be Charms that you resonate with.
- Select 10 dots of Backgrounds. Receive Class 3 for free.
- Write down three Intimacies.

Step 5: Finishing Touches

- Record Willpower (5), Essence rating (1), and Mote pool (8). Mote pool begins at maximum.
- Spend Bonus Points (15).

Bonus Point Costs

Trait	Cost (per dot)
Attribute	4
Caste/Favored Attribute	3
Ability	2
Favored Ability	1
Caste/Favored Charm	(rating x 3)
Other Charm	(rating x 4)
Spell/Protocol (favored)	3
Spell/Protocol (unfavored)	4
Essence	9
Backgrounds	1
Willpower	1

Backgrounds

Alchemicals may use most of the Backgrounds found in Chapter Two. They also have some unique Backgrounds of their own, and particular considerations or restrictions for certain Backgrounds.

Artifact

Panoply Background

Alchemicals resonate with the magical material matching their caste. As the only beings in Autochthonia capable of making use of artifacts, they have ready access to their nation's historical stockpile of such wonders, and gain three dots of Artifacts for every dot taken in this Background.

Backing

Social Background

Autochthonian society is rigid and centralized, for the most part lacking in truly independent organizations. As such, where Alchemicals are concerned, this Background almost always represents honorary membership in a branch of the Tripartite. Some Chosen even manage such membership in multiple Tripartite branches, but this is exceedingly rare even among the Exalted. The ruling classes of Autochthonia guard their secrets jealously.

Other unlikely but possible applications of this Background include outcast colonies, Voidbringer cults or, in a game that has re-established contact with Creation, membership in the manifold groups and factions of that world.

Charms

Panoply Background

This Background indicates a powerful early investment made in an Alchemical by her nation. It grants a number of bonus Alchemical Charms equal to the dots taken in the Background.

Command

Social Background

Zombies are not available. Troops ultimately belong to an Alchemical's nation, and are not her personal followers, even if they may be highly loyal to her.

Class

Social Background

This Background denotes a character's place within the rigid society of Autochthonia. It subsumes the functions of Influence, because jurisdictional authority is incorporated directly into an Autochthonian's social class. It subsumes Resources, because although Autochthonia does see some bartering and trade, particularly between nations, it has no fixed monetary unit, and individual hoarding is strongly discouraged.

Alchemicals are enshrined in a special position as state-sponsored heroes. These industrial czars, technological innovators and mechanized warriors perform epic feats on behalf of their nation. Greater degrees of autonomy, luxury and authority to requisition goods and personnel are granted as they labor for the good of their mortal brethren. As such, all Alchemicals begin play with Class ••• for free and may raise it with Bonus Points to reflect a particularly illustrious service record before play begins.

Autochthonian mortals exiled or born into outcast colonies do not use this Background and must scrape together a subsistence using Influence and Resources.

X This is the rating of the Lumpen underclass and, in games where the Seal of Eight Divinities has been breached, of slaves from Creation. Class 0 provides a tolerable standard of living equivalent to Resources •, but imposes a +1 difficulty penalty on all social interaction with individuals of higher Class.

- As a general laborer or aide of the Populat, your character enjoys a sparse but comfortable standard of living equal to Resources ••. She lives in a dormitory with several dozen individuals, within which everything communal property. In a game incorporating Creation-

dwelling loyalists, members of this Outsider caste also share this Class rating, though they are barred from entering Autochthonia.

•• Your character is a shift chief of the Populat, overseeing anywhere from 20 to 300 workers. She lives in a Resources ••• apartment with about a dozen peers.

••• Your character is either a foreman of the Populat, responsible for overseeing an entire factory, a junior member of the Tripartite (and thus also require Backing at 1–2 dots), or a young or notably disruptive Alchemical. She enjoys a standard of living equal to Resources •••. Your character's rank allows her to requisition goods and services valued at Resources ••••, but she might need to justify such requisitions to her superiors. Foremen live in suites housing six peers, the most junior members of the Tripartite pair in sparse but spacious apartments. Slightly experienced Tripartite members and all Alchemical Exalts have small private domiciles befitting their importance. Your character reduces the difficulty of all social rolls when interacting characters of lower Class by –1.

•••• Your character is a regional supervisor of the Populat, directing an entire industry within her city. Alternatively, she is a veteran member of the Tripartite (with Backing at 2–3 dots), or a seasoned or unusually active Alchemical. Your character has a standard of living equivalent Resources ••• or •••• according to her sensibilities and may freely requisition goods and services as valuable as Resources ••••• if she is willing justify such extravagances to her local Tripartite Assembly. Your character's private residence/office complex is spacious and comfortable, roughly the size of a townhouse in Creation. Your character reduces the difficulty of all social rolls when interacting characters of lower Class by –1.

••••• Your character is a director of the Populat or a senior leader in the Tripartite (with Backing at four to five dots). Alternatively, your character is an elder or phenomenally accomplished younger Alchemical. She lives, as befits her authority, in a palatial residence, most likely living at Resources •••• or ••••• depending on her ego. Only the most egregious abuses of requisition power and/or her staff will be censured. Your character reduces the difficulty of all social rolls when interacting characters of lower Class by –1.

Cult

Social Background

Although this Background functions the same for Alchemicals as for any other sort of Exalted, all prayer in the realm of brass and shadow is directed to the Great Maker by law and by holy writ. As a result, possession of a this Background is utterly illegal in all nations save for Nurad, which has begun experimenting with formal worship of its Exalted as a means to empower them to deal with the great crisis facing Autochthonia.

Eidolon

Purchased Background

For some lucky few Alchemicals, their memory-echoes of past lives include more than simply the foundational heroism from which their current identity was catalyzed. They also remember quiet moments, *human* moments. The tedium of daily labor; an emotional parting with a lover; moments of quiet triumph and ordinary failure.

A number of times per story equal to this Background's rating, the Alchemical may use a stunt to draw upon one of these memories, describing the memory and counting it as a scene of

meaningful human social interaction for the purpose of staving off Limit gain or reducing it once accumulated.

X Like most Alchemicals, your past lives are little more than a residual haze that informs your understanding of the world and your attitudes.

- If you strain, you can remember a few faces and moments, largely shorn of context. It's mostly the feelings that come through.
- With a bit of effort, you can conjure context for the names and faces in your dreams. Friends, children, coworkers — people who once meant something to you.
- Incidents in your daily life sometimes remind you of similar situations in an Autochthonia that ceased to be decades or centuries ago.
- In your dreams, you are often someone else, reliving another life... and yet, you are also you. These are your lives. Your memories.
- You have substantial recall of several former incarnations.

Familiar

Purchased Background

The only biological entities in Autochthonia are humans, rats, and cockroaches. Unless an Alchemical takes a rat as a familiar, she must choose one of the following options to define her familiar's type if she wishes to take this Background:

Minor Servitor (1): Your familiar is a small maintenance or survey drone, capable of moving through tight spaces and cleaning dirty surfaces, but not much more.

Battle Custodian (2): Your familiar is an automaton capable of physically threatening other minor spirits or hostile humans.

Conveyance Custodian (2): Your familiar is a mechanical custodian capable of being ridden and of versatile traversal of challenging terrain by doing things like climbing up walls.

Followers

Social Background

This Background generally indicates permanent aides assigned to act as an Exalt's staff to assist in her duties.

Influence

Social Background

This Background is subsumed into Class, and is not used by Alchemicals unless they have made contact with Creation and are cultivating influence there.

Inheritance

Innate Background

Alchemicals do not use this Background.

Languages

Purchased Background

On paper, all Autochthonians speak a common language known as Autochthonic. In practice, formal Autochthonic is a lingua franca used by cosmopolitan inhabitants of metropoli which see a great deal of pilgrim traffic or by formal plutarch diplomats. Each of the Autochthonian nations has drifted formal Autochthonic into an informal native language that is only semi-decipherable by outsiders.

Members of the Tripartite are expected to be able to understand Old Realm, the original root language from which formal Autochthonic is derived, and which the spirits of Autochthonia still use as their preferred means of communication. It is also the only language in Autochthonia with an attached writing system; all other Autochthonian languages rely on simple pictoglyphs to convey information.

Many long-established tunnel folk communities have their own languages (usually further-drifted forms of the local branch of Autochthonic), and the polar mutants of the Far Reaches possess even stranger dialects than that.

Manse

Panoply Background

This Background is only available in games set in Creation, as Autochthonia has no Demesnes nor Manses of its own.

Mystic

Purchased Background

Several variations of this Background have no use in Autochthonia, but arts such as alchemy and warding function there as normal.

Resources

Social Background

Alchemicals do not use this Background unless they have ventured into Creation, as the state provides for the needs of all of its citizens. Claslat forms a singular exception, where its citizens have invented fiat currency and individual economics.

Uncanny

Innate Background

Alchemicals do not use this Background, instead using Charms to grant their bodies uncanny features.

Special Rules for Alchemicals

In addition to the rules that normally govern the Exalted, Alchemicals have a few special rules and features.

Subsumption

Alchemicals are clay and brass and crystal, animated by the passions and goals of a mighty soul. When the fires of that soul gutter in the face of adversity or despair, or when the Exalt chooses to suppress her own humanity in favor of the cold efficiency of the machine, she begins to hear a

song: An industrial percussion of slamming metal; a song of whistling, fluting steam; a warbling aria of climbing electrical arcs.

It is the song of Autochthon, and if she attends to it and not to herself, it will draw her into itself and make of her, not a hero of the state, but a subsidiary element of the Great Maker's mind and anatomy.

Each Alchemical has a Limit track, which runs from 0 to 10 points. Limit is gained in the following fashion:

- Whenever the Alchemical botches a roll, she gains a point of Limit.
- Whenever the Alchemical acts in a way that undermines or betrays either her Nature or one of her Intimacies, she gains a point of Limit.
- The first time in a scene the Alchemical spends Willpower in response to social influence, she gains a point of Limit.
- Alchemicals gain a point of Limit whenever they spend a full week without having any sort of nonviolent human contact. Other Alchemical Exalted do not count as human for this purpose, as they are also part of the design of Autochthon.
- Some Charms inflict Limit when used. Others give *permanent Limit* while they are installed.

Unlike many sorts of Limit track, Alchemical tracks do not empty; if they reach 10 points, they simply remain there, any further Limit gains simply discarded. Instead, Alchemicals experience *Subsumption thresholds* as their Limit rises, with mounting consequences.

Subsumption Thresholds

As an Alchemical's Limit rating rises, she begins to sink into the song of Autochthon, her personality eroded under progressive integration into the will of the Machine God.

Limit 0-2: The Alchemical is unaffected by her Limit.

Limit 3: The Alchemical's dreams are sometimes disturbed by the endless churning of gears in the darkness, by the slamming of pistons in what she recognizes to be the rhythm of a beating heart: her own heart. (She does not physically have a heart; she has a crystalline Essence reservoir; but her past mortal incarnations remember what a heartbeat is like.) She dreams of dripping pipes, of roaring furnaces. She dreams of industry, and awakens exhausted. Make an Essence roll against difficulty 9 whenever the character awakens; *success* means that she does not regain Willpower due to her growing connection to Autochthon disturbing her sleep, but instead gains a bonus Mote of Essence.

Limit 4-5: The Alchemical begins to experience an erosion of her identity as her dreams creep into her waking moments. The song of the Machine God intrudes upon her attempts to meditate, and encroaches upon those idle moments when she is idle, bored, or otherwise unoccupied. It begins to display itself in her behavior, which grows noticeably frosty and distant. All Empathy rolls subtract one success. The Alchemical must select one of her Intimacies and disable it while she remains in this Limit range; it is cast into doubt, and she cannot regain Willpower from supporting it.

Limit 6-7: The song of Autochthon is with the Alchemical constantly, though it is an almost subliminal background accompaniment to her actions. Her movements become visibly odd,

matching themselves to an industrial tempo that others cannot hear: move-stop-start-move-pause-move. Her words are clipped and laconic. When she isn't busy, the steel symphony rises to command her attention, leading her to stare off into the distance for minutes at a time. All Empathy rolls are made against difficulty 9. A second Intimacy is disabled.

Limit 8-9: When the Alchemical speaks, multilayered harmonies sometimes underlie her words. She has come to understand that the song is not *within* her, it is *around her*. It swims through all of her senses, swallowing her. She perceives herself as a cog in the great machinery of Autochthon's being, though she still does not have the... the *clarity* to perceive her proper place in the Great Maker's design. She is a creature of purpose, trying to find the perfection of her integration with the Machine God's will. It is extremely difficult to care about anything else. All Empathy rolls fail automatically. All three of her Intimacies are now disabled. At this level of Limit gain, the Alchemical remains dedicated to her goals and loyalties only because they accord with her Nature and because it is obvious that the works of her nation sustain the Great Maker; and because she has not yet understood a purer and more direct way to become a servant of Autochthon's will.

Limit 10: The Alchemical's soul slips into a peaceful, dormant slumber, rocked by the song of the machine. At the apex of Limit gain, she no longer has a Nature. Her Essence rolls upon awakening from sleep automatically succeed. While she will generally continue to serve her nation for lack of any more direct way to enforce the will of slumbering Autochthon, she has no personal loyalty or connection to her state beyond its utility in serving her god. Powerful subgods who examine the Alchemical with Measure the Wind will identify her direct connection to the Great Maker, and may issue her goals which she will endeavor to follow to the best of her abilities, prioritizing them above any other loyalties. Fulfilling such missions is now her only means of regaining Willpower.

Losing Limit

To escape from Subsumption, an Alchemical must lower her Limit. There are a few means by which this may be accomplished, but the problem is that as Limit rises, an Exalt's aversion to her state steadily disappears. The eight nations have learned through painful experience that sending an Alchemical in the depths of Subsumption into the Reaches is an excellent way of losing her to the wild gods of the Autochthonian depths. Perhaps she will drag herself back, years later; perhaps she will never be heard from again save in tunnel folk legends.

Alchemicals may lower their Limit in the following ways:

- Regaining Willpower by fulfilling her Nature causes an Alchemical to lose a point of Limit.
- At the end of any scene in which the Alchemical had meaningful interactions with ordinary human beings, lose a point of Limit. The word "meaningful" is key. Simply receiving or issuing orders or delivering a report isn't sufficient. While the interaction needs not be satisfying, it does need to be *human*; while emotional interactions are ideal, awkward small talk is enough to drive back the song of the machine at least a bit.
- When the Alchemical ends a story with no Willpower and without achieving a significant goal that would enable her to refill her pool (see p. XX), she loses a point of Limit.

Permanent Limit

Some Charms grant *permanent Limit* while they are installed. If an Alchemical has three points of permanent Limit from such Charms, then she cannot reduce her Limit rating below 3 no matter how many times she fulfills her Nature or meets with a mortal paramour. Permanent Limit can only be reduced by removing the Charms causing it.

Crystal Heart, Brass Bones

An Alchemical's living body is an artificial industrial miracle, and behaves somewhat differently than the mortal frames of other Chosen.

When injured, the Alchemical Exalted bleed a luminous oil that is clearly not blood. Drawing upon the power of their crystalline Essence reservoir, an Alchemical heals her wounds on her own in the same fashion as other Exalted do, generally enjoying the same advantages and following the same limitations, although severed limbs or destroyed organs can be replaced or reattached during maintenance at a vats complex.

Alchemicals do not need to breathe save to speak, and are immune to drowning as well as to most inhaled toxins so long as they have the presence of mind not to breathe in while exposed to them. They are wholly immune to mundane disease.

They do require sleep and rest as would any other living thing. While an Alchemical cannot starve to death, she does experience thirst and hunger, and if she does not sustain her body appropriately, she loses the ability to respire Essence until she is no longer starving. A starving Alchemical also heals her injuries at the same rate as a mortal.

While an Alchemical does not age, even at the drastically reduced rate of most other Chosen, she *can* still be killed through violence or misadventure. Upon death, an Alchemical's body dissolves into a slag of melted clay, shattered crystal, and scrap metal. The raw magical materials present are still easily worth the absolute upper bound of Resources 5, enough to bring significant prosperity to a nation in Creation, never mind an individual.

Finally, Alchemicals usually identify as a particular gender and manifest matching sexual characteristics. They are capable of engaging in and enjoying sex, but are ultimately infertile and cannot produce children.

Refitting and Cultivation

Where Creation's Chosen expand their prowess through a regimen of intensive training and meditation, Alchemicals may improve only their Abilities and Willpower in this fashion. All other growth is achieved through surgical modification performed by sorcerer-technicians of the five Sodalities at advanced alchemical workshops known as vats complexes.

An Alchemical seeking such advancement must enter a vats complex and fully immerse herself in a regenerative nutrient broth. Sodalts prime the concoction to its full regenerative potency and induce catatonia in the waiting Exalt. Then, while the subject is unconscious, they go to work to improve the Champion's capabilities. For purposes of raising Attributes, the process involves upgrading the Exalt's body through complex surgery. An Alchemical's artificial flesh is flayed, and new synthetic muscle fiber is woven in to improve Strength, for example, or the Exalt's skull is carefully removed in sections while delicate remote-guided armatures construct additional neural pathways in her brain to increase Intelligence.

Raising Essence is a far lengthier and more involved process. Unlike Attribute enhancements or Charm refits, the Alchemical remains conscious throughout this period, though she is kept

immobile and in a state of sensory deprivation. The Exalt uses this enforced downtime to turn her focus inward, refining and purifying the patterns of her Essence. Meanwhile, vats technicians flay the Alchemical's body down to its barest essentials while they work to expand her crystalline Essence reservoir. When her meditations synchronize with her upgraded heart, the Essence-cultivating broth is drained and replaced with a regenerative nutrient mix that regrows the Alchemical's flesh from the bones outward.

Iron Body Rigor

In addition to the standard seven health levels that all Exalted possess, Alchemicals have one additional -2 health level per dot of their Essence rating.

Anima Bleed

When an Alchemical's anima banner manifests, it briefly illuminates whatever it touches, lighting up an area for several minutes afterwards. Tunnel walls and ceilings, machinery the Alchemical passes by, and even individuals who move through her anima glow in an appropriate color for a number of minutes equal to the Exalt's Essence rating at the intensity of a torch.

Additionally, liquefied Essence discharge, carrying the faintest tracers of her caste magical material, seep out of the Exalt's anima and body during anima flare. These luminous smears mark anything the Exalt touches and everywhere she steps, and it takes a full hour before their powerful glow dims and they sublime back into pure Essence and vanish. As a result, it's trivially easy to track a flaring Alchemical even well after she has moved on and her anima has dimmed.

Charm Arrays

Alchemical Charms take the form of powerful artifacts surgically installed into the Exalt's body at a vats complex and powered by connection to her Essence reservoir. As physical objects, these Charms can be removed and replaced by other Charms, kept on retainer at her home vats facility. As a result, Alchemicals are uniquely flexible but also uniquely limited, easily able to be a peerless diplomat one day and a mighty warrior the next, but facing difficulty in fulfilling both roles at once.

Charm Slots

An Alchemical's limited ability to sustain Charms is represented by *Charm slots*, abstracting the process of attuning her Essence to the powerful industrial miracles of the Machine God. Each Charm slot may empower one installed Charm.

Charm slots come in two varieties, *standard* and *superior*. Standard Charm slots can only sustain standard Alchemical Charms, while a superior Charm slot can sustain standard or superior Alchemical Charms.

As an Alchemical's Essence rating rises, her potential to sustain more Charms likewise increases, as detailed below:

Essence Rating	Standard Slots	Superior Slots
One	Six	One
Two	Seven	Two
Three	Eight	Two

Four	Nine	Two
Five	Nine	Three
Six+	Ten	Three

Charm Refitting

Luckily, Alchemicals aren't bound to forever wield the first Charms installed into their bodies. While unconscious at the vats, surgeon-technicians of the Sodalities may remove an Alchemical's current Charms and replace them with new ones. Removing an old Charm is an almost trivial process, requiring only a few minutes, but installing new Charms takes five hours per Charm installed. Vats facilities rotate staff in order to work around the clock on such refits.

Submodules

While an Alchemical is away performing heroic feats on behalf of her nation, her team of support-technicians may upgrade her existing Charms with refinements and additional features, known as *submodules*. Submodules are listed after the main rules of a Charm, along with an experience cost to requisition the submodule. Submodules permanently modify the function of a Charm without increasing its drain upon an Alchemical's Charm array.

Charms

Each Charm represents a distinct bionic implant in the Alchemical's body. Specific Charms may be targeted and disabled by crippling or amputation effects such as Artful Maiming Onslaught (see p. XX).

All Alchemical Charms are rated at one dot; their power is instead signified by their *type*, standard or superior, determining what sort of Charm slot they require to empower them.

General Charms

The following Charms count as Favored Charms for all Alchemicals.

Transitory Augmentation of Industrial Endeavor (•)

Type: Standard

Miniature Essence reservoirs are embedded throughout the Alchemical's body, allowing her to supercharge her actions, thoughts, or words.

System: Reflexively spend 1 Mote and choose an Attribute when activating this Charm, then add (the Attribute being rolled) in dice to all rolls using that Attribute for (Essence rating + 1) rounds in combat, or minutes outside of combat. The added dice are based off of the Attribute's rating on the Alchemical's character sheet, **plus any dots added by Sustained Augmentation of Industry**.

This Charm can be activated repeatedly to empower additional Attributes, but Motes must be spent to add dice to each Attribute separately. **Alchemicals begin play able to empower their Caste and Favored Attributes.**

Versatile Efficacy Update: (Attribute) (1xp): Each purchase of this submodule adds one additional Attribute that the Alchemical may empower with Transitory Augmentation of Industrial Endeavor.

Sustained Augmentation of Industry (•)

Type: Standard

The Alchemical fortifies her capabilities with mechanical implants such as synthetic musculature, neuron-enhancing webs within her brain, or a literally sculpted body.

System: While this Charm is installed, the Alchemical increases all of her Caste Attributes by +1. This enhancement may raise her Attribute totals above 5.

Secondary Augmentation: (Attribute) (1xp): Each purchase of this submodule adds one Favored Attribute which receives the benefit of Sustained Augmentation of Industry while it is installed.

Tertiary Augmentation: (Attribute) (2xp): Each purchase of this submodule adds one non-Caste, non-Favored Attribute which receives the benefit of Sustained Augmentation of Industry while it is installed.

Transpuissant Industrial Miracle Upgrade (•)

Type: Unique

Hair-thin wires threaded through the Alchemical's body directly connect her Essence reservoir to one of her Charms, perfectly harmonizing it with her body and fundamental identity.

System: This Charm is unique, in that it needs not be installed in an array slot and is always active after being purchased. The Alchemical's player selects a single standard Alchemical Charm, which is now permanently installed in the character's Charm array without occupying a slot or counting against her installation limits. Transitory Augmentation of Industrial Endeavor, Sustained Augmentation of Industrial Endeavor, and Strain Resistant Chassis Modification are not valid selections.

An Alchemical must be Essence 4+ to purchase this Charm.

Alchemical Attributes

Unless it says otherwise, any Charms which modify something by a value equal to an Alchemical's Attribute rating *do* incorporate the bonus dot granted by Sustained Augmentation of Industry into that calculation.

Combat Charms

Chemical Fog Generator (•)

Type: Standard; Resonance: Stamina, Manipulation

This bulky Charm fits snugly into the Alchemical's torso, with an assortment of vent tubes of varying sizes branching out to exhaust ports in the Exalt's skin and throat. When activated, the device churns out thick streamers of black smoke from as many of the vents as desired.

System: Spend 1 Mote and a turn's concentration to activate this Charm. The smoke quickly expands into a cloud encompassing everything within (Essence rating) zones of the Exalt. Those caught within the fog suffer a -3 penalty to all actions due to poor visibility and the fog's choking, eye-burning properties. Everyone who breathes the fog must also soak two levels of automatic bashing damage per turn. The Alchemical is immunized against her own fog. It lasts

for the rest of the scene, and does not move with the Exalt, though she may trigger this Charm again after moving to create a new smog and cover more zones.

Tear Gas (1xp): The Alchemical may emit a pale, searing cloud that causes swelling and irritation of the eyes without inflicting actual damage. Those caught in the cloud suffer a –3 penalty to all actions, but do not take damage.

Undetectable (1xp): The Alchemical may emit a clear, odorless gas if desired. The fog retains any of its normal properties such as irritating the eyes and throat (or the properties of another submodule, if a non-standard mode is employed), but the source of the problem isn't obvious, nor is how to get away from it.

Nerve Gas (2xp): The Alchemical may emit a yellow, menacing fog rather than the usual chemical concoction. This inflicts one level of automatic lethal damage per turn, rather than two levels of bashing, in addition to the standard dice pool penalty.

Soul Gas (2xp): The Alchemical may emit a writhing violet cloud rather than the usual chemical concoction. Those who breathe the gas suffer horrifying hallucinations based on their deepest and most primal fears, and must make a Willpower roll against difficulty 8 or else flee in terror until they've been out of the cloud for (Essence rating) turns, or are restrained or attacked, bringing them back to their senses.

Divinity-Unveiling Cloud (3xp): The Alchemical may emit a luminous fog of in scintillant, shifting hues. Any dematerialized beings caught within the cloud may be seen and physically interacted with by material creatures so long as they remain within the fog.

Knockout Gas (3xp): The Alchemical may emit a thick crimson fog rather than the usual smoke cloud. Those who breathe this gas must make a Stamina + Resistance roll against difficulty 8 or fall unconscious for the next (Essence x 20) minutes. Suffering any damage or violent jarring will wake up someone rendered unconscious by this Charm. Essence-users roll against difficulty 6.

Dedicated Harmonic Targeting (•)

Type: Standard; Resonance: Dexterity, Perception

Tinted lenses snap into place over the Exalt's eyes and burn with targeting glyphs, guiding her attacks to devastating effect.

System: When the Alchemical spends a point of Willpower to enhance an attack roll, she lowers the difficulty by an additional –1.

Target-Tracking Algorithm (2xp): Once per scene, the Alchemical may spend a point of Willpower and apply its benefits (as enhanced by this Charm) to all actions she takes that turn.

Dynamic Reaction Enhancement System (•)

Type: Standard; Resonance: Dexterity

This Charm adorns the Alchemical's shoulders and hips, using crackling lightning injections to speed her defensive reactions and hasten her footwork.

System: Reflexively spend 1 Mote to activate this Charm. For next (1 + Essence rating) rounds, each result of 1 rolled on attacks against the Alchemical by a protagonist subtracts one from that attack's base damage while this Charm is active. Attacks aimed at her by antagonists instead

increase their damage by one point per *three* successes rolled rather than the usual two. Finally, all group attacks against the Alchemical while this Charm is active do not add Size to their Expertise pool or base damage.

Accelerated Response System (3xp): Up to (Essence rating) times per battle, the Alchemical may move even if she is attacked before her turn so long as this Charm is installed.

Transconductive Neural Systems (3xp): This Charm's duration becomes (3 + Essence rating) rounds.

Electrification Onslaught Dynamo (•)

Type: Standard; Resonance: Stamina, Wits

A gold-and-copper dynamo protrudes from the Alchemical's back. When she charges it with Essence, her entire body crawls with a nimbus of crackling electricity.

System: Reflexively spend 1 Mote to charge the dynamo. For the rest of the scene, increase the base damage of all hand-to-hand attacks the Exalt makes by +2. Additionally, anyone who strikes her with his bare hands or with a conductive weapon must soak two levels of bashing damage.

Electroconductive Field (2xp): The Alchemical may also add this Charm's damage bonus to all ranged attacks she makes which involve any sort of physical projectile.

Essence Pulse Cannon (•)

Type: Standard; Resonance: Dexterity, Perception

The Exalt has a bank of Essence capacitors and crystalline lenses installed within her arm, terminating in a cannon assembly of reinforced brass and steel. Depending on the Alchemical's preference, the Charm's barrel may emerge from the back of a forearm or pivot on a shoulder mount.

System: Readyng the cannon to fire is reflexive. Roll Dexterity + Archery to aim attacks made with this Charm. It has a range of two zones, obeys the rules of an Archery weapon, and has a base damage of 7L.

Reflexively spending 1 Mote makes its damage explosive, forcing everything within the same zone as its primary target soak one level of lethal damage if the shot connects.

Discreet (1xp): The Essence Pulse Cannon is miniaturized and mounted within the eyes or the palm of a hand, and is perfectly concealed from detection until fired. Using the Essence Pulse Cannon in this mode while Integrated Artifact Transmogrifier is active doesn't end that Charm's effects or require the expenditure of 1 Willpower for a subtle deployment.

Stunning Bolt (1xp): The Essence Pulse cannon may fire pale blasts of concussive force which inflict bashing rather than lethal damage.

Guidance Ray (2xp): A crystalline lens affixed to the cannon paints targets with a laser reticle, adding two bonus dice to attack rolls made with this Charm.

Intensified Beam (4xp): The Alchemical may overcharge her shots so that the core of the weapon's non-explosive blasts burns through targets with incredible power, rewarding precision marksmanship. Reflexively pay 1 Mote; the weapon's attacks inflict aggravated damage for the next (Essence rating) rounds.

Hyperdextrous Tentacle Apparatus (•)

Type: Standard; Resonance: Dexterity, Wits

Flexible metal tentacles emerge from an assembly housing in the Exalt's torso, each ending in articulated grasping claws. She can use these tentacles to manipulate the world around her in the same manner as her other limbs, and when in battle, can feed a charge of Essence into a dedicated battle subroutine within the Charm, allowing them to attack on her behalf without conscious effort.

System: Reflexively spend 1 Mote while in combat. At the end of the round, after all other characters have acted, roll an extra (Strength or Dexterity) + (Brawl or Martial Arts) attack with base damage 5B against a single opponent in the same zone. This Charm persists for the Alchemical's (Essence rating) in rounds.

The Exalt gains 1 permanent Limit while this Charm is installed.

Weaponized Armatures (1xp): The tentacles end in deployable blades, cutting torches, or some similar form of weaponry, and inflict lethal rather than bashing damage.

Defensive Armatures (3xp): While this Charm is active, all attacks directed against the Alchemical discard one success.

Integrated Arsenal System (•)

Type: Standard; Resonance: Stamina, Intelligence, Wits

A space-folding storage system adorns the Alchemical's arms, back, and thighs, from which she can unfold and assemble nearly any mundane personal-scale weapon.

System: By taking an action and spending 1 Mote, the Exalt can assemble any personal-scale mundane weapon she desires out of her body; this weapon persists for the rest of the scene, and cannot be discarded; nor can the Alchemical be disarmed, because the weapon is physically attached to her. Created weapons may be anything from carbon-steel blades to a wrist-anchored bow. This Charm *doesn't* generate ammunition for ranged weapons; that requires the Protosynthetic Ammunition Replicator Charm.

Default Deployment Programming (1xp): The Alchemical may define one specific weapon per purchase of this submodule. Deploying this specific weapon with her Integrated Arsenal system doesn't cost a Mote.

Integrated Deployment Armatures (1xp): This Charm's activation is reflexive, and doesn't require an action.

Interceptor Battle Harness (•)

Type: Standard; Resonance: Dexterity, Stamina

This bulky Charm is installed upon the Alchemical's back. When empowered with Essence, it unfolds either a series of reinforced, telescoping waldos or a waving nest of Essence emitters which fire hardened anima-sparks. The purpose of both configurations is the same: to knock aside attacks directed at the Alchemical's allies.

System: Reflexively spend 1 Mote to apply a protect action to a comrade in the same zone. This protection continues until one of the characters moves to a different zone.

Hardened Attachment Points (2xp): The Interceptor Harness is distributed across more of the Alchemical's body rather than concentrated on her back, lending slightly greater flexibility and also increasing her soak pool by +2 dice while it is installed.

Interposition Algorithm (3xp): By reflexively spending 1 Mote, the Alchemical can force an attack to target herself rather than an ally, yet also rob it of its threshold successes.

Iron Maiden Implants (•)

Type: Standard; Resonance: Stamina

Tiny metal rings stud the Alchemical's entire body, housing retractable iron spikes.

System: Reflexively spend 1 Mote to prime the spikes for instant deployment and retraction. For the rest of the scene, the Exalt's unarmed attacks inflict a base damage of 6L. Additionally, anyone who strikes her with his bare hands must soak two levels of lethal damage, and anyone who tackles her or grapples with her must soak two levels of aggravated damage at the end of every round in which they do so.

Integrated Agony Engine (2xp): Upon inflicting damage to an enemy with Iron Maiden Implants, the Exalt may choose to catch her foe upon her body-barbs. He cannot move away from her without either suffering one level of unsoakable lethal damage as he tears himself free, or succeeding at a reflexive Dexterity + (Athletics or Medicine) roll against difficulty 9 to disentangle himself without further damage. The Alchemical may reflexively release a snared enemy; if she does not, then her own movement becomes complex movement and drags her foe with her.

Piston-Driven Megaton Hammer (•)

Type: Standard; Resonance: Strength

This Charm takes the form of a piston ringed with Essence injection vents in one of the Alchemical's limbs. Upon making a close combat attack with the selected limb, the piston may be triggered with a terrible whistling shriek of steam and an explosive bang.

System: Reflexively spend 1 Mote. Whenever an attack the Alchemical makes during the rest of the round succeeds, count its successes twice when adding them to the attack's threshold damage.

Optimized Demolition Vibration (3xp): Once per scene, the Exalt may activate this Charm for (Essence rating) rounds.

Rhythmic Destruction Cadence (3xp): So long as the Alchemical activates Piston-Driven Megaton Hammer in every consecutive round, its strikes grow more powerful. In each round after the first, the difficulty of the Alchemical's hammer-enhanced damage rolls are lowered by – 1 and the base damage of her hammer-enhanced strikes increased by +1.

Unstoppable Impulse Engine (3xp): By activating this Charm for 2 Motes, the Exalt may count successes *three times* when adding them to threshold damage.

Protosynthetic Ammunition Replicator (•)

Type: Standard; Resonance: Dexterity, Stamina, Wits

The Exalt possesses a ribbed plate on her inner forearm. When the need arises, this plate splits open and a tiny armature unfolds from within, bearing ammunition appropriate for whatever

ranged weapon the Exalt is wielding. Generally the armature offers an Essence-sculpted crossbow bolt and loads it into the Alchemical's weapon, but standard arrows and even throwing weapons no longer than the Alchemical's forearm are possible. Expended ammunition or thrown weapons sublimate into pure Essence after a minute or so.

System: The Exalt effectively has an unlimited supply of ammunition on her person, and can prepare a throwing weapon reflexively.

Hardened Anima Darts (3xp): The Alchemical may produce weapons and ammunition which retain their solidity for 25 hours, and in sufficiently substantial numbers to arm a group of up to Size (Alchemical's Essence rating) before the Charm's Essence reserves are exhausted and it must shut down for 25 hours. Reflexively spending 1 Mote during this dormancy period diverts just enough power to its exhausted mechanisms for it to supply the Alchemical herself with standard, short-lived ammunition according to the Charm's unaugmented function for a scene.

Pulseweb Entanglement Grenade (•)

Type: Standard; Resonance: Stamina, Strength

A bulky brass turret encloses one of the Alchemical's shoulders. When the Alchemical fingers its activation stud, it fires an explosive grenade of glowing, sticky alchemical glue.

System: Roll Dexterity + (Archery or Thrown) to aim this projectile, which has an effective range of two zones. Anyone struck by it suffers a -4 die penalty to all actions per coating until they employ a complex movement and reflexively roll Strength + Athletics (difficulty 9) to disentangle themselves. Webbed or otherwise "stuck" victims also treat all movement as complex, and cannot move at all with two coatings. Alternately, the Alchemical can use the grenades for utility purposes such as gluing a door shut, or creating a sticky trap on the floor that characters must use complex movement to bypass.

Electroconductive Gel (2xp): The Alchemical may reflexively pay 1 Mote to charge her Pulseweb Entanglement Grenades with a powerful Essence-conductive chemical for the rest of the scene. Those coated in, touching, or moving through the charged glue are electrocuted while in contact with it, and must soak two levels of bashing damage per turn of exposure.

Rotary Assault Drill (•)

Type: Standard; Resonance: Strength

The Alchemical possesses a long, retractable drill mounted somewhere on her body. Generally this Charm is installed to emerge either from the back of the wrist and to extend over the Alchemical's fist, or from an iris-port in the palm of her hand, but elbow and knee-mounted versions are also sometimes employed.

System: The Alchemical may reflexively deploy her drill. It may be deployed as a Brawl, Martial Arts, or Melee weapon (Dexterity or Strength, 7L). She may also burrow through any surface softer than solid metal as a form of complex movement.

Adamant-Tipped (1xp): The Alchemical may tunnel through even solid metal bulkheads.

Tether-Drill Attack (2xp): Pneumatic drivers allow the Alchemical to launch her drill as a Dexterity + Thrown attack against opponents up to one zone away, then retract it back to her body with an attached cable.

Toroidal Shockwave Catalyst (•)

Type: Standard; Resonance: Strength

A pair of spherical crystal capacitors adorn the Alchemical's shoulders. When charged with Essence, they glow brightly and emit a massive shockwave, hurling everything near her away with great force.

System: Spend a turn concentrating and spend 1 Mote to unleash the shockwave. Everyone and everything within the same zone as the Alchemical is hurled into an adjacent zone, knocked prone, and must soak two levels of bashing damage unless they weigh several tons or generate three successes on a reflexive Stamina + Resistance roll.

Inferno Device (2xp): The Alchemical may arm her Toroidal Shockwave Catalyst such that it produces a massive wave of superheated air in addition to its usual shockwave. Rather than two levels of bashing damage, targets must instead soak two levels of lethal damage, and flammable objects may be set on fire. This damage applies even if the necessary successes on the Stamina + Resistance roll are achieved.

Body-Reweaving Matrix (•)

Type: Superior; Resonance: Stamina

Hidden compartments scattered across the Alchemical's body hide colonies of thumbnail-sized automatons shaped roughly like metallic spiders. When activated, these compartments open and the colonies awaken. Hundreds of the tiny machines swarm out across the Exalt's body, clustering around any wounds they find. The automatons work quickly and tirelessly, spinning strands of unformed Essence that congeal into new matter. Where the spiders pass, they leave flesh and Charms restored to pristine condition.

System: Spend 2 Motes reflexively to activate this Charm. For the rest of the scene, the Alchemical reflexively heals 2 bashing or 1 lethal damage at the beginning of each turn. If she spends a turn taking no action save to concentrate on pulling her body back together, she can heal a level of aggravated damage.

The Exalt gains 1 permanent Limit while this Charm is installed.

Celerity Enabling Module (•)

Type: Superior; Resonance: Dexterity, Intelligence

A line of chrome wires and nodes climbs the Alchemical's spine and connects to an adamant calculating array inside her skull. Faced with an attack, this array calculates a perfect evasive position and automatically shifts the Alchemical's body with clockwork precision to avoid harm.

System: Reflexively spend 1 Mote to activate this Charm for the rest of the scene. Upon activation, and at the beginning of each subsequent round, select a particular foe or group as the focus of this Charm's defensive calculations. All attacks against the Alchemical by that foe subtract one success from their total rolled, and the Alchemical's Defense value is increased by +2 against that enemy. If this would raise her Defense above 9, her attacker is forced to discard an *additional* success from their attacks.

Threat Prioritization Algorithm (3xp): The Alchemical select up to (Essence rating + 1) foes for this Charm to protect her from each round.

Precalculated Action Calibrations (3xp): While this Charm is active, the Alchemical can opt to simply go first, before any of her opponents has a chance to act, up to (Essence rating) times per scene.

Hundredfold Strafing Engine (•)

Type: Superior; Resonance: Dexterity, Wits

A secondary nervous system is woven across and throughout the Exalt's skin, radiating outward from her Exaltation Core. This network appears to be an array of circuit-board patterns tattooed onto the Alchemical, which glow while in use.

System: Reflexively spend 2 Motes. The Alchemical may take a second turn after all other characters have acted, using it to launch an attack at a target of her choice.

Alternately, spend 1 Mote and use the Alchemical's turn to launch an attack against a group. The difficulty of this attack is lowered by -2, and if successful, it adds (Attribute used to attack) successes to its damage roll.

Impenetrable Repulsor Field (•)

Type: Superior; Resonance: Stamina

Bulky brass power couplings in the Exalt's shoulders feed out wires linked to crystalline repulsor arrays in her hands. When she activates this Charm, the Alchemical throws up a crackling, invulnerable force-burst capable of turning aside any attack.

System: Once per scene, when faced with an attack or similar form of danger, the Alchemical may declare that she perfectly parries it. The attack fails to strike the Alchemical without any further dice rolls. Area-of-effect attacks and the like harmlessly splash around her Essence-fueled defense. This defense cannot be invoked against unexpected attacks.

The Alchemical may reset the limitation of this Charm and make it available again by avoiding an attack without employing a perfect defense to do so.

Repeating Pneumatic Bow (•)

Type: Superior; Resonance: Dexterity

When powered down, this Charm appears to be a bulky series of armored panels adorning one of the Alchemical's arms. Upon activation, panels split aside and a heavy tubular mechanism folds out and extends its telescoping barrel just over the Alchemical's wrist, even as four powerful metal stabilizing fins unfold around device. Tubes and wires connect this machine to the underlying supports and bulbous Essence capacitors housed inside the arm itself, carrying power and high-pressure steam. An activated Repeating Pneumatic Bow hisses from venting pressure valves and thrums ominously as it charges.

System: Spend 1 Mote and a turn in concentration to activate this weapon for a scene, or do so reflexively and at no cost if the character also has a Protosynthetic Ammunition Replicator installed. The Repeating Pneumatic Bow is an Archery weapon (Dexterity, 10L) with its own internal ammunition feed: it solidifies metal spikes from the Exalt's own Essence and can fire them at targets up to three zones away.

Alternately, the Alchemical may spend 1 Mote, 1 Willpower and make an Archery attack with this weapon against the highest Defense rating in a zone she targets, applying its result to everyone in that zone.

Finally, the Alchemical may spend 1 Mote and use her turn to launch an attack with this weapon against a group. Double the attack's base damage.

Subluminous Onslaught Missile (•)

Type: Superior; Resonance: Dexterity

The Alchemical either replaces one entire forearm with a retractable cannon housing, or else her lower torso is a band of metal with an intimidating iris where her navel should be. When this Charm is active, either the arm transforms and repurposes into a cannon, or the iris opens to display a churning vortex of Essence, with thin armatures unfolding to brace the character in place against the violence of the weapon she is about to unleash. A moment later, the Alchemical fires a deadly lance of crystallized Essence at a significant fraction of the speed of light.

System: Spend 1 Mote and roll Dexterity + Archery to aim this Charm. It can strike at any target whose position the Exalt is aware of at distances of up to a mile, and can smash through walls up to a foot thick in order to reach him. If the lance strikes its target, it explodes within his flesh, inflicting a base damage of 10A. 1s do not subtract successes from this Charm's damage roll. Subluminous Onslaught Missile can't be fired again for two rounds afterwards.

Siege Devastator (2xp): The Alchemical may fire this Charm up to three rounds in a row before it has to cool down, but the cost of the second shot is 2 Motes and the cost of the third is 3 Motes.

Perfected Lotus Matrix (•••)

Type: Superior; Resonance: Martial Arts

This Charm takes the form of a pair of starmetal beads set into the Alchemical's temples, each ringed with a wheel of five memory crystals, each painstakingly cut to contain one thousand facets, providing an infinite library in which to store accumulated mastery of martial supernatural martial arts techniques.

System: Without this Charm, an Alchemical cannot purchase Martial Arts Charms. With it installed, she practices Martial Arts as one of the Celestial Exalted. **Once this Charm is installed, it can never be removed.**

Physical Enhancement Charms

Alloyed Reinforcement of Flesh (•)

Type: Standard; Resonance: Stamina

The Alchemical's bones are plated in metal, with reinforcing wires and struts added to connect all of her major organs and muscle systems.

System: While this Charm is installed, the Alchemical halves any bashing damage she suffers (round down) after soak.

Reinforcing Caps (1xp): The bones of the Alchemical's knees, elbows, knuckles, and feet gain an extra-thick capping of metal, allowing her to inflict lethal damage with unarmed strikes.

Consciousness-Compelling Mechanism (3xp): The Alchemical cannot be rendered unconscious by bashing damage while this Charm is installed.

Essence Shield Projector (•)

Type: Standard; Resonance: Stamina

When charged with Essence, crystal lattices embedded in the Alchemical's skin sculpt her anima into an impenetrable barrier.

System: Reflexively spend 1 Mote to activate this Charm. The Alchemical adds the higher of her Strength or Stamina (after modification by Sustained Augmentation of Industry) to all soak rolls for the rest of the scene. However, one of these bonus dice vanishes each time she soaks damage, until the Charm exhausts itself completely. This Charm can be activated again at any time to restore the barrier to full strength.

Anima Hardening Array (2xp): This Charm activates at no cost the first time in each scene the Exalt's anima flares.

Light-Etched Interceptor Barrier (3xp): Activating this Charm also produces a set of hardened anima barriers on the back of the Alchemical's wrists for the rest of the scene, allowing her to enjoy the benefits of the sword and board fighting style.

Hydraulic Musculature Reinforcement (•)

Type: Standard; Resonance: Strength

Reinforcing pneumatic musculature is threaded throughout the Exalt's body.

System: The difficulty of feats of strength to lift or break something are lowered by -3. The Alchemical may reflexively spend 1 Mote to cause her hand-to-hand attacks to increase their base damage by +2 for the rest of the scene.

Industrial Titan Exertion (2xp): The Alchemical may spend 1 Mote to gain (Essence rating) automatic successes on a feat of strength.

Pillar-Wielding Hero Calibration (3xp): The Alchemical may wield two-handed striking weapons with a single hand, allowing her to employ such weapons with sword and board, dual wielding, or freehanded combat styles.

Insectile Locomotion Upgrade (•)

Type: Standard; Resonance: Dexterity

The Exalt's legs are replaced by a mechanical assembly resembling a spider's thorax, from which a number of powerful mechanical legs extend.

System: The Alchemical enjoys the benefits of mounted combat (see p. XX), substituting Athletics in place of Ride. She can also climb walls as easily as she can walk across floors, and reduces the difficulty of any roll to maintain her balance or stability by -2. Her kicks inflict lethal damage. Finally, she can rotate her torso 360 degrees on the mounting ring connecting her upper body to the mechanical thorax.

The Exalt gains 1 permanent Limit while this Charm is installed.

Leg Anchors (1xp): The Exalt may use her movement for the round to reflexively extend spikes from her legs into the ground, making her utterly impervious to attempts to forcibly move her or

knock her down. She is, of course, immobilized while the anchors are deployed. Retracting them requires another movement action, meaning that the Exalt must do so in the round *before* she resumes moving freely.

Limb Extension Armatures (•)

Type: Standard; Resonance: Dexterity

Depending on configuration, the Alchemical features complex telescoping articulation in all limbs or stretching nanofluid implants.

System: The Alchemical might potentially lower the difficulty for interacting with hard-to-reach targets, as she can snake her body around corners or through twisty confines. She can launch close-range Brawl, Martial Arts, and Melee attacks against targets in adjacent zones at +1 difficulty.

Limb Reinforcement Bracing (2xp): The Alchemical's armatures are reinforced for added stability, negating the +1 difficulty penalty to attack adjacent zones.

Modular Anatomy Modification (•)

Type: Standard; Resonance: Perception, Wits

Metallic rings mark the Exalt's neck and limbs, allowing her to detach parts of her body and control them autonomously.

System: The Exalt can voluntarily detach her head, hands, arms, legs, or any other limbs she may have gained by installing other Charms such as Multi-Limb Frame, and control them as though they were still attached to her body. If an Exalt is forced to abandon a separated limb, it slowly sublimates back into Essence over the course of 24 hours, reforming at her home vats complex where she must venture to have it reattached. The Alchemical can also abandon her entire body in an extreme emergency so long as her head escapes.

The Exalt gains 1 permanent Limit while this Charm is installed.

Anatomical Detonation Protocols (3xp): The Alchemical may spend 1 Mote to remotely detonate a detached limb in a blast of Essence. Everyone within the same zone as the limb at the time of remote detonation must soak three levels of lethal damage. The Alchemical automatically suffers one level of unsoakable aggravated damage from the violence of the feedback. Alternately, she may overcharge a remote limb by paying 1 Mote per turn (she can't spend faster than that, regardless of her Essence rating) before finally paying the cost to detonate. Each Essence spent overcharging the limb increases the damage it inflicts by two, but also causes the limb to display a steadily intensifying anima banner and to crackle and hum alarmingly with power as it spasms and shakes.

Multi-Limb Frame (•)

Type: Standard; Resonance: Dexterity, Wits

The Exalt has additional limbs surgically fitted into skeletal hardpoints. In most cases, these appendages have a blatantly mechanical, insectoid design, with spindly metal bones, pneumatic joints and delicately articulated pincer digits. Other limbs replicate humanoid design more closely.

Alternately, the Alchemical may completely replace both of her arms with mechanical prosthetics capable of splitting into multiple spindly but efficacious limbs.

System: While sporting additional limbs, the Alchemical may potentially use multiple fighting styles (see p. XX) at once. If she either remains unarmed or goes all-in on dual wielding, then her dual wielding benefit can be used an extra time per battle.

The Exalt gains 1 permanent Limit while this Charm is installed.

Dedicated Battle Limbs (1xp): One of the Alchemical's limbs terminates in an integrated mundane weapon. This weapon is always considered ready for battle, and cannot be disarmed as it is a part of her body. This Charm can be purchased as many times as the Alchemical has extra limbs.

Manifold Limb Frame (1xp): Each purchase of this submodule grants an additional pair of extra limbs.

Personal Gravity Manipulation Apparatus (•)

Type: Standard; Resonance: Dexterity

This Charm is housed as a set of reinforcing components and Essence capacitors in the lower legs. When activated, the device allows the Alchemical to twist gravity's pull in one of two ways.

System: The character can change the orientation of "down" relative to herself at will, allowing her to run and walk along walls and ceilings. Alternately, she can reduce her own weight to as little as 10% of normal, such that her jumping distance and height is quadrupled and the difficulty of rolls to perform long jumps is reduced by -3.

Hypergravity Focal Sink (1xp): The Exalt may reflexively increase her gravitic bond to whatever surface she's standing on (Essence rating) times per scene, automatically negating an attempt to forcibly move her or knock her prone.

Parabolic Leap Overcharger Device (2xp): The Exalt may reflexively pay 1 Mote to jump a gap up to a quarter-mile wide or to leap up to a point up to a quarter-mile above her.

Phoenix Renewal Engine (•)

Type: Standard; Resonance: Stamina, Intelligence

A crystalline ring surrounds the Exalt's soulgem, storing a backup copy of her memories and soul.

System: Upon the Exalt's death, her soulgem detaches from her corpse, along with this Charm, and either attempts to inconspicuously tumble into some out-of-the-way place or is violently flung free into an obscure location where it will be hopefully overlooked. Once it has been left unobserved and unattended for at least a few hours, it proceeds to grow a new copy of the Alchemical's body over the course of the next 25 hours, restoring her to life with an undamaged health track. This Charm expends all of its stored power upon performing such a resurrection, and cannot trigger again until the Alchemical has undergone a full day of recalibration at the vats.

Plasma Thruster Assembly (•)

Type: Standard; Resonance: Strength, Dexterity, Wits

The Exalt has a pair of heavily shielded nozzles mounted in the soles of her feet or in a retractable mechanism on her back, along with smaller, semi-concealed maneuvering thrusters. Regardless of their placement, the Charm has the same effect, propelling the Alchemical at great speed on jets of glowing force.

System: By reflexively spending 1 Mote when she reflexively moves to another zone, the Alchemical can move two zones instead. If she immediately strikes an opponent upon arrival after doing so with a hand-to-hand attack and it succeeds, she may send him flying into an adjacent zone and knock him prone.

If the character also has Personal Gravity Manipulation Apparatus installed, she may spend 2 Motes to fly as a form of complex movement for the rest of the scene.

Integrated Flight Verniers (2xp): The Exalt may deploy Plasma Thruster Assembly's flight mode even without Personal Gravity Manipulation Apparatus installed in her current array.

Polymodal Joint Bearings (•)

Type: Standard; Resonance: Dexterity

All of the Exalt's joints have been enhanced with ball-bearing races and mechanical assemblies that grant superhuman flexibility.

System: While this Charm is installed, the difficulty of all rolls to squeeze through tight spaces or escape from bonds are reduced by -2. The Exalt can also slide through any opening big enough to admit her head as a form of complex movement.

Collapsible Joint Recombination (1xp): The Alchemical may slide through any opening big enough to admit a finger.

Strain Resistant Chassis Modification (•)

Type: Standard; Resonance: Stamina

The Exalt fortifies her body through the installation of redundant organs and reinforcing struts.

System: The character permanently gains an additional set of one (-1) and two (-2) health levels.

Divine Tenacity Upgrade (3xp): Each purchase of this submodule grants another set of health levels, as though the Charm were installed twice. This submodule can be purchased a number of times equal to (the Alchemical's unaugmented Stamina rating - 1).

Subcutaneous/Exoskeletal Armor Plating (•)

Type: Standard; Resonance: Stamina

Depending on the desired configuration, the Exalt either has a fully articulated mesh of dense plates inserted under her skin, or else a carapace of heavy armor riveted onto her flesh.

System: If the Alchemical opts for the subcutaneous version of this Charm, she rolls soak at -1 difficulty. If she opts for the exoskeletal version, she may not wear true armor, but is considered to be wearing heavy armor with a soak bonus of +7.

Dynamic Installation (1xp): The Alchemical possesses both versions of this Charm, though it can only be installed in one configuration or the other at a time.

Transformative Body Shell (1xp): By spending a turn in concentration, the Alchemical may cause this Charm to change between one configuration and the other, sinking into her flesh or emerging to clad her in armor. Dynamic Installation must be purchased in order to buy this submodule.

Pain Suppression Nodes (2xp): Each purchase of this submodule reduces the Alchemical's wound penalties by -1 while this Charm is installed.

Social Charms

Authority-Radiating Circlet (•)

Type: Standard; Resonance: Charisma, Appearance

Adamantine rivets affix a golden diadem to the Alchemical's brow. When charged with Essence, it burns like the crown of a mighty king, making defiance of the Alchemical's will nigh-unthinkable.

System: Spend 2 Motes. For the rest of the scene, any character who wishes to oppose, insult, demand something from, or attack the Alchemical must either do so at +2 difficulty, or else spend a Willpower point to negate the power of this Charm for a turn, or for long enough to issue her insult, demand, or rebuke (antagonists must lower their Resolve by -1 for the rest of the story). If this would increase the difficulty of an attack roll above 9, then it must discard one success.

Conceptual Entropy Module (•)

Type: Standard; Resonance: Manipulation

In the middle of the Alchemical's brain there is a steel gland radiating metallic wires, which connect to pin-like antennae emerging from her skull. By feeding Essence into it and channeling its power through a few spoken words, the Alchemical can corrode a target's confidence in the veracity of his own beliefs.

System: Spend 1 Mote and roll Manipulation + Presence against a difficulty of the target's Willpower. Success allows the Alchemical to convince the target that one of his beliefs is false. This confusion lasts for an hour per success. This cannot cause the target to doubt an Intimacy or to deny his Nature.

Entropic Reinforcement Protocols (1xp): If the targeted belief clashes with one of the Alchemical's Intimacies (for example, if the Alchemical degraded a target's belief that might makes right, and one of her Intimacies revolved around disgust toward bullies), then Conceptual Entropy Module's effects last until the target has spent (successes rolled) days outside of the Alchemical's presence. Meeting her again before the Charm's effects lapse resets this countdown, even if she's removed Conceptual Entropy Module from her array in the meantime.

Conceptual Decay Infliction (2xp): The Charm can cast an Intimacy into doubt for its duration if successful.

Emotive Aesthetics of the Body Electric (•)

Type: Standard; Resonance: Appearance

Artificial nerves and neurons make the Alchemical's body capable of hyper-precise movements calculated to provoke calculated psychological responses. This allows her to communicate even

complex concepts with nothing but a toss of her hair, subtly adjusted eyebrow, shrug, or other bit of body language.

System: The Alchemical's player may roll Appearance + Empathy (difficulty 4) to communicate a message of any degree of complexity silently, through body language alone, and this communication is only perceptible to those she intends to understand her.

Encoded Communications Protocol (1xp): The Alchemical may deploy this Charm reflexively even in the midst of normal socialization.

Empathy Simulation Engine (•)

Type: Standard; Resonance: Intelligence

A series of gears adorn the Alchemical's head, slowly turning when she concentrates deeply. Their motion stirs a crystalline calculation matrix buried deep in her brain which performs personality-modeling simulations to calculate the true motives of those around her.

System: The Alchemical needs only hear someone speak a few words or to read something they've written to make an attempt to read their intentions (see p. XX).

The Exalt gains 1 permanent Limit while this Charm is installed.

Thought-Attuning Calculations (2xp): After successfully reading someone's intentions, the Alchemical may also predictively model their current surface thoughts for the next minute or so.

Hostility Reflection Array (•)

Type: Standard; Resonance: Charisma, Manipulation

A fine mesh dish is affixed to the back of the Alchemical's head, by which she may reflect the imprecations of her opponents back upon them.

System: When slighted, humiliated, or accused of wrongdoing, the Alchemical can reflexively spend 1 Mote and roll Manipulation + Socialize against the accuser's resisted Charisma + Socialize (both difficulty 6). Should the Alchemical gain more successes, then everyone present becomes convinced the aggressor was in fact the one who belittled, insulted, or implicated herself.

Motivational Vocoder (•)

Type: Standard; Resonance: Charisma, Manipulation

A delicate silver torc riveted into the Alchemical's throat modulates her voice, allowing her to perfectly pitch and tune her words to maximize their appeal.

System: By spending 1 Mote, the Alchemical reduces the difficulty of all social rolls by -2 for the rest of the scene.

Optimal Harmonization Tuning (3xp): While the Motivational Vocoder is installed, if the Alchemical uses Transitory Augmentation of Industrial Endeavor to empower her Charisma, Manipulation, or Appearance Attributes, then the Transitory Augmentation's duration becomes one scene.

Personality Patterning Engrams (•)

Type: Standard; Resonance: Intelligence, Wits

Circuitry imprinted onto the surface of the character's brain makes certain betrayals literally unthinkable.

System: Any attempt to cause or force the Alchemical to betray, undermine, or abandon her Intimacies automatically fails.

Pheromone Regulation System (•)

Type: Standard; Resonance: Charisma, Manipulation

A set of micro-pumps and artificial glands beneath the Alchemical's skin allow her to synthesize and release psychoactive chemicals that provoke certain emotions.

System: Spend 1 Mote and roll Manipulation + Empathy against a difficulty of the target's Willpower. Their heart is filled with sorrow, fear, anger, despair, joy, apathy, contentment, or whatever else the Alchemical wishes them to feel for one hour per success. See page XX for the consequences of powerful emotion.

Instinctual Aversion Formula (1xp): In place of the Charm's usual effects, the Alchemical may reflexively pay 1 Mote to release a pheromone cloud that causes all animals to instinctively shy away and retreat from her presence for the rest of the scene. Supernatural beings wearing animal forms are unaffected beyond a sense of vague unease, while magical or intelligent animals may roll Willpower against difficulty 6 to resist the Charm's effects.

Ecstatic Secretions (2xp): In place of the Charm's usual effects, the Alchemical may reflexively pay 1 Mote to release a neuroreactive chemical through her skin that induces bliss in whoever she comes into contact with for the rest of the scene. That individual raises the difficulty of any action other than losing himself to waves of euphoria by +2 as long as he remains in skin-to-skin contact with the Alchemical.

Biochemical Lozeng Concentrator (3xp): In place of the Charm's usual effects, the Alchemical may concentrate one of the Charm's normal functions into the form of a pill, which emerges from a small iris somewhere on her body. Whoever takes the pill suffers (or enjoys) the full effects of the Charm as though the Alchemical had rolled (Essence rating) successes (or for her Essence rating in hours of bliss if the Alchemical encodes Ecstatic Secretions into the pill). Creating a single pill costs 1 Mote.

Positronic Aegis (•)

Type: Standard; Resonance: Intelligence, Wits

Complex baffles of lead and gold line the inside of the Alchemical's skull, protecting her thoughts from external meddling. When in use, an armored ring deploys around her soulgem.

System: Reflexively spend 1 Mote to become immune to all thought and emotion-altering magic for the rest of the scene.

The Exalt gains 1 permanent Limit while this Charm is installed.

Pre calibrated Noetic Trigger (1xp): Once per story, this Charm may be activated automatically at no cost.

Terminal Brain Spiders (•)

Type: Standard; Resonance: Intelligence, Manipulation

The Alchemical's skull and lungs act as launching silos for a fleet of memetic nanomachines capable of subtly rewiring the behavior and beliefs of those she interacts with, and then using those people as carriers to spread the Exalt's messages. When she wants a vicious rumor or conspiracy theory to circulate, it infallibly does so in very short order.

System: Spend 2 Motes and roll Manipulation + Socialize against a difficulty of (4 + highest of the target's Allies, Backing, Class, Command, Influence, or Resources). While this Charm can't ensure that everyone *believes* whatever terrible rumor the Alchemical wishes to spread, success does guarantee that within a day or two, everyone who matters has at least *heard* it.

The Exalt gains 1 permanent Limit while this Charm is installed.

Thousandfold Courtesan Calculations (•)

Type: Standard; Resonance: Appearance, Manipulation

Red and green jade relays wound through the Alchemical's brain lead to orichalcum emitters beneath her skin. She possesses both an index of efficacious seduction techniques and wired reflexes which provide her with the perfect blush and posture to excite those she wishes to attract.

System: Spend 1 Mote. For the rest of the scene, all Appearance rolls are made at -2 difficulty.

Authoritative Pillow-Book Index (3xp): The Alchemical can employ certain nerve-induction techniques upon an enthusiastic sexual partner that brings about the greatest pleasure of which their neurology is capable. The exhausted recipient must succeed at a difficulty 9 Willpower roll or gain a temporary positive Intimacy toward the Alchemical for the rest of the story. If they already have such an Intimacy, it immediately deepens into a permanent Intimacy.

Universal Appeal Facilitation (•)

Type: Standard; Resonance: Charisma, Manipulation

The Alchemical reads the microreactions of those around her and adjusts her approach to perfectly fit their expectations and desires.

System: During the scene when someone first meets the Alchemical, they're favorably inclined toward her, and all her social actions against them are rolled at -2 difficulty.

Expectation-Adjusting Recovery (3xp): The Alchemical may reflexively spend 1 Mote to re-roll a failed social action.

Memory Implantation Probe (•)

Type: Superior; Resonance: Manipulation

The Alchemical can extend a narrow spike of black iron from a housing mechanism in her hand. Upon inserting it into a target's body, the Alchemical may take control of the subject's mind, editing his memories to suit her needs.

System: The Alchemical must first insert the spike into her target. If he is restrained or cooperative, she may do so carefully, inflicting only superficial damage in the same fashion as a hypodermic needle. If he's uncooperative, then she must make an attack to plant the spike properly, sacrificing one success to ensure the spike is inserted properly, and inflict at least one level of damage. (The spike is a Brawl, Martial Arts, or Melee weapon (Dexterity or Strength, 5L, although only Dexterity can be used for careful insertion.)

Upon inserting the spike, the Alchemical reflexively spends 2 Motes and makes a contested roll of Manipulation + Presence against the subject's Willpower (both at difficulty 6). The subject's memories can be rewritten based on the number of successes left after subtracting the result of the opposed Willpower roll:

1 success: The events of a recent scene can be rewritten.

2 successes: The events of a recent day can be rewritten.

3 successes: A single pivotal memory in the subject's life can be rewritten. Alternately, entire weeks of the subject's past can be written so long as they're not crucial to the substance of her life or identity.

4 successes: A major feature of the subject's life can be rewritten (such as who he loves, where he was born, or whether the Alchemical is a hated enemy or a childhood friend).

5+ successes: The subject can be given an entirely new history.

The Exalt gains 1 permanent Limit while this Charm is installed.

Memory Implantation Dart (2xp): The Charm may be deployed against a target up to one zone away, firing the spike as a dart with a Thrown attack. The spike breaks down in the target's body over the course of the Charm's activation and the Alchemical's body extrudes a replacement.

Personality Override Spike (•)

Type: Superior; Resonance: Manipulation

The Alchemical can extend a narrow spike of black iron from a housing mechanism in her hand. Upon inserting it into a target's body, the Alchemical may take control of the subject's mind, rewriting his personality to suit her needs.

System: The Alchemical must first insert the spike into her target. If he is restrained or cooperative, she may do so carefully, inflicting only superficial damage in the same fashion as a hypodermic needle. If he's uncooperative, then she must make an attack to plant the spike properly, sacrificing one success to ensure the spike is inserted properly, and inflict at least one level of damage. (The spike is a Brawl, Martial Arts, or Melee weapon (Dexterity or Strength, 5L, although only Dexterity can be used for careful insertion.)

Upon inserting the spike, the Alchemical reflexively spends 3 Motes and makes a contested roll of Manipulation + Presence against the target's Willpower (both at difficulty 6). Success transforms the target into the Alchemical's loyal servant. The more successes by which the Alchemical exceeds the subject, the longer the target's servitude lasts, as per the chart below:

Result	Duration
Loss	Subject cannot be targeted by this Charm for the rest of the story.
Tie	Subject cannot be targeted by this Charm again in the current scene.
1	One hour
2	One day
3	One week
4	One month

Each point of Willpower spent to resist this Charm negates one success on the Alchemical's roll, and can potentially drive the effect down to a "botch" result. Antagonists can resist by lowering their Resolve for the rest of the story, with each point the Resolve is lowered counting as a point of Willpower spent.

If the Alchemical installs this Charm and Memory Implantation Probe in the same array, their total combined cost becomes 5 dots rather than 7.

The Exalt gains 1 permanent Limit while this Charm is installed.

Unassailable Ego Lock (3xp): The Alchemical may break her spike off inside the target's body. Doing so prevents her from using this Charm again so long as it remains there, but also keeps the target from spending more than one point of Willpower per story to negate the Charm. Successfully removing the spike requires either a successful difficulty 8 Intelligence + Medicine surgical procedure, or else suffering three levels of unsoakable lethal damage as the barbed spike is brutally ripped free, usually in the same moment that its victim spends Willpower to exert her will for a moment. Once the spike is free, the Alchemical may extrude a new one. She may also reflexively cause her spike to dissolve inside of the target's body, ending this submodule's effects and freeing her to use the Charm again.

Rogue Cell Isolation Protocols (•)

Type: Superior; Resonance: Manipulation, Perception

A pair of polished chrome-and-soulsteel plates surround the Exalt's eyes and extend just beyond the sockets, capturing and reflecting the inner desires of those with whom she speaks.

System: Spend 3 Motes and roll Perception + Empathy against a difficulty of the target's Willpower. Success reveals the thing the target wants most in all the world and for which he would betray all he holds dear, whether it's as simple as the return of an unrequited love or as daunting as complete control of a nation.

Unconditional Imperative Programming (•)

Type: Superior; Resonance: Charisma

Iron regulating coils within the Alchemical's throat may charge her words with Essence, making them impossible to resist. Those subjected to this Charm are very aware that their will was not their own after its effects end.

System: Spend 2 Motes and roll Manipulation + Presence against a difficulty of the target's Willpower rating. One or two successes will allow the Alchemical to command her target to do anything that doesn't seem tremendously unusual or out of character. With three or four successes, she can command the target to do anything that doesn't endanger himself or a loved one. With five or more successes, the target will risk his life and the lives of others at the Exalt's command.

Unconditional Imperative Programming cannot hypnotize a target into harming or killing himself, compel him into certain death, or force him to betray his Nature.

Stealth and Disguise Charms

Aura-Dampening Component (•)

Type: Standard; Resonance: Appearance, Intelligence

A series of crystalline ports cross the Exalt's chest and back, diffusing and containing the roiling power of her Essence.

System: While this Charm is installed, one round scene the Exalt may spend Motes as though her anima were flaring when it is not.

Husk-Sculpting Apparatus (•)

Type: Standard; Resonance: Appearance

This Charm takes the form of hundreds of tiny hooks linked to pistons under key points of the Exalt's body, along with a bank of Essence-fueled pigment injectors. When activated, it allows the Exalt to recalibrate her physical appearance.

System: Spend 1 Mote and roll Appearance + Presence (difficulty 6). For each success, the Alchemical may change one feature about her appearance from the following list:

- Hair length and/or texture (including body hair).
- Hair color.
- Eye color.
- Skin color.
- Apparent age.
- Height.
- Build and weight.
- Facial or bodily features (cheekbone structures, shape of chin, presence or absence of scars, etc).
- Physical sex. Male, female, and intersexed or sexless forms are all possible, though the Alchemical remains infertile in all configurations.

This Charm may be used repeatedly to stack up a dramatic number of alterations. Any changes wrought are permanent unless reverted with further use of the Charm.

Polymorphic Soulgem Disguise (1xp): In addition to the features listed in the main body of the Charm, the Alchemical may also change the appearance of her soulgem, including making it appear as that of another Autochthonian class, or may cause it to sink into her forehead and vanish completely, the better to imitate tunnel folk or Creation-born.

Voice Distortion Field (1xp): A series of taut, adjustable wires threaded through her voicebox enable the Alchemical to perfectly recreate any voice or sound she has ever heard.

Dynamic Cloaking Module (2xp): The Alchemical reflexively pay 1 Mote to cause her body to blend into its surroundings, lowering the difficulty of all Stealth actions by -3 for the rest of the scene.

Identity Duplication Mirror (2xp): The Alchemical may pay 1 Mote to perfectly replicate the appearance of anyone she has ever seen. This is generally of little use for impersonating anyone other than another Alchemical unless Polymorphic Soulgem Disguise is also taken. In conjunction with that, Voice Distortion Field, and possibly Trans-Chosen Emulator or an

Integrated Artifact Transmogrifier, the Alchemical is capable of perfectly undetectable imitation; her actions may give her away, but her appearance never will.

Trans-Chosen Emulator (2xp): The Alchemical may attune her anima to different wavelengths, causing it to visually emulate different sorts of anima displays she has witnessed.

Identity Emulation Package (3xp): The Alchemical may “save” identity-configurations to a dense crystalline memory-recorder affixed to the underside of her Essence reservoir by this upgrade. By spending 1 Mote, she may reflexively assume a saved appearance configuration. She can save a number of appearance configurations equal to (1 + her Essence rating). Saving an appearance or purging an old one both require a turn spent in concentration and 1 Mote.

Integrated Artifact Transmogrifier (•)

Type: Standard; Resonance: Appearance, Intelligence

The Exalt’s body contains a complex series of artificial flesh patches and similar mechanisms which allow her to withdraw all outward signs of her Charms into her body, allowing her to conceal her capabilities from observers.

System: It takes a turn’s concentration and a Willpower roll against difficulty 8 to activate this Charm. It remains active until the Exalt decides to activate one of her Charms, at which point all of her Charms reappear unless she spends 1 Willpower, in which case for the rest of the scene only the deployed Charm becomes visible, and then only until its activation is finished. Permanently-active Charms remain in effect while hidden.

This Charm ceases to function while the Alchemical’s anima flares.

Automated Suppression Routines (3xp): It no longer costs a point of Willpower to keep Charm activation from ending the Charm.

Upgraded Suppression Routines (3xp): Flaring the Alchemical’s anima no longer ends the Charm.

Optical Shroud (•)

Type: Superior; Resonance: Appearance, Dexterity, Wits

A lattice of sand-sized crystals dusted across the Alchemical’s flesh causes her to glow and gleam under direct lighting. By charging this lattice with Essence, she can bend light around herself and vanish from sight.

System: Spending 1 Mote renders the Exalt invisible for the rest of the scene. See page XX for the effects of invisibility.

Analytic and Cognitive Charms

Abstract Abacus Implant (•)

Type: Standard; Resonance: Intelligence

A series of silvery nodules adorn the Alchemical’s brow: secondary cognitive engines, which greatly boost her analytical acumen.

System: Gain 1 Limit to lower the difficulty of all Intelligence rolls by –2 for the rest of the scene.

The Exalt gains 1 permanent Limit while this Charm is installed.

Anticipatory Simulation Processor (•)

Type: Standard; Resonance: Intelligence, Perception

A small node buried deep within the Alchemical's brain runs constant precognitive modeling algorithms to anticipate future danger, allowing the Chosen to smoothly avoid ambushes.

System: The Alchemical may reflexively spend 1 Mote or 1 Limit to automatically notice an unexpected attack, allowing her to defend against it as normal.

Predictive Homicide Algorithm (1xp): After using this Charm to anticipate an unexpected attack from a specific source, the Alchemical cannot suffer any further surprise attacks from that same source for the rest of the current story.

Imprinted Data Cluster (•)

Type: Standard; Resonance: Intelligence

The Alchemical has a set of ornate polyhedral memory crystals implanted in the frontal lobe of her brain, storing specialized practical skill software.

System: Each time the Alchemical reloads this Charm into her array, she may assign herself three bonus Ability dots wherever she likes.

The Exalt gains 2 permanent Limit while this Charm is installed.

Interpolative Syntax Emulator (•)

Type: Standard; Resonance: Intelligence

Artificial synapse webs installed in the Alchemical's brain act as a universal translator when charged with Essence.

System: Spending 1 Mote enables the Exalt to understand any language she hears spoken for the rest of the scene. After a minute or so of hearing a language, the Charm's adaptive memory builds a sufficient vocabulary database to allow her to speak the language as well.

The Exalt gains 1 permanent Limit while this Charm is installed.

Mobile Sensory Drone (•)

Type: Standard; Resonance: Perception

The Alchemical may remove one of her eyes, which goes skittering off on a tiny nest of hair-thin metallic legs which normally replace the optical nerve.

If the Exalt has Optical Enhancement installed, all of its benefits can be granted to the eye drone.

System: Spend a turn extracting the eye and setting it loose to roam. The Exalt can see whatever her roaming eye sees. She can remain active while sharing the eye's senses, but raises the difficulty of all actions by +1 due to distraction. A single level of damage destroys the eye, which must be replaced at the vats.

The Exalt gains 1 permanent Limit while this Charm is installed.

Broadcast Grille (1xp): The drone can broadcast the Alchemical's words out loud.

Extra Drones (1xp): Each purchase of his submodule allows the Alchemical to remove another of her eyes and send it off remotely. Submodule installations in excess of the Exalt's normal compliment of eyes can be mounted anywhere on the body, and appear as small metallic rivets rather than organic eyes. Unless she purchases the Autonomous submodule, the Exalt can only focus on or actively operate one eye at a time.

Hover Mode (1xp): The drone's legs can flatten out and rotate at high speed, enabling it to fly like a tiny helicopter.

Autonomous (2xp): The drone has Intelligence 2 and can be encoded with instructions on what to seek out and how to generally pursue its given objectives. In other words, it doesn't need the Alchemical to micro-manage it, and will ping her when it has found something worth watching according to its given instructions.

Playback (2xp): The eye records everything it sees in a crystalline memory chip and uploads these memories to the Alchemical's mind upon re-integration, allowing her to safely ignore its input stream without fear of missing anything important. The eye can also physically interface with Municipal Charms designed to display memory-records.

Optical Enhancement (•)

Type: Standard; Resonance: Perception

The Alchemical has artificial vision enhancement, which might appear as a visor affixed across her face, two chrome balls replacing her eyes, or in various other configurations.

System: Reflexively spend 1 Mote to evoke one of the following effects:

- For the rest of the scene, the difficulty of all sight-based Perception rolls drops by -3.
- For the rest of the scene, the Alchemical can see perfectly in the dark.
- For the rest of the scene, the Alchemical's eyes are capable of acting as high-powered binoculars.
- For the rest of the scene, the Alchemical can zoom-in on details to the microscopic level.
- For the rest of the scene, the Alchemical can see through walls and other surfaces by concentrating and rolling Perception + Awareness (difficulty 6) to focus in properly.

Optical Optimization (1xp): Each purchase of this submodule allows the Alchemical to bring one of her enhancements online without spending Motes by simply spending a turn in concentration.

Deception-Recognition Module (•)

Type: Superior; Resonance: Perception

The Exalt possesses a pair of metal nodules in front of each ear, just above the jawbone, attuned to respond to the stress-patterns of deceit.

System: Reflexively spend 1 Mote to interrogate a statement made to the Exalt. If the speaker is intentionally attempting to speak falsehood, the Alchemical hears a terrible shriek of discordant feedback.

Utility Charms

Chemical Assassination Index (•)

Type: Standard; Resonance: Intelligence, Stamina

Two slim crystalline reservoirs are located at the small of the character's back, flanking her spine. Each is connected to a complex miniature refinery located where her liver ought to be. The refinery distills the toxins stored in the two reservoirs and distributes them throughout the Alchemical's body, making her incredibly poisonous. She can also secrete poison from hidden taps throughout her body.

System: Anyone who bites into the Alchemical or drinks her blood must soak three levels of lethal damage thanks to the poisonous chemicals suffusing her entire body. She may also reflexively spend 1 Mote to emit one dose of poison through one of a variety of means: dripping it from her fingertip into a drink; delivering it with a kiss; or through yet more intimate contact. Each dose of poison inflicts three levels of lethal damage.

Paralytic Toxin (2xp): Rather than extruding a deadly poison, the Alchemical may deploy a paralytic neurotoxin that temporarily incapacitates the enemy. A target dosed with this poison suffers a -3 penalty to all actions. Mortals subjected to the poison must make a Stamina + Resistance roll against difficulty 9 or else be paralyzed entirely for the next (Essence rating) hours.

Acid (3xp): Rather than extruding poison, the Alchemical may deploy a potent acid that quickly burns through any substance it is dripped or smeared upon. One dose is generally sufficient to burn a man-sized hole in a stone wall or metal bulkhead, though smaller and more strategic doses can be issued. If an enemy is exposed to this acid, they suffer three levels of aggravated rather than lethal damage.

Deadly Injector Unit (3xp): The Alchemical may deploy needles from her palms to inject her poisons (doing so in combat requires a successful unarmed attack), or deliver them through any of her weapon Charms that pierce or cut her opponents such as her Integrated Arsenal System, Iron Maiden Implants, or Hyperdextrous Tentacle Apparatus with proper upgrades.

Hallucinogen (3xp): Rather than extruding a deadly poison, the Alchemical may deploy a potent hallucinogen that distracts and disorients the target, subjecting them to waves of phantasmagorical euphoria. The difficulty of all actions undertaken for the rest of the scene increase by +1; the target may spend a point of Willpower to focus through the distractions and negate this penalty for a turn.

Environmental Regulatory Implants (•)

Type: Standard; Resonance: Stamina

Transparent crystalline membranes can flick into place to seal the Alchemical's eyes, ears, mucous membranes, and airways off from the outside environment. A boxy unit mounted on her chest connects to all of her major organs and regulates her body temperature, and can even neutralize hostile Essence radiation. In short, she's capable of surviving nearly any sort of hostile environment.

System: Reflexively spend 1 Mote. For the next 25 hours, the Alchemical is immune to environmental damage from extreme temperatures, pressure, radiation, and deadly hostile atmospheres. She can survive in any of the extreme environments of the Great Maker's body, even the deadly Poles of Steam or Lightning.

Fluidic Impeller Drive (•)

Type: Standard; Resonance: Dexterity

Retractable jet modules, fins, and propeller housings slide out of compartments on various parts of the Alchemical's body when this Charm is activated. While powered, the device sucks liquids through intake valves and pumps it out of thrust nozzles at high velocity to aid in swimming.

System: Swimming is no longer a form of complex movement. The Alchemical is as buoyant as she wants to be in any liquid, and can survive the crushing pressure of immersion in the Pole of Oil or deep sea trenches.

Omnitool Implant (•)

Type: Standard; Resonance: Dexterity, Intelligence

The Alchemical's hands are replaced by incredibly complex transforming machinery which can unfold and reconfigure into any manner of tool imaginable, from scalpels to hammers to lockpicks.

System: The Alchemical is always assumed to have any manner of work tool necessary while this Charm is installed.

Paramagnetic Tether Beam (•)

Type: Standard; Resonance: Dexterity, Strength, Wits

Coils of Essence-conducting wire entwine the Exalt's fingers on both hands, just beneath the skin. When fueled with Essence, the Charm generates a shaped field of semi-palpable force visible as a faint distortion in the air.

System: After a moment spent in concentration, the Exalt spends 1 Mote and rolls her Wits + Athletics against difficulty 6. This Charm remains active for the rest of the scene, and allows her to telekinetically lift and move objects within two zones by gesturing at them. If she tries to wrest an object away from another character, or perform fine manipulations, her successes form her dice pool to do so. Otherwise, her successes on the activation roll determine her capacity to lift and move objects:

Successes	Maximum Weight
One	About a pound
Two	About the weight of a child
Three	About the weight of a large man
Four	About a quarter-ton
Five	About a half-ton
Six+	About a ton

With 3+ successes, the Alchemical can swing herself about by anchoring the Paramagnetic Tether Beam and pulling herself from place to place, or may attempt to fling other characters into an adjacent zone. To do so, roll her Paramagnetic Tether Beam dice pool against their reflexive Strength + Athletics roll to break free. If the Alchemical gains more successes, she may move them up to one zone and knock them prone if desired. Alternately, this can be used to help move consenting targets around hazardous terrain, in which case there's no need for a roll.

Forked Beam Splitter (1xp): The Alchemical may manipulate two objects simultaneously, though she can only actively move one of them at a time.

Recursive Force Suspension (1xp): The Alchemical may spend 1 Willpower to “lock” an object she has lifted with Paramagnetic Tether Beam in place, leaving it suspended in a shimmering field of Essence without the need of any further attention. The object remains there for (Essence rating) days, until the Alchemical wills it to fall, or until it is physically dragged out of place by someone or something. This can’t be used against animate targets.

Sustenance Optimization Engine (•)

Type: Standard; Resonance: Stamina

A metallic jaw and cast-iron furnace in place of a stomach permit the Alchemical to sustain herself on anything she can fit into her mouth: rocks, dirt, old cans and bits of scrap metal, all are equally digestible.

System: This Charm is always active.

The Exalt gains 1 permanent Limit while this Charm is installed.

Void Survival Engine (1xp): The Exalt may spend 1 Mote to meet all of her nutritional needs for 25 hours, powering her body through divine energy alone.

Sustenance Replication Shunt (1xp): By spending 1 Mote, the Exalt may extrude a bland but filling nutrient paste, capable of completely nourishing up to twice her Essence rating in individuals for a day.

Synaptic Acceleration Node (•)

Type: Standard; Resonance: Intelligence, Strength, Stamina

Relay crystals implanted throughout the Exalt’s body vastly optimize her ability to perform predictable or repetitive actions, such as most any form of standard labor.

System: The Exalt can work five times faster than normal when creating, modifying, or repairing something, when providing medical care, or when organizing, cleaning, moving furniture — most any sort of work, generally. This doesn’t apply to combat, nor to travel; the Exalt’s movements are *optimized*, not sped-up.

The Exalt gains 1 permanent Limit while this Charm is installed.

Tactical Leadership Engrams (•)

Type: Standard; Resonance: Charisma

A series of orichalcum studs adorning the character’s face in an arc lead to moonsilver spikes piercing her brain, allowing her to translate tactical acumen to instantly appropriate and inspiring action during crisis moments on the battlefield.

System: Spend 1 Mote to make a reflexive rally action after an allied group has failed a rout check. This Charm can be used at no cost a number of times per story equal to the Alchemical’s War rating.

The Exalt gains 1 permanent Limit while this Charm is installed.

Regenerative Essence Transfusion (•)

Type: Superior; Resonance: Intelligence

The Alchemical possesses a series of slender tentacles concealed within compartments on various parts of her body. Each is tipped with a long, hollow hypodermic needle, and capable of injecting a different sort of revivifying Essence, the better to treat a patient's injuries.

System: After a mere scene of regulating her patient's Essence with injections, the Alchemical may spend 1 Mote and roll Intelligence + Medicine against difficulty 6. Her patient heals one lethal or two bashing damage per success, or one aggravated damage per two successes.

Stimulant (1xp): Rather than performing a medical treatment, the Exalt may trigger this Charm to inject her patient with a powerful stimulant, negating all fatigue penalties and removing the need to sleep for 25 hours. The Alchemical may also dose herself if she wishes. If a patient (or the Exalt) is kept going via this submodule for more days than their Stamina rating, then when the Charm finally lapses they suffer one level of unsoakable bashing damage for each day they are in arrears on rest and sleep.

Antivenin (2xp): Rather than performing a medical treatment, the Exalt may trigger this Charm to inject her patient with a universal antivenin, immediately neutralizing the effect of any poison in his system. If the patient suffered damage from poison during the current or prior turn, they may roll a number of dice equal to the damage taken against difficulty 6; each success erases one point of poison damage. The Alchemical may also dose herself if she wishes.

Anesthetic (3xp): Rather than performing a medical treatment, the Exalt may trigger this Charm to inject her patient with an anesthetic serum, allowing him to ignore up to three points of wound penalties for the rest of the scene. The Alchemical may also dose herself if she wishes.

Transcendent Brutality Motivator (•)

Type: Superior; Resonance: Manipulation

The Alchemical's hand is replaced with a terrible soulsteel prosthetic which can extend an array of nerve-induction hooks at will. This Charm is a tool of torture, of will-breaking, and of motivation by the most desperate of means.

System: The Alchemical may reflexively extend this Charm's hooks whenever she chooses. If physically touching a target with this Charm, she may raise or lower his wound penalties through nerve induction to whatever extent she pleases, at a rate of +1 or -1 per turn. The target's penalties return to normal on the turn following the Alchemical breaking contact.

The Alchemical may break off several of her nerve induction hooks inside of a victim's body, either with an unarmed attack or by simply yanking her hand away from a target after forceful or casual contact. She may spend 1 Mote per scene to activate the hooks as though she were touching the target, raising or lowering his pain threshold as she desires. Removing the hooks requires exploratory surgery, as they burrow deep to evade removal (Intelligence + Medicine, difficulty 9, two levels of unsoakable lethal damage inflicted per attempt). Alternately, a character can attempt to pull them out as soon as they're embedded with a Wits + Athletics roll against difficulty 7.

Unarmed attacks made with the hand replaced by this Charm can inflict lethal damage if the Alchemical wishes.

The Exalt gains 1 permanent Limit while this Charm is installed.

Remote Interrogation Method (2xp): The Alchemical may remotely make demands of someone she is tormenting with her hooks, though since this Charm doesn't give her the ability to receive responses, this is usually an inducement for the target to return to her and turn himself in to make the pain stop.

Sustained Agony Lock (3xp): The Alchemical may pay 1 Mote to simply set a set of remotely-implanted hooks to a particular setting and leave them there. This can only increase, not decrease, a target's wound penalties. If set to "maximum," then all of the target's actions are reduced to one die through the haze of ceaseless, blinding agony, but enacting this setting requires 2 Motes. Rather than lasting for a scene, this submodule causes the pain to last until the Alchemical reflexively decides to make it stop.

Will-Breaking Algorithm (3xp): Often employed in tandem with Sustained Agony Lock to break a victim, this submodule introduces a deceptive weakness to remotely-set hooks: the victim may pay 1 Willpower to shut out the pain for one scene. Alchemical interrogators use this submodule and a day or so of patience to reduce their victims' will to nothing before resuming serious interrogations.

Spiritual Charms

Cross-Phase Scanner (•)

Type: Standard; Resonance: Intelligence, Perception

Colored glass domes cover the Exalt's eyes and adamant receptor-nodules dot her skull, allowing her to attune her vision and her subtler senses to the deeper movements of Essence through the world around her.

System: The Alchemical can roll Perception + Occult against difficulty 7 to survey the Essence of the world around her. Depending on the number of successes rolled and the presence of anything interesting to detect, she might uncover things like the radiance of a nearby Manse or Demesne, a subtle but active spell or sorcerous working, or the fact that a ferocious amount of Essence was spent in the area sometime recently. She can also discern particular profiles, flavors, or "colors" of Essence if she has encountered them before, and thus might use this Charm to track a missing Circlemate by the trail of his expended Essence. This Charm is frequently used to estimate the contents of unmarked veins in the Reaches before tapping into them.

Multiphase Divinity Regulator (•)

Type: Standard; Resonance: Intelligence, Perception

This Charm takes the form of a magnetically-bonded coat of mixed jade and meteoric iron filings embedded in technomystical patterns throughout the Exalt's skin. When charged with Essence, they burn with rainbow light and enable her to strike the intangible.

System: Reflexively spend 1 Mote. For the rest of the scene, the Alchemical may perceive and physically interact with dematerialized beings.

Thermionic Orthodoxy Array (•)

Type: Standard; Resonance: Intelligence, Stamina

An array of glowing vacuum tubes slide out of ports in the Alchemical's back and shoulders when she activates this Charm, radiating a field of absolute reality to protect her.

System: Whenever the character is the subject of any supernatural power that seeks to transform, infect, taint, transport, or control her body, spirit, or destiny, she may reflexively spend 1 Mote and roll Wits + Occult against difficulty 7. Success shatters the hostile magic, protecting the Alchemical completely, and immunizes her against repeated attempts to exert the same sort of influence for the rest of the scene.

Stability-Conferring Aura (3xp): While the Exalt's anima is flaring, she may activate this Charm on behalf of anyone in the same zone.

Void-Denying Stability (3xp): The Exalt may pay 1 Mote to activate this Charm for 25 hours, granting her immunity to the transformative touch of the Wyld. Activating this submodule again immediately upon its lapse cumulatively increases its cost by 1 Mote.

Man-Machine Weaving Engine (•••)

Type: Superior; Resonance: Intelligence

This Charm takes the form of a thin adamant ring implanted around the Exalt's soulgem, inscribed with hundreds of hair-fine glyphs in Old Realm. When activated, the ring spins in its socket and its glyphs burn with power.

The Alchemical attains initiation into the practice of sorcery through the Weaving Protocols of Autochthon. She can cast Terrestrial Circle spells and enact sorcerous workings. Purchase of this Charm grants one shaping ritual and one Terrestrial Circle spell.

System: See Chapter Eleven for rules on playing a sorcerer, with further notes on Alchemical practice of sorcery beginning on page XX. **Once this Charm is installed, it can never be removed.**

The Exalt gains 1 permanent Limit while this Charm is installed.

God-Machine Weaving Engine (•••)

Type: Superior; Resonance: Intelligence

This Charm takes the form of a second adamant ring surrounding that of the Man-Machine Weaving Engine. When activated, it spins in the opposite direction, throwing off pulsing coronas of power.

The Alchemical has been initiated into the mighty workings of the Celestial Circle of sorcery, again through the Weaving Protocols of Autochthon. She can cast Celestial Circle spells. Purchase of this Charm grants one shaping ritual and one Celestial Circle spell.

This Charm cannot be purchased unless the character already has a Man-Machine Weaving Engine.

System: See Chapter Eleven for rules on playing a sorcerer, with further notes on Alchemical practice of sorcery beginning on page XX. **Once this Charm is installed, it can never be removed.**

The Exalt gains 2 permanent Limit while this Charm is installed.

An Alchemical must have Essence 3+ to purchase this Charm.