

# DESIGN PHILOSOPHY ON 3E ALCHEMICAL CHARMS FOR THIS CONVERSION

- The rules and charms should be able to handle most, or at least 95% of situations. I tried to give them to the tools for the job, and while they may not be original my goal is that they should at least be able to do the job.
- I am not attempting to re-invent the wheel here. I am just giving Alchemicals many charms from the 2e and 1e Alchemical's book, attempting to make them as rounded as possible. Do not expect the hundreds of charms like 3e Solars nor a radical re-design that radically changes how Alchemcials work from 2.Xe, but expect to have a fairly well rounded and fleshed out option.
- The Alchemicals in this document are started with being on the lower end of Celestial in mind starting off, but with enough submodules and specialization they can become almost solar-tier in a specific area.
- I am trying to avoid giving Alchemicals solar duplicate charms when I can, but sometimes I can't figure out a good effect so I just throw them in there. This has been reduced significantly since the initial document.
- In 3e there are quite a few solar charms that do many things. Alchemical charms are usually narrower starting off but get far broader in scope with submodules.
- Charms will use distances in meters when referenced, not yards. I'm Canadian and I find the Imperial system a pain in the ass. Miles are still used, it's easier to say three miles than 4.8 kilometers.
- Installation costs are iffy I admit and based off a homebrew rule I used in 2.5e when running Alchemicals. I could redesign how Alchemical charm attunement works, but I don't feel the need to hash out something like that as I am lazy. Just note if you do that, Alchemicals become FAR more powerful, easily a step below Solars in combination with powerful charms and full mote pools.
- Many of the charms here are generalist. They are (hopefully) good, but a Solar specializing his field would be better.
- You may see me asking questions in bold on certain charms, be it notes for charms or things I'm concerned of. I'm leaving them anyways, as if anyone makes such things I'd be grateful as I'm a lazy prick.
- I greatly appreciate any feedback, especially on whenever some charms seem vastly overpowered compared to a Solar for far less XP or just generally snap the game in two.
- Most importantly of all, I made all of this to entertain people. If I brightened the day of even one person, then I consider this all worth it.

# INTRODUCTION

Well, this is certainly the wait isn't it? The original Alchemical 3e conversion took me two weeks when I was essentially locked in a room with a bad internet connection and Symphogears GX to watch. That was three years ago. Since then I've been constantly trying to improve this document to the finest possible diamond it could become. So has this been worth the wait? With nearly 208 charms and 721 submodules?

I think so.

## Chapter 1: Character Creation

### ALCHEMICAL CHARGEN

#### Step Zero: Notes

**This is not a complete Alchemicals book.** You will need the following books to make sense out of this chargen process:

- Manual of Exalted Power: Alchemicals Second Edition - This contains the relevant fluff for each Alchemical and discusses some things relating to their physiology.
- Exalted: Third Edition - Since this is a conversion to the third edition, you obviously want the rules mentioned in that.
- Shards of the Exalted Dream (Modern/Heaven's Reach) - Take this if you plan on running a modern or Sci-fi game. It explains the concept of the settings.
- Compass of Celestial Directions: Autochthonia (Vanilla) - This book details a lot on Autochthonian society and the things that dwell within it. While not essential, it really helps learning more in depth on each nation. Also, Clasat is the best nation. If you disagree, I will fight you.

#### Step One: Select Concept, Caste, and Alchemical Mark.

Just like in Exalted 3e core, only this time the castes and their roles are a bit different that Solars. The castes are just the same as in Alchemical's 2e, and for more information on

this section please read Manual of Exalted Power: Alchemical's Page 81. The Storyteller however will tell players what sort of Alchemical Mark they are before the game starts, as detailed below.

For Modern games however this is slightly different. Modern Alchemical's were born human and made Alchemical's later on, altering their perceptions and worldview than traditional vanilla Alchemical's. In all likelihood an Alchemical in this sense can be akin to a Solar in terms of concept generation, especially if the Althing is hunting them in the Modern setting.

In Heaven's Reach type settings the same also holds true when compared to modern games. The one immediate advantage that Alchemical's have in Heaven's Reach is that they're immunity to vacuum can be a big advantage in some areas.

Alchemical's themselves come in several major versions, or marks. It's suggested due to ease for the Storyteller that only one type is picked for all player characters, but if the Storyteller wants to make use for multiple versions he is more than welcome to. The following are detailed below:

- Mark I - These are the traditional Alchemical's detailed in Alchemical's 1e and 2e. They are built from the state for the state and its people, often relying on heavy infrastructure to support themselves. This is the standard for Vanilla Alchemicals. If you're running a standard Alchemical game in Autochtonia, pick this.
- Mark II - A substantial upgrade from the Mark I series in terms of saving resources. Mark II's are costlier to make at the beginning, as they require even more resources than a Mark I Alchemical shunted into a specific place in elsewhere, but the end result in the long run is worth it to many. When a mortal places the Soulgem against her forehead, the anima banner of the new Alchemical flares to totemic as a giant pillar of light races to the sky while the soulgem immediately fuses to the head of the mortal while microscopic wires are injected into the mortal's nervous system, before the Soulgem begins to remake the mortal's body on a cellular level. Blacking out is uncommon during this step, as many Alchemical's can recall this as easily the most painful thing they've ever done. When the process is finished (Or the new alchemical wakes up), they find out they are completely converted over to a machine. Mark II's still need to attend VATS complexes in order to retrofit themselves with new charms or upgrade their attributes. As a safeguard however, all new Alchemical's are preloaded with charms to ensure Champion safety in times of duress shortly after Exaltation.
- Mark III - The current top advancement in terms of Alchemical technology, but also the costliest. Mark III's require even more than the Mark II's, but the payoff is even more. No longer do nations need to pay for expensive retrofitting or upgrades for

their Alchemical's, instead what happens is that the Champion in question can put his Exaltation into suspension into Elsewhere, letting them upgrade their Exaltation by installing charms or Essence while the Champion can still do things herself, but at a cost. When the Champion puts her Exaltation into Elsewhere suspensions (A simple miscellaneous action) she is then considered to be completely mortal. A mortal that can still has access a motepool and can attune to artifacts, but still mortal. Time to install and alter submodules remains the same and while an Exaltation is altering itself, it cannot be summoned back except in dire times. If summoned back prematurely, the time needed to install the upgrade/alteration is reset and the Champion is counted as one essence lower for all intents and purposes for (28-Willpower) days. As a bonus the Champion no longer needs to dismiss her Exaltation in order to raise attributes and may do them naturally instead of needing facilities like Mark I's or Mark II's at the same rate Lunars do (NOTE: Use Solar XP table for now, switch to when Lunar's come out if different). Lastly the soulgems of the Mark III's are known to develop sentience from time to time, which is treated as purchasing a mentor. These soulgems will typically know something of value, often having a database and providing company/assistance for an Alchemical. In addition they are able to access computers as if they had the Metaneural Uplink Node charm, and before finding a host can be regarded as very competent hackers, but once they find a host most of their energy goes to the host, so any remote hacking of a guarded computer system is something the Alchemical needs to do themselves. Caution is advised for Champion's whose Alchemical cores have bad habits, such as online gambling. Lastly, if you want something like Power Rangers and Kamen Rider, whenever a Champion sends their Exaltation to elsewhere their soulgem releases itself from the body, and they may do this even if they have no upgrades to do for as long as their wish. As a safeguard, champions will always have an infallible, innate sense of direction towards their soulgem. Even in a pile of perfect copies, they will always know which one is their own. If it's in another realm, they will know the closest safe area to entering that realm to get it back (Any fights with residents of such realms are up to them), and knows it regardless of distance.

Be warned that choosing anything other than Mark I for vanilla games has substantial implications for Autochthonia and it's entire culture. For one the Luminators no longer have the power to decide what soulgem gets the honour of being made into a Champion, and the entire thing is left up to the core itself.

In terms of castes, Alchemical's don't really follow the Solar route. You can have a Starmetal that is made for combat in your group while a Soulsteel police officer known for being a flirt with the populace.

***SIDEBAR: Alchemical Marks? This is homebrew, put it in a sidebar/appendix***

You know how many times I've told people to use the Exalted Modern Alchemicals when they describe what they want from Alchemicals? Quite a few times. Most people don't know they exist. Hence I'll cut the middleman out and put it right up front for Storytellers and players to see.

## **Step Two: Attributes**

Alchemical's do **not** prioritize or select primary/secondary/tertiary attributes like Solars do. Instead, Alchemical's have a bit of flexibility in regards to that, but the caste attributes are important as they are the only charm types that are able to be used in Supercharged charm slots. Their first three favored attributes are their caste attributes, which are detailed below:

- **Orichalcum:** Show mighty and forceful personalities. Strength, Charisma, Intelligence.
- **Moonsilver:** Express Grace and beauty. Dexterity, Appearance, Wits.
- **Jade:** Describe Physical and Mental flexibility. Stamina, Charisma, Wits.
- **Starmetal:** Describe Physical and Mental finesse. Dexterity, Manipulation, Intelligence.
- **Soulsteel:** Speak of relentless Vigilance. Stamina, Manipulation, Perception.
- **Adamant:** Emphasize Enigmatic Power / Grace and Power befitting as the heralds of Autochton himself. Strength, Appearance, Perception.

It's worth noting that if the Storyteller desires Adamants not to be the spymasters they are, they can instead function as the strong and graceful priests of Autochton themselves. Strong, beautiful, and ever watchful of those under them.

Once the caste attributes are selected, distribute 8 dots amongst them. Next the player selects three other attributes as their *favored* attributes. These attributes are charms that can fit inside of favored charm slots and cost less experience/BP and time to raise in game. These attributes can be anything that was not selected as a caste attribute already and you get 6 dots to spread amongst them.

The last is the tertiary, or general attributes. These are the remainder of whatever attributes are left over. You get four dots to spread amongst these.

Lastly, after all dots are assigned, you get one extra dot to add to any of your caste or favored attributes.

### Step Three: Abilities

Selected one ability to be favored, this favored ability is the speciality area of the Alchemical and is mainly for character development. Once that is selected, divide up to 28 dots of abilities amongst all your abilities and select up to four specialties for those abilities.

### Step Four: Merits

Distribute up to 10 dots of merits to apply to the Alchemical, with the following notes:

- Alchemicals may spend 1 merit dot to gain one charm.
- Alchemicals in Vanilla games gain Class 3 for free. In case of Adamants, they may have Mentor 3 instead. In modern games, you enjoy your nothing.
- Alchemicals get a lot of artifacts. Each merit dot spent buying an artifact counts as two instead at character creation only. This applies even to Modern or Sci-fi games, in which the Alchemical template is pre-loaded with specific artifacts. Any partial dots not used are wasted.
- Alchemicals cannot take the Fountain of Power flaw if it exists later on (The one that merges your personal and peripheral pools)
- Please see Chapter 2: Traits for new and/or altered backgrounds unique to Alchemicals.

### Step Five: Charms

Like all Exalted, Alchemicals wield magical powers known as Charms. Yet, rather than being mystic extensions of their Ability mastery, Alchemical Charms derive from their artificial body, literally, in the form of surgically implanted artifacts. The bodies of Alchemicals are able to sustain only a certain number of Charms at any given time, however. At the start of the game, Alchemical's have four general charm slots and four favored charm slots, which must be filled before the end of character generation. Select ten charms at character generation.

Instead of a Supernal ability, Alchemicals have what are called **Overcharged** charm slots. While a charm is inside of an overcharged slot, the Champion's Essence is treated as Five for purposes of meeting the prerequisite in addition to treating all attributes as one higher for it and its submodules. In addition any charm inside of an overcharged slot has

it's attunement cost lowered by one mote, minimum zero. The only charms that can fit inside of Overcharged slots however are the ones relating to the Champion's caste attributes, so choose wisely. You begin play with four Overcharged slots, and these do not need to be filled. To see my logic for making such slots, see the bottom of the document for my clarification.

Additional charm slots, favored or general, may be purchased with BP or XP during play. However the amount of Overcharged charm slots do not change, so be careful what you install in these slots. Be especially careful if you wish to install a permanent charm in one!

You can use some of your charm selections to buy Martial Arts, Evocations, or Sorcery as well. However the BP cost of purchasing such charms are different than those of Alchemical charms and remember you **must** have your four general and four favored slots filled. If you want the cost-efficient route, use some of your 10 charm picks at start for sorcery/MA/Evocations then buy Alchemical charms on the side for cheap.

## Step Six: Intimacies and Clarity

Intimacies function the same as in 3e and they have the same general requirement for Alchemicals as they do Solars.

Instead of Limit Break however, Alchemicals have Clarity. To see the fluff of Clarity, see page 112 of Manual of Exalted Power: Alchemicals. The crunch of Clarity will be detailed in Chapter 2: Traits

## Step Seven: Bonus Points

Spend 15 bonus points on anything of your choosing in order to round out your character. Remember that artifacts give you a 2 for 1 deal whenever spending merit points or Bonus points on purchasing them. Otherwise the following table outlines BP costs.

Trait	Cost
Favored/Caste Attribute	3 per dot
General Attribute	4 per dot

Favored Ability	1 per dot
Non-Favored Ability	2 per dot
Speciality	1 per dot
Merits	1 per dot
Charms	1 per charm
General Charm Slot	3 per slot
Dedicated Charm Slot	2 per slot
Martial Arts Charm	4 per charm (Requires Perfected Lotus Matrix)
Evocations	4 per charm
Sorcery	4 per spell (Requires Man-Machine Protocols)
Willpower	2 per dot
Artifact Merit	2 per 1 bonus points

Alchemicals come front loaded. Their general attributes are going to be more expensive to raise compared to how high their main attributes will be.

Note you may spend bonus points at any time during the character creation process.

## Step Eight: Finishing Touches

The eternal torture is almost over, and as much as I wanted to insert a cube root calculation in here I was not able to. All Alchemicals start with the following by default:

- 5 dots of Willpower
- An Essence rating of 1.
- 1x -0, 2x -1, 2x -2, 1x -4, and one incapacitated health level. In addition Alchemicals automatically gain one -2 health level per dot of essence they possess. Meaning most of the time they will begin play with 3x -2 health levels which only goes up from there. Colossi gain additional health levels, getting a single -1 and -2 health level with each dot of essence.



- An Alchemical's personal pool is equal to her (Essence x3) + 10 and her peripheral pool is equal to (Essence x5) + 40. WTF you may ask, why the hell do Alchies get more motes? See that personal pool? That will most likely be empty or near empty due to charm commitments.

## Step Nine: Character Advancement

If you're reading this then congratulations, your alchemical is not dead past the first session. Here is the experience table for Alchemicals:

Trait	Cost in Experience Points	Training Time
Favored/Caste Attribute	Current rating x3	(New rating) Weeks
General Attribute	Current rating x4	(New rating) Months
Favored Ability	(Current rating x2) -1	(New rating) days*
Non-Favored Ability	Current Rating x2	(New Rating) weeks*
Speciality	3 per speciality	Two weeks*
Merits	3 per dot (if allowed)	(New rating) weeks**
Caste charms	6	(Minimum Attribute) days
Favored/General Charms	6	(Minimum Attribute + Minimum Essence) days
General Charm Slot	4 per slot	One Day
Dedicated Charm Slot	6 per slot	One Day
Submodules	Varies	One Hour
Martial Arts Charm	10 per charm (Requires Perfected Lotus Matrix)	(Minimum ability + Minimum Essence) days*

Evocations	10 per charm	As per solars, when they actually have a training time*
Sorcery	10 per spell (Requires Man-Machine Protocols)	Two weeks per circle*
Willpower	8 per dot	One Month*

\* Raising this does not require a trip to the VATS and may be done manually.

\*\* Raising this depends on the merit installed but generally these do not need a VATS facility.

Alchemical training time is different than Solars as well as their method of training. Increasing various stats may require a trip to the VATS, in where the Alchemical is offline for the remainder of the installation time as their artificial body is modified. See Manual of Exalted Power: Alchemicals for more information about VATS.

***SIDEBAR: I hate the BP/XP split, make it into BP only/XP only.***

Read this entire thing, as I know some of you close out the document after hearing an answer.

No. I have no idea what sort of math to use for either, but storytellers are advised of the following problems that I by myself are aware of (There may be more).

- BP is, on purpose, VERY biased towards charms for Alchemicals. It is by design that Alchemicals have a lot of charms at the beginning, fitting to their adaptable nature. If you give out BP rewards instead of XP ones, you simply flood Alchemicals with cheap charms. This is to say nothing that that I'd have to rebalance the cost of \*every\* sub module.
- XP, while having exponential costs for Attributes and abilities, fits very nice with the cost of charms and submodules. They're still the cheapest in the game and submodules allow for customizations of power that don't require an entire charm's worth of power, but enhance what the base charm already does to rather scary heights. XP chargen meanwhile makes attributes VERY expensive, and I fear that after assigning your dots you have trouble keeping up. Not only that, but charms are not as cheap for Alchemicals anymore at chargen.

With this in mind if you still are adamant about the BP/XP split, I highly suggest doing the following. Do chargen as normal, but make XP costs for abilities and attributes flat (So

avored attributes cost 3 XP per dot rather than current rating x3). This should keep progression relatively the same as most players are going to most likely spend most of their XP on charms, submodules, and slots.

## Solar Experience

As with Solars, Alchemicals also gain access to Solar Experience just like Solars do, however how they gain it in play are a bit different than Solars.

## Expression Bonus

In addition to the methods listed on page 177 of Exalted 3e, Alchemicals may gain their expression bonus if they put themselves in incredible peril when acting on behalf of their state (or minister if Adamant Caste)

## Role Bonus

This is where it becomes a bit different. Here is the list following how Alchemicals get their role bonus in play:

- **Orichalcum Caste:** Inspiring action by leading through example, pushing a new and innovative solutions to problems, serving as an inspiration to others, creating a lasting and meaningful work of mystical power in the world (such as forging a sorcerous working or artifact, or binding a demon to protect a valley until the end of the age), or solve problems by application of pure brute force.
- **Moonsilver Caste:** Being adaptable despite the situation and tools at hand (Such as defeating a Gremlin force with hungry Lumpen), gaining a significant advantage over a dangerous enemy through infiltration or stealth, protecting the Assembly or those the Alchemical holds a defining intimacy towards without them realizing there was a threat, solving a problem with quick thinking and wits on the fly, learning or protecting state/organization secrets, or removing a major impediment to the character's or Circle's goals through assassination, blackmail, or other underhanded means
- **Jade Caste:** Inspiring action through the power of unity and teamwork, take on burdens considered too large/dangerous for normal men and succeed (such as literally working all night on paperwork), being considered a critical component in some great work/project/task, risking one's life in order to protect a major or

defining intimacy, enduring great hardship in the name of a Major or Defining Intimacy, or bringing two or more parties with a meaningful dispute to accords.

- **Starmetal Caste:** Using subtly or guile to solve complex problems, providing wise counsel that ends up being instrumental to the success of another, having a back-up plan or contingency plan prepared for some major event or setback, removing a major impediment to the character's or Circle's goals through assassination, blackmail, or other underhanded means; or solving a significant problem or crisis through the application of knowledge or through education.
- **Soulsteel Caste:** Being the "Bad" Cop, upholding or protecting a Major or Defining Principle and/or the state through "criminal" means (larcenous association, torture, robbery, poisoning, and so forth), hunting down and bringing those that violated Autochthonian law to justice (Organization the Alchemical is a part of in Modern), exploiting the law to your benefit and have your actions still be 'just' legal by the word, or striking fear or hesitation into the hearts of your foes.
- **Adamant Caste:** Using subtly or guile to solve complex problems, solving problems in dire situations with rational decisions, Removing a major impediment to the character's/Circle's/Minister's goals through assassination, blackmail, or other underhanded means, providing cryptic or anonymous information that ends up saving lives or some organization, being the mediator between disputes, and finally helping to solve major problems when people are not aware of your involvement in said problem.

## COLOSSUS CHARGEN

### About Colossi

So you want to toss subtly out the window and go for for maximum power huh? You want to play as one of the thundering god machines of Autochthonia itself. I'm here to make that happen.

Colossi are the strongest mobile weapons Autochthonia has at its disposal. Each and every one of them is a champion amongst champions in their own right, crafted by only the brightest of minds in all of Autochthonia and entrusted with some of the mightiest tools ever devised by the Great Maker himself. Seeing the silhouette of a Colossus illuminated by a roaring anima banner can be the greatest sign of hope to those loyal to Autochthon and terror to those who oppose them.

Making a Colossus is no easy feat. An Alchemical must decide to take the final step into becoming a Colossus, entering into a specially made tank in the very heart of an Alchemical city. From there the Alchemical's body is stripped down until only her soulgem,

brain, and essence tank remain. The Sodalites begin the extraneous process of remaking the entire Alchemical piece by piece, their tasks ranging from crafting millions of artificial synapses to massive hydraulic muscles that could support the weight of an entire polis. Months later a brand new titan steps out of the VATS complex, a super champion invincible under the heavens. The successful construction of a new Colossus is often followed by a week of celebration and the birthdate of the Colossus becoming a national holiday for the city itself.

**Any Alchemical, *regardless of Essence level or age* can decide to become an Alchemical, assuming the Alchemical's leaders agree upon it.**

In theory it is possible to construct a Colossi immediately without completing the Alchemical phase, but in the entire history of Autochthonia such an event is so rare that it could be counted on a single hand. An Alchemical failing to catalyze is a blow to a nation, but a Colossus failing to catalyze could set the entire nation back decades behind their peers. Only the foolish and the truly desperate would ever try such a thing, because even the sides in the Elemental War never even considered this option despite how terrible the war was for both sides. But those that do succeed are regarded with awe as they say such a Colossi is one chosen to avert some terrible prophecy or lead their people into a golden age.

Of course while Colossi are some of the strongest beings in all of Autochthonia it also comes with several considerable downsides:

- The cost for making a Colossus is outrageous. For the price of one Colossi one could in theory make nearly an entire assembly of Alchemicals. Even the richest of the Octet, Kamek, would put behind several years if they constructed one. Even if the initial price point is enough to make one balk the cost for keeping one isn't cheap either. An entire VATS facility often needs to be dedicated to the exclusive use of a single Colossus. Put in the time and effort needed to construct and store its powerful charms and the costs needed to keep such a facility operational can keep nearly a dozen lesser factories open. Essentially the cost of operation for a single Colossus is about Resources ••• per month once everything is factored in.
- Keeping the construction of a Colossus a secret is close to impossible, as the massive amount of resources such a thing requires is trivial for spies to pick up. The facility where Colossi are constructed at are some of the most heavily defended sections in all of Autochthonia. The only place that would have more security are the artifacts from Creation Yugash is keeping to enact Project Razor. When a nation begins constructing a new Colossus it's when, not if, rival nations learn about it.

- A Colossus's size is both a blessing and a curse. It provides vast power and while mile wide shafts can be found in Autochthonia, smaller spaces are much more common. A Colossi travelling through the reaches will often need to take the long way around to his destination. Colossi are encouraged to travel with several escorts at the very least, as gremlin forces are very quick to pound upon and tear apart any Colossus they can, even if this means sacrificing their lives in the process. While the jokes of having a Colossus girlfriend a spread amongst Autochthonia, meaningful social interaction becomes much more difficult while intimacy becomes close to impossible. It takes a very special of person to get close to a being who can accidentally break every bone in your body with a slight accidental flick of its wrist. As a result many Colossi tend to have high clarity, but not far beyond the normal. The Kamekian Jade Colossus *Azure Idol of the People* regularly throws concerts and interacts with the Populat after each one, in fact she has quite the issue regarding her size.
- A powerful Alchemical is one who spent decades if not centuries learning the flows of essence in his body, mastering near flawless control of his essence as it flows through his spirit and into his mechanical charms. An Alchemical who becomes a Colossus must relearn everything that they have learned to control their essence all over again in a brand-new body. Often this resets them down several Essence levels, and quite possibly down to Essence 1 all over again while other Alchemicals may barely feel any change to their overall essence flows. This is often one of the primary factors against experienced Alchemicals becoming Colossi, as there is no assurance of how long it will take them to regain their lost power.
- Colossi have no equal when it comes to raw power in their charms, but their size makes fighting smaller opponents much more troublesome.

## Colossi Characteristics

So you still want to play as a Colossus? OK then, the first change is at Step One, you need to ask your Storyteller if you have permission to play as a Colossus. Playing as a Colossus is quite a change from the normal game itself both in-character for the play and out of character for the Storyteller to try and accommodate.

A Colossus otherwise proceeds as normal through character creation. You can select either a Colossus who was made brand new or a Colossus who was once an Alchemical. After which the Colossus gains the following permanent traits:

- A Colossus functionally gains the Legendary Size merit. This can be in no way, shape, or form be turned off.

- Attacks made by smaller-sized enemies do not inflict onslaught. Magically inflicted onslaught penalties remain.
- A Colossi cannot be reduced below initiative 1 by a **withering** attack made by a smaller character unless it has a damage pool of 10+ dice even after subtracting the Colossi's soak. The attacker still gains the full amount of initiative from a normal attack.
- Colossi cannot take more **decisive** damage from a single attack made by a smaller character than the attacker's (Strength + 3). Levels of damage added by magic do not count towards this limit.
- Colossi cannot be grappled by smaller enemies unless they possess magic such as Dragon Coil Technique. Likewise, smaller foes require such power to resist the warstrider's (Strength + [Brawl or Martial Arts]) rolls to establish a grapple's duration.
- A Colossi's size makes it impossible to knock back with smashing attacks and more difficult to send flying with magical attacks.
- The Colossi can engage other enemies with Legendary Size, such as Tyrant Lizards, on equal footing. Neither one applies Legendary Size's benefits against each other.
- Those not from the same nation as the Colossus are considered to have a minor intimacy of fear towards it. This intimacy can fade away with him after the Colossi proves they are trustworthy but represents the unease people feel when seeing one not on their side.
- The permanent size is considered to be a flaw when dramatically appropriate in game. As previously mentioned, it is hard for a Colossi to attend a gala meeting, navigate through certain areas where her circle can travel, or even form relationships.
- A Colossi is functionally much stronger and tougher than its smaller brethren. Even if a Colossi's Strength is 1 its treated as 5 for purposes of damage and treated as have 10 dice on any feat of strength roll. If this is smaller than the Alchemical's natural dice pools then this counts as a dice bonus. Likewise an Alchemical is treated as having Stamina 5 for the purposes of soak and resisting hardship (poison/environmental hazards), which it too is counted as a charm bonus if the Alchemical's natural Stamina is lower. These are not true ratings for charm prerequisites. If a Colossi has Strength 2 then he may have Strength 5 for most purposes, but for charm prerequisites he still has Strength 2. First Strength or Stamina Augmentations add directly on top of this value, treating the Alchemical as if she had 6 in Strength or Stamina is she had the appropriate one installed even if her actual attributes are lower, but still treats her attributes as the same. Once the Alchemical gains 5 natural strength she gains access to the Mighty Thews 2 merit for free.
- Colossi gain an additional -1 health level per essence dot in addition to their -2.

- A Colossus gains access to a Warstrider's devastating action.
- A Colossus may install Colossi tagged charms, special charms are are very powerful. Likewise some charms may function differently for a Colossus.
- Colossi can wear armour, in which case many artifact armours may have to be scaled to their size.
- Colossi obey armour restrictions on martial arts as normal characters, meaning a Colossi with no armour can practice nearly all martial arts.
- A Colossi is much faster on foot. I'm not giving exact numbers as the ones in Arms are laughably slow. 70 miles in 10 hours for default striders? Lol
- Unlike normal warstriders, Colossi do not require extensive repairs whenever they are damage. They heal naturally as any other living being. They are more expensive to retrofit however, procedures costing an additional dot of resources per procedure compared to normal Alchemicals. Likewise they require more food than a normal sized creature. Often needing to eat the amount a size 1 battle group can consume.
- Colossi take a -4 penalty on any non-reflexive physical action on something smaller than it, ranging from operating personal size machines to attempting to hit such a target in combat. It also applies a -4 penalty to see such targets unless the Alchemical can see things in microscopic detail (hint hint).
- Colossi weigh far more than their mundane Alchemical brethren.
- Colossi are vulnerable to gambits that target Warstriders, however the Breach Frame action has no effect on them.
- Colossi are not eligible to turn back into human, meaning there's no such thing as MK III cores for them. All of them must have dedicated facilities to maintain them.

#### *Sidebar: Modern/Sci-Fi Colossi*

Colossi can be done in one of two ways.

First is manual upgrading. Regardless of the Alchemical MK version any Alchemical can take the plunge to transform into a Colossi if the facility for and the resources exist for it, regardless of a Sci-fi or Modern setting. Such things would still be rare however as one would need to find both a skilled craftsman, a dedicated facility (Which must be at minimum a five dot manse) and the resources to do so. An Exalted can make a Colossi using craft, which has the same difficulty to making an N/A Warstrider. If the Exalted fails to make the Colossi during this time then the Alchemical tragically perishes. Alternatively the mysterious Demiurges from Project D.E.S.U.S. can also construct a Colossus using the strange knowledge they contain just as they made the Alchemicals and Dragonblooded before them. Demiurges take more of a narrative time scale and can take however long they need to make the Colossi. No one, not even the Demiurges



themselves, know how this is exactly done. Many of them report going into some sort of trance while working in one of their five esoteric specialites.

The path of human to Colossi is a far more difficult, and rarer, road. The only society that remotely has the technology and resources to pull this off would be the far distant future setting of Heaven's Reach. In this case human to Colossi modules are in the form of large caskets the size of cargo containers. Each of these caskets have a central control chair in which a single mortal can lay down inside, which once inside it will scan the mortal to see if they are a proper match. If they are then they will put the mortal to sleep and begin the work of constructing a proper Colossi body that the mortal was tailored for, disassembling their body down to the motonic level and infusing their soul in a single gem on the Colossi's forehead. Once this entire process is done the casket gently opens with a cloud of steam (or forcefully for dramatic effect) and one of the galaxy's next colossal champions emerges soon after. The entire process may take months or even a year, but for the Colossus it would feel as if only a single night's sleep passed by. Some may even think themselves to be piloting a brand new high-tech warstrider until they inevitably learn that *they themselves* are the warstrider. After quickly coming to terms with their new body they'll inevitably have to search out people who have the facilities capable of maintaining their new body, which can involve far more than what they originally bargained for.

## Chapter 2: Traits

Alchemical vary by their Mark number (See Chapter 1: Character Creation) but still share many things in common with what they had in 1e and 2e. Alchemicals in Alchemical mode will appear blatantly non-human, and even those without any charms will often have skin hues related to their castes or other things such as crystal or jade hair. Mark I and II Alchemical's follow the traditional Alchemical lifeline as laid out in Manual of Exalted Power: Alchemicals. Mark III's follow a different path, and one that is completely up to the storytellers and pl- OK cut me a break. I wrote and converted all these charms, if your game survives from Essence 1 to 5 then call me and I might be motivated again.

With 1e legacy, if you want Essence 4-5 Alchemicals to be nine to twelve feet tall and either you or your game master has a giantess fetish, be my guest. In fact if you want to beat canon really badly go make child Alchemicals. I'm not a cop, I don't give a shit. Be aware in these cases nothing stat wise really changes.

## CLARITY

*Executing Execution.exe*

The fluff effects of clarity are detailed in Manual of Exalted Power: Alchemicals page 110. Crunch wise, it differs quite a bit. You still have a clarity level ranging from one to ten, but it functions differently.

## Gaining Clarity

There are two kinds of Clarity: *permanent* and *temporary* points. Permanent points of Clarity cannot be removed as long as the conditions that produced them remain in place. Temporary Clarity fluctuates according to behavior and situation. Characters may gain Clarity in the following ways:

- **Transhuman Essence:** Alchemicals gain one point of permanent Clarity for each dot of Essence they possess over five.
  - Note Colossi in this document *do not* automatically gain Clarity just for being Colossi, as their essence doesn't have to be over 5.
- **Suppressing Intimacies:** Whenever the Alchemical spends a willpower on a decision point to go against one of her intimacies, she then gains clarity equal to the intimacy if she didn't use a higher level intimacy to defend it, by doing so she gains one clarity. Once per scene, she may attempt to defend against a social

attack that goes against the ideals of clarity treated as a defining intimacy, but she gains +2 clarity for doing this. Once her clarity track increases, she may do this a [additional Clarity/2] times a scene, to a maximum of her essence.

- This does seem extremely powerful, but you're also cut off from your other non-defining intimacies. What do you think?
- **Emotions:** Seeing a loved one return home after a war, it's only natural for a human being cry. Whenever Alchemicals attempt to suppress their emotional state (typically from the instill action), they gain one clarity. This isn't a case of wearing your heart on your sleeve, but this is literally convincing yourself that you're not actually sad or happy.
- **Forsaking Humanity:** Alchemicals gain a point of temporary Clarity after spending a full week without meaningful, nonviolent human contact of any kind. Other Alchemical Exalted do not count as humans for this purpose.
- **Embracing Clarity:** Whenever an Alchemical uses clarity to boost their Resolve or in a decision point, then she gains +1 clarity if the defense was successful or was used in a decision point.
- **Charms:** Charms with the Exemplar keyword bestow permanent Clarity while they are installed. Some Charms grant temporary Clarity when they are invoked, as well. See Chapter Five for more details.

## Losing Clarity

Unlike Limit, Clarity does not “break” at 10 points. Gains in excess of this total are simply ignored. As mentioned, permanent Clarity can be lost only by removing the situation that produced it (usually by removing an Exemplar Charm). Temporary Clarity, however, can be removed in two ways:

- **Human Contact:** At the end of a scene in which the Alchemical meaningfully interacts with normal humans, roll the resolve bonus the intimacy would give as dice (applying penalties according to current Clarity). Add one bonus die to this roll if the Alchemical bears an emotional Intimacy toward any of the humans with whom she interacted. If the roll is successful, the Exalt loses one point of temporary Clarity. On a botch, the Alchemical's alienation deepens, and she gains a point of temporary Clarity. Only one point of Clarity may be lost in this manner each day.
- **Embracing Intimacies:** Whenever the Alchemical channels the emotional context of an intimacy, be it through a social defense or a charm, he loses a point of temporary Clarity.

## Effects of Clarity

Rising Clarity erodes an Alchemical's ability to empathize with humans, even as it attunes her to the alien logical processes of her Primordial patron and his component souls. This is a gradual process with several recognizable stages, each with its associated benefits and drawbacks.

0-2:	The Alchemical's thought processes and behavior seem as ordinary and human as her traits and intimacies would indicate.
3-4:	The Exalt grows notably colder, though not inhumanly so. She seems faintly impatient with and disdainful toward mortal failings. In general, she has less time for people. All social rolls not pertaining to intimidation suffer a -1 penalty, unless the Alchemical is interacting with an Autochthonian spirit, automaton or Alchemical of equal or greater Clarity. In those instances, the Exalt enjoys a +1 situational bonus die. At this range of Clarity, things that only have a faint attachment to the Alchemical just seem less important. Minor intimacies cannot be used for defense or for charms. Any minor intimacy that is tied or related to a defining intimacy is unaffected however. As are minor intimacies toward things that directly support her defining intimacies or are of regular material benefit or hindrance to the Alchemical remain unaffected. The Alchemical gains a minor intimacy of Clarity (Principle) at this level, capable of being used as any other intimacy would and is explicitly exempt from the no intimacy rule. Additionally using this intimacy for social influence does not decrease your overall clarity.
5-7:	The Alchemical's movements and speech become clipped and laconic for greater efficiency. She no longer pities mortals for their imperfections, correctly recognizing pity as a waste of cognitive function. In short, she is notably inhuman. Emotional needs are taken into account only for motivational purposes. Mistakes meet with prompt chastisement and punishment if possible, or the prompt filing of disciplinary reports with the defective mortal's superiors otherwise. The thrum and boom of distant gears sometimes impresses itself on the Alchemical in her dreams. All bonuses and penalties from the previous stage double at this level. The Alchemical may no longer gain benefits from Minor intimacies at all and Major intimacies may only be channelled if they related to a defining intimacy in some form. Such Intimacies may remain only if they are valued for strategic import alone. Antagonistic Major or Minor Intimacies at this level of Clarity may be sustained only if the subject of the Intimacy is a serious, ongoing threat to the Alchemical or her goals. Emotional Intimacies of friendship may be retained only if this friendship is of material benefit to the Alchemical. Lastly the Alchemical gains another intimacy of Clarity (Principle) at

	the major level in addition to the minor level. These are considered different intimacies for social influence. For example, an Alchemical could use the minor clarity intimacy to bolster his Resolve, and if that fails and pressed into a decision point, he can use the major Clarity intimacy so long as it matches the themes of Clarity.
8-9:	The Exalt has progressed beyond humanity, able to look back on it as a necessary but regrettably imperfect phase of her evolution. When absolutely necessary, she can present a façade of polite courtesy to facilitate expedient interaction with less enlightened minds. Her dreams are full of the crystalline hum of the Machine God's logic processes, and this stream of autonomic data sometimes impresses itself on her waking mind. Penalties and bonuses rise to two dice, and the Exalt gains a situational bonus die to all Mental Attributes, and rolls involving memory, analytical deduction or dispassionate self-control. This does not count as a charm bonus. The Alchemical may now retain emotional Intimacies of friendship only if such ties directly support a defining intimacy. Major or minor intimacies based on love disappear at this range of Clarity unless the relationship is of material benefit to the Alchemical. At this level the Alchemical gains another intimacy of Clarity (Principle) at the defining level, allowing it to exist as a minor, major, and defining intimacy all at the same time.
10:	The Alchemical's voice carries occasional undertones of multilayered harmony, indicating her perfect synchronization with the Design of Autochthon. Her eyes are glassy, amorally regarding the world as an array of pure variables swirling around the goals she has set for herself. Humans receive no more consideration or priority in such calculations than any other piece of data. Social penalties and bonuses rise to three dice, while mental bonuses rise to two dice. All instill actions to inspire compassion or love at this level instantly fail unless aided by a three-die stunt. The Alchemical may sustain no emotional Intimacies at all. Groups, objects, nations and individuals are valued only for their utility in fulfilling the Exalt's goals. Grand Autocrat Kerok of Yugash might be retained as an Intimacy, for example, but only because he is an unusually effective leader and policy maker, and extraordinary measures should thus be taken to see that he is preserved. Defining intimacies still maintain the strength they always had, and for Alchemicals who make friends with mortals to help rid them of clarity, an amazing deal of trust is seen in the friendship for the Champion to let the mortal see what she holds closest to him.

Gremlin Syndrome has the same 'benefits', only instead of clarity it can channel things related to the Void and Clarity is converted into Dissonance. A Dissonance 10 Alchemical with Gremlin Syndrome is also treated as being in a permanent version of the limit break Deliberate Cruelty so long as he has that clarity level.

## VATS

As mentioned in the Vats sidebar in Manual of Exalted Power: Alchemicals page 92, Vats are thing still for Vanilla Alchemical games. However the Resource cost for each procedure is lowered by one dot.

## PREGNANCY (OR LACK THEREOF)

By default, all Alchemicals have the Sterile flaw.

## ALTERED AND NEW STANDARD MERITS

There's not going to be many, 3e did a good job of accompanying most of this.

## ARTIFACT

The artifacts employed by the Machine God's Chosen run the gamut from simple-but-efficacious daiklaves and magical material-infused armor to complex magitech wonders. Indeed, magical weapons, armor, tools and technology abound in Autochthonia. As such, an Alchemical gains two dots worth of artifacts for each point of the Artifact Background he buys.

Wait, Magitech you may ask? Yes that's correct, I'm bringing it back for this. Alchemicals are masters at using the external form of their tools, they've always sucked at the spiritual. Therefore various magitech 'templates' can be applied to artifacts. These templates are often powerful in of themselves, but when one makes a daiklave into a magitech one, spiritual potential is often sacrificed, so therefore they will be worse at evocations than normal artifact counterparts. Magitech tools are a great thing for people who want some quick power at the start rather than wanting to deal with evocations.

Don't bitch to me about evocations either, I don't care if you hate them. I like them, but I'm not going to magically pretend they don't exist for 3e when you and I both know they clearly exist.

It is worth remembering that artifacts, like everything else, are considered state property. This includes even artifacts crafted by an Alchemicals own hands. "I made this, so it's

mine” has never been a sanctioned mode of thought in Autochthonia. Still, players need not fear their artifacts being summarily revoked without good reason. Centuries of propaganda efforts have shown that Champions are more strongly identifiable to the Populat when consistently depicted wielding the same storied weapons and armor, or deploying their own cunning inventions on behalf of the state.

...Or if you're in a Modern/Sci-fi game you probably do own everything on your person. Congratulations!

## **BACKING / CULT / RESOURCES / INFLUENCE / FOLLOWERS / MANSE / MENTOR**

See Manual of Exalted Power: Alchemicals pages 93-94. This cross referencing must be driving you nuts by now huh?

## **FAMILIAR**

Against my better judgement, this will remain the same as in Manual of Exalted Power: Alchemicals page 93. Autochthonia is a different places than creation, so having a CL4P-TR4P unit of your own should be your own (dis)pleasure.

## **STRONG LUNGS**

YOU DON'T BREATHE, WHY DO YOU WANT THIS!?

## **ANYTHING ELSE**

Look at Exalted 3e merits, I'm sure they're fine.

## **CLASS (NEW) (•-•••••) - STORY**

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 (unless you're from Clsalt), and individual hoarding is strongly discouraged. It subsumes Followers, because cults of personality are outlawed as disruptive. A social class's administrative burdens dictate how many assistants and followers one of its members may requisition or appoint to assist in his labors.

While an observer from Creation might believe Alchemicals stand outside of this rigid system, the truth is that they are enshrined in a special position as state-sponsored heroes. Unlike Creation's Exalted, these industrial czars, technological innovators and mechanized warriors do not rule. Instead, they 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 (save for those of the Adamant Caste) 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 Followers, Influence and Resources. As do Modern or Sci-fi Alchemicals. Sucks to be you.

None	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 0, but imposes a -1 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, the entirety of which is 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 •••, with a small staff of personal aides (ostensibly for professional use only). 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, while the most junior members of the Tripartite pair up in sparse but spacious apartments. Slightly more experienced Tripartite members and all Alchemical Exalts have small private



	domiciles befitting their importance. Your character receives a situational bonus die to all social rolls when interacting with characters of lower Class.
••••	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 to Resources •• or ••• according to her sensibilities and may freely requisition goods and services as valuable as Resources •••• if she is willing to 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, and she has an extensive staff of aides and assistants. Your character receives a situational bonus die to social rolls when interacting with characters of lower Class.
•••••	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 receives a two-die situational bonus when interacting with characters of lower Class.

### **SIDEBAR - ALCHEMICALS AND AUTHORITY**

Alchemicals were made to protect and serve, not to rule. Alchemicals can hold no official rank in an organization. Legally this means a rookie Regulator has more authority in his job than a Class 5 Alchemical who has worked for the Regulator's for hundreds of years. *However*, Alchemicals get honorary positions within these organizations. They are not officially a part of it yes, but unless they have an **extremely** good reason they will tend to take the Alchemical's word for things as they would with anyone else of the same class. If an Alchemical with Class 5 in the Regulators brings in a criminal, they'll tend to process them expecting the same sort of evidence just like any other criminal. Likewise a Alchemical who advises senior staff in the Tripartite by having class 5 is influential enough to have his words heeded and not immediately tossed out the window. An alchemical may not directly rule an organization, but one at class 5 would have great influence in it nonetheless.

Rule of thumb is that unless a claim is on par with "Space Vampire aliens have come down to earth to steal our salt mines" with no evidence, people really will not invoke the no authority clause... unless they're trying to cover something up.

Other rule of thumb, don't be a dick to the players storytellers.

## **EIDOLON (•-•••••) - INNATE**

For some Alchemicals, memory-echoes of more than simply past heroism endure into their present incarnation. They remember quiet moments spent with friends and lovers, the tedium of daily labor or other defining moments of their previous lives as heroic mortals. Moreover, such Alchemicals can learn to immerse themselves in these memories, reliving the experience of wearing mortal skin and living a mortal life.

An Alchemical with this Background draws on her brightest and strongest memories from her past lives to simulate the effects of a meaningful scene of human contact (see “Losing Clarity”), with the same mechanical benefits, a number of times per story equal to her rating in this Background. In addition, once per story, the Alchemical may add an amount of dice equal to his Eidolon rating for a roll to lose clarity, with each success removing one temporary point of clarity.

## **NEW SUPERNATURAL MERITS**

### **ENVIRONMENTAL ADAPTATION (•••••) - INNATE**

Characters with this mutation become completely immune to one type of extreme environmental hazard and greatly resistant magical manifestations of that element. This effectively replicates the Garda Bird's power “Born of Flame” only you can choose what element rather than just flame. A character may only ever have one version of this merit active at any time.

### **MACHINE MIND (•••••) - INNATE**

Characters with this mutation become little more than organic automatons. Treat these creatures as perpetually being at Clarity 10 and unable to reduce by any means. Additionally such beings are unable to form any intimacies at all beyond the ones given to them by clarity. These beings regain a point of willpower per hour, but cannot recover any from sleep. Exalted cannot possess this mutation.

### **NATURAL MISSILE (••-••••••) - INNATE**

One of the mutant's non-clinching natural attacks can be used at range, gaining a range of short with the traits of a mundane thrown weapon equal to the category of his unarmed attack with a maximum of medium. He might fire regenerating bone claws from his fist, shoot beams of Essence from his palms, or launch missile pods from ports built into his legs. Ranged attacks are made with Thrown, and are not considered unarmed for Martial Arts Charms. Taken as a four dot merit called Greater Natural Missile, the mutation grants the weapon a medium range and uses the archery trait and accuracy table. If the cost of both merits are increased by one, they may each fire up to one range brand higher.

### **PENETRATING STRIKE (••) - INNATE**

One of the mutant's natural attacks gains the Piercing tag. It might mutate into a technorganic weapon able to rip through armor, or grow barbs of bone or chitin that puncture and piece armor.

### **PROGRAMMED IMPERATIVE (•) - INNATE**

Automatons with this mental mutation create a single Intimacy that represents a subsidiary set of programming in addition to that of their normal motivations. This Intimacy is at the defining strength and can be maintained despite their automaton mentality and cannot be eroded, changed or removed by any means. Mental influence that is opposed by the Intimacy is considered an unacceptable order. Only automatons (or characters with the Machine Mind mutation) can benefit from this mutation. This mutation can be purchased multiple times.

### **SPINNERETS (•••••) - INNATE**

The mutant can excrete sticky silk, synthetic adhesives, or some other web-like material. It can spray other characters with webbing to trap them, treated as an attack with a lasso, net, or bola that it can make no more than once per action tick. It can also fire a weblane up to short range as a miscellaneous action, which it can then use as though it were a securely-attached rope of perfect quality. After a scene in which the mutant uses this webbing, it must wait an hour before it can produce any more. Characters with the Argent Weaver Art Charm instead reduce the base cost to use it to zero motes.

A 3 dot version of this merit allows it to fire fast enough to be used in battle. The user may make a disarm gambit at range and with a difficult 2 gambit, are able to catch an opponent and pull them a range brand towards you.

If there is a question of whenever using the rope to hit something, such as using it to catch debris falling on innocent Populat, than the pool used to hit is Dexterity+Thrown. If the Alchemical has stamina +3, then the range is medium instead.

## ANIMA BANNER

*\*Shonen Protagonist Yell\**

The anima banners of Alchemicals fade at the same rate as those of the Solar Exalted, following the same rules. Any Obvious Charm powered with Peripheral Essence physically crackles and glows with Essence discharges as indicated here during the action when it is activated. These discharges continue throughout the duration of the Charm's use, if its effect persists for longer than one action.

Anima Level	Effect
Dim	The Alchemical's anima is invisible to all senses, masking her Exalted nature. This is the default level at which an Alchemical's anima resides when not spending Essence.
Glowing	Arcs of Essence sizzle across the character's soulgem and active Charms in a flickering corona, shining through any clothing or armor and unmistakably revealing him as one of the Alchemical Exalted. Disguise Charms automatically deactivate. Stealth attempts suffer a -3 penalty.
Burning	An aura of light envelops the character's entire body in a color appropriate to his caste, while active Charms are ablaze with actinic power, the Exalt's aura becomes a radiant field of discharged power, emitting a soft electrical hum. The combined display provides the same illumination as a torch. Additionally, luminous flakes or liquefied drops of the Exalt's magical material bleed from his skin and coalesce from his anima, leaving stains on anything he touches (such as glowing footprints). These trace quantities dim and sublimate to nothing after an hour, allowing any attempt to track the Alchemical to be automatically successful. Stealth is impossible.
Bonfire/Iconic	The Exalt's anima expands into an iconic display of industrial power. For some, this takes the form of an abstract mesh of gears and machinery in the color of their caste, while others apply their elemental associations (billowing

	clouds of thunder-filled smoke for Soulsteel, lightning streaking to every nearby surface for Orichalcum, etc). The display affects all senses: Lightning raises hair, steam emits a sulfurous stench as it hisses and screams through vents in powered armor, gears boom with the unmistakable grinding of metal. This display recedes when the Exalt's DV next refreshes. It occurs automatically the first time in a scene that the Exalt spends Essence at this level, but for the remainder of the scene, such displays only occur when the Alchemical's player deems it dramatically appropriate.
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Wondering what anima powers Alchemicals have? Well I tried wracking my brain for them, and there's what I got after some navel gazing.

## CASTES

### Orichalcum

- +ESS to all **withering** damage when Burning anima level.
- +ESS dice to all feats of Strength when at burning level.
- Any of the two above abilities can be activated for 5m, for attacks it must be declared before the roll.

### Moonsilver

- "Phantom" initiative. For purposes of turn order, Moonsilvers are counted as having (3 or ESS, whichever is higher) additional initiative when at burning level or higher.
- +ESS/2 to DEX+ATH rolls, or anything that emphasizes quicksilver speed. This costs 5m per action, but is for free when at burning level or higher.

### Jade

- +ESS to soak and +ESS/2 hardness (stacks) when at burning level or higher. This counts towards the amount of soak one can add with the excellency, but is explicitly allowed to surpass it.
- +ESS to Resistance rolls when flaring, or anything to represent enduring toughness.
- Gain +ESS/2 additional dice when attempting to use the instill action.

### Starmetal

- +ESS/2 to join battle, Accuracy, and **withering** damage when at burning level or higher.
- Attuned to the fabric of reality with starmetal itself, Starmetal's gain +2 resolve against illusionary effects or those that would warp their memory. +2 Guile is gained as well in case a memory warping/illusionary effect uses that instead.

## Soulsteel

- The best and most ruthless detectives in Autochtonia. +ESS to rolls of investigation or Survival for 5m, or for free when flaring.
- In battle, you may use intimacies you know of the opponent against their defense as if it were their resolve. Against beings that know no fear or intimacies treat them as having a minor one (You can use any intimacy against a high clarity target with this ability). Autochthonian or machine spirits are considered to have emotions for this purpose. You can only do this once per intimacy and a maximum amount of times per scene equal to (3 or Essence), whichever is greater.
- The Soulsteel is considered to always be able to threaten or intimidate someone akin to the Solar Dawn's anima power even to scaring things immune to fear, being made of ghost metal does that to you.

## Adamant

- Upon reaching Burning anima level in combat, the Adamant's emit a special radiance that lasts for the rest of the scene, causing their memories of the scene to be distorted. Instead of the Champion they may have seen a god, spirit, another champion, or that they did everything themselves. Anything to rationalize it as something else. This effect is automatic and any attempt to remember for what it was needs something to jog their memory (such as revisiting the scene) AND invoking a major or defining intimacy, once that is completed the victim may spend three willpower in a decision point to properly remember what happened, including the caste and identity of the adamant. In modern games capturing the Champion on film is of no use, as the footage or pictures will always be too blurry due to the Champion's natural distortion effect, even with charm based recording methods. Adamants are warned however, that if someone catches them rooting around the Autocrat's office, they will still remember *\*something\** rooting around in the office, just not *\*what\**.
- When the Adamant's banner going burning in combat, any weapon they have is considered to have the piercing tag. On a weapon that already has the piercing tag, then an additional (ESS/2) soak and hardness is also ignored.

# Chapter 3: Charms

## ON CHARM INSTALLATION AND COSTS

Alchemical charms, as before, have attunement costs attached to the charms, listed after it's cost. In 3e this follows a rule, in that every four motes used to attune to charms, the 5th mote will be free. This continues over and over and happens automatically.

*Example: A character installs Fourth Strength Augmentation, Calculated Assault Vector, and has Perfect Lotus Matrix installed totalling four motes. If he wanted to install Megaton Driven Piston Hammer later on, then the installation cost for that charm is waived.*

Note that Alchemical's automatically have excellencies installed on all caste and favored attributes, as well as any attribute they have at least one charm in, as when a charm is installed the essence can efficiently flow through their artifact bodies better. Their dice cap is equal to their Attribute rating.

Unless noted otherwise, all Alchemical charms are obvious even when not in use. Piston Driven Megaton Hammer is immediately obvious to those who see it with the external gear on the Alchemical, and even if they don't know what the charm is they know it's dangerous. Those with the *Internal* are not visible externally.

Unlike Solars, who treat their charms as enhancement of their natural technique, charms for Alchemical's are external, tangible things that are well known. However despite similar operations, each charm is unique to each charm. It could be as small as having the size adjusted between champions, or it could be as completely different as having Piston Driven Megaton Hammer being a sonic pulse that pulverizes matter instead of a large piston. It's important to note that despite these distinctions both versions of the charms function the same, however it could lead to other custom charm ideas or custom submodules depending on the version. In either case, if one is familiar with Alchemicals then one can make an Occult roll for each charm in order to figure out what it does, with a difficulty of the charm's essence.

Lastly, unlike Solars or other Exalts, Alchemical's can buy whatever Alchemical charms and submodules they want, regardless if they meet the prerequisites. You won't be able to install it (Barring your Overcharge slots), but it's there. Likewise if you install a submodule on a charm in which you do not meet the prerequisites for, you may still install the charm anyways. However the submodule will be inert and you will not be able to access its effects.

**Submodules, unless listed otherwise, have a cost of 6 XP.** Making this bit stick out this time as people keep asking me about it.

**SIDEBAR: Under the hood, why I allowed purchase of charms anytime even if you cannot install them.**

Otherwise they would not be able to use charms in the Overcharged slots. One of Alchemicals biggest advantages is that they could swap out charm loadouts with impunity and rapidly switch their area of specialty. Because they switch out charms, I didn't want switched out charms to be useless, so I made a compromise that submodules cannot be used unless you meet the prereqs of it but you may still use the charm otherwise. Likewise charm mote commitments remain as Alchemical charms are *quite* powerful when loaded up with submodules. The initial charm may do the same as celestial charm, but when fully loaded with submodules it does the work of nearly 3 or 4 charms. Coupled with the fact you have the cheapest charms in the game, it made sense to limit this. To answer a math question, an Alchemical at Essence 5 can have up to 33 motes worth of charms installed for 25 motes. Considering some charms have no commitment cost that is still quite a bit of leeway.

## NEW KEYWORDS

- **Axiomatic** - Much like the Holy Charms of Creation, this keyword indicates that a Charm is imbued with the divine order of the Great Maker. Such Charms have extra impact against creatures of the Void and cannot be used by such beings. Charms with optional or secondary Axiomatic effects may be used without these effects, however.
- **Exemplar #** - As long as a Charm with this keyword is installed, the Alchemical gains the listed number of points of permanent Clarity so long as the charm is installed. Champions afflicted with Gremlin Syndrome gain permanent Dissonance points instead. Other beings who somehow acquire these Charms gain a Clarity (or Dissonance) track like an Alchemical, adding the appropriate permanent points to it.
- **Internal** - The charm is internal to the Alchemical, and thus cannot be spotted on the outside of the Alchemical.
- **Modern** - This charm is mainly meant for Modern or Sci-fi types of games. With Storyteller permission it can be bought in default games, but be aware it's usage may be limited.



- Void - These charms confer a dissonance track upon the person with which they're installed.

## GENERAL

### FIRST (ATTRIBUTE) AUGMENTATION - ESSENCE INTEGRATED

**Cost:** - [1m]; **Mins:** (Attribute) 1, Essence 1; **Type:** Permanent

**Keywords:** Stackable

**Duration:** Permanent

**Prerequisite charms:** None

For areas of endeavor integral to an Alchemical's designated legend, temporary boosting via mote expenditure is too inefficient. This Charm may purchased for any of the Alchemical's Attributes and may be installed up to  $(\text{Essence} \div 2, \text{rounded up})$  times per Attribute, though the Exalt need commit Personal Essence to only the first installation. Each installation increases the maximum value that the Exalt can have for the Attribute in question and provides one additional dot of that trait. Attribute dots supplied by this Charm do not count toward the experience cost to raise the Attribute, but count as natural dots for all other purposes, including raising the cap for other Attribute Augmentations. The enhancements provided by this Charm are Obvious at all times; the glittering web of electromorphic filaments tracing the head of an Alchemical with boosted Intelligence are every bit as distinctive as the pneumatic musculature of an Exalt with improved Strength.

*Example: An Alchemical with Dexterity 4, Essence 3 installs this Charm twice, raising the Attribute cap from 5 to 7 and raising his effective Dexterity to 6. If he refitted his Dexterity to take advantage of the unused dot of ceiling by improving the rating without this Charm, it would cost experience as if he were purchasing a fifth dot rather than a seventh.*

### SECOND (ATTRIBUTE) AUGMENTATION - ESSENCE IMPRINTED

**Cost:** - [1m]; **Mins:** (Attribute) 1, Essence 1; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** None

Alchemical Exalted rarely concern themselves with training to the same degree as the Chosen of Creation. Like most aspects of Alchemical existence, such competency may be

installed and summarily discarded when no longer convenient. This Charm may be installed repeatedly for any Attribute. Each installation links the Attribute in question to expressions of a particular Ability, meaning 225 versions of this Charm technically exist. In the case of Craft, installation covers all possible actions involving all possible Craft variations in conjunction with a particular Attribute. In practice, however, the (Strength + Bureaucracy) model sees considerably less use than common Attribute/Ability pairings such as (Dexterity + Melee) or (Charisma + Presence). Whenever an Alchemical with this Charm takes an action using its Attribute/Ability pair, she replaces her normal rating in that Ability with its maximum rating and treats this value as a natural trait. The actual Ability rating does not change outside of valid actions, so this Charm can't be used to bypass the requirements for Brawl Charms (in the case of Eclipse castes) or Martial Arts charms. If a character has a maximum natural rating in an Ability and retains vat access, she may trade out obsolete purchases of this Charm for another Alchemical Charm based on the same Attribute at no experience cost, removing the Augmentation from her panoply to substitute the replacement.

*Example: With a (Dexterity + Brawl) installation, an Alchemical with Essence 3, Dexterity 4 and Brawl 2 is considered to have Brawl 5 whenever she takes an action using that Attribute/Ability pair. She still uses her Brawl 2 when pairing the Ability with any other another Attribute. Once she reaches Essence 6, her effective Brawl rating will be 6 rather than 5 in accordance with the trait's higher maximum.*

## CLOCKWORK (ATTRIBUTE) PERFECTION NODES

**Cost:** 1 WP [1m]; **Mins:** (Attribute) 5, Essence 3; **Type:** Reflexive

**Keywords:** Uniform

**Duration:** Instant

**Prerequisite charms:** Any Attribute Augmentation

Efficiency is a virtue Autochthonians need to live by not out of nobility, but necessity. Never forsake the gifts of the Machine God by haphazard usage. Always learn how to

This Charm replaces most bulky components of other Charms with miniaturized clockwork assemblages and hundreds of needle-thin steam pistons firing like inverse muscle fibers. This charm can be installed for each Attribute. The Alchemical may pay a single point of Willpower in order to gain the maximum number of excellency dice she may get for that attribute action for free.

## COMBAT

### FIST STRIKES THE ANVIL

**Cost:** -; **Mins:** Strength 2, Essence 1; **Type:** Permanent

**Keywords:** Uniform

**Duration:** Permanent

**Prerequisite charms:** None

To make wonders one not only needs to learn where to strike his hammer, but to hit with enough force and conviction to make one's actions worthwhile. This charm allows the Alchemical to use Strength in place of Dexterity to calculate Brawl, Melee, and Martial Arts that primarily rely on strength in flavor.

If Storytellers want to give this charm to players for free to help make Dexterity less of a god stat, do it. If this makes Solar players say that Increasing Strength Exercise should give them more dice on attack rolls, slap them.

#### Submodules:

*Hammer Strikes Molten Steel* (Strength 5): The hammer is more easily to beat metals when they are softer. When using Strength to attack an unarmoured or light armour wearing opponent the Alchemical may turn one dice of post-soak **withering** damage into an automatic success. Armourless characters who increase soak by charms such as Iron Kettle Body still count as unarmoured.

### PISTON-DRIVEN MEGATON HAMMER

**Cost:** 4m [1m]; **Mins:** Strength 2, Essence 1; **Type:** Supplemental

**Keywords:** Withering-Only

**Duration:** Instant

**Prerequisite charms:** None

*The straightest route, the shortest path!*

This Charm takes the form of a soulsteel-capped 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, an explosion of force multiplying the force of a blow many times over so

that the slightest nick will rattle the opponent many times over. When an unarmed **withering** attack is used with this charm the Champion adds +1 post soak damage for every 10 that appears on the attack roll, minimum 1.

### **Submodules:**

*Optimized Demolition Vibration* (Essence 2, 2 XP): A thin coating of Starmetal aligns the Alchemical's fist, allowing him to transmit vibrations from his fist to other brawling aids, such as Tiger claws or smashfists to be treated as brawling aids for this charm. A repurchase allows for use with all weapons, not just brawling aids.

*Kinetic Energy Amplifier* (Strength 3 Essence 2): When using this charm to make a **decisive** attack, the alchemical may increase the damage of the **decisive** attack by an amount equal to post soak roll, maximum of Strength or Essence, whichever is lower.

*Integrated Piston Deployment* (2 XP): This submodule allows the Alchemical to use Piston Driven Megaton Hammer with any part of her body. Note a similar submodule exists for any other charm that has to be installed into a specific limb, such as Essence Irradiation Corona.

*Squared Kinetic Impact* (First Strength Augmentation, 4 XP): Using the enhanced power of augmented strength the kinetic force of this charm is increased by its square root, assuring that some additional damage will land home. If the Alchemical may use (Number of First Strength Augmentations) as 10s for damage adding purposes if that value is higher. For example if an Alchemical has two First Strength Augmentations and rolls only a single 10 on her attack roll, she adds +3 post soak dice instead of +2.

*Sonic Force Impact Driver* (Colossi): The Piston Hammer is overhauled with greatly enhanced power, making the force of the Piston Hammer fire off with a shockwave when used. When a Colossi uses this charm the attack roll is applied to every hostile target within close range of the original target, using the same attack roll result as the initial attack and dealing an amount of unsoakable **withering** damage equal to the post soak damage gained. If no 10s are rolled then this charm does no damage. The Alchemical does not gain any initiative gained from this charm. Battle groups take double the amount of damage from this feature if a secondary target or double the effect of this charm as a primary target.

## **REVOLVING PISTON PILEDRIVER**

**Cost:** - (1WP); **Mins:** Strength 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Piston-Driven Megaton Hammer

*This is going to go deeper and deeper...*

The Alchemical's Piston-Driven Megaton Hammer is overhauled to have explosive charge within that can be detonated whenever the Piston-Driven Megaton Hammer is activated, driving home a force that no armour can withstand. For a surcharge of one willpower the Alchemical may double an amount of threshold successes equal to the amount of 10s in his attack roll in addition to the base effect.

#### **Submodules:**

*Maximized Damage Vector Analysis* (Strength 5 Essence 3): Against an opponent in initiative crash the Alchemical simply doubles all threshold successes for damage purposes (post soak addition remains the same). If combined with the Kinetic Energy Amplifier submodule then there is no upper limit for additional damage.

*United Octet of Smash* (Colossi): When using this charm on an opponent that crashes the target or incapacitated them the Colossi drives his fist and the opponent into the ground before activating an explosive punch that makes the entire realm quake, causing a number of range brands equal to (First Strength Augmentation installations, minimum 1) to immediately become difficult terrain and everyone in that radius to make an immediate Dexterity+Athletics check to avoid going prone. Additionally the affected range brands now count as difficult terrain (Which the colossi is immune to)

## **EXPLOSIVE KINETIC FORCE AMPLIFIER**

**Cost:** 2m; **Mins:** Strength 3, Essence 1; **Type:** Supplemental

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** None

*Mhm~! I'm going to hit them with a lot more than my fist!*

Adamant chronometers inside of the Alchemical's arms are calibrated so that whenever the Champion throws a weapon with the thrown tag, the piston is fired off at the exact moment needed to optimize distance, allowing the Alchemical to make distances of long

range. An aim action is still needed to attack enemies from medium range onwards however. This charm waives the initiative cost for using improvised thrown weapons.

#### **Submodules:**

*Bellows Ejecting Toss* (Strength 3, 4 XP): This submodule allows the Alchemical to apply this charm to whatever object he can lift with a feat of strength.

*Pressure Bolt Burst* (Essence 2, 3 XP): A single simple bolt can explode out with enough force from a bursting pipe to blow through a man's head with ease and almost impossible to notice. This submodule attempts to replicate this phenomenon, by ejecting a thrown weapon with more force and greater speed. When using a thrown attack at short range then the opponent's defense is considered one less. This does not stack with Pinpoint Accuracy Mechanisms.

*Focused Steam Ejection Propulsion* (Essence 3, 3 XP): This submodule allows the Alchemical to attack out a range brand up to extreme, but two consecutive aiming actions are required. If one wants to just throw a large object with a feat of strength and doesn't care about a general direction other than *not here*, waive the aiming actions.

## **ESSENCE IRRADIATION CORONA**

**Cost:** 2m [1m]; **Mins:** Strength 3, Essence 1; **Type:** Supplemental

**Keywords:** Withering-Only

**Duration:** Instant

**Prerequisite charms:** None

Four collapsible prongs are housed in one of the Exalt's limbs. When activated, they rise up and arc forward, bathing his attacking limb or weapon in an unstable Essence field that explodes upon contact with an enemy. On a **Withering** attack, one die of its post-soak damage converts into an automatic success and overwhelming damage by 1.

#### **Submodules:**

*Optimized Trauma Upgrade* (Strength 3, 3xp): A red jade coating applied to the Charm's emitter arrays render its Essence field especially volatile if finicky to activate. This submodule adds a success to the damage roll instead of turning a dice into an automatic success so long as the roll had at least one success on the damage roll. This feature may be chosen before activating the charm.

*Field Stabilization Fins* (Strength 4, 3xp): Retractable white jade fins adorn the Charm's emitter prongs, stabilizing its Essence field. For a surcharge of +1m on the base charm, this mode can be activated. A **withering** attack enhanced by this submodule adds two dice to its raw damage.

*Motonic Reactor Discharge* (Strength 4, Essence 3): The Alchemical's Essence Irradiation Corona gains the Stackable keyword and can be activated up to (Essence / 2) times to enhance a single attack.

## MATTER ANNIHILATION FIELD

**Cost:** 3m; **Mins:** Strength 3, Essence 1; **Type:** Supplemental

**Keywords:** Decisive-only

**Duration:** Instant

**Prerequisite charms:** Essence Irradiation Corona

*Hakai*

The Alchemical's Essence Irradiation Corona is tuned to emit a special sort of energy that causes the Alchemical's limbs and weapon to erupt a sinister dark purple energy that's capable of annihilating virtually any known matter it encounters. This charm doubles 10s on **decisive** damage rolls.

### Submodules:

*Motonic Annihilation Field* (Strength 5, Essence 2): The field increases in power to the point where it can tear apart matter mote-by-mote. When used against a crashed opponent the Alchemical turns (1 + [Number of First Strength Augmentations]) dice into automatic successes for a 1 WP surcharge. Using this submodule carries a +1m surcharge.

*Black Lightning Discharge* (Strength 5, Essence 2): The energy of the submodule becomes barely contained, causing black lightning to arc uncontrollably around the Alchemical's limb in action. This charm doubles 9s on **decisive** attack rolls against crashed opponents. Colossi may double 9s against any legendary size opponent or battle group. Using this submodule carries a +1m surcharge.

*Void Destruction Pattern* (Essence 3): When the Alchemical incapacitates their opponent they may elect to have their body be vaporized by the energy, the screaming opponent

being consumed and destroyed mote by mote until they cease to exist. This *does not* permanently kill spirits, but does prevent the body being able to be used for things.

## ELECTRIFICATION ONSLAUGHT DYNAMO

**Cost:** 4m [1m]; **Mins:** Strength 5, Essence 3; **Type:** Reflexive

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** Essence Irradiation Corona

*And that name is... Supreme God's Thunder!*

A blue jade and orichalcum dynamo are installed in the Alchemical's back, with conductor nodes riveted into various chakra points across his body. Upon activation, the Champion's body hums and crackles with arcs and blasts of lightning in hues characteristic of his anima. When making an unarmed **withering** attack, electricity snaps and crackles off of the Alchemical and into that of the opponent. The Alchemical's Overwhelming value becomes that of his Strength, so a strength 6 Alchemical has a minimum damage of 6. This also applies to any sort of ravage/crush action with a grapple.

Note that this doesn't have to be lightning. Any element is fine. Traditionally elements of Autochtonia are used, but hell I won't stop you if you want Ice instead.

### Submodules:

*Pulse Stopping Current* (1 XP): This submodule increases the voltage on the Alchemical's Dynamo's, enabling his attacks to do lethal damage with **decisive** attacks if they couldn't already.

*Superconductive Current Flow* (3 XP): This submodule adds a dynamo directly into the palm of the Alchemical's hands, allowing him to flood a weapon of his choice full of electricity. The weapon then gains all the benefits of Electrification Onslaught Dynamo. Additionally the power of the charm gives mundane weapons supernatural strength, delaying any effect that would destroy them until the end of the charm. A repurchase of this submodule allows the Alchemical to use this for ranged attacks as well, but only for the Instant duration (Orichalcum Conductive Wiring's scene long boost does not apply, an Alchemical who wants to use it with a ranged attack needs to pay 4m)



*Orichalcum Conductive Wiring* (Essence 3): The Alchemical may activate this charm with a simple action and a +2m 1WP surcharge. The effects for this charm then last for the rest of the scene.

*Overcharged Elemental Mode* (Strength 6): The Alchemical focuses deeply, bringing out his inner reservoir of power. His arms then erupt into a torrent of power, those watching unable to tell where the electricity begins and his arms end as he becomes the element endowed in question. When activated all of the Champion's attacks reroll all 10's on the damage roll. Additionally they embody the unrelenting fury of lightning as well, gaining a single automatic success on any attack roll against an opponent with lower initiative.

## IGNITION NOVA DISCHARGE

**Cost:** 5m 2i; **Mins:** Strength 6, Essence 3; **Type:** Simple

**Keywords:** Decisive Only

**Duration:** Instant

**Prerequisite charms:** Electrification Onslaught Dynamo

*BURNING! BBBBRRRRRREEEEEAAAKKKKEEERRRR!*

An expansion of the pathways that the dynamos contain allow for additional, explosive bursts of power when the Champion's of Autochthon deem it most necessary. This charm may only be used when Electrification Onslaught Dynamo is active, exploding into a torrent of elemental energy for the briefest instant in a **decisive** attack with a base damage of the Alchemical's (Strength). Damage done by this attack does not include the Alchemical's initiative, nor does it reset her to base initiative afterwards.

**Special Activation Rules:** Ignition Nova Discharge can only be used once per combat but may be reset by landing a decisive attack with +7 damage and then building back up to +12 initiative or until one day has past.

### Submodules:

*Anima Energization Blast* (Essence 4): Upon activation of the charm, the Alchemical may sacrifice up to three anima levels, each one sacrificed adding one automatic damage to the attack.

*Patriotism Roar Engine* (Charisma/Appearance 4, 3 XP): It's the champions who embody the best of their god and state that roar ahead of the others. The damage of the decisive attack is increased by an amount equal to the (stunt level +1).

*Gremlin Apocalypse Strike* (Essence 4): Woe be to those apostates and heretical spies who oppose the nation of such a Champion. This submodule alters Ignition Nova Discharge, allowing them to strike a blow whose wrath is legendary. Instead of Ignition Nova Discharge's normal effect, this is instead a **decisive** attack that results the Champion to base initiative after it has been made and turns up to (Strength) dice into automatic successes. Using this mode of attack ends Electrification Onslaught Dynamo.

## MAXIMUM ACTIVATION MODE

**Cost:** 10m 3a 1WP; **Mins:** (Any Mental Attribute) 5, Essence 4; **Type:** Simple

**Keywords:** Perilous

**Duration:** One Scene

**Prerequisite charms:** Electrification Onslaught Dynamo

*Trans-AM! Kidou!*

This charm is a direct modification to the Champion's Essence Core, called "MAX-ACT mode" for short. Normally the essence core of the Champion produces essence at a present rate while excess amounts are stored for later use. Upon use of this charm, the champion releases all of his essence at once in a fountain of power, unleashing the maximum potential of Autochtonia's champions while pushing their bodies to the utmost limit. This charm is activated by reflexively accepting one point of clarity, which instantly causes the Alchemical to flare not only to his Totemic and remain there for the scene, but also cause his very skin to glow in the same color of his anima. It is said a Champion in MAX-ACT mode is worth the might of three champions who are not. The Alchemical immediately rolls join battle and adds a second initiative track which she may also act upon. She may only take one move action per turn (Including Rush/Disengage) but may otherwise act as normal during her second initiative track. If the Alchemical's second initiative track is higher than her first then she may immediately act using it. Opponents may choose which initiative track they damage. If an Alchemical has one of her initiative tracks crash then that track remains inherit until three turns later. If the second initiative track becomes crashes then this charm deactivates. Lastly the Alchemical may use Ignition Nova Discharge's anima levels without consuming her anima. The Alchemical can have no more than two initiative tracks *from any source*. So no, using Single Point won't get you a third track.

This amount of power comes at a cost, for after the charm is over the Alchemical's anima banner immediately muted and he loses all motes in all pools he has. Furthermore, he cannot recover motes *from any source* for a total of (His natural Permanent Essence + 1)

hours, his essence core struggling to replenish it's vital systems. Any and all non-permanent charms are also immediately terminated.

This charm can only be used once per day. It cannot be installed in an Overcharged slot.

### **Submodules:**

*MAX-ACT Emergency Mode* (Essence 5): The Alchemical is allowed to purchase up to five extra charm slots that may only be used while the Champion is in the Maximum Activation Mode. These charms have no install cost but otherwise function as normal charms, allowing the champion to install submodules or remove them at a VATS complex as he pleases. Each purchase of this submodule grants one additional charm slot. Charms that give the Alchemical access to Sorcery, Martial Arts, or Evocations cannot be installed in these slots.

*MAX-ACT Final Activation* (Essence 5): Upon activating this feature, the Champion gives thanks to everyone and everything she ever has had in her life before setting off on her final mission. This charm allows the Champion to re-activate Maximum Activation mode during its cooldown and bypasses the once per day limit by disabling all the safety limiters, but at a terrible cost. Instead of her core powering down at the end, it instead overloads and ruptures, engulfing the area in a massive ball of destructive essence. The area of this devastation is (Alchemical's Essence x100) meters and deals (Alchemical's Essence x10)L dice of damage to everything within the area as a one time environmental hazard. The Alchemical can also activate the self-destruct mode herself if she desires, setting the time between three turns to 15 minutes. Installing this submodule is considered highly illegal, as the damage it often does to the Great Maker himself does not make it worth the risk, not to mention the loss of an incredibly skilled Champion. Thankfully, Apostates seem to be unable to use this submodule.

*Quick Change Disguise Mode* (Integrated Artifact Transmogrifier): This submodule allows the Alchemical to activate either Integrated Artifact Transmogrifier or Husk-Sculpting Apparatus just as the Champion's anima banner dies and before his motes start to flee him. Allowing him to adopt a human disguise as a last ditch effort in order to better protect himself. This is explicitly allowed to bypass the non-permanent rule that Maximum Activation Mode normally contains.

*MAX-ACT Mobility Booster* (Dexterity 6): The Alchemical's own speed increases to nearly threefold that normal Alchemicals. The Alchemical gets two reflexive move actions per turn instead of one, each taking place on the Alchemical's initiative tracks.

*MAX-ACT Recharge Booster* (Intelligence 6): The Alchemical's recharge rate is drastically increased, allowing the Alchemical to gain an additional (Essence) motes per turn. This enhanced regeneration increases the amount of times the Alchemical's systems need to recover as his body is pushed above and beyond its normal limits, requiring an entire day in order to recover.

## CALCULATED PRECISION STRIKE

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

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** None

*Thousands, tens of thousands, billions of lives / I grip and wield all of it / A flash of breaking that freezes even that back / Do you have the resolve to fall?*

A small scanner built into the Alchemical's eye scans an opponent for weakness, while accelerator's in her arms allow her to make sure her next strike is the most optimal it can be. This charm allows the Alchemical to reroll a number of non-1 failed dice in her attack roll equal to the number of 10s that she rolled minimum 1, up to a maximum of Essence.

### Submodules:

*Minimum Threshold Performance Calculators* (2 XP, First Dexterity or Perception Augmentation): The Alchemical may add the number of times her First Dexterity or Perception Augmentation are installed (greater of each) to the minimum number of dice rolled. At Essence 4 this submodule may be repurchased, adding a flat +1 to the amount of dice rerolled.

*Moonsilver Streamlined accelerators* (2 XP): For a +1i surcharge the Alchemical may reroll 1s in her roll as well.

*Emergency Recalculation Vectors* (4 XP, Essence 2): If the Alchemical fails his attack roll she may reactivate this charm for a +1 WP surcharge, allowing her to reroll her entire attack. Charms need to be paid for separately. If the Alchemical has Auxiliary Essence Storage Tank then she may repurchase this submodule to allow the Alchemical to pay for the cost of her charms using the tank.

## OVERCLOCKED PERFECTION NODES

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

**Keywords:** Uniform

**Duration:** Instant

**Prerequisite charms:** Calculated Precision Strike

A series of elegant Adamant wires are strewn across the Alchemical's arm, the mind of the Maker itself guiding the Alchemical's aim at his time of greatest need to compensate for her flaws. The Alchemical may activate this charm whenever using a full excellency to attack her opponent. She gains one additional non-charm success and one additional non-charm dice to the attack roll for every 1 she rolls. This takes priority before rerolling 1s from Calculated Precision Strike.

## LIGHTNING SPEED ASSAULT REACTION

**Cost:** 4m [1m]; **Mins:** Wits 3, Essence 1; **Type:** Reflexive

**Keywords:** Uniform

**Duration:** Instant

**Prerequisite charms:** Dynamic Reaction Enhancement System

The Alchemical's synapses are replaced with Orichalcum wiring, giving the Alchemical the speed necessary to instantly overtake an extended opponent. The Alchemical may activate this charm whenever she successfully crashes an enemy opponent, allowing her to take an attack action, **withering** or **decisive**, against her.

### Submodules:

*Herd Thinning Execution Protocols* (Wits 4, 4 XP): The Alchemical may activate this charm in response to incapacitating an opponent, allowing the Alchemical to make another reflexive attack at another enemy nearby once per turn. At Essence 2+ the cap for this ability becomes undone, allowing the Alchemical to keep activating this charm every time he incapacitate an opponent and reduces the cost on subsequent activations for this charm by (Number of times First [Strength or Dexterity] Augmentation installations)

*Split-Second Onslaught Coordination* (Charisma or Intelligence 4, Essence 2, 4 XP): The Alchemical can now make use of the windows others give her. Whenever an ally crashes an opponent the Alchemical may activate Lightning Speed Assault Reaction with a +2i surcharge to make an immediate attack upon the foe.

*Environmental Awareness Capitalization Subsystems* (Essence 2, 4 XP): The Alchemical may use this charm to now attack any opponent who crashed within range. Ranged attacks need aiming as normal to shoot beyond short distance (Meaning without magic, Alchemicals with ranged weapons can only capitalize on enemies within short range).

*Lightning Rod Discharge* (Shockwave Driver Barrage, Plasma Thruster Assembly, Essence 3): Upon successfully launching a target with Shockwave Driver Barrage hard enough to cause impact damage the Alchemical may immediately activate Lightning Speed Assault Reaction with a 1WP surcharge, causing the Alchemical to fly towards the target before impact in order to make a **decisive** attack against the target with a damage equal to the number of dice that failed to show successes on the original attack. This feature can only be used once per battle unless the Alchemical gains 10+ initiative on a single attack.

## DIAMAGNETIC SUPERCOLLIDER DRILL

**Cost:** 2m [1m]; **Mins:** Strength 2, Essence 1; **Type:** Supplemental

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** None

**Original Author:** The Demented One

*Your drill is the drill that will pierce the heavens!*

A massive orichalcum drill is installed in one of the Alchemical's limbs, housed in a revolving shaft of magnetized steel, reinforced with bands of adamant. When activated, the augmented limb collapses and retracts as the drill bursts outward, driven by the centrifugal force of the supercollider. This Charm can enhance any unarmed attack made with the chosen limb, causing it to deal lethal damage in a **decisive** attack and to ignore (Essence + number of 1st Strength Augmentation installations) soak on a **withering** attack.

### Submodule:

*Combined Arsenal Systems* (2xp): This Charm may be used to enhance attacks made with any weapon or ammunition created by Alchemical Charms. When activated, the weapon transforms into a drill-based combat mode, integrating the Diamagnetic Supercollider Drill into its own structure in whatever way the Alchemical sees fit. Using this for ranged weapons has a +1m surcharge.

*Integrated Drill Deployment (2xp)*: Multiple hatches installed across the Alchemical's body can be retracted to extrude a massive array of drills. This Charm is no longer limited to only enhancing attacks made with the limb it is installed in.

*Maximum Penetration Overcharger (2xp)*: Adamant saw-teeth line the grooves of the drill, grinding down anything that the orichalcum drill cannot pierce itself. For a surcharge of one mote, attacks enhanced by this Charm ignore an amount of hardness equal to the amount of soak it would ignore.

*Oscillating Excavation Press*: When used to enhance an attack against an inanimate object (whenever such a thing is called for), this Charm doubles the raw damage of the attack for a surcharge of one mote. In most cases this instantly destroys most mundane objects. If the storyteller really wants a feat of strength to destroy something, then this charm will add two bonus successes to the attempt.

*Relativistic Cyclotron Accelerator (Strength 4, 4xp)*: For a surcharge of +1m 1WP, attacks enhanced by this Charm ignore all soak from non-magical armor and any artifact armour has its soak halved. Armors created by Charms, spells, and other magical powers whose creator has a lower Essence rating than the Alchemical may also be halved. With a repurchase at Essence 2 the Alchemical may ignore all soak an opponent has once per scene regardless of origin, which may be reset upon making a **decisive** attack and building back up to initiative 12+.

*Rotary Lance Cascade*: A chamber filled with pressurized moonsilver allows the drill to expand to many times its original length. For a surcharge of one mote, hand-to-hand attacks enhanced by this Charm may be used to attack enemies up to short range and gains the Reaching tag.

*Piercing Drill Augmentation (2 XP)*: Instead of reducing soak, the user may add the piercing tag to any attack he makes upon activation of this charm. If a player manages to get double piercing, roll the rule of the adamant caste. If triple piercing happens, follow the rules of double piercing. If quadruple piercing happens, what the fuck are you doing?

## TOROIDAL SHOCKWAVE CATALYST

**Cost**: 4m [1m]; **Mins**: Strength 3, Essence 1; **Type**: Simple

**Keywords**: None

**Duration**: Instant

**Prerequisite charms**: None

This Charm takes the form of a pair of spherical crystal capacitors mounted in the Alchemical's shoulders. When charged with Essence, the crystals flash brightly in a color characteristic of the Exalt's anima before emitting a thunderclap and a torus of expanding force. This action immediately allows the Alchemical to attempt an disengage action to every opponent around her using a single (Strength+Athletics) roll in place of (Dexterity+Dodge), all opponents roll separately. If successful the Alchemical does not retreat, but rather all opponents around him are blown back a single range band. These opponents do not suffer any impact damage nor are they subject to any fall damage unless they are blown off a cliff. In addition the shockwave of intense pressure remains in the air for one additional action after, forcing anyone who wishes to enter close range of the Alchemical must roll (Dexterity or Strength + Athletics) vs the Alchemical's (Strength + Athletics) which counts as a special reflexive rush attempt. An Alchemical cannot use this charm if she is being grappled.

### **Submodules:**

*Non-Lethal Subjugation Protocols* (4 XP): Anyone who is blasted back by this charm automatically falls prone. Insignificant opponents automatically fail this roll, but all others may attempt to remain upright with a reflexive Dexterity+Athletics or Stamina+Resistance roll at a difficulty of the Champion's (Strength).

*Disorientation Strobe Lights* (3 XP, Essence 2): Anyone who is blasted back by this charm and wishes to engage the Champion in close range again (typically with the rush action) has -3 penalty due to disorientation.

*Order-Asserting Pulse* (Strength 4, Essence 2, 5xp, Non-Lethal Subjugation Protocols and Disorientation Strobe Lights): The Axiomatic energy released by the Charm is especially disruptive to creatures of the Void, increasing the duration of the Crippling penalty caused by Disorientation Strobe Lights is increased to two actions instead of one. Beings penalized this way also cannot rise from prone as part of a flurry and must devote their full effort to struggle to their feet. This submodule may be installed a second time at (Strength 6, Essence 3), removing the Axiomatic keyword by extending its benefits to all adversaries. Those who have risen to their feet at least once may stand back up using a flurry once more, as they are better adapted to the sudden shockwave that pulverizes their body.

*Holocaustic Fury Device* (Strength 4, Essence 3): If the Alchemical pays an extra Willpower, the Charm's energy burst is also superheated. The entire radius of effect can be spotted from 10 miles away barring obstruction and blazes as a white-hot bonfire of smoldering plasma, burning victims caught in its energy once before they are hurled to the smoking edges with the same traits as that of a bonfire (Exalted 3e leak pg 279). These



flames last a minute before going out, though objects taken outside the radius immediately cease burning. Once ignited, the fire will not burn the Champion or his personal possessions until the end of his next action, giving him a chance to escape unscathed. Hardier Alchemicals may use the burning zone as a sniper nest or to roast a grappled opponent alive. Using Shockwave Catalyst this way will not blow back the grappled target.

*Mind-Battering Force Emitter* (Charisma 4, Essence 2): The stunning shockwave does not merely assault the body but overwhelms thought through sensory and spiritual overstimulation. All beings caught in the blast radius lose one Willpower unless they pay four motes. Although this drain is a mental effect, its cause is physical and can be fully defended against as either type of attack.

*Kinetic Recycling Program*: If the Alchemical succeeds in blasting everyone around him, he may immediately make a free **withering** or **decisive** attack against any enemy that was blown back for a cost of 3m. This can be a short-range attack, in which case the Alchemical can be seen attacking his victim before being blown away. This cannot be used with Shock and Awe Cannonade Delivery.

*Anti-Cubic Energy Dissipation System* (Strength 6 Essence 3): The shockwave is configured to retain its potency over a larger area. For a surcharge of 1WP, the Alchemical may affect everyone out to a range of short, sparing allies if he so wishes. Anyone hit by this charm is blown back one range brand maximum.

*Focus Draining Distortion* (Strength 5 Essence 2): Those who are blown back by this charm the first time can no longer reflexively rush towards their opponent. Only magic that allows reflexive rushing or being hit by this charm again the second time in a scene can one do a reflexive rush.

## GRAVITY SHOCKWAVE DIVISION TOOL

**Cost:** 5m 1WP [1m]; **Mins:** Strength 4, Essence 2; **Type:** Simple

**Keywords:** Colossi

**Duration:** One Scene

**Prerequisite charms:** Toroidal Shockwave Catalyst

*DIVIDING DDDRRRIIIVVVEEERRR!*

Colossi are symbols of hope for the Populat and of Autochthon's power... too much for their own good. Massive swathes of destruction follow whenever a Colossi or something worthy of fighting it meet in the same general area. This charm seeks to alleviate that

problem, taking the form of a spiked tip that folds over the Colossi's fist as he slams it into the ground that causes a massive distortion in space time. The current "ground" of the area is pushed apart, creating a bare circular arena with a radius of long for the Colossi and his opponent to fight in. Any nearly permanent structures are harmlessly pushed to the edges of the arena, safely closing back up after the Colossi has done his duty.

This can't be used to forcefully open buildings or mountains, only just pushing them away. Temporary rearrangement of the landscape can prove useful in a large scale battle however.

#### **Submodules:**

*Precise Gravitic Arena Customization* (Strength 5): The Colossi may now customize his arena in a limit fashion. He may create difficult terrain or raised walls for his own troops to hide behind.

## **SHOCK AND AWE CANNONADE DELIVERY**

**Cost:** 6m; **Mins:** Strength 6, Essence 2; **Type:** Supplemental

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Toroidal Shockwave Catalyst

This Charm functions almost identically to its prerequisite but momentarily folds space to designate the impact point of any ranged attack as the epicenter of its shockwave. All submodules installed for Toroidal Shockwave Catalyst may also be used to enhance this Charm. Because the blast does not emerge from the Champion, he is equally vulnerable to it if he detonates its power too close to himself.

#### **Submodules:**

*Enhanced Gas Delivery System* (Perception 4, Chemical Fog Generator): The Alchemical can combine this charm with Chemical Fog Generator, allowing the Alchemical to make gas clouds at range.

*Distortion Field Barrier* (Essence 3, Holocaustic Fury Device): This submodule changes how the blast works. Upon landing a successful **decisive** attack against a foe, the charm does not blow the enemies away but rather distorts space to try and keep them inside. The difficulty to disengage from this point is equal to the Champion's (Essence).

## PROTOSYNTHETIC AMMUNITION REPLICATOR

**Cost:** - (1m or 2m) [1m]; **Mins:** Dexterity 2, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

*You want a greeting? Say hello to my gatling!*

This Charm takes the form of a ribbed plate on the Exalt's inner forearm. When charged with Essence, a compartment near the wrist opens, extending an Essence-forged missile on an articulated tendril. The missile is sized appropriately for the Champion's body and automatically feeds itself into an Archery weapon with its loading tendril. This Charm is identical to Phantom Arrow Technique (see Exalted 3e, p. 313) with the following exceptions: It may also be used to create projectiles and ammunition (including Thrown weapons) costing up to Resources 1, for a cost of two motes. Thrown weapons last for one minute, all other weapons or ammunition lasts only for the duration of the impact. At essence 3, all weapons created by this Charm endure for one minute before disintegrating.

### Submodules:

*Explosive Synthesis System* (Essence 3, 4 XP): The Alchemical's fabrication matrix is able to replicate explosive or more exotic ammo types, such as ammo costing up to Resources 3 at the very minimum for 3m per shot. In the vanilla setting this can replicate ammo such as fire pearls or Grauda eggs. In Modern or Sci-fi settings this can allow the Alchemical to replicate rockets.

*Tactical Reloading System* (2 XP): The reloading systems are given a few minor tweaks, and now the charm is capable of reloading ammo that doesn't even come from this charm reflexively, so long as the Alchemical has ammo available on him. A second purchase of this submodule at Essence 2 for 4 XP allows the Alchemical's fabrication matrix to design magazines of ammo for pistols or assault rifles. Large ammo boxes are too large for the Alchemical to print off, but instead he can attach an ammo belt from his fabrication matrix to the weapon to print off rounds as needed. Even strafing attacks or covering fire only cost him a single mote this way, such things are detailed in the Ironheart Destroyer Martial Arts style or the weapons in *Arms of the Chosen: Reloaded*. This allows reloading of slow tagged weapons reflexively and instantly, but still stops any sort of multiple action charm one may have had going before.

## AIM-CALIBRATING SENSORS

**Cost:** 3m [1m]; **Mins:** Perception 2, Essence 1; **Type:** Supplemental

**Keywords:** Uniform

**Duration:** Instant

**Prerequisite charms:** None

This Charm fits into the side of the Exalt's forehead as a slight metal bulge, with a taut wire running flush across the skin and reentering just before reaching the eye itself. A second, internal wire connects to the inner ear. When activated, the device systematically measures and compensates up to (Essence+Number of First Perception Augmentation installations). All penalty types are adjusted for, be it high winds or thick fog. Cover bonuses still remain.

### Submodules:

*Pinpoint Accuracy System* (Perception 5 Essence 2): For a surcharge of 2m the Alchemical may treat the accuracy of her weapon as the most beneficial range possible (Close for thrown, short for bows) when making **withering** attacks. If this charm is used when the target is already at that range, their defense suffers a -1 penalty. This does not enhance melee, brawl, or non-ranged martial arts attacks (if they can somehow apply).

## PROBABILITY LOCK-ON ANALYTICS

**Cost:** 3m 1WP [1m]; **Mins:** Perception 4, Essence 2; **Type:** Supplemental

**Keywords:** Uniform

**Duration:** Instant

**Prerequisite charms:** Aim-Calibrating Sensors

*Target: Rock-On*

The inside of the Alchemical's retina is covered in a thin film of starmetal, allowing him to see the paths a target will most likely take. For a surcharge of 1WP an Alchemical may take an aim action as a reflexive action and complete it instantly.

### Submodules:

*Colossus Aiming Assistance Systems* (Colossi, 1 XP): The larger frame of the Colossus allows for a much larger Starmetal computer that is far less taxing on the Alchemical's

systems. If a Colossus at Essence 2+ uses this charm she may waive the Willpower cost if she uses her devastating action to aim at a legendary size opponent, ship, or battle group.

## SHARPSHOOTER CALCULATION VECTOR

**Cost:** - [1m]; **Mins:** Perception 2, Essence 1; **Type:** Permanent

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** Aim-Calibrating Sensors

A pinpoint targeting computer is inserted within the Alchemical's eyes, always allowing him to scan for the best possible location to strike his target, allowing the Alchemical to use finesse over force. This charm augments any Archery or Firearms attack. The Alchemical no longer treats her Strength as the stat that helps determine raw damage, but Perception instead.

### Submodules:

*Pinpoint Trajectory Calculations* (Perception 5, 2 XP): This submodule interacts with weapons with the crossbow tag or provide a flat damage bonus. Such weapons no longer give the static damage, and instead replace their static damage with the Alchemical's perception rating instead. This also allows the Alchemical to use his Perception Excellency to increase the raw damage of his attack if he felt so desired up to the normal maximum.

## RECURSIVE FRACTAL TARGETING CALCULATIONS

**Cost:** 7m 1WP [1m]; **Mins:** Dexterity 5, Essence 2; **Type:** Simple

**Keywords:** Decisive-Only

**Duration:** Instant

**Prerequisite charms:** Aim-Calibrating Sensors

ORAORAORAORAORAORAORAORAORAORA...

A web of hair-thin wires stretches across the Alchemical's cheek from the corner of her eye, disappearing beneath her skin at the jawline. The wires re-emerge at her wrists, running to the tips of her fingers. When this Charm is triggered, the Alchemical unleashes a rapid series of attacks that each enjoys greater accuracy than the last, progressively

zeroing in on her target. Recursive Fractal Targeting Calculation creates a series up to (Lower of Dexterity or Wits, maximum 5) attacks and must be directed against a single target or battle group at short or lesser range. The Champion divides the damage of the attack as evenly as possible and all attacks must have at least one initiative applied to it. The Champion does not reset to base initiative until all attacks have been resolved and only loses initiative for base attacks if *all* attacks fail to connect. In addition, for every attack that misses the Champion gains +1 aim dice as she zeroes in on her target to a maximum of 3, losing all aim dice upon landing a successful attack.

### Submodules:

*Nova Blitz Bombardment* (Essence 3, 4 XP): The damage of the attacks increases with what attack it's on, +1 for first, +2 for second, etc... This additional damage only adds up if the Alchemical actually hits and only on **decisive**.

*Enhanced Mind/Body Synapses* (Dexterity/Wits 6 Essence 3, 3 XP): The Alchemical may now launch an additional attack, maximum of 6.

*Blitzkrieg Assault System* (Dexterity 6 Essence 3): Instead of a limited number of **Decisive** attacks, the Alchemical may continue making **withering** attacks until she either misses or crashes her enemy. This feature can only be used at a maximum of short range. Colossi, after taking the appropriate aiming action, can use this at Long range against Legendary Size opponents.

## ALL-INCLUSIVE TARGETING CALCULATIONS

**Cost:** 5m [1m]; **Mins:** Dexterity 6, Essence 3; **Type:** Supplemental

**Keywords:** Decisive-Only

**Duration:** Instant

**Prerequisite charms:** Recursive Fractal Targeting Calculations

*Its accuracy error is 1 centimeter for 100 miles! He's not going to miss!*

A tiny holographic projector stud protrudes from the Alchemical's eyebrow, capable of displaying anticipatory simulation data for a selected target. After a moment of furious processing, this system feeds target data into a set of resonant neural pathways built into the Champion's body, allowing the Exalt to perfectly synchronize with her opponent's movements. This charm reduces the opponent's defense by a total of (Essence or 2, higher) or by half, whichever is less. This attack is usable once per scene and may be reset by incapacitating a strong or noteworthy opponent.

### Submodules:

*White Reflection Target Arrays* (Strength or Perception 6): The sensors are calibrated to move slightly faster than the target, she aims and strikes without the possibility for error. This charm can be installed with Strength or Perception. If the Strength option is chosen the Alchemical's attack becomes unblockable whereas the Perception feature creates an unblockable attack. If the target is crashed the Alchemical may activate both features at once if she has them.

*Blast Wave Calculation Arrays* (4 XP): This submodule allows the charm to be used on **withering** attacks in addition to **decisive** ones, effectively granting the charm the uniform tag.

## COILGUN BOOSTER SYSTEM

**Cost:** 3m; **Mins:** Perception 3, Essence 2; **Type:** Supplemental

**Keywords:** Uniform

**Duration:** Instant

**Prerequisite charms:** Aim-Calibrating Sensors

This charm takes the form of customizing the barrels inside of the exalts weapons or making the string on a bow slightly magnetic. Upon activation, the projectile's velocity is greatly increased, allowing for greater range. This charm multiplies the distance a weapon can fire using the archery or Firearms trait, enabling it to fire up to long distance or at one additional range brand if it can fire further than that. This even applies to things such as flame pieces. Note that the charm doesn't permit the Alchemical to actually see this distance, which the Champion may require other charms for. The Champion must take an aim action, as per normal.

### Submodules:

*Hyper Efficient Charging Dynamos* (4 XP): This charm grants the stackable keyword to Coilgun Booster System, allowing her to travel an additional number of ranges equal to her (Essence). Additionally, if the Champion has Laser Range Finder from Aim-Calibrating Sensors, then if both Aim-Calibrating Sensors and Coilgun Booster System are applied on the same attack then the Champion only needs to stack one to get the benefits as if he were stacking both at the same time.

## DEADEYE TARGETING SYSTEMS

**Cost:** 4m 1WP [1m]; **Mins:** Perception 5, Essence 3; **Type:** Supplemental

**Keywords:** Decisive-Only

**Duration:** Instant

**Prerequisite charms:** Coilgun Booster System, Probability Lock-On Analytics

The Starmetal aiming film from Probability Lock-On Analytics is designed to submit a prayer to Pattern Spiders whenever used, bestowing the knowledge of when the target is most vulnerable before firing a single devastating accelerated shot, blowing through the opponent when they are most vulnerable. This charm may be used to supplement a ranged attack, allowing the Alchemical to reroll the damage roll and use whatever result she prefers.

### Submodules

*Execution Protocol* (Perception 6): Soulsteel conductors on the Alchemical's limbs, filling the attack with killing intent. This allows the Alchemical to keep the 10s on his first roll and add them to his second.

## SUBLUMINOUS ONSLAUGHT MISSILE

**Cost:** 10m 1WP [1m]; **Mins:** Strength 6, Essence 3; **Type:** Simple

**Keywords:** Decisive Only

**Duration:** Instant

**Prerequisite charms:** Coilgun Booster System

*HEAVEN-AND-EARTH ONE-SHOT SURE KILL HYPER TRONIUM BUSTER CANNON... FIRE!*

When powered down, this Charm simply adds additional mass and girth to one of the Alchemical's forearms and connecting to a ranged weapon in his possession. Upon activation, panels split aside, and a heavy, tube-shaped mechanism folds out and extends its telescoping barrel just over his wrist. 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 system hisses from venting pressure valves and thrums ominously as it charges, making it extremely obvious to all onlookers that it is a highly dangerous magical weapon. The Exalt makes an attack with his archery or firearms weapon as normal, however the range of the weapon is now one-mile total distance, but at least out to extreme (whenever the Exalt can actually spot targets from this



distance is another matter altogether). The Champion adds (Essence x2) dice of damage to the **decisive** attack. The velocity of the shot is incredible, enough to borrow straight clean through multiple targets. If the missile successfully damages anything it hits, then apply the remainder of any dice that did not show up as a success on the last damage roll. Finally, a wave of displaced air and thunderous, concussive force follows the projectile, knocking victims of human size or smaller back by a single range band and fall prone, all others within close range of the line of travel are blasted back a range band if they fail a (Stamina+Resistance) roll with a difficulty of the Champion's essence to remain standing. Normally no damage is taken from being blown back but can be a short distance fall if the landing area is hazardous.

### **Submodule:**

*Hyper Buster Cannon Overcharger:* This charm makes so that when the Alchemical fires his projectile, it greatly expands in volume until it becomes a size of (Essence) meters in diameter. Physical slugs travel so fast that even the shock wave itself becomes weaponized while energy weapons greatly expand the size of the energy projectile. Size is no longer a factor when targeting all but the most monstrous of opponents, allowing the Alchemical to ignore any soak or damage resistance that comes from large size. Against Combat groups, the Alchemical ignores size and turns a number of post soak damage die equal to his (Essence or 3, whichever is higher) into automatic successes. Colossi who use this charm instead turn up to (Essence or 3, higher) threshold successes on a **decisive** damage roll into automatic successes against legendary size opponents.

*Tri-Essence Battery Capacitor:* This submodule adds a large battery to the expanded version of the charm while in use, allowing the Alchemical to snap fire this charm for a lesser effect. This usage of the charm costs 8m, is a **decisive** attack, and carries a total damage of (Strength) with an additional amount of threshold damage up to a maximum of (Essence). This lack of power also carries some other side effects, such as it not causing a massive shockwave, blowback, the power to punch through objects, or forcing a person to be knocked down. On the positive side initiative does not reset after attacking with this charm. This feature can only be used once per scene but can be reset by hitting and damaging people with a ranged **decisive** attack at least three times.

*Ionized Projectile Energization:* This submodule ionizes the projectile, making it so even a single arrowhead becomes a stream of plasma due to atmospheric resistance. This makes it so any mundane obstacle in the way makes the weapon only lose a single die of raw damage.

## **TRANSMODAL RAPID TARGETING SYSTEM**

**Cost:** 5m 1WP [1m]; **Mins:** Dexterity 3, Essence 2; **Type:** Simple

**Keywords:** Decisive Only

**Duration:** Instant

**Prerequisite charms:** Aim-Calibrating Sensors

*Blow it out your ass.*

This Charm takes the form of an advanced lattice of synthetic neural clusters and psychokinetic vector modulators painstakingly wired into an Alchemical's arms, spine and brain. Externally, this nerve-lattice appears as a set of geometric tattoos and filigree that glows when powered with Peripheral Essence. Upon activating this charm the Champion may make ranged attacks up to (Essence +1) times attacking multiple opponents, provided so long as each attack as three initiative and the attack is spread as evenly as possible between all opponents. The Alchemical's attack ricochets between each target, either punching clean through them or bouncing off of them before heading to the next target. In addition, every opponent hit and damaged adds one die of damage to the final attack up to a maximum of the Alchemical's (Strength).

#### **Submodules:**

*Sympathetic Essence Resonators* (3 XP): For each opponent hit by this charm, the Alchemical regains one mote per target damaged, to a maximum of (Essence) motes per turn.

*Bumper Wizard Genius* (Dexterity 5 Essence 3): Alchemical's with this submod are known for being magical at the pinball tables in popular arcades, and this submodule is the reason why. This submodule changes how Transmodal Rapid Targeting System works by allowing to instead target an opponent then having the hit branch off to hit up to (Dexterity x2) targets up to medium range of the initial target. The same rules for splitting initiative apply as before, only the Alchemical starts with (Perception or Essence, whichever is lower) damage applied to each target before the initiative is spread. Shots heading out to medium range due to this charm's effect do not need an aim action.

## **DEDICATED HARMONIC TARGETING**

**Cost:** 3m [1m]; **Mins:** Perception 3, Essence 1; **Type:** Supplemental

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** Aim-Calibrating Sensors

The Alchemical locks onto a single target she can currently perceive. Through the resonant Essence nodes of this Charm located on her wrists, she imprints an echo of that signature on a single projectile as she fires or throws it. The projectile dissolves into a harmless and intangible Essence bolt, passing through even dematerialized beings on the way to its target. This lowers the cover bonus a target is currently receiving by a single point.

#### **Submodules:**

*Advanced Phase Protocols* (Perception 5): The Alchemical may have the attack phase through mundane/non-charm weapons. For most animals this subtracts a point of defense but for people who have a lot of melee and little brawl then well...

*Dematerialization Phase Coating* (Perception 5 Essence 2): The Alchemical may take an aim action before using this charm, allowing her to shoot through even full cover or walls up to (Essence) meters thick of magical material. This ignores full cover, but the Alchemical is shooting blind, giving a +3 defense bonus to whomever she's shooting at. This is negated if the Alchemical can see through walls. Sniping targets through Warstriders are not possible if the Warstrider is active, they tend to be warded against such attempts to burrow through them and into the cockpit.

## **ELECTRIC ATTRACTION GENERATOR**

**Cost:** 4m [1m]; **Mins:** Strength 3, Essence 1; **Type:** Supplemental

**Keywords:** Decisive-Only

**Duration:** Instant

**Prerequisite charms:** None

*I vill break you!*

This charm takes place as small Orichalcum conductor coils around the Alchemical's arms, allowing her maintain a grip on even a slippery Oloorong. This attack supplements a grapple gambit, allowing the Alchemical to spread up to (Essence [minimum 3] + number of First Strength Augmentation installed) dice to his gambit roll or on his control roll. The amount added to both cannot exceed (3 or Essence, whichever is higher).

#### **Submodules:**

*Lashing Wire Compensator* (3 XP): The trashing of an unwieldy opponent is scanned in real time, allowing the Alchemical to make adjustments to better grip his target. The

Alchemical adds any 1s rolled by the opponent on his control roll as bonus dice to his own control roll. A repurchase allows the Alchemical to reroll any 1s that show up on his own roll until they fail to appear.

*Magnetic Attractor Arrays:* The magnets inside of the Alchemical's arms are calibrated to attract things precisely at range. The Alchemical may target an opponent out to short range, attracting them towards the Alchemical provided the Alchemical's clinch lands. The opponent is only pulled towards the Alchemical if the grapple gambit succeeds. If the target is too large or heavy to be feasibly lifted, the Alchemical instead speeds towards them. Additionally, this allows the disarm gambit to be used at a range of short. Lastly, this submodule allows the Champion to use (Strength + Brawl) for her attack roll to land a gambit.

*Weapon Attractor Arrays (4 XP):* Smaller, more powerful dynamos are installed on the Alchemical's hand. This charm may be used on the Alchemical's weapon as a Reflexive charm, which effectively makes disarming the weapon the Alchemical is holding impossible to disarm.

*Titan Support Structures (Hydraulic Muscular Reinforcement):* The dynamo now interacts with Hydraulic Muscular Reinforcement, allowing the Alchemical to savage/slam, throw, or drag anything she is able to lift. Even if she isn't able to lift it, she may still attempt to ravage a large target such as the Palladium Wurm normally. Landscape sized targets are still immune to this. Another purchase at Strength 8 Essence 5 however lifts this restriction, allowing the Champion to cause massive damage to Landscape sized targets. Colossi with this charm can damage truly titanic targets, ripping entire pieces out of cities.

*Magnetic Repulsion Arrays (Strength 5):* The magnets inside of the Alchemical's arms can now be triggered to repel matter violently away when they were energized. When the Alchemical decides to release their opponent by throwing them, they calculate the rounds spent holding the target in a clinch as the amount of turns forfeited. A repurchase at Essence 3 allows the Champion to sacrifice up to two to four rounds of turns held to increase the distance the object may be hurled, throwing her foe to medium or long range and forcing them to contend with any falling damage they may sustain... if the Champion was kind and didn't hurl them into an incinerator.

*Shock Adjusting Grips (Stamina 3, 3 XP):* If a champion is hit when he has grappled an opponent, he may pay 1m 1i to keep the round of control he would've otherwise lost. Colossi may repurchase this submodule to reduce the cost of this feature to 0m 0i against non-battlegroup opponents who lack legendary size.

*Vice Hand Grip* (Essence 2): The Alchemical's hand becomes akin to a vice. The Alchemical may grapple an opponent with one hand and may dodge and parry without penalty while in a grapple.

*Automatic Polarity Reversing Procedure* (Strength 5, Essence 2, 4 XP): If this charm is activated in response to an opponent's grapple, then you may take control of the grapple if you win the control roll instead of merely releasing the opponent.

*Supermagnetic Energization Coil* (Strength 5 Essence 2): The mere touch of the Alchemical's hands supercharges an opponent, turning even normally non-magnetic materials extremely magnetic to the Alchemical for a brief instant before his victims escape deeper into his grasp. When making a gambit roll, any threshold successes on the gambit roll are added as bonus dice towards the control roll to grapple an individual.

*Sheet Metal Press* (Strength 4 Essence 3): The Alchemical's grip can bend sheet metal with the slightest touch. This charm allows the Alchemical to double 9s on her control roll if she has more strength than the opponent or has a higher initiative. If both are true she may double 9s on both the attack roll and control roll. Colossi always double 9s on the control roll and only need one of the two items to be true to double 9s on her attack roll.

*Titan Vice Grip* (Essence 2, Colossi): Smaller opponents have no hope of comparing against the might of a Colossus. When a Colossi uses this charm with a +1WP surcharge the Colossi may make her control roll uncontested against an opponent smaller than her.

*Automated Wrestling Mechanism* (Strength 4, Essence 2, Colossi): The Colossi may use this charm on her Devastating action to make a grapple gambit against a Legendary Size opponent.

## PNEUMATIC CRUSHING PRESS

**Cost:** 4m [1m]; **Mins:** Strength 3, Essence 1; **Type:** Reflexive

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** None

The Alchemical's arms are outfitted with a condensed version of a Industrial strength crusher, brass struts that stick out from the Alchemical's claylike flesh, allowing her crush the very life from her opponents slowly but surely. For each turn an opponent remains in the Alchemical's grasp, the Alchemical adds +1 **withering** or **decisive** damage for each turn the opponent remains in the champion's grasp, to a maximum of the Alchemical's

(Strength), this includes the first turn so the damage begins at least with +1. The Champion also decides if her damage will be either bashing or lethal at her own whim.

People are leery about receiving hugs from Alchemicals who have this charm installed.

### **Submodules:**

*Environmental Demolition Turbines:* This charm can be used in a feats of strength action to destroy something with a grapple action. The Alchemical makes a 'grapple' roll against an object, using the objects Strength requirement to destroy as dice for the control roll. Each turn the Alchemical attempts to destroy it he gains +1 bonus die per turn up to the normal maximum. Each turn making a roll to destroy the object takes two actions and one action if nothing is taken, all other grappling rules apply. Quick Charging Dynamos or Ultra Hydraulic Breaker do not function, but the latter's upgrade of +1 per turn with no cap still works at Essence 5, allowing the Champion to break down almost anything given the proper time to do so. Note however that minimum Strength requirements still need to be met.

*Non-Lethal Restraining Protocols (3 XP):* A small manual of non-lethal holds and takedowns are installed into the Alchemical's brain, allowing her to incapacitate targets without causing too much lasting harm. If the Alchemical decides to deal a bashing **decisive** attack, then the damage will never spill past the incapacitated level or spill into lethal damage.

*Quick Charging Dynamos (Strength 4 Essence 2, Hydraulic Crushing Press):* This charm greatly increases the current through the arms, allowing the Dynamos to be powered up faster. The damage value instead starts at +(half of the Champion's strength, round down).

*Stagg Crusher (Essence 3, Colossi):* The strength of the Colossi rends terrible wounds upon their unfortunate victim. The Colossi doubles 9s on her **withering** damage rolls and adds (Essence) additional damage on **decisive** damage rolls.

*Instant Incapacitation Module (Strength 6 Essence 4):* The Dynamo's are enhanced so that at just the proper time, the Alchemical may release a concussive blast that can incapacitate almost any target. Once per day, the Alchemical may instantly non-lethally knock an opponent unconscious by spending 5m 1WP and making a **withering** ravage/slam attack. If the result is enough to drive the opponent into a crash then the opponent is instantly knocked unconscious. Against insignificant opponents, this feature costs 0m and may be used a limitless amount of times per day.

*Ultra-Hydraulic Breaker* (Strength 6 Essence 4, Hydraulic Crushing Press): The Alchemical's Hydraulic arms are overclocked to their absolute limit. This submodule allows the Alchemical's clinches to gain +1 raw damage per turn *with no cap whatsoever*. Alternatively, the Champion may make a ravage action add automatic successes to a **withering** or add an amount of **decisive** damage equal to the amount of turns left, after which the grapple immediately ends.

## HYPERMAGNETIC ATTRACTION ARRAYS

**Cost:** 5m 1WP [1m]; **Mins:** Strength 6, Essence 4; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Electric Attraction Dynamos, Pneumatic Crushing Press

This charm takes the form of dispensers inside of the Alchemical's arm, putting a thin layer of colourless and odorless metal on the opponent. While doing nothing by itself, it makes a person extremely magnetic, so even when they would have a chance to get away they're instead pulled directly back to the Champion's grasp. This charm may be activated when an opponent suffers initiative crash at the result of the Alchemicals grapple action. This allows the Alchemical to make another reflexive grapple gambit against this opponent, in which if he succeeds he may use the new number of control rounds if that is higher. If it's less he adds (Number of First Strength Augmentation installations) additional turns.

### Submodules:

*Rapid Restraining Protocols* (Wits 4, 4 XP): Whenever this charm is used, the Alchemical may also make an immediate attack, which may be **withering** or **decisive** at her leisure.

*Giant's Energy Surge* (Colossi): Rather than using a new value Colossi simply add the new number of control rounds to the old.

## SHOCKWAVE DRIVER BARRAGE

**Cost:** 3m [1m]; **Mins:** Strength 2, Essence 1; **Type:** Reflexive

**Keywords:** Decisive-Only

**Duration:** Instant

**Prerequisite charms:** None

*My fighting fist will send you to the stars!*

Oscillating bands of orichalcum wrap around the Alchemical's fists, magnifying the force of his blows. Upon a successful **decisive** attack, the opponent is flung back one range band and is knocked prone. The speed of the impact is not enough to actually cause damage. This attack can only be done unarmed, brawling aids, or anything with the Smashing tag.

### **Submodules:**

*Collision Magnitude Upgrade* (Strength 3, 2 XP): The force of the Alchemical's blows are increased exponentially, allowing the fighting fist of the Alchemical to send his opponents to the stars! This submodule may be purchased up to (Essence) times and may be activated for a +5m surcharge on the initial charm. Each purchase allows them to knock an opponent into an object with the same destructive force as Heaven Thunder Hammer (Exalted 3e pg 274) per step. For example purchasing this submodule twice allows the Champion to access the four damage option from Heaven Thunder Hammer.

*Gravitational Impact Hammer* (Strength 4, Essence 3): For a three-mote surcharge, the Alchemical can knock his foes downwards, rather than flinging them away. Doing so causes them to suffer damage as usual for a collision.

*Momentum Pulse Overcharger* (4 XP): If the Alchemical uses some method to gain multiple attacks, then he may apply this charm at the end of the flurry, adding up all the damage from the attacks before using that for knockback calculation.

*Hyper Detonation Impact* (Strength 7 Essence 5): The Alchemical's energy charges into his fist many times over, making his displeasure quite obvious when he hits his opponents. If a **decisive** attack with this charm does an amount of damage that would either knock his opponent out in one hit or land a finishing blow that does (5+Opponent's stamina) damage then this feature is activated. The damage is negated, but instead the Alchemical punches the opponent literally miles away, or a suitably large distance so that direct combat is no longer possible. Upon impact the opponent makes a crater that is medium sized in diameter, things with a strength requirement of 5 automatically being destroyed or blown back. The target themselves also suffer the worst impact from Heaven Thunder Hammer that is possible, but this damage is almost always bashing.

## **PIPE BURST LAUNCH**

**Cost:** 6m 1WP; **Mins:** Strength 6, Essence 3; **Type:** Reflexive

**Keywords:** Decisive-Only

**Duration:** Instant



### **Prerequisite charms:** Shockwave Driver Barrage

A container of steam is outfitted on the Alchemical's arms contained at pressures just barely above what is safe. When Shockwave Driver Barrage is activated this container is shattered, the explosive force from the sudden explosion of steam amplifying the effect of Shockwave Driver Barrage. Victims are sent roaring away from the Alchemical as a bolt does from an over-pressured steam pipe, tearing through anything and everything in its path.

The Alchemical may activate this charm after sending someone flying by Shockwave Driver Barrage or Electric Attraction Generator out to a distance of at least short range. Anyone in the path of the flying victim is subjected to an attack that uses the same attack roll that the Alchemical used to launch his opponent with a base **withering** damage of (7 + [Alchemical's Strength] + threshold successes) that may be soaked as normal. Opponents who are hit and damaged by this are thrown back one range band and knocked prone. The Alchemical does not receive any of the initiative taken from this attack but still gains +1i per opponent hit.

### **Submodules:**

*Sonic Flesh Tearing Bolt* (Hydraulic Musculature Reinforcement): A high pressure bolt can tear through flesh and bone as if it didn't even exist, so too will the Alchemical's opponents. Whenever her opponent makes contact with a wall or other solid surface the Alchemical after launching an opponent with this charm the Alchemical may immediately make a Feat of Strength roll to cause the opponent to crash through the obstruction and keep going. The Alchemical may activate any valid Feat of Strength charm to aid in this attempt. Colossi or Alchemicals of Essence 5 only need to pay to activate their Feats of Strength charms once, applying it charms for free no matter how many barriers the unfortunate opponents fly through.

## **BUSTER OVERCHARGE MODULE**

**Cost:** 2m [1m]; **Mins:** Strength 3, Essence 1; **Type:** Supplemental

**Keywords:** Dual

**Duration:** Until released

**Prerequisite charms:** None

High efficiency Adamant transfer cables are linked up to the Champion's arms along with small soulsteel collector panels under his skin. Upon purchasing his charm, the Champion gains the ranged or melee variant, allowing him to make charged melee attacks or ranged

attacks respectively, but the charm can be repurchased to account for the other. This charm supplements an aim action, allowing the Alchemical to add three damage to the raw damage of a **withering** attack or one to a **decisive** attack. The use of this charm is more obvious than normal however, for when the Alchemical charges his attack he absorbs all of the ambient essence in the air around him, large clusters of visible motes being absorbed into his body as he fuels his attack, spoiling stealth like a glowing anima banner. This light is discharged immediately when the Alchemical fires his weapon. Note that charms that automatically generate aim dice on opponents, such as Blazing Bullseye Attack (Shards pg 180\*) do not add damage for the charm, the Champion must actually spend his time aiming the attack.

\*OK this doesn't exist in 3e yet, but it's effect (Hit someone with an attack, gain aim dice on opponent) is valid design space in 3e still, and calling effects that don't work with it. [Plus I already converted it over so.](#)

### **Submodules:**

*Target-Energy Transference Systems* (2 XP): This submodule allows the Alchemical to keep his bonus damage even if the aim dice he spent time collecting are no longer valid, such as when an opponent retreated or perished, so long as there is another valid target in the area.

*Hypercharge Reaction Module* (Cortex Acceleration Module, Wits 4): To end a battle as quickly as possible with the most efficient use of resources is key. The aim dice gained from Cortex Acceleration Module are now compatible with this charm, allowing the Alchemical to instantly begin the battle with a devastating assault should she so desire. Same applies to any sort of charms that would allow the champion to instantly complete an aim action.

*Auxiliary Overcharge Technique* (Strength 6 Essence 2): This charm allows the Alchemical to continue aiming his attack, charging his attack into a mass blast of power or a strike capable of splitting the heavens. The Alchemical may spend an additional (Essence/2) actions aiming. The Champion doesn't gain any extra dice to his attack roll, but it still adds to the damage of the attack.

## **ACCELERATED RESPONSE SYSTEM**

**Cost:** 2m [1m]; **Mins:** Dexterity 2, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

The Alchemical's body possesses a special set of wired reflexes that attempt to move his body out of the way of attacks automatically, allowing him to concentrate on the battle at hand. Starmetal nerve clusters and tiny orichalcum acceleration nodes are fitted into either the Alchemical's arms and torso, or her legs and hips. These options constitute two separate Charms, which must be purchased and installed independently. The Alchemical defense against any attack that meets their defense and if the Alchemical manages to defend against an attack successfully she ignores the point of onslaught that comes with it.

The upper body option permits this enhancement to apply to the character's Parry, while the lower body enhances Dodge. Installing both variants at once allows them to trigger simultaneously for two motes. The Alchemical need not commit a mote for the second installation.

Stealing from my own MA's at this point. Eh.

**Submodules:**

*Tactical Positioning Actuators* (2 XP): The nodes are programmed with simple commands that allow the Champion to, bit by bit, gain a slight edge over the opposition. Any attack parried or dodged now grants a single initiative.

*Offense Positioning Calculations* (Dexterity 5): Whenever the Champion parries or dodges an attack, the opponent loses one initiative.

*Live Wire Writhing* (Dexterity 3): The Live Wire is not also dangerous, but just as elusive as vapor. The Alchemical may pay 2i per additional point of defense she wishes to add up to her normal maximum. If using this while Rapid Analysis Stance is active the cost is reduced to 1i per point of defense against the chosen opponent.

## **CELERITY ENABLING MODULE**

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

**Keywords:** None

**Duration:** One Turn

**Prerequisite charms:** Accelerated Response System (Any)

Implants on the Champion's joints connect to his Accelerated Response System, allowing his body to take greater advantage of his boosted nervous system with a slightly slowed perception of time. The charms halves any and all defensive penalties the Alchemical may be suffering from including onslaught and environmental penalties. This charm only boosts the defense selected with Accelerated Response System. This charm has no effect against surprise attacks.

**Submodules:**

*Rapid Weakness Analysis Stance* (3 XP): The Champion may subtract up to (Essence) 1s on the opponent's attack roll as successes from their attack. Additionally, the Champion is able to rapidly analyze her own stance to detect subtle weaknesses. Using Accelerated Response System while Celerity Enabling Module is active increases the selected defense value by one.

## **RAPID ANALYSIS STANCE**

**Cost:** 5m 1WP; **Mins:** Dexterity 5, Essence 2; **Type:** Simple

**Keywords:** None

**Duration:** One Scene

**Prerequisite charms:** Celerity Enabling Module

Processors working at a breakneck pace analyze every possible aspect of the opponent: Their stance, their breathing, slight muscle movements, and even the opponent's own eyes. All of these are compiled for the Alchemical to allow her to immediately and instantly react to any move done by her opponent. Upon activation of this charm the Alchemical chooses one opponent and becomes immune to any and all penalties to her defense against that opponent (As always, inaccessibility and surprise are not penalties). The cost of Accelerated Response System is reduced by 1m and Celerity Enabling Module is reduced by 2m. Should the Alchemical wish to change designated opponents, she must terminate and re-invoke this Charm.

Secondly upon assuming the form the Alchemical may reflexively roll to determine any martial arts forms the Alchemical's opponent may know, even if they are not in them. The telltale signs of martial artists and their specialized training regime are too much of a giveaway. Even if the Alchemical doesn't know the style, she can attempt to predict what it can do in broad strokes.

**Submodules:**

*Dedicated Duelist Programming:* The Alchemical is uploaded with the data belonging to some of the finest duelists in history which all boiled down to one of the few universal lessons: Don't let them move away from you. If the target the Champion has selected with Celerity Enabling Module attempts to flee, they take a dice penalty equal to the Champion's (Essence/2).

*Duelist Victors Stance* (Charisma 4): With a flourish of his weapon the Alchemical has vanquished an enemy of the state, and the thought alone relieves him. Whenever the Alchemical kills, incapacitates, or forces an enemy chosen with the second function of Celerity Enabling Module to surrender then the Champion gains a single point of Willpower. The enemy must be noteworthy and must be at least considered a challenge to the Alchemical.

*Footwork Cornering Prediction Engine:* For each turn an opponent selected with the single target Celerity Enabling Module remains close range of the Champion and does not hit the Champion, either due to the Champion evading/parrying her blows or them not attacking, the Champion gains one initiative. If the Champion is Essence 3 and no one aside from the selected target is within close range of the Alchemical nor has anyone else attempted to strike the Alchemical, this bonus increases to 2 initiative per turn.

*Threat Prioritization Unit* (Dexterity 5, 3xp): The Alchemical can change designated opponents using the Charm's second mode without the reactivation costing a willpower provided the previous opponent is dead, incapacitated, surrendered, or if the new target is a creature of the Void.

*Desperation Analyzing Tactics* (Dexterity 4 Essence 2): When disengaging from a foe with lower initiative the Alchemical gains a single automatic success. If the Alchemical has Rapid Analysis Stance installed and active then her target as always having lower initiative against her selected opponent.

## IMPENETRABLE REPULSOR FIELD

**Cost:** 2i per success, 6m or 6m 1WP; **Mins:** Dexterity 5, Essence 2; **Type:** Reflexive

**Keywords:** Perilous, Decisive Only

**Duration:** Instant

**Prerequisite charms:** Accelerated Response System (Parry configuration)

Bulky brass power couplings in the Champion's shoulders are routed through her upper body Accelerated Response System, powering crystalline repulsor arrays in her

hands. This charm functions the same as Heavenly Guardian Defense (Exalted 3e, pg 359) except that it costs 2i per health level removed and 6m for the incalculable damage defense.

**Submodules:**

*Directional Field Focus* (Rapid Analysis Stance, 3 XP): When using Rapid Analysis Stance the Alchemical reduces the initiative cost of Impenetrable Repulsor Field to 1i per success, but only against her selected opponent.

## PRECALCULATED EVASION SYSTEM

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

**Keywords:** Uniform

**Duration:** Instant

**Prerequisite charms:** Accelerated Response System (Dodge)

This Charm takes the form of a line of starmetal wires and nodes climbing the Alchemical's spine. It connects to an adamant calculating array inside his skull and to his Accelerated Response System. Faced with an attack or a form of threatening environmental damage, this array calculates a perfect evasive position and automatically shifts the Alchemical's body with clockwork precision to avoid harm. In response to an attack, the Alchemical immediately regains his full dodging capabilities, clearing any and *all* penalties to dodge while applying a free full excellency to her defense. This charm is only usable once per battle but may be reset upon dodging three **decisive** attacks with Accelerated Response System. Against environmental damage, the Alchemical simply applies her dodge defense in automatic successes against the trauma of the hazard, even if this goes against her dice cap.

**Submodules:**

*Emergency Reality Distortion:* By paying an additional +3m 1 WP surcharge when activating Precalculated Evasion System, the Alchemical momentarily dematerializes, making it so that he can evade any sort of attack. This may be used once per scene.

*Grazing Protocols* (Rapid Analysis Stance, Dexterity 6 Essence 3): Upon using Precalculated Evasion System to dodge an attack by a target selected with Rapid Analysis Stance the Champion immediately gains an amount of initiative equal to the Essence of the opponent or size/might of a battleground (whichever is greater), maximum of 5. Furthermore, if the Alchemical has Live Wire Writhing submodule for Accelerated

Response System and dodges an attack that meets her defense she gains an additional point of initiative.

*Rapid Relocation Transit* (Wits 6, Essence 3): Upon dodging an area of ongoing damaging effect, be it sorcery or environmental effect, the Alchemical may pay 5m to immediately be placed outside of the attack's radius up to a range of Large, safely deposited away from the effect if one exists.

## OMNISITUATIONAL EVASIVE EQUATION

**Cost:** 3m, 1m + 3i, 1i per HL; **Mins:** Wits 5, Essence 3; **Type:** Simple

**Keywords:** None

**Duration:** One Scene

**Prerequisite charms:** Precalculated Evasion System

This enhancement takes the form of small starmetal wiring being laced along the Alchemical's Precalculated Evasion System, adding a new function do it while greatly expanding its form. Upon use these lights glow a soft colour related to the champion's anima with traces of purple, before they finally collapse inwards. The Champion himself now appearing to flicker in and out of reality itself. This charm replicates the Solar charm *Living Bonds Unburdened* (Exalted 3e page 303). Rather than seeming to retroactively dodge attacks, weapons just seem to phase entirely through the Champion, and only a large enough hit can restore her to reality. These health levels and cannot be healed, they fade as soon as they are damaged.

### Submodules:

*Form-Blurring Technique* (Manipulation 3, 4 XP): So long as Omnisituational Evasion Equation is active, people cannot tell anything more than vague descriptions of the Alchemical. At most they may be able to tell her colour or height, but anything else is simply too blurry. Those with superhuman sight or any form of perception/awareness excellency can attempt to spot this at a difficulty of the Alchemical's Manipulation.

## SUBCUTANEOUS ARMOUR PLATING

**Cost:** -; **Mins:** Stamina 2, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

A special armour mesh is placed under the Alchemical's skin that hardens up considerably to any rapid increase in kinetic or heat energy in the environment. The Alchemical may calculate her parry score using Stamina instead of Dexterity. Heavy weapons overload this system however and are not able to be parried with this charm.

If Storytellers want to give their players this charm for free because Dexterity is a godstat, then do it.

## GEAR-DRIVEN REFLEX AUTOMATION

**Cost:** 4m [1m]; **Mins:** Dexterity 4, Essence 1; **Type:** Reflexive

**Keywords:** Counterattack, Decisive Only

**Duration:** Instant

**Prerequisite charms:** None

Motorized gears of moonsilver are installed along the Alchemical's forearms, wired into his cerebral cortex with starmetal circuitry. When the Alchemical is attacked, this precision assembly overrides his conscious motor control, letting him strike back with clockwork precision. The Alchemical can use this Charm to make a counterattack in response to any attack made against him at close combat range that he successfully defended against which takes place after the attack but before damage has been rolled, functioning as a regular **decisive** attack. He can make the counterattack using any appropriate combat Ability. This charm nor any of its submodules can be used in a counterattack.

### Submodules:

*Crossfire Targeting Sensors:* The Alchemical can activate this Charm in response to ranged attacks, allowing him to make a counterattack with a ranged weapon of his own, without need of an aim action (if any is needed).

*Automatic Kinetic Reflex Action* (Stamina 4, 2 XP): If the Alchemical is hit with a **decisive** attack roll that does no damage she may then Counterattack as if she successfully parried the attack. She additionally gains an additional amount of damage equal to the 1s that showed up on the opponent's damage roll.

*Valorous Iron Sentinel* (Charisma 3, 3 XP): Whenever the Alchemical makes a counterattack or clash against a target the Alchemical is currently using Defend Other she may add an amount of bonus damage to the attack equal to the Resolve bonus the intimacy would provide.



*Perfected Clockwork Reflex Mechanism* (Wits 4, Essence 2): The Alchemical can pay a two-mote surcharge to extend this Charm's duration to one tick, letting him respond to all valid triggers with a counterattack during that time. Until the end of the tick the Alchemical may use her full initiative as damage against attacks and does not reset until the tick is over. If the Alchemical has an opponent selected with Rapid Analysis Stance, then she may reply to any and all attacks against that target until her next action, in which case her initiative resets if any successful attacks have been made, but using a counterattack against any other target other than the one selected will immediately reset her initiative to base before the attack roll is made.

*Automatic Interception Protocols* (Dexterity 5 Essence 3): This submodule makes some slight adjustments to the motor control, enabling to go for maximum possible offense rather than defense. By paying an additional 1m 1WP, instead of making a counterattack, the Champion may use this charm to make a reflexive clash attack, regardless of his place in the current turn order and does not count as her current combat action. The charm gains the Clash keyword.

## CASUALTY-MINIMIZING EQUATION

**Cost:** 3m [1m]; **Mins:** Dexterity 3, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

A reactive processor wired into the Alchemical's sensory cortex controls magnetized servos and gyroscopic swivels in her joints, deploying them in defensive configurations to protect those around the Champion. The Alchemical can activate this Charm to reflexively take a Defend Other action for a target within close range. He cannot do so if he is already protecting a character with Defend Other.

### Submodules:

*Aegis of the Populat* (3xp): Activating this Charm to protect a mortal cost zero motes. With Essence 3, other activations are discounted to two motes.

*Parallel Defensive Geometry* (Dexterity 4): The Alchemical can activate this Charm even if he's already using a Defend Other action, to a maximum of (lower of Dexterity or Wits) simultaneous Defend Other actions. Defend Other actions to protect mortals do not count towards this limit.

## INTEGRATED ARSENAL SYSTEM

**Cost:** - [1m]; **Mins:** Strength 2, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

A space-folding storage assembly is implemented into the Alchemical's arms (and possibly his legs, as well), allowing for nigh-unlimited weapon storage. At the time of purchase, this Charm grants the Champion two mundane close-range or projectile-launching weapons—so a crossbow or spear-thrower would be valid options but throwing knives or chakrams would not. (This Charm does not provide ammunition for such weapons.) These weapons deploy in response to the Alchemical's will, unfolding from ports in his arms and hands to immediately spring to action, or disassembling and folding to unobtrusively disappear when violence is no longer deemed necessary. In effect, the Charm permits reflexive actions to draw or ready integrated weapons. These weapons are physically attached to the Exalt's body and, as such, cannot be loaned to other characters. They also make it impossible to disarm the Exalt without an amputation effect. Amputated weapons may be replaced with an hour's work at the vats but otherwise require a week to regenerate on their own. Players and Storytellers are encouraged to adjust the appearance of weapons to reflect an industrial motif—wrist-mounted steel cable whips and whirling fist-mounted drills acting as khatars are entirely appropriate. But you don't really need to, I mean I never do. Additional weapons may be purchased one at a time as submodules for one experience point each.

### Submodules:

*Auto-Maintenance and Repair Function* (Essence 3, 2 XP): The weapons stored by this charm automatically repair and maintain themselves, even if completely shattered. Broken weapons take the same amount of time to heal as a -0 health level.

## REMOTE WEAPON OPERATION PROGRAM

**Cost:** 5m 1WP [1m]; **Mins:** Wits 4, Essence 2; **Type:** Simple

**Keywords:** Withering-Only

**Duration:** One Scene

**Prerequisite charms:** Integrated Arsenal System OR Transcendent Multimodal Artifact Matrix OR Technomorphic Integration Engine

This charm takes the form of one of the weapons selected from its prerequisites and allows it to unfold with an automated assault system. A crossbow or bow could be placed

on the Alchemical's shoulders and fire at enemies or a blade can fly out and be held in place with thin moonsilver tendrils or float in the air via magnetism. Either way the extra weapon assists the Alchemical by bringing down lesser targets while the Alchemical itself focuses more upon the enemies at hand. This charm allows the Alchemical to attack one extra per turn with no off-hand penalties with special conditions. Insignificant/Strong type opponents take the full damage of these extra attacks but but Special type (AKA: Things with active initiative tracks) can only take up to (Essence) damage per turn. The Alchemical gains initiative for hitting targets with the secondary attack but gains no initiative from any damage unless she manages to crash her opponent.

## CHEMICAL FOG GENERATOR

**Cost:** +2m [1m]; **Mins:** Stamina 3, Essence 2; **Type:** Reflexive

**Keywords:** Stackable

**Duration:** Instant

**Prerequisite charms:** None

*Crossbows don't work... Let's try gas!*

This bulky Charm fits snugly into the Alchemical's torso, with an assortment of vent tubes 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. The smoke billows into heavy clouds, rapidly filling a radius around the Champion of close range per 2 motes spent. Up to a limit of (lower of Stamina or Manipulation) motes may be spent powering the Charm per action. The Stackable keyword permits the Alchemical to fill a progressively greater area with smoke by continuing to burn Essence, with smaller clouds adding their radius to the size of larger clouds with which they merge, with the cost of the charm tripling per radius increase (1m for close, 3m for short, and finally 9m for medium). The smoke lingers for one hour in still air, half that time in a light breeze, only (Stamina rating) minutes in a strong wind and one action in a hurricane gale. The Storyteller should extrapolate its longevity in other conditions using these guidelines.

The murky black cloud imposes vision penalties as fog, which is normally -1, which means that defensive use applies appropriate visual penalties against the incoming attack. Additionally, the caustic, choking smoke acts as a poison to anyone caught within its radius who requires air. Characters holding their breath are unaffected until they are forced to breathe it. As a mild poison that functions as an environmental hazard, the smoke has the following traits: (1i/round, difficulty 2). Like all inhaled toxins, ongoing smoke inhalation only imposes a new dose every time the previous dose wears off and the victim is still breathing it. This means that initial contact runs its course after two hours, applying

damage each hour as normal. After that time, a character still breathing it faces exposure for another two hours of being affected, et cetera.

Only one gas-based submodule may be applied to any use of the Charm. Mixing gas formulae using separate activations catalyzes the joint cloud into the unmodified smoke, allowing Alchemicals to use this Charm defensively to counter the poison clouds of their enemies.

### **Submodules:**

*Tear Gas:* This faintly yellowish dense smoke produces dizziness along with burning pain in the eyes and lungs. The poison is automatically applied once an opponent within the toxin is initiative crashed. Its traits are (1B/action, one round, -3, inhalation), but its damage never spills over past Incapacitated to become lethal.

*Clandestine Toxin System* (Manipulation 3): As an alternative to standard smoke, the Charm may release a colorless, odorless gas that is not Obvious. Although this gas does not interfere with vision and has a difficulty equal to the Alchemical's Manipulation to notice with a standard (Perception + Awareness) roll, it is still as toxic as normal. In addition, the toxin does not take effect until characters have been exposed for the full period of one duration interval.

*Dense Smoke Particles:* The Alchemical's smoke is far thicker than before, obscuring vision heavily for anyone inside of it or attempting to peer inside of it. The vision penalty inside of the smoke rises to that of -3 and such heavy smoke always counts for re-establishing stealth. The Alchemical himself is immune to this visual penalty. A repurchase at Essence 4 for 4 XP increases the penalty of this charm to (Essence).

*Customized Smoke Spectrum* (Optical Enhancement): The Alchemical may specifically tailor smoke in order to be transparent to certain spectrums in order to let his allies act as if it wasn't even there. Note the Alchemical does not need to possess the sight feature he wishes to set his smoke to.

*Soulsteel Filtration Unit* (Appearance 3): A Soulsteel filter on the gas pumps allows the Alchemical to rerout anima bursts into smoke particles instead. This charm now has the mute keyword.

*Vectored Toxin Deployment* (Strength 3, Essence 2): By paying two motes and one Willpower, the Charm can gather plumes of smoke into a tight ball around the projectile of a ranged attack. Wherever the Alchemical's projectile hits, the smoke concentrate billows out to fill an area of everywhere close to the impact point. Attacking the ground to catch

many enemies in the radius is often easier than attacking one of them directly, as the Exalt needs only a single attack success to place the projectile where desired. Additionally, this may be used to instantly fill an area with smoke around the Champion, useful for escaping or hiding.

*Nerve Gas* (Essence 4): This deadly green haze has these traits upon opponents in initiative crash: (1L/minute, 6 minutes, -4, inhalation).

*Transmutational Catalyst Gas* (Nerve Gas, 1xp): This silver-gray toxin has the same statistics as nerve gas, but only affects beings composed of actual flesh (Alchemicals are immune). Anti-Shaping magic also stops the toxin, as it kills by converting the victim's body into a statue composed of various non-precious alloys (worth Resources 2 for a human-sized cadaver). Another submodule variant catalyzes the tissue into a ruddy gas, ultimately vaporizing the resultant corpses without a trace.

*Contact Toxin Formulation* (Strength 3, Essence 3, 3xp): By paying an extra two mote surcharge during activation, the toxic properties of the gas are absorbed through contact exposure as though victims were breathing it. Only airtight armor like encounter suits allows victims to effectively "hold their breath" as a defense.

*Mortal Suppression Mist* (Contact Toxin Formulation, 1xp): A contact gas deployed by the Charm may be specially formulated with each activation so that it only affects mortals.

*Spirit Toxin Formulae* (Contact Toxin Formulation, 3xp): Contact toxin gasses produced by the Charm affect dematerialized spirits, making them effective against gremlins and aggressive exmachina.

*Psychogenic Gas* (Perception 3): This rainbow-hued vapor is physically harmless (no actual damage), but highly debilitating due to a combination of random sensory attenuation and hallucinations. Some even find the experience pleasant, if mentally fatiguing: (2\*/day, one day, -(Alchemical's essence), inhalation).

*Sense-Destroying Gas* (Tear Gas, Essence 3, 3xp): This gas functions like tear gas, but anyone reduced to Incapacitated suffers a Crippling injury that destroys one type of sensory organ, inducing blindness, deafness, numbness (reduce wound penalties by -1, but making it impossible to perceive tactile stimuli for overall -1 penalty to all non-reflexive physical actions), or total loss of smell/taste. Repurchase of this submodule allows the gas to destroy each of the selected senses. Such injuries are permanent for mortals, but Exalted and other magical beings heal lost sensory function after one day.

*Technomorphic Carcinogen Gas* (Essence 3): This tarry Voidtech fume is speckled with blood red sparks and burns horribly when breathed. It functions like Sense-Destroying Gas above, but instead of wiping out senses as victims reach Incapacitated, the choking vapor induces rapid Voidtech cancer as a Shaping effect. This confers one permanent mutation chosen when the submodule is acquired, all of which display the visual aesthetics of Voidtech and must be entirely physical in nature (i.e. no Essence Channeler, Gremlin Syndrome, etc.). Victims who already possess the mutation to its maximum Stackable limits or who cannot acquire that trait are immune to the particular formulation. Variant gasses past the first cost only 1xp, broadening the range of mutations Void Lords may choose to inflict. If this cancer is removed before permanent gremlin syndrome sets in, then the character will be fine. This submodule grants the charm the Void keyword.

## MASS COMBAT

### HUNDREDFOLD STRAFING METHODOLOGY

**Cost:** 5m 1WP; **Mins:** Dexterity 5, Essence 2; **Type:** Supplemental

**Keywords:** Uniform

**Duration:** Instant

**Prerequisite charms:** Aim-Calibrating Sensors

Microscopic targeting beams mounted in the Alchemical's tear ducts activate, painting an arc of targets and marking them for destruction. Automated combat algorithms drive the Champion's body in a clockwork dance of death, moving and striking with a merciless economy of motion. Moments later, only the dead and disabled remain.

This charm supplements an attack roll against a battle group. It ignores any size and drill bonuses the unit gains for things such as soak and defense and doubles all 9's on a **withering** damage roll or all 10's on a **Decisive** damage roll.

#### Submodules:

*Siege Devastation Mode* (Strength 4 Essence 3, 5 XP): The amount of carnage a Champion can unleash upon the unworthy is the material of legend. Double the effective raw damage for determining how much damage to apply to a battle group. Additionally, the Champion may apply this charm to warstrider sized or large single opponents, doubling 9's on **withering** attacks and doubling 10's on **decisive** attacks and bypassing the benefits of Legendary Size. At Strength 6 Essence 4 this submodule can be repurchased, allowing the Champion to triple it instead and may apply the **decisive** damage rule to warstrider

sized or large opponents, adding one automatic level of damage for every four dice of damage but do not double/triple raw damage for determining how many levels of automatic damage to inflict.

*Might of the Populat Hero* (Strength 4 Essence 3, 4 XP): If a single blade cannot turn aside the hero of the Populat, then neither will 10,000. Ignore any sort of Might bonuses, either from natural causes of might or additional benefits gained by charms.

*Morale Shattering Clarion* (Appearance 3, 4 XP): Upon using this charm to attack a battle group, that battlegroup must make an immediate rout check at difficulty 1. If the Alchemical causes the battle group to lose a point of magnitude, then the difficulty of the check increases by +2. At Appearance 6 Essence 4 this submodule may be repurchased, increasing the difficulty of the rout check upon magnitude loss by the Champion's (Appearance/2).

## TARGET PAINTING RETICAL

**Cost:** 3m [1m]; **Mins:** Charisma 3, Essence 1; **Type:** Reflexive

**Keywords:** Uniform

**Duration:** One turn

**Prerequisite charms:** None

**Original Charm:** The Demented One

*I'd rather kiss a pig!*

This charm often takes the location of a small laser pointer on the Alchemical's shoulder or inside of her eyes, allowing her to shoot out a beam of light that highlights a target for the group to effectively attack. This charm works by making a **withering** or **decisive** roll against a target within close range of them. So long as the Alchemical hits the target she highlights an opponent, adding (ESS/2) aiming dice to attack rolls and instantly spoiling the stealth out of any target, lightning up the target as if they had a burning anima banner. This happens even if she rolled no damage. Even though the turn is one action, the Alchemical and his allies can gain any benefits of the submodules this charm contains so long as they attack before the beginning of the Alchemical's next action. These aim dice count towards the maximum number of aiming dice one may take on an action, but do not allow the target to attack at medium or longer without properly aiming first.

**Submodules:**

*Holographic Targeting* (Essence 2): Upon lighting up a target, anyone who attacks the target turning one of the aim dice on the opponent into an automatic success.

*Optimized Teamwork Calculations* (Charisma 4 Essence 2): Upon using this charm as part of a Distract gambit, the Champion may transfer an additional (Charisma) initiative to the beneficiary. The charm also gains the Perilous keyword when used in this fashion.

*Onslaught Rush Approach* (Manipulation 4 Essence 2): The laser now highlights the target a special red colour, causing a moderate amount of heightened aggression on all who behold him. The target now takes double the normal amount of onslaught for the duration of this charm.

*Tactical Target Assist* (Subliminal Aggression Amplifier): This allows the charm to paint a target which an ally has attacked with Subliminal Aggression Amplifier.

*Hi-Powered Targeting Laser* (3 XP): The targeting laser may now be applied to attacks up to a range of medium. A repurchase at Essence 3 allows allies to attack the target out to medium range without requiring an aim action so long as this charm is active (but do not receive any aiming dice).

*Optic Painter* (Perception 4 Essence 2, 3 XP): The Alchemical no longer needed to directly attack the target, instead just painting anyone within his line of sight that he notices. He may use this charm out to a maximum of short range (medium with Hi-Powered Targeting Laser) and rolls (Perception+Awareness) with a bonus (Essence) dice against the target's Dodge.

## SUBLIMINAL AGGRESSION AMPLIFIER

**Cost:** 5m [1m]; **Mins:** Charisma 4, Essence 2; **Type:** Simple

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** Target Painting Reticle

The Alchemical's own vocal cords are inlaid with a special pattern, one that unconsciously triggers the aggression centers of his ally's brain and allows them to strike quickly and decisively. This charm may be declared on the Alchemical's turn, in which upon use allows any one of her allies on the field to immediately make a **withering** or **decisive** attack against any enemy, even if that character already acted on her turn. This reflexive attack cannot be altered with any charms aside from any scene long charms which are already active, this includes Excellency use. This charm cannot be flurried.



## Submodules:

*Wide Area Amplifier* (Charisma 5, 4 XP): This charm may now apply this charm to battle groups with a size of 2. This increases by one for each purchase of the First Charisma Augmentation or First Intelligence Augmentation the Alchemical has.

*Tactical Aggression Configuration* (4 XP): Upon using this charm, the Alchemical may roll (Charisma + War) when making her order to attack. Add the successes gained on the roll as bonus dice to the attack roll.

*Tactical Feedback Loop* (4 XP): When an ally hits an opponent with a **withering** attack, the ally may donate up to (Alchemical's Charisma) initiative back to the Alchemical. This can only come from the initiative gained from the attack. On a **decisive** attack the Alchemical gains an amount of initiative equal to the amount of health levels dealt, up to maximum of (Charisma).

*Swift Execution Command* (Charisma 6): The attack the Champion orders comes out even before she's finished talking, resulting in blows that catch the opponent off guard or are especially brutal. When used with a **withering** attack or a battle group, the attacker turns an amount of post soak damage die into automatic successes equal to the amount of 10s on her attack roll. When used to order an ally to perform a **decisive** attack, the damage of the attack increases by the amount of 10s his attack roll had.

*Final Annihilation Order* (Charisma 7 Essence 3): For a cost of +3m 1WP, the Alchemical may order an ally to make a **decisive** attack that does not reset their initiative, but attacker uses either the lower of his initiative or the Alchemical giving the orders for purposes of damage. This submodule can only be used once per scene.

## COURAGE-INSPIRING PROTOCOLS

**Cost:** 3m [1m]; **Mins:** Charisma/Appearance 2, Essence 1; **Type:** Supplemental

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

A series of minor modifications amplify the Alchemical's visage on the battlefield. His figure lit up by specially designed patterns of mood lighting allowing him to stride across the battlefield inspiring hope in his comrades or dread if they happen to fail him. This charm may supplement any Charisma or Appearance based War roll, granting the Alchemical double 9s on the roll.

## Submodules:

*Rally Gathering Hope Beacon* (Charisma/Appearance 4): The actions and words of a champion gives hope to otherwise hopeless situations. An Alchemical may reroll an amount of dice an order, rally, or rally for numbers roll equal to the amount of 10s on his roll. Additionally for each installation of the First Charisma Augmentation or First Appearance Augmentation he may treat himself as rolling that many 10s at minimum if lower than his actual roll. (This doesn't mean a person with 2x 1st CHA Aug will get two 10's on all rolls, rather he's treated as having rolled two 10s at minimum). The two Augmentations don't stack, only the highest number of installations is applied.

*Inspiration Amplification Modules* (Appearance 4 Essence 2): Speakers and clever lighting amplify every action the Alchemical does on the battlefield, further inspiring his troops or crushing his opponent's morale. When the Alchemical makes an Appearance+War roll on his own troops or the enemy for any reason he may treat the result of the roll as an Inspire attempt. He could use it to Inspire dread in his enemies or hope in his allies. This ignores the penalty for large crowds.

*Lead-by-Example Methodology* (Charisma/Appearance 4): The Champion leads by example, letting his action spur on his comrades onwards to ever greater heights. This submodule allows Courage-Inspiring Protocols to be activated reflexively for a 2i surcharge whenever the Alchemical does something suitably heroic. This is largely open to interpretation, but examples include crashing or incapacitating a fearsome enemy champion, lowering an enemy battle group by a single point of size, accomplishing an impressive feat of strength, an amazing stroke of brilliance with a fact declaration involving the battle, or an action that somehow resonates with the soldier's major or defining intimacies. When used in this method the charm cannot be activated reflexively more than once per turn and cannot be used while in crash.

*Motivational Speech Files* (Charisma/Appearance 7 Essence 3): The Alchemical has a wide variety of motivational and inspirational speeches and actions now stored in his memory, bolstering his forces in truly dire moments. For a +1WP surcharge the Alchemical may convert up to (Essence) dice on his roll into automatic successes.

## SEMIOTIC FLARE PROJECTOR

**Cost:** 4m 1WP; **Mins:** Charisma 4, Essence 1; **Type:** Simple  
**Keywords:** None

**Duration:** One Scene

**Prerequisite charms:** Courage-Inspiring Protocols

A pair of telescoping orichalcum fins extends from the back of the Alchemical's shoulders. When charged with Essence, these hum audibly and agitate the Champion's anima banner to the totemic level once at least burning level is achieved. The anima display is either projected high into the air or, in more cramped environments, distributed along the ground as a vast, roiling fog that creeps back in among the Exalt's troops. When the Alchemical relays orders, his anima flashes pictoglyphic images that are intuitively understood by all soldiers fighting under his command and encrypted against opponents. All penalties troops are suffering are reduced by an amount equal to (2 or Essence, higher) plus one for purchase of the First Charisma or Appearance Augmentation the Alchemical currently has installed to a maximum of 5. Communication based penalties are eliminated entirely and require an enemy commander to have some sort of magical based method to disrupt communication.

#### **Submodules:**

*Fear Override Device* (Charisma 5, 5 XP): The affected battlegroup(s) have their drill temporarily increased by one. At Essence 2 If the unit's drill is already Elite, then the morale becomes perfect instead. Further, as an axiomatic effect, units of at least Average drill gain perfect morale whenever fighting against an enemy that is considered a gremlin/void tainted or any enemy group that is primarily composed of gremlins.

*Central Command Beacon* (Charisma 7 Essence 3): Whenever a unit enhanced by the Charm takes a miscellaneous action to signal units, the signal may be sent to any number of allied units who can see the signalling unit, regardless of any complications except death or total cover. If the Exalt has Essence 3+, units that cannot see the Champion's unit are also valid targets, provided they are within (Essence) miles and the Alchemical knows they are in range to target. In such cases, luminous glyphs flash in front of the receiving unit leader's face in a quick strobe to deliver the message.

## **TUNNEL-FIGHTING TACTICAL OMNIBUS IMPLANT**

**Cost:** 4m [1m]; **Mins:** Charisma 3, Essence 1; **Type:** Simple

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** Courage-Inspiring Protocols

Memory crystal nodules are inserted into ports on the back of the Alchemical's head, containing thousands of years' worth of collected tactical insights on how to maximize the potential of close-formation troops fighting in cramped environments. This charm has a few effects. First, the Champion and the unit he leads gains the specialty of "Fighting In Cramped Environments" that can be used on any roll but does not stack with pre-existing specialties. If the Battle group the Alchemical commands has Average Drill then an additional dice is granted on all command actions (Does not stack with elite drill). Lastly the Champion and his units reduces any penalties that may arise from fighting in dark, cramped corridors, nullify any penalties for fighting in anything that isn't total darkness.

### **Submodules:**

*Close-Quarters Vector Compensator* (Wits 4, 3xp): While fighting in narrow locations, a unit in which the Champion is a is the leader of treats all terrain obstacles from narrow space and limited access as open terrain for the purposes of movement rate, while retaining cover bonuses for the terrain's actual state. The submodule does not adjust for other types of obstacles. A second installation at (Wits 5, Essence 3) also reduces the penalties of terrain-based advantages when attacking enemy units in cramped terrain by up to (Essence or 3, higher), effectively rendering all but the most creative barricades pointless.

*Tactical Sub-Noetic Transmitter* (Intelligence 5, Essence 3): Units fight in narrow spaces in which the Exalt is the leader of gain the best advantages of multiple formations at once without any of the drawbacks, helping deal with problems such as area of effect attacks. Area of Effect attacks are forced to use 8 as their target number for damage rather than 7 and cannot confer any additional advantages a wide spread area of effect attack may gain against tightly grouped units.

*Urban-Fighting Tactical Omnibus Implant*: This submodule gives slight alterations to command structure and knowledge, allowing the Alchemical to use this charm and submodules in urban environments. In Modern games, this submodule is automatically gained for free. In Sci-fi settings, this also applies to spaceship interiors.

*Training Amplification Protocols* (Charisma 4 Essence 2, 3 XP): Advanced training techniques at the Alchemical's home city allows this charm to subconsciously bolster his forces. The Alchemical turns one bonus dice gained from drill to command rolls into an automatic success. At Charisma 6 Essence 3 this may be repurchased to turn an additional die into a success.

*Low Profile Tactics* (Intelligence 4): Battle groups under the effects of this charm treat low cover as high cover all intents and purposes.

## OMNIPRESENT GUARDIAN DIRECTIVE

**Cost:** 4m, 1i per soak [1m]; **Mins:** Wits 4, Essence 2; **Type:** Reflexive

**Keywords:** Perilous, Uniform

**Duration:** Instant

**Prerequisite charms:** Tunnel-Fighting Tactical Omnibus Implant

*"I want to tell you "You're not alone" at full power!"*

A gimbaled assembly is installed around the Alchemical's Tunnel-Fighting Tactical Omnibus Implant, allowing for limited prescient situational modeling, assisted by a supplementary connection to the Design of Autochthon. When activated, this Charm allows the Alchemical to more efficiently defend a complementary Battle Group for which the Champion is at least in close range to. The Champion is a blur, sweeping arrows from the air with his blade or allowing blows intended for terrified soldiers to bounce off his mighty armor. His soldiers will return alive even it kills him! This charm increases the amount of soak an allied battlegroup has so long as the Alchemical is within close range. It allows the Alchemical to boost the soak of the battlegroup by 1 per 1i spent to a maximum of (2 or Essence, higher).

### Submodules:

*Personnel Contingency Tactics* (Stamina 4): The soldiers of the champion will return alive even if it kills the Champion! The Alchemical may sacrifice 1hl in exchange for 3i. This option can be used even if the Alchemical is in initiative crash.

*Emergency Protection Procedures* (Charisma 5): The Alchemical takes the full brunt of the enemy attack in order to give his unit time to regroup. If a unit the Alchemical is protecting suffers a dot of size loss then the Alchemical may immediately pay 1hl in order to ensure that the overwhelming majority of soldiers shed by a unit due to damage or Size loss survive the experience. Their fate is diverted from death to disorganization or flight, allowing them to be collected or rallied for numbers later. Meaning if a unit with perfect morale has its size reduced by emptying its magnitude track, then this charm ensures such units do not die, but rather injured so they cannot continue fighting or simply scattered aside. This allows for rallying rolls to potentially call them back. If this Charm faces a conflicting effect that guarantees that defeated soldiers within the Exalt's unit die, it adds

the Alchemical's relevant intimacy in automatic non-charm successes to the contested roll (+4 for Defining, +3 for Major, +2 for Minor).

## BATTLE ANTHEM OF THE OCTET (ALCHEMICAL EXALTED)

**Cost:** 1m (1m); **Mins:** Charisma 5, Essence 2; **Type:** Permanent

**Keywords:** Perilous

**Duration:** One Song

**Prerequisite charms:** Tunnel-Fighting Tactical Omnibus Implant, Radiant Iconography Array

*Pierce through! Burn up with your ideals! Fiercely! / I don't need and don't know of any limits!*

The voice of the Alchemical Exalted spurs her allies to battle, bolstering them to greater heights of unity and teamwork. This charm takes the form of stylized headphones that extend a microphone when in use. The Alchemical gains a pool of dice which allies pay spend to enhance their actions in battle up a maximum of (Alchemical's Essence) per action per individual. These dice can be spent on attacks, Command actions, combat movement, or resisting rout. This pool starts with (Charisma or Appearance) dice and can hold up to a maximum of (Charisma + Intelligence) dice. This song coordinates the Alchemical's allies, with each action being a coordinated effort to bring the battle to a close. Each and every action adds (Stunt level + 1) additional dice back into the pool. Additionally, any action that is made to directly benefit an ally (EX: Distract gambit, pushing over a pillar to cut off an enemy's escape) gains a single automatic success.

The Alchemical cannot take any non-reflexive actions when using this charm.

### Submodules:

*Industry Beat* (Charisma 6 or Intelligence 6): At the beginning of the Alchemical's turn if the amount of dice left in the pool is lower than the Alchemical's (Charisma or Intelligence) then the amount of dice are set back up to that amount.

*Hammer Chorus Symphony* (Strength 3): Allies may spend dice boosting their **withering** damage rolls, subject to the same pool of dice per turn (EX: If an Alchemical has Essence 5 an ally may take 3 dice for attack and two for damage, but he cannot take 5 attack 5 damage).

*Titantic Idol Methodology* (Colossi): The Colossus's voice rings out loud and true across the battlefield. Whenever a character takes an action using the dice pool for this charm and the amount of dice borrowed is lower than the Alchemical's (Essence) for attack or rout it increases to the Alchemical's (Essence) for free (This means if a Colossi is Essence 3 and you take 1 die, you get 3 dice for the price of one). This bonus does not apply to other actions (EX: Movement, boosting damage). The Colossi cannot use this charm herself, but can stunt to increase its value. Lastly the Colossi may keep this charm active through her devastating action, allowing her to act normally.

## CLOCKWORK SOLDIER PATTERN PROJECTOR

**Cost:** 7m 1WP [1m]; **Mins:** Charisma 5, Essence 3; **Type:** Simple

**Keywords:** Internal

**Duration:** One Scene

**Prerequisite charms:** Tunnel-Fighting Tactical Omnibus Implant

Gridwork patterns of Essence-conducting wire stretch across the surface of the Champion's face, linking his Tunnel Fighting Tactical Omnibus Implant to his soulgem. When activated, this charm radiates a pulse of Essence throughout a complementary unit the Alchemical is allied with, up to a size of (Essence), or (Charisma) if fighting in a city that belongs to the Alchemical's home nation or stayed in for at least a year or more. The pulse instills each soldier with an instinctive awareness of his commander's tactical prowess and unit's role in his plans. As long as the unit remains in close formation it gains +1 size and +1 Might.

### Submodules:

*Veteran Faith Inculcator* (3xp): At the end of each scene in which a unit enhanced by this Charm participated in actual combat against enemy forces that consisted of at least another battle group, all unit members who survive the battle instantly develop or reassert an Intimacy of loyalty to whatever cause for which they were fighting at the time. If the intimacy was somehow erased, this restores it at the minor level. This includes the Alchemical. Deserters who broke from the unit are unaffected.

*Populat Militia Drive* (4xp): If the unit is fighting within a city and the bulk of the unit members have lived in that city for at least one year, the unit gets +1 Drill (Which turns into perfect morale if the unit has elite drill already) and the unit commander adds the Drill bonus to all war related rolls in non-charm dice.

*Precision-Tuned Coordinator* (Charisma 7, 4xp): While a unit enhanced by this Charm is engaged with an enemy unit, the enemy commander must pay one Willpower to issue any order other than to disengage, as the Champion's unit moves to counter such tactical adjustments. A second installation also requires this surcharge from enemy commanders when attempting to disengage their forces from the Alchemical's soldiers. A commander becomes wised up to such tactics before long, becoming immune to this feature after spending (ESS/2, minimum 2) willpower resisting it.

*Sleeper Tactics Activation* (Manipulation 5): The Alchemical tasks and words seep into the minds of his soldiers, unconsciously preparing them for orders that only become fully realized when the opponent least expects it. When this charm is activated, the Alchemical may immediately choose a stratagem that makes sense for the battlefield and reflexively roll to activate it at any time she chooses.

*Polis Siege Tactics* (Intelligence 5): The Alchemical trains his army in the use of siege weapons against hardened targets. When using Siege weapons against enemy battlegroups or fortifications the battlegroup may reroll up to the Alchemical's (Intelligence) failed dice on the attack roll.

*Clarity Thought Enhancement* (Intelligence 4): The Alchemical trains his men in the lessons of clarity, to make each action as thoughtful as possible while removing emotion from the equation. This submodule gives the Alchemical's battle group +2 Resolve against any attempt to sway them emotionally (be it Inspire actions or emotionally charged intimacies) and creatures of the void. This also grants the charm the Exemplar 1 keyword.

## UNIFYING RESURGENCE ASSEMBLY

**Cost:** 10m [1m]; Mins: Charisma 6, Essence 2; **Type:** Supplemental

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Omnipresent Guardian Directive

A circlet of pure orichalcum crosses the Alchemical's brow, running from his Omnibus to his soulgem. It shines forth an enormously bright beacon upon activation, stirring feelings of loyalty and uplifted morale in all soldiers who witness it. This charm may be used to rally for numbers, even if the Alchemical isn't the leader, just so long as she's a friendly. If the roll succeeds and the Storyteller deems that such numbers are available on the battlefield (mortal enemy deserters should be considered viable targets for this Charm), the Champion's unit restores one magnitude per success instead of one every two.



### Submodules:

*Homeguard Reinforcement Clarion* (4xp): If the unit is fighting within the bounds of its home city and sufficient numbers of non-combatant civilians are present for emergency conscription, a successful rally adds the Alchemical's (Charisma) in addition to the normal roll and simultaneously signals the entire populace of the city to the fact that they are under siege, including the patropolis itself (if the city is such).

## STRATEGOS-COMMANDER SYNERGY CIRCUITS

**Cost:** 5m [1m]; **Mins:** Intelligence 3, Essence 1; **Type:** Supplemental

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

This Charm appears as a coin-shaped node on the left temple, formed of a gold-shifted rainbow alloy of starmetal and orichalcum. This coin is a database filled with all of the knowledge from some of the greatest minds of warfare that have ever existed within Autochthonia. This ensures the Alchemical makes as little mistakes as possible in preparation for the upcoming battle. This charm grants a single automatic success and rerolls all 1s when rolling to make a Stratagem.

This charm also functions in the [Creation's Overlord's](#) subsystem, being valid on any long term war roll.

### Submodules:

*Expanded Processing Core* (First Intelligence or Manipulation Augmentation): Each installation of the First Intelligence or Manipulation augmentation turns one dice on the stratagem roll into an automatic success.

*Veteran Personnel Calculations* (4 XP): The Alchemical may trust on the poweress of his own men as a factor in battle. The Alchemical adds any bonuses Drill gives to command rolls as part of his stratagems roll in non-charm dice. Perfect Morale troops grant +3 dice. Before you ask, yes, Tunnel-Fighting Tactical Omnibus Implant and its submods can turn these dice into successes.

*Legendary Commander Insight* (Essence 3): Failure isn't an option, it just isn't efficient. The Alchemical capitalizes on the mistakes his enemy makes. For every 1 the enemy rolls in his stratagem the Alchemical may add an additional dice to his roll.

*All Knowing Enemy Analysis*: A database of nearly every Autochtonian creature or location is uploaded to the champion. While she may not know exact details, she'll always know enough to get by. When facing threats originating from Autochtonia, the Alchemical is never penalized for not knowing anything about the opposing force and is always counted as knowing the bare minimum knowledge needed for a knowledge roll on how to take down an opponent. This is not as powerful as a speciality and the Alchemical may still have penalties, but the Alchemical will always at least have a chance at the roll. In Modern games these bonuses instead apply to other Alchemicals, anything robotic/mechanical, and anything from the Wyld.

## DECEPTIVE AMBUSH DIRECTORY

**Cost:** 4m 1WP [1m]; **Mins:** Manipulation 3, Essence 1; **Type:** Reflexive

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** Strategos-Commander Synergy Circuits

*It's a trap!*

There is no such thing as a perfect plan, nothing survives contact with the enemy. Once one has seen enough plans in action one can development countermeasures to them. This charm takes the place of an internal database inside of the Alchemical's skull that automatically plans for any countermeasures an opponent may take and plans appropriately. This charm allows the Alchemical to reroll any stratagem roll they may be planning using (Manipulation + War) with all the charms he first used along with it for free. If successful the opponent doesn't know what the Alchemical's new plan is, being fully convinced that the Champion will be using his old plan. The Alchemical's old plan remains in place until the Alchemical declares it as a reflexive action, immediately assuming all of its benefits.

This plan of action can be pierced, but the enemy commander needs to make a successful read intention check against the Guile of the Alchemical who made this plan.

**Submodules:**

*Anti-Spy Countermeasures* (Manipulation 4, Essence 2): The Alchemical's plans become very difficult to be learned by spies in advanced. Any attempt for spies to gleam information of the roll in advance have a penalty of (3 or Essence, higher) applied to their roll.

*Panic Installation Protocols* (Essence 2): Upon launching his successful counter plan most soldiers begin to run and flee in terror after seeing how dramatically battle has shifted. Upon successfully starting their new stratagem the opponent's battlegroups need to make a check for rout.

*Authority-Bypass Instructions* (Manipulation 4, Essence 2): An Alchemical with this submodule may use this charm on behalf of his allies without them even knowing about it, carefully manipulating events behind the scenes in order to make the desired stratagem. This bypasses all penalties related to issuing orders without having sufficient authority. Additionally this will throw off enemy commanders and spies, as it won't be the actual enemy commander making this backup plan.

*Master Plan Execution*: On the turn the Alchemical successfully executes his alternate stratagem all battlegroups gain an additional (3 or Essence, higher) to their next attack roll OR one ally gains (Alchemical's Manipulation) dice to an order roll.

*Silken Web Countermeasures* (Manipulation 5): One an opponent has fallen into the Alchemical's web it becomes extremely difficult to leave it. All opponents who seek to disengage, withdraw or otherwise escape from the Alchemical's plan suffer a penalty of (3 or Essence, higher) dice to all actions be it withdraw, disengage, go to ground or any other action. This even applies to creatures of Legendary size who suddenly find it very difficult to move around safely.

## TACTICAL MULTI-PROCESSOR CALCULATIONS

**Cost:** 4m [1m]; **Mins:** Intelligence 4, Essence 2; **Type:** Supplemental

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** Strategos-Commander Synergy Circuits

An additional processor is added to the Strategos-Commander Synergy Circuits, allowing the Alchemical to formulate multiple plans with ease. This charm may be used when making a stratagem roll, allowing the Alchemical to make another plan in addition to his first. The excess successes from his stratagem roll are used to provide for both plans.

### **Submodules:**

*Multi-Core Processor* (4 XP): Each installation of the First Intelligence or Manipulation augmentation allows the Alchemical to activate another stratagem if his threshold successes allow it.

*Ambush Anticipatory Calculations* (Intelligence 5 Essence 3): The charm constantly provides a stream of tactical data so even if the Alchemical is caught off guard the Champion will always have a plan. This submodule allows the Alchemical to activate this as part of his normal join battle roll if he has not had the time to properly plan for a battle ahead of time. If the Alchemical wins however excess successes are halved due to hastily formulations.

## **ARMOURY OF DEBOK MOOM**

**Cost:** 10m 1WP [1m]; **Mins:** Intelligence 5, Essence 3; **Type:** Simple

**Keywords:** None

**Duration:** One scene/battle

**Prerequisite charms:** Tactical Multi-Processor Calculations

This charm takes the form of black jade crown around the Alchemical's head that functions as a full-fledged miniature shrine to the Divine Minister of War Debok Moom. This allows the Alchemical to receive double 9s on all prayer rolls involving him or those who serve under him but that is not this charm's purpose. Before battle the Alchemical leads his troops to recite a group prayer to Debok Moom and Autochthon, asking for their blessings for the battle ahead. The Minister gives his response through the crown on the Alchemical's head that unfolds into a bastion of hope for allies and symbol of terror for those that oppose it, bathing the Alchemical's anima and his men's weapons in a faint purple aura that pulses with power. This grants the battlegroup +1 Might and increases the minimum damage of their attacks by an amount equal to the Alchemical's Essence to a maximum of the Battle group's size (EX: An Essence 4 Alchemical would give a Size 3 battlegroup +3 overwhelming damage, not 4).

Note that this charm only applies to the weapons made in the Alchemical's nation state or ones he has made personally for his troops (No additional difficulty is needed on weapon creation rolls). If they are forced to pick up weapons from other nations or elsewhere then this charm fails to function.

### **Submodules:**

*10000 Blades of the Destroyer* (Strength/Intelligence 7): Each and every blade of a man led by an Alchemical becomes the envy of even Destroyers themselves. Battle groups under the effect of this charm turn an amount of dice on their damage roll into automatic successes equal to their current Might rating.

*Anti-Colossi Countermeasures* (Intelligence 6): The blades are granted unique blessings that allow them to excel against opponents of legendary size. The maximum damage the Alchemical's battle group may inflict upon them is now (Size + Strength) and Legendary size opponents may no longer freely move through battle groups.

*Steel to Adamant Blade Transfusion*: The blessing of Debok Moom can make ordinary steel blades cut with the strength of Adamant. This charm enhances any clash roll the battle group takes, turning the bonus dice from Might on the attack roll into automatic successes. Enemy battle groups who fail the clash need to succeed on a route check before they may act again.

## WARFARE CRYSTAL OF THE DIVINE MINISTERS

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Tactical Multi-Processor Calculations

Only the most accomplished Champions in all of Autochthonia are granted the honor of receiving this charm: A manual of advanced war theory written by the Divine Ministers themselves. This charm takes form of a brilliant blue crystal crown around the Alchemical's soulsgem, giving the champion unique tactics and strategies befitting only of the Ministers themselves. This charm grants the Alchemical a number of unique stratagems listed below. Upon purchasing this charm the Alchemical may select two of them for free so long as they meet the requirements. The Alchemical may also make other stratagems of his own creation by using the list below as an example.

### Submodules

*Kadmek's Structural Blessing* (3 XP, Threshold 1): The blessing of Kadmek ensures that no matter how fierce the battle may be only minimal damage is done to the environment. Deliberate attacks or damage still go through, but collateral is greatly reduced.

*Domadamod's Riot-Dispersion Tactics* (Charisma 5, 3xp, Threshold 1): The tactics of Domadamod contain details instructions on how to engage your target without permanent

or long lasting harm. This charm reduces the amount of enemy units incapacitated by allies' attacks to a minimum. They may still be harmed and scattered, but in most cases the majority of them will only need a few days rest.

*Ku's Brutality Demonstrations* (Manipulation or Appearance 5, 3 XP, Threshold 3): The tactics of Ku involve mainly breaking one's own spirit and will to fight over direct combat. This functions as an enhanced Demoralized stratagem, making every enemy feel an enhanced form of fear. Up to (Essence) 1s on the enemy's war related actions to control his men are used to subtract successes and all route checks are made at +1 difficulty.

*Noi's House of Mirrors* (Wits 5, 3 XP, threshold 2): Noi's own use of tricks and traps is designed to mislead and misguide the enemy. Enemy forces can only bring half their total forces to bear on the opponent reducing their size by half its value for the purposes of stat calculations (The amount of magnitude remains undiminished. A size 5 battlegroup may only be able to bring up to size 3 amount of soldiers to bear on an attack, but they still have size 5 for health purposes). Lastly apply -1 success to any war-based roll.

*Runel's Titan Inefficiency Curse* (Intelligence or Manipulation 5, 3 XP, threshold 2): When Runel is forced to fight she focuses on protecting her most fragile units from the titans that may stride amongst the battlefield. This stratagem bestows a constant cover bonus on all allied battle groups against Legendary Size opponents. In addition, Legendary size opponents attack battle groups with a penalty of (Essence or 3, higher) while devastating actions carry a penalty of (3 + Essence).

*Mog's Thunder* (3 XP, threshold 3): The Alchemical allows his units to rain death upon their foes with impunity. Ranged units may attack from a range of medium without needing to attack. If they attack from high ground they gain an additional +1 situational bonus die to the attack. If they are lower elevation from their opponent, they are treated as if being in low cover all times. This only applies to battlegroups not Alchemicals.

In case you're wondering why Debok Moom doesn't get a tactic he already has one. Hell he has an entire charm for himself.

## SURVIVAL

### STRAIN-RESISTANT CHASSIS MODIFICATION

**Cost:** -; **Mins:** Stamina 1, Essence 1; **Type:** Permanent

**Keywords:** Colossi, Stackable

**Duration:** Permanent

**Prerequisite charms:** None

The Champion fortifies his body through the installation of armored plates, redundant organs, metal bones and reinforcing struts. Purchased up to (Essence or 2, greater) times, each purchase of this charm grants health levels depending on what Stamina the Alchemical has.

- Stamina 1-2: 2x -2 health levels.
- Stamina 3-4: 1x -1 and 2x -2 and health levels.
- Stamina 5-6: 1x -1, 2x -2, and 1x -4 health levels.
- Stamina 7-8: 1x -0, 1x -1, 2x -2 and 1x -4 health levels.

A Colossus gains an additional amount of health levels representing her increasing mechanical nature and toughness. Colossi instead gain the benefits listed below:

- Stamina 1-2: 3x -2 health levels.
- Stamina 3-4: 1x -1, 2x -2, and 1x -4 HL's
- Stamina 5-6: 1x -1, 1x -2, and 2x -4 HL's
- Stamina 7-8: 1x -0, 1x -1, 2x -2, and 2x -4 HL's

This amount seems balanced... ish. Keep in mind I'm aiming for Colossi to be Warstrider level. It's too much then start yelling at me so I can enact plan B, Armoured Health levels.

## PAIN SUPPRESSION NODES

**Cost:** 3m, 1i per turn [1m]; Mins: Stamina 3, Essence 1; **Type:** Simple

**Keywords:** Perilous

**Duration:** One Scene

**Prerequisite charms:** None

*I ain't got time to bleed.*

The Exalt has crystalline amulets inserted into major nerve clusters, designed to regulate and mute pain signals as necessary, though he retains full tactical awareness of his injuries. This charm reduces all wound penalties the Exalt is currently suffering from by 2, minimum 1.

**Submodules:**

*Emergency Damage Compensators* (Essence 3): Instead of reducing wound penalty negation by 2 it instead cuts wounds penalties induced from magical sources in half.

*Pain Determinism* (Stamina 6, Essence 3): If the Alchemical has the most initiative out of any combatant in the area she may ignore all wound penalties.

*Wound-Compensation Nodes* (Stamina 5 Essence 3, Bodily Integrity Field): The Alchemical's also halves all crippling penalties resulting from charms such as Ox-Stunning Blow.

## IMPACT DISPERSION MODULE

**Cost:** 4m [1m]; **Mins:** Stamina 2, Essence 1; **Type:** Reflexive

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** None

*Maximum Armour*

This charm takes place as small kinetic damper modules made of soulsteel dampers and wired with extremely fine Starmetal wires throughout the Alchemical's nervous system. When the nervous system detects an attack strong enough that could harm the Champion, the system springs into action, redirecting a vast majority of the energy of the attack into the Soulsteel dampers where it is neutralized. Upon activating this charm, the Alchemical gains an additional (Essence or three, whichever is greater) soak against **withering** attacks and four hardness against **decisive** attacks.

**This base charm is fine, the expansions are what you need to look into.**

### **Submodules:**

*Subdermal Dampeners* (3 XP): This submodule places the dampeners beneath the skin of the Alchemical, making it not immediately obvious it has been in use. People will convince themselves that an attack was a near miss or something under his coat stopped the attack. A repurchase of this charm makes it so that Impact Dispersion Module gains the Mute keyword so that it no longer contributes to any sort of anima banner display, should the Alchemical wish. This charm is often desirable amongst champions who are placed in deep cover, allowing them a chance to defend themselves against most small arms.



*Reactive Armour Skin Weave* (Stamina 4 Essence 2): The Alchemical's skin is interlaced with Moonsilver, in which upon activation of Impact Dispersion Module, the Moonsilver inside of the Alchemical's skin bleeds out, forming microscopic razor-sharp scales that drastically increase the probability of the Alchemical withstanding the attack. The amount of hardness the Alchemical gains against the attack is now increased to her (Stamina or 5, whichever is higher).

*Dispersion Overcharge Module* (Stamina 4 Essence 3, 4 XP): This submodule adds all of the Champion's Stamina to a **withering** attack instead of Essence. This submodule cannot be used with armour.

*Extended Duration Module* (Stamina 3 Essence 2, 2 XP): By paying a one mote surcharge, the Champion is able to use this charm for a single tick.

*Full Power Defense* (Stamina 4 Essence 2): The Alchemical may now apply this charm to attacks that ignore either soak or hardness.

## ENERGY NEUTRALIZING BUFFER

**Cost:** 4m; **Mins:** Stamina 4, Essence 2; **Type:** Reflexive

**Keywords:** Withering-Only

**Duration:** Instant

**Prerequisite charms:** Impact Dispersion Module

Orichalcum wiring is added along with the Starmetal inside the Impact Dispersion Module, allowing for an even faster response time of up to 0.06 milliseconds. This affords the charm greater efficiency in warding off damage by activating just as an attack hits. For 1 in an opponent's damage roll they reroll a single successful dice of damage, minimum 1.

### Submodules:

*Predictive Assault Microprocessors:* The energy distribution matrix activates in a sliver of time just before impact, affording even greater protection. 1s on the opponent's attack roll add to the amount of rerolled dice and the minimum amount of rerolled dice increases to two.

*Augmented Neutralization Buffers:* If the Alchemical has more initiative than every other enemy in the scene then for every installation of the First Stamina Augmentation the Alchemical may increase the minimum amount of dice rolled by 1 (Maximum 4).

*Overclocked Energy Dampeners* (Stamina 5, 4 XP): For a +2m surcharge the Alchemical may apply this charm to **decisive** attacks. This cannot be combined with the Elsewhere Shunting Portals submodule.

*Elsewhere Shunting Portals* (Stamina 6 Essence 3): The neutralization buffers contain a small pocket to elsewhere where most impact damage is safely shunted away into its endless expanse. This submodule has a +1WP surcharge added to the charm forcing the opponent to reroll *all* successful dice of damage and take the lower of the two results. This feature may only be used once per scene but may be reset by being hit with three attacks and taking no damage.

## ARMOUR ADAPTABILITY PROTOCOLS

**Cost:** -; **Mins:** Stamina 5, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** Impact Dispersion Module

Small canisters of Moonsilver are placed throughout the Alchemical's body that react when Impact Dispersion Module is activated, coating the Alchemical's skin bit by bit in a special moonsilver armour on his skin that is capable of repelling nearly all harm from a specific source of damage. Whenever a Champion uses Impact Dispersion Module he may select a single source of damage that it was used to defend against. A specific daiklave of an opponent, crossbow bolts from Lumpen Rebels, or claws of a gremlin army. The Alchemical reduces the Overwhelming damage from that opponent by 1 die each time they're hit to a maximum of the Alchemical's (Essence) to a minimum of 1. If the Alchemical uses Impact Dispersion Module against the same sort of damage (10 - Alchemical's Stamina) times than the Alchemical can reduce the overwhelming damage down to 0.

### Submodules:

*Attack Assimilation Mode* (Stamina 6, Essence 3, Industrial Survival Frame): As long as the Champion has exactly one elemental permutation active and selects a weapon that fits within its element then the Alchemical may immediately gain the maximum benefit from Armour Adaptability Protocols without the need to 'warm up'. If the Exalt changes which

permutation is active through reactivation, this submodule temporarily overloads and provides no benefit for the rest of the scene.

*Mohs Scale Overdrive:* The Alchemical also gains an additional amount of hardness equal to the damage reduction of the attack. The Alchemical may explicitly stack his hardness with armour.

## KINETIC RECYCLING PROTOCOLS

**Cost:** - [1m]; Mins: Wits 3, Essence 2; **Type:** Permanent

**Keywords:** Uniform

**Duration:** Permanent

**Prerequisite charms:** Impact Dispersion Module

The soulsteel dampeners of the Impact Dispersion Module now have adamant wires that link directly to the champion's essence core, allowing them to gain power from anything that dares try to strike them. Any time a **withering** or **decisive** attack strikes the champion and fails to do any damage then the Alchemical gains a single mote and initiative, up to a maximum of 5 per turn. Note the attack must hit the Alchemical to gain a benefit; on a **withering** attack it must be from an attack which rolls at least one die of damage. For a **decisive** it only needs to hit, hardness can stop the attack and the Alchemical still gains the motes and initiative.

### Submodules:

*Orichalcum Node Amplifiers* (Stamina 5): By paying an additional 3m whenever struck by an enemy's **decisive** attack and they actually roll damage, the Alchemical gains an amount of initiative equal to the 1s and 2s in the damage roll. There is no cap on the amount that may be gained from this method.

*Hyper Charge Module:* The first time this charm is used against an attack successfully in the scene, the Alchemical may either pay either 1m to gain (Essence) additional initiative or 1i to gain (Essence) additional motes.

## MAXIMUM ARMOUR EFFICIENCY BUFFERS

**Cost:** - (+2m); Mins: Stamina 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** One Scene

### **Prerequisite charms:** Impact Dispersion Module

Adamant wiring is added to the Impact Dispersion Modules, allowing the system to handle larger energy loads for longer durations. The Alchemical may spend an additional 2m when activating Impact Dispersion Module, rolling (Stamina + Resistance) and to gain that amount of soak against **withering** attacks and (Stamina) hardness against **decisive** attacks. This soak can never be below a minimum of 3. During this time, the skin of the Alchemical glows a bright blue, the Adamant wiring underneath the Alchemical displaying itself through her skin or systems. However, the Adamant wires are sensitive of the attunement towards other armours and will not function if the user wears any sort of armour. Mundane armours do not work either, as this charm toughens the skin of the Alchemical and not her belongings. The Alchemical does not gain access to any submods that Impact Dispersion Module has when using this scene long benefit.

The Alchemical may not stack this charm multiple times to get additional soak, but she may still activate Impact Dispersion Module and gain access to its various submods for a cost of 2m.

### **Submodules:**

*Long Duration Active Skin Weave* (3 XP, Reactive Armour Skin Weave from Impact Dispersion Module): The Adamant Wiring is now compatible with the reactive Moonsilver plates. Once per scene the Alchemical may make his hardness (Stamina + Essence), which can be announced after the attack roll but before damage is rolled.

*Structural Reinforcement Augmentations* (2 XP): The dice granted by First Stamina Augmentations are turned into automatic successes.

*Instant Analysis and Adaptability Systems* (Essence 3): Upon being hit with an attack by an opponent, whenever or not it does damage the Alchemical may pay one willpower. In doing so, the Alchemical's systems are set to better intercept a specific type of damage. All damage against that specific type is lowered by one die post soak for **withering** and one die **decisive**, minimum one. Only one such profile may be running at a time, such as resisting a certain brand of crossbows that a Gremlin Raiding party may use. Magical attacks are always treated as their own unique sources of damage, meaning that resisting one daiklave is completely different from resisting another one.

## **LIGHT-ETCHED INTERCEPTOR BARRIER**

**Cost:** 4m; **Mins:** Dexterity 3, Essence 1; **Type:** Reflexive

**Keywords:** Uniform

**Duration:** One Scene

**Prerequisite charms:** Impact Dispersion Module

### *PROTECTOR SHADE!*

This Charm's outer appearance depends on the prerequisite upon which it builds. When attached to external plating, it takes the form of a bulky gauntlet around one of the Alchemical's wrists. For internal assemblies, a spiral pattern appears to have been seared into the back of the Exalt's arm, centering on an orichalcum nodule. In either case, the Charm hums and crackles upon activation, projecting a shaped potentiality field that appears as a slender wedge of radiance. When presented with an incoming hazard, this field telescopes open into a shield etched from solid light that provides any weapon the Alchemical is holding the shield tag and gives it +1 defense if it didn't have it already. Unexpected attacks bypass this protection. The active shield disrupts stealth like an anima banner at the Glowing anima level.

### **Submodules:**

*Emergency Overcharger* (3xp): Whenever the Alchemical attempts to block or dodge an attack but fails, she may activate this submodule to increase her defense by an amount equal to her (Essence) before damage is rolled. This ignores dice limits. Doing so does not require a Charm activation, and even unblockable attacks may be stopped. Although parrying an attack this way overloads the shield, involuntarily deactivating the Charm and preventing reactivation until the Exalt spends an hour recalibrating it as a diceless dramatic action. Essence 3+ Alchemicals may prevent overload by paying the cost of this charm again, allowing to remain active for the rest of the scene. The shield needs recalibrations before using the enhanced parry feature again.

*Essence Absorption Screen* (Essence 2, 4xp): If the shield is deployed against a damage source composed entirely of fire, lightning or other raw energy or Essence discharge of any type and successfully parries it, the Alchemical also regains a number of motes equal to (his Essence x 2) or the raw damage of the attack, whichever is less the first time in a scene and one mote every other time once per turn. The effective raw damage of an attack that misses has zero attack successes applied to it.

*Wide Area Shield Defense* (Stamina 3, 3 XP): With this submodule the Alchemical may take a miscellaneous simple action to expand her shield over a wider area, treating her and anyone in close range of her as if they were in light cover for one turn. Keep in mind the cover only covers 90 degrees in front of the champion, so flanking is a valid option. A repurchase of this submodule at Essence 2+ increases it to heavy cover.

*Deep Cover Stealth Mode* (Appearance 3, 4 XP): Soulsteel wiring ensures that any visual display is muted for covert operatives. The charm gains the mute keyword. In addition the charm itself is now invisible to anything that cannot use Essence Sight. Projectiles just seem to wildly veer of course or barely miss the Champion due to dumb luck.

*Reflector Shade* (Dexterity 4, Emergency Overcharger): If the Alchemical's defense is at least five more than a ranged attack he used Emergency Overcharger on, he may then pay 5m to reflect the attack back at the attacker, using the exact same charms as the attack did. This cannot reflect sorcery.

## TRANSITORY INVULNERABILITY ENGINE

**Cost:** 8m [1m]; **Mins:** Stamina 5, Essence 2; **Type:** Reflexive

**Keywords:** Decisive-Only

**Duration:** Instant

**Prerequisite charms:** Kinetic Recycling Protocols, Energy Neutralizing Buffers

This Charm takes the form of a complex brass assembly surrounding the Alchemical's Essence reservoir. Wires connect it to a pentagonal plate mounted on his chest, formed entirely of one of the magical materials and etched with a depiction of the Champion's iconic anima banner. When activated, a flash of Essence washes out of the plate, briefly transforming the Exalt's entire body into a solidified, living mass of his caste's magical material. Upon being hit a **decisive** attack the Alchemical may roll (Stamina + Resistance + Essence), each success removing a single level of damage from the attack. This effect is incompatible with Charms that increase soak and Transitory Invulnerability Engine can't be invoked against an ambush attack.

When used against an attack that does an arbitrary amount of damage the Alchemical instead takes (10-Stamina) automatic levels of damage from it. Falling damage is completely negated.

When used against things immediately, momentary damage sources such as falling damage or incalculable damage, the Champion takes no damage.

### Submodules:

*Iron Wall Defense Systems* (3 XP): The Alchemical may instead roll (Stamina + Armour soak) to resist the attack. At Essence 3 the Alchemical may repurchase this submodule allowing her to make every dice on the charm activation roll into a success but can only be

used with armour soak or, as a special exception, the soak provided on Maximum Armour Efficiency Buffers.

*Kinetic Energy Recycling Device* (4 XP): Whenever hit by an attack, any 1's that appear on the damage roll are gained as initiative, to a maximum of (Stamina) initiative. A second repurchase allows the champion to gain a similar amount of motes once per turn.

*Invulnerable Metallic Hero* (Stamina 6): Upon activating the Transitory Invulnerability Engine in response to a scene long environmental hazard the Alchemical's frame becomes immune to it for the rest of the scene. Additionally he takes no damage from incalculable attacks. [Really this exists to pay tribute.](#)

## ESSENCE FIELD PROJECTOR

**Cost:** - [2m]; Mins: Stamina 6, Essence 5; **Type:** Permanent

**Keywords:** Dual, Perilous

**Duration:** One action

**Prerequisite charms:** Transitory Invulnerability Engine

When charged with Essence, crystal lattices embedded in the Alchemical's skin sculpt her anima into an impenetrable barrier, making a lesser but still incredibly potent version of its prerequisite. Upon using Transitory Invulnerability Engine to soak an attack and the Champion's banner is glow or more, she may then activate this charm. The Champion's hardness is set to 20 against all attacks until her next action. This comes at a cost however, forcing her to unleash a **decisive** attack every round or use Transitory Invulnerability Engine on a **decisive** attack once again.

### Submodules:

*Anima Feeding Module* (Stamina 7, 4 XP): With this submodule the Alchemical is able to maintain the Essence Field Projector by spending 8m per round on offensive charms.

*Motic Field Stabilizers* (Wits 7): If the Alchemical wins a join battle roll, this charm immediately activates. In addition, the charm is no longer obvious, completely invisible to normal senses until a deadly strike causes it to momentarily flare into splendor.

*Layered Ablation Nodes* (Stamina 7): If the Champion desires, she may maintain this charm by instead paying 3a.

*Overcharged Impact Modulator* (Stamina 7): So long as this charm is active, the charm Impact Dispersion Module may be activated for free at its base, but additional effects through submodules cost motes as normal.

## ALLOYED REINFORCEMENT OF FLESH

**Cost:** 5m; **Mins:** Stamina 5, Essence 2; **Type:** Reflexive

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

*I'm not DONE YET!*

The Champion's bones are plated in a magical material appropriate to his caste, with reinforcing wires and struts added to connect all of his major organs and muscle systems. The first time during a scene when the Alchemical suffers sufficient damage to reduce him to Incapacitated or below, this emergency reinforcement system makes it so that he is only reduced to (or remains at) his last -4 health level instead. As it takes time for the system to recalibrate itself after suffering such a violent shock, any further damage within the scene incapacitates the Exalt as normal.

### Submodules:

*Death-Defeating Processors* (Stamina 6): The Charm provides its defense much earlier for the Alchemical. A repurchase of this submodule allows the Alchemical to instead halt all damage from spilling into his -4s. (For example, if the Alchemical is on his last -2 health level and takes 7 damage then he will only take one level of damage from the attack stopping before it enters his -4 health levels). This only works once per health level spillover. (For example, if the Alchemical stopped damage beyond his -2 health levels, took a minor hit into his -4's, and then healed damage back into his -2s he cannot use this charm to stop spillover of his -4s again). This submodule may be repurchased for each additional dot of stamina beyond 6. Stamina 7 stops all spillover into -2 and Stamina 8 stops all spillover into -1.

*Revitalization Grasping Methodology*: The first time in a scene that this submodule stops the champion from being incapacitated, she is immediately allowed to roll join battle and add the result to her initiative. This can bring the Champion out of initiative crash. This can be used once per scene. Furthermore, until the Alchemical's next action she reduces all post-soak **withering** damage by her (stamina/2) and reduces the amount of dice rolled by any **decisive** attacks by a likewise amount before it is compared to hardness. A



repurchase of this submodule at Stamina 6 Essence 3 allows ignored excess damage to be turned into bonus dice on the join battle roll with a 1:1 ratio with all of these dice counting as *non-charm* dice.

*Nanomachine Repair Overclock* (Moonsilver Regeneration Fluid): Once per scene, the Champion may automatically recover (ESS/2) health levels upon activating this charm.

## BODY-REWEAVING MATRIX

**Cost:** 10m 1WP [1m]; Mins: Stamina 3, Essence 1; **Type:** Simple

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Alloyed Reinforcement of Flesh

*Life Support Priority. Switching to Core Function Mode.*

Hidden compartments scattered across the Alchemical's body hide colonies of thumbnail-sized automata shaped roughly like metallic spiders. When these bays are opened and fed a charge of Essence, the colonies awaken. Hundreds or even thousands of tiny machines swarm out across the Exalt's body, clustering around any wounds they find. The automata 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.

The Alchemical rolls (Stamina + Resistance) and divides the amount of time it takes for her to recover from her injuries by (Successes rolled or Essence, higher). If the Alchemical is resting within a VATS complex then it stacks with this charm, multiply the result of the roll by Essence to get the final recovery time.

### Submodules:

*Elsewhere Restoration Protocols* (Modern): The Alchemical Exaltation disengages from its host and goes back into Elsewhere, focusing all its power into healing the frame. This charm can only be bought by Modern Alchemicals. The Exaltation disengages from the host and heads back into Elsewhere leaving the mortal host of the Alchemical fully healed of all damage. The Alchemical's recovery speed is then multiplied by (Essence) after the result of this charm. If the Alchemical owner recalls their Exaltation before the repairs are finished, then all currently healed levels are filled back up with damage once again.

*Extreme Trauma Recovery Protocols* (Stamina 6): The nanobots are networked with detailed blueprints of the Alchemical's body allowing them to repair even the most extreme of injuries. The Alchemical may now recover from crippling attacks. Severed limbs no longer melt instantly upon being cut away, allowing the Alchemical to place the limb back onto his stump to recover as if nothing had ever happened. Use the guidelines of taking willing crippling attacks to calculate how long the repairs take (An arm for example is healed after healing 5 levels of damage). Crippling injuries left by gambits are counted as healing an amount of health level damage equal to (Gambit difficulty [+ Essence of opponent if caused by magic]). Any charm may be restored as if recovering a single level of damage regardless of the source.

*Beneficence Programming*: By touching a willing patient and activating the charm the Alchemical may activate the charm on the patient's behalf, rolling the Alchemical's (Stamina + Resistance) for the healing rate. The Charm can repair other living beings, magitech automata and inanimate objects as an alternative to healing the Champion, though this can only repair damage and cannot reconstruct amputated organs. Patients do not bleed or continue to die if mortally wounded while undergoing treatment. For poison or illness individuals may use the Alchemical's (Stamina + Resistance) pool if higher, but nothing special otherwise.

*Pattern Restoration System*: The Charm can also remove unwanted Shaping effects and mutations imposed by such effects as if they were a form of amputation, even when it comes to others if the Alchemical has Beneficence Programming (As a rare exception). Gremlin Syndrome cannot be cured this way.

*Will Mending Method*: When one is hurt, the damage is just as much mental as it is physical. The first time in a scene that the Alchemical recovers a level of health from any source, they regain one willpower.

*Core Function Life Support Mode*: This charm is able to automatically stabilize and restore the Alchemical even when her incapacitated level is checked off with lethal damage, without need of a doctor.

## MOONSILVER REGENERATION FLUID

**Cost**: 1m 1WP, 1i per turn [1m]; **Mins**: Stamina 5, Essence 2; **Type**: Simple

**Keywords**: Perilous

**Duration**: (Stamina) turns

**Prerequisite charms**: Body-Reweaving Matrix

The Alchemical's body contains a Moonsilver laced solution that upon activation covers the injuries on the Alchemical's body in a shimmering layer of Moonsilver in which wounds vanish upon passing over the Alchemical's body. Upon activating this charm the Alchemical pays 1i at the beginning of each of his turns to heal one level of non-aggravated damage. This charm ends when the Alchemical cannot pay the initiative upkeep or upon being crashed. This charm can only be used once per scene.

**I tried making a temporary health level charm for Alchemical's based on Force Fields and part purging, but after numerous failures I thought fuck it. If I can't make extra HL's why not heal the ones you already have?**

#### **Submodules:**

*Rapid Healing Surge* (6 XP): The system lets out a brief of power the moment when an Alchemical is making a comeback, allowing the Alchemical to spend a healing surge when landing a critical hit- Oh wait wrong game. Whenever the Alchemical recovers from initiative crash he may activate this charm reflexively and immediately heal one health level for free.

*Backup Medical Generator* (3 XP): This submodule ensures that the attunement to the charm does not end when the Champion goes into initiative crash. It does not function, but the charm automatically resumes functionality where it left off before the Alchemical entered initiative crash.

*MAX-ACT Regeneration Overcharge* (Stamina 6 Essence 4, Maximum Activation Mode): The Alchemical no longer needs to pay a 1i per turn upkeep and the charm lasts the duration of MAX-ACT mode. An Alchemical may still only heal one health level per turn.

*Forceful Void Integration System* (Voidtech): The apostate may take the severed limbs of his opponent and press them against his body, the body part rapidly becoming discoloured as wires thread through it like maggots on decaying meat. By grabbing a replacement limb and activating this charm the Apostate may heal an amputation in exchange for one health level. This submodule grants the charm the Voidtech keyword.

## **FORCEFUL RESOURCE ACQUISITION MODULE**

**Cost:** - (2m) [1m]; **Mins:** Strength 3, Essence 2; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Aim-Calibration Sensors

*Oh no! Once the nanites are used up, the repair tank is just dead weight! This is much more efficient!*

There are those who withhold vital assets from the Champion's of Autochthonia, this charm allows the Alchemical to take such things by force. This submodule takes the form of Soulsteel energy absorption conduits in her arms, in which upon the destruction of a non-extra mechanical being with a brawl or melee attack, be it a simple automaton or a machine spirit and reduce them down to the incapacitated health level or lower, than the Alchemical may pay two motes the instant they're considered dead by the Storyteller. In an inhuman blur of precision speed, the Alchemical slices open the target, rips out their internal energy core (or the closest equivalent to such a thing), and crushes it in their hand. The Alchemical's eyes flash briefly as the vital resources of the Champion are restored, allowing the Alchemical to fight with renewed vigor. The Champion instantly regains his (Opponent's essence) in motes and recovers a single health level of damage. In the case where the Alchemical destroys multiple opponents with this charm in one action (such as with an area of effect melee charm), she only gets the benefits from the highest essence opponent that she destroyed.

The drawback of this charm is that the energy absorbed must be fresh, even a few seconds after death will be too late. Thus this charm cannot be used on opponents if the Champion did not finish them off themselves. Secondly this charm is mutually incompatible with Moonsilver Regeneration Fluid, they cannot be both installed at once.

#### **Submodules:**

*Army Resource Acquisition Method* (3 XP): This submodule allows the Alchemical to use this charm on battle groups, allowing her to pay the cost of the charm whenever the enemy suffers a size loss, treating the size of the opposition before reduction as the essence of an opponent for this charm.

*Spiritual Acquisition Method* (Perception 3): This submodule allows the Alchemical to treat spirits as if they were mechanical beings for the purposes of this charm. Curiously, this also allows the Champion to use it against the Exalted within Creation itself, however they may only use it when all of an Exalt's health levels are filled or she is able to use a coup de grace action.

*Biological Acquisition Method*: This submodule allows the Apostate to treat biological beings of all sorts as if they were mechanical beings for the purposes of this charm. This submodule also adds the Void keyword. This does not stack with Chaoentropic Rending System submodule.

*Revitalization Methodology* (4 XP): Upon using this charm, the Alchemical also gains two initiative. This may bring him out of initiative crash.

## BODILY INTEGRITY FIELD

**Cost:** - (1 WP) [1m]; Mins: Strength/Stamina 4, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** Strain-Resistant Chassis Modification or Subcutaneous Armor Plating or Alloyed Reinforcement of Flesh or Impact Dispersion Module

Psychoreactive crystalline structures are laced throughout the Alchemical's skeleton. Upon suffering a Crippling effect that inflicts an amputation, the Alchemical may pay one Willpower to charge this telekinetic array, forcing it to hold his body together. Visible flickers and bolts of crackling violet Essence will hold a limb or organ in place, even if it has been completely severed from the body, until the Exalt's superior healing reattaches it in a more lasting manner. The amputated part continues to work as normal but at the end of the scene the Alchemical's wound penalty increases by 1 until he is able to cure the amputation, increasing by 1 for each major limb (or equivalent) as the Alchemical's systems struggle to keep the charm active.

As a permanent effect the Champion cannot be made to bleed. He doesn't have time for it anymore.

### Submodules:

*Hardened Integrity Patterns* (Essence 3, 4xp): This increases the difficulty to cripple the Alchemical, increasing the difficulty by (2 + Number of First Stamina Installations). If damage needs to be done on a crippling effect then the amount of damage done needs to at least exceed that amount while gambits are increased in difficulty. For example all of the gambits mentioned in *Crippling Pressure-Point Strike* would increase by 2 each with this charm.

*Magnetic Charm Attractor* (4 XP): All of the Alchemical's charms are laced with tiny magnets that only take effect when they are separated from the body. If someone attempts to use a crippling effect or amputation effect on a charm, then the Alchemical may pay one willpower to stop the crippling effect. This does not increase the Alchemical's wound penalty at the end of the scene.

## AEGIS-INTEGRATION SYSTEM

**Cost:** 5m 1WP; **Mins:** Stamina 3, Essence 1; **Type:** Simple (5 minutes)

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** None

The Alchemical possesses a set of subdermal ports abutting every major joint. When activated, blunt-tipped screws extend from every port, pushing against or directly connecting with any armor she may be wearing. This process requires five minutes spent motionless, as the screws pivot in their ports and calibrate the best possible alignment to turn the Alchemical's protective attire into an effective second skin. Any substantial motion during this period spoils the Charm, forcing it to be invoked anew. Afterward, for as long as she continues to wear the armor and commit Essence, the Exalt reduces its mobility penalty by 1. Any sort of fatigue that would come from wearing heavy armour is also completely removed. Lastly the Alchemical's armour is incredibly difficult to remove by force. It can be crippled, but unless the Alchemical wants it removed then a rolloff needs to be attempted with the Alchemical rolling (Stamina + Resistance).

### Submodules:

*Attunement Resonator Pins* (Stamina 4, Essence 2): When the Exalt attaches artifact armor of any scale requiring Essence commitment, that commitment may be released as the armor remains attuned via the power of the Charm regardless of its attunement cost.

*Artifact Perfection Node* (Stamina 5, Essence 3, 4xp): The Charm cancels all mobility penalties and fatigue value from personal scale magical armor, but not warstriders and similar scale artifacts.

*Pristine Shell Upgrade* (Essence 3, 4xp): Suffused with the Great Maker's Essence, armor of any scale does not accrue maintenance or otherwise deteriorate while bonded this way.

*Adamant Pinheads* (3 XP): Tiny Adamant spikes drill into the Alchemical's armour after the installation of this charm, making it almost impossible to remove the armour. The Alchemical may add (Essence) automatic successes to any rolloff in which his armour is forcefully removed.

## ENSHRINED DIVINITY APPARATUS

**Cost:** 4m; **Mins:** Stamina 3, Essence 1; **Type:** Reflexive

**Keywords:** Internal

**Duration:** Until illness ends

**Prerequisite charms:** None

This Charm takes the form of a miniscule brass and orichalcum tabernacle housed in the Alchemical's stomach dedicated to Domadamod. Activating this charm is part of a silent prayer to the Divine Minister itself to cleanse the Alchemical's body of impurities that lay inside of it.

This charm adds a single automatic success and doubles 9s on any roll against an illness, virulence or morbidity.

### **Submodules:**

*Dedicated Shrine Warrior Protocols* (Stamina 4 Essence 2, 3 XP): The clarions of war are sounded when the Alchemical activates this charm, flooding his bodily fluids with a nutrient rich stream that accelerates the progression of the illness but also makes it much easier for his systems to target. The interval of an illness decreases by one step (Month -> Week -> Day -> Hour -> Scene). This has the danger of increasing the danger of an illness but allows the champion to fight it off much faster. A repurchase of this charm at Stamina 5 Essence 3 makes it so that the morbidity of any incurable disease is treated as 5.

*Illness and Disease Catalogue* (Stamina 5 Essence 3): Upon beating an illness with aid of this charm, the illness itself is forever logged to what it was. The Alchemical becomes immune to the illness in the future. In addition, she gains a detailed report of the illness, and receives +3 bonus dice to any rolls to help identify the disease in the future, replicate it if she should so desire or rolls to resist it. Lastly, she is automatically aware of any time the disease enters her body once more, making it harder for assassins to poison or disease her.

*High Powered Treatment Option* (Stamina 3 Essence 2): The amount of automatic successes increases to  $1 + (\text{Stamina}/2)$  when using it against a disease morbidity or virulence.

## **TRANSCENDENT ANTIVENOM OMNISERUM**

**Cost:** 4m; **Mins:** Stamina 3, Essence 1; **Type:** Reflexive

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

Microfactories of extremely potent anti-venom lie inside the Alchemical's body which only the reactor core of an Alchemical Exalt can power. Upon activating this charm the anti-venom floods into the Alchemical's body, his veins glowing brightly while the antivenom does its work. This grants the Alchemical a single automatic success against all poisons while rerolling all 10s.

#### **Submodules:**

*Rapid Release Values:* This submodule allows the Alchemical to manually override the safety valves on the charm, greatly amplifying the effects of the charm, but too much antivenom can be just as bad as poison if the Alchemical is not careful! The Internal and Duration of a poison immediately goes down one step (Day -> Hour -> Scene).

*Poison Analysis Catalogue* (Stamina 5 Essence 3): This functions the same as the Illness and Disease Catalogue from Enshrined Divinity Apparatus but only for poisons. If the Alchemical has Illness and Disease Catalogue, then this submodule only cost 1 XP (and visa versa).

## **INDUSTRIAL CHEMICAL INFUSION**

**Cost:** - [1m]; **Mins:** Stamina 5, Essence 3; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** Enshrined Divinity Apparatus, Transcendent Antivenom Omniserum

This charm is a dramatic revision of all of the Alchemical's internal circulation system, carefully reforging their artities with durable materials and then replacing all of the Alchemical's essence fluid with dangerous industrial materials. If it were not for the prerequisite charms installed the Alchemical's body would destroy itself. The bodily fluid replacements can come in one of two potential options. The Alchemical may only pick one when first purchasing this charm, but he may purchase the other as a submodule that he can swap in and out.

*Superheated/Supercool Lubricant:* The Alchemical's body is filled with a substance many times colder or hotter than the surrounding environment, but still only slightly warmer/cooler to the touch. The Alchemical permanently gains +1 noncharm success to resist any extremes of temperature. In addition the solution is extremely hostile to any type of bacteria or illness, making the Alchemical automatically immune to mundane illness. Illnesses need to be magically powered to even stand a chance in the Alchemical. Lastly



the amount of automatic successes gained from Enshrined Divinity Apparatus increases to  $(\text{Stamina}/2)$  instead of one. Lastly any time the Alchemical is damaged the coolant slashes out, causing an instant environmental hazard to anyone nearby. The damage of this hazard is  $(\text{Alchemical Stamina})/L$  with a trauma of  $(3 + \text{wound penalty the damage reached to})$ .

*Sludge:* The Alchemical's body is filled with a highly toxic sludge, making the Alchemical's flesh feel spongier. The Alchemical becomes immune to mundane poisons, they must be magically backed to have any effect on the Alchemical. When used in combination with Transcendent Antivenom Omniserum the Alchemical may reroll 9s in addition to 10s. When the Alchemical is damaged highly pressurized sludge sprays out from the Alchemical and subjects to an immediate counterattack of poison. The attack roll is  $(\text{Stamina} + [\text{levels of damage taken}])$  dice while the traits of the poison are  $([\text{Stamina}/2] + 1)/\text{round}$  (L in crash), (Stamina) rounds, -3 penalty.

The Industrial chemicals are firmly sealed in the Alchemical's body and cannot be brought out by any other method other than self-harm.

### **Submodules:**

*Safety Release Values:* Special valves are installed in locations across the Alchemical's body, allowing him to turn any of her bodily fluids into the substance that circulates inside her body. She is immune to these substances, others are not. When used with the Sludge ability this charm becomes a five dot version of Poisoned Body that the Alchemical can control reflexively while the Superheated/Supercooled version makes the Alchemical's body splitting the substance inside his body and can ignite his sweat and give them the same benefits as being on fire would be (Replicating the effects of a Dragonblooded anima flux with a damage of  $[\text{ESS}/2]$ ). The Alchemical may also do something akin to kissing a target to immediately trigger a poison or environmental hazard of a bonfire as their body burns inside out.

*Weapon Application Feature (3 XP):* By modified safety valves or just carefully cutting their finger along the blade the Alchemical spreads his dangerous bodily fluids on the weapon. The Alchemical may apply poison to his weapon up to  $(\text{Stamina}/2)$  times per day. Sludge allows the same effects as Arrow Frog Venom while Supercooled/Superheated lights an opponent of fire they are crashed.

*Sticky Fluid Modification:* The Alchemical's internal fluids are designed to be incredibly stick in addition to being dangerous, disabling a variety of weapon upon impact. This submodule can only apply to mundane weapons. Sludge sticks to the weapon and weighted down, applying a -3 penalty to all attack rolls until washed off.

Supercooled/Superheated blood melts or shatters the weapon entirely. If a person is using their own fists, then any lethal damage immediately causes them to roll for poison (No need to roll for hit) while supercooled/superheated causes a single level of lethal damage immediately. Most mortals have their hands melted off, those who can parry lethal unharmed are usually able to shake it off in time.

*Poison Magma Fluid* (Stamina 7, both Sludge and Supercooled/Superheated Lubricant): The Alchemical's blood is replaced by a unique substance that is essentially poisoned magma. Do I need to say how fucking metal that sounds? That should be self-evident. The Alchemical gains benefits from both options at once and when he is damaged both the environmental hazard and the poison effect go off at once.

## INDUSTRIAL SURVIVAL FRAME

**Cost:** 6m [1m]; **Mins:** Stamina 4, Essence 2; **Type:** Reflexive

**Keywords:** Dual

**Duration:** Indefinite

**Prerequisite charms:** None

The Exalt's body is optimized to endure one of the six elements native to the Machine God, affording immunity to small scale environmental damage and reducing damage from extreme or magical sources (IE: In the middle of a Blast Furnace) by the Champion's (Essence or 2, higher). At the time of purchase, the Alchemical gains one of the following elemental submodules for free. Each elemental submodule requires a separate Charm activation to bring online, but the cost of each concurrent activation past the first is only two motes. The Charm may be activated while unconscious or otherwise inactive.

In aggregate, this Charm is comprehensive. All environmental threats fall under the header of some submodule, with specific assignment of categorically vague hazards falling to the discretion of the Storyteller.

### Submodules:

*Crystal:* The character is immune to environmental damage from "natural" or mineral sources, most of which may only be found in Creation. Examples include landslides or cave-ins, bone-storms in the Underworld, thorny plants or being stepped on by Mount Mostath. Additionally, the Champion gains the effects of Integrity-Protecting Prana (see Exalted 3e page 304) as long as the Charm is active.

*Lightning:* This variant prevents injury from fire, lightning and other raw discharges of energy.

*Metal:* The Chosen is immunized to environmental damage deriving from metal, which in Creation is largely restricted to First Age traps. In Autochthonia it includes huge man-chewing gears, magnetically charged chambers full of flying shrapnel, slamming hydraulic presses, and countless other hazards.

*Oil:* Acid and other chemicals cannot harm the Champion.

*Smoke:* The element of smoke is formless by nature and extremely difficult to pin down to any one path. Whenever a curse (Sorcerous or otherwise [I'M LOOKING AT YOU SIDEREALS]) is used on the Alchemical she may reroll all 10s on the roll, rerolling 9s if her Stamina is 5 or greater. If the curse does not have a roll it forces one. If the Alchemical passes the roll she becomes immune to the curse until she leaves the area or until it's reapplied.

*Steam:* Extremes of temperature or pressure do not harm the Alchemical.

*Sixfold Transcendence Synergy* (All six elemental submodules, 1xp): The Champion can activate all six permutations with a single Charm activation for a flat cost of 8 motes.

## SIDEBAR: ALCHEMICALS AND SHAPING

Alchemicals have an easier time recovering from shaping effects compared to other exalts. By default, any physical shaping effect can be undone at a VATS complex (provided the Alchemical survives the trip back). Soulgems and Essence Cores are rendered impossible to shape by the will of Autochton, who knows all too well the machinations of the Raksha. So long as the Alchemical is not dead and these two things survive, the Alchemical can have a new body readily for him and transplanted into it. For Modern games this holds the same, in which any prosthetic body will integrate with his soulgem and reactor core to become his new body. Lastly if an Alchemical is turned into another creature, he will always retain mechanical components. If the Alchemical is turned into a chicken, then he shall be a robotic chicken.

## BIO-FUNCTION INHIBITOR

**Cost:** 5m [1m]; **Mins:** Stamina 3, Essence 2; **Type:** Simple  
**Keywords:** Internal

**Duration:** Indefinite

**Prerequisite charms:** Any three Stamina charms

Control valves affixed to the Alchemical's Essence reactor allow him to power down and enter a highly restorative torpor. The Exalt's biological processes slow down and then cease to function. Those familiar with Alchemical physiology will, of course, realize the Exalt is not dead when he fails to melt down, unless he has assumed a human disguise, whereupon he looks like a dead human being.

The character remains in a state of torpor for a period specified when he activates this Charm. He may be awakened in the interim only if he is violently struck or damaged. Time spent comatose is highly restful, and the Exalt divides the amount of time required for a full night's sleep by his Essence. (Thus, an Essence 4 Exalt will be fully rested and refreshed in two hours.) Torpor does not accelerate Essence respiration beyond the normal rate for sleep, and the character may benefit from only one Willpower in a 25-hour period.

**Submodules:**

*Advanced Stasis Module* (4 XP): Upon entering his meditative state all ongoing poisons, illnesses (mental and physical), and crippling effects are halted for the duration of the charm. They cannot progress nor can they be cured as the only activity in the Alchemical's body is his reactor core.

*Psychometric Restore Point* (Intelligence 6, Essence 3): This charm saves a memory backup of the Alchemical's own thought patterns. When subjected to some sort of control effect that grips her mind, body, or soul she may use this charm to shut off her brain, the charm going to work by slowly replacing the Alchemical's thought patterns back to normal. This is represented by a rolloff of Intelligence + Integrity vs (Essence of effect, maximum 5). If the Alchemical succeeds control of the effect is shattered when the Alchemical wakes back up a day later.

*Emergency Jumpstart Protocols* (Stamina 5 Essence 3): The safeties for the charm become undone, allowing the Alchemical to massively accelerate the benefits he may gains. Once per day the Alchemical may use this charm for 0m to immediately gain the benefit as if he waited a day. Meaning he will immediately regain one willpower and charms with reset conditions will be refreshed (Except for this one). He may still activate the charm normally to gain any benefit for sleep or torpor.

*Clarity-Mind Boost* (Intelligence 4): The Alchemical achieves knowledge from the wisdom of clarity. If the Alchemical meditates for at least a single hour the Alchemical may add her

(Clarity/2) bonus dice on any action that falls within the purview of clarity for one roll. This submodule grants the charm the Exemplar 1 keyword.

## SUSTENANCE REPLICATION ENGINE

**Cost:** - [1m]; **Mins:** Stamina 4, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

A small reactor connects the Alchemical's Essence reservoir and stomach, while implanted green jade recycling baffles optimize metabolic function. The Exalt no longer produces any form of waste matter and needs to consume only one pound of organic matter per day to remain healthy, gaining the capability to digest any matter he eats without risk of associated Poison, Sickness or other deleterious effects. At Essence 4+, the Alchemical may sustain himself purely on respired Essence.

A secondary function of this Charm allows the Exalt to bleed a nutrient paste from a vein port on his inner forearm by reflexively spending five motes. This bland, gray sludge contains a balanced set of nutrients, capable of sustaining a person for a day. This function of the Charm is Obvious.

### Submodules:

*Sweet and Soft Vending* (1 XP): The secondary function changes to that of soft serve Ice Cream while maintaining the normal benefits. I am not removing this submodule.

*High Density Nutrient Paste:* Roll (Stamina+Resistance), for every two successes the Alchemical produces enough food to keep one person fed for an entire day. In addition this submodule allows for a thinner, runnier paste that ensures any need for water can be met as well for free.

*Drugged Paste Lacing:* The Alchemical may insert drugs into her paste. She may safely consume any poison or drug she knows is a poison, gaining (Essence) noncharm dice against the initial roll (The Alchemical does not receive this if she doesn't know the substance she's eating is poisoned, nor does it you're stabbed with a weapon coated in it, must be eaten). If she successfully neutralizes the poison she gains a single dose of it and may store up to (Stamina) doses of various poisons. She may use a dose of poison on any paste she creates. Alternatively, if the Alchemical knows Multifunction Hypodermic

Apparatus she may use any of its submodules with this charm without needing to store them.

## INERTIA CANCELLATION DAMPENERS

**Cost:** 4m; **Mins:** Stamina 3, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Impact Dispersion Module

Soulsteel struts in the Alchemical's bones and inside of his armor plating absorb and disperse incoming knockback from an assault, ensuring that the Champion will not be budged. This charm may be activated whenever the Alchemical is subject to any sort of involuntary knockback or knockdown, completely negating them both.

### Submodules:

*Inertia Redirection Device* (Stamina 7, 4 XP): Coils of Starmetal are lined around the soulsteel, allowing the redirection of any knockback directly into a surface the Alchemical is touching. Quite often this results in Cratering the ground below the champion or other uses can include using a foe to help blast a makeshift hole in the wall. Repurchasing this submodule will allow Inertia Cancellation Dampeners to be used counterattack for a +2m surcharge that only needs to be paid once. This counterattack is unblockable and undodgeable and uses the Champion's (Stamina + Resistance) to hit. Upon a hit, calculate the amount of damage the target may have taken using the same amount of damage dice as they used for their attack but actually take no damage, rather they are flung a distance equal to the knockback they would've inflicted upon the Champion and face impact damage equivalent to Heaven's Thunder Hammer if they make contact with a solid surface. This does not reset the Champion's initiative. A third purchase makes it so the Champion can decide the direction of the knockback. Another Alchemical using Shockwave Driver Barrage on the Champion may be surprised if she suddenly shoots straight up or to the side upon impact.

*Inertia Landing Dampeners:* This charm may be deployed at a reduced cost of 2m per zone in order to resist any sort of self-inflicted falling damage, meaning being flung against one's will by Heaven Thunder Hammer does nothing. Once the Champion pays 10 motes, she becomes immune to falling damage from any height.

## SPEED AND MOBILITY

### KINETIC ACCELERATION DRIVE

**Cost:** 3m [1m]; **Mins:** Dexterity 3, Essence 1; **Type:** Supplemental

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

**Original Author:** The Demented One

*You're too slow!*

This submodule takes place at the bottom of the Alchemical's feet, coating them in what could be special moonsilver shoes with frictionless surfaces, enabling jet boots and carry the Alchemical off the ground, or even devices such as rollerblades and skateboards. Any way the result is the same, a substantial boost of speed for when the Alchemical needs it. This charm allows the Alchemical to reroll all 6s on a test of speed, disengage, or rush attempts. Descriptions of players casually using their jet feet or other devices to replace normal movement aesthetically (Like skating everywhere) are encouraged and can be done for free.

#### **Submodules:**

*Efficient Withdraw Tactics* (Dexterity 4): For an additional mote, the Alchemical retains the two initiative normally lost when disengaging an opponent.

*Sonic Speed Rollers* (Essence 2, 3 XP): The Alchemical gains the ability to move and rush while prone without penalties.

*Rail Grinding Grooves* (2 XP): Special grooves are inserted into the soles of the Alchemical's shoes, allowing him to basically travel on wires or rails at an increased speed, rerolling all 5's in such a roll so long as it is stunted in using the environment.

*Peel-Out Acceleration* (2 XP): The Alchemical's Kinetic Acceleration Drive can accelerate to top speed almost instantly. The Alchemical gains an automatic success when using this charm for all speed or mobility-based actions.

*Homing Attack Steering* (Dexterity 5 Essence 2): A small computer allows for automatic guiding towards a target, allowing the Alchemical to speed towards a target while leaving

her free to make an attack. For an additional +2i 1WP surcharge, the Alchemical is able to rush/disengage and attack an attack without need for a flurry.

*Line Drawing Advantage* (Essence 2): In addition to retreating, this charm attempts to draw those the Alchemical retreated from bit by bit into a leading advantage for the Champion. Upon making a successful Disengage action, the opponent loses one initiative. If the Alchemical has Rapid Analysis Stance active on her selected opponent she may gain that point of initiative.

*Parkour Assist Systems* (Wits 4, 2 XP): So long as this charm is installed, the Alchemical ignores up to (Wits/2) points of penalties related to the environment, such as as uneven terrain.

*Quicksilver Mount Overclocking* (Universal Control Key): The Alchemical's mount has her movement parameters greatly increased, allowing them to move far faster than normal for brief durations. The Alchemical converts one of the bonus die related to the animal's speed into an automatic success for each installation of the First Wits Augmentation and First Dexterity Augmentation.

## OIL APPLICATION NOZZLES

**Cost:** 2m [1m]; **Mins:** Dexterity 4, Essence 2; **Type:** Supplemental

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Kinetic Acceleration Drive

**Requested By:** KittyEmpress

*sandact, make me a charm that lets my alchemical secrete oil, causing anyone who tries to rush her to fall over prone.*

Small spray nozzles are inserted into the Alchemical's calves allowing her to spray a thin layer of special frictionless oil on the ground that makes pursuing her extremely difficult. This charm may be activated during a disengage roll in which the Alchemical gains a bonus die for every 1 that appears on the opponents roll to resist. This oil patch disappears as soon as an opponent's roll is finish. If an opponent botches their roll they immediately slip and go prone.

**Submodules:**



*Forward Facing Nozzles:* Nozzles are added to the Alchemical's hands, allowing her to spray the liquid in an arc ahead of herself. This allows her to use the oil application on rolls involving test of speed.

*Evaporation Resistant Oil:* A new formula is given for the Essence-made oil allowing it to remain in the material world longer before sublimating back into essence. This makes the oil the charm sprays last much longer, lasting until the end of the scene. Opponents travelling over the oil beyond the initial roll apply a penalty of (Essence) to all speed-based rolls.

*Flammable Oil Installation* (Essence 3): The frictionless substance is replaced by highly flammable oil allowing it to catch on fire. The fires deal damage equal to (Alchemical's Essence +1) with trauma 3. This can be ignited by spraying it on an opponent who has a weapon that can catch fire to things. Alternatively, the Alchemical can use it Plasma Thruster Assembly, immediately catching the ground the Alchemical travels over on fire and if the Alchemical attacks them in the same turn setting their opponent on fire with the traits of a bonfire which they need a miscellaneous action to put out.

*Frictionless Substance Formula* (Dexterity 6, 4 XP): The Oil the Alchemical shoots out is specially treated to be virtually frictionless. Rather than gaining dice the Alchemical gains bonus successes. If the successes subtracted from the opponent's roll makes them have an effective result of zero they are counted as botch and immediately going prone.

*Microparticle Dispensers* (3 XP): When flying in the air the Alchemical can leave a special substance trail that causes those flying after him to have a chance of violently veering off course. This charm can be used while flying, allowing the Alchemical to leave a trail hovering in air. Rather than going prone a flying target immediately falls down on range band and goes into an uncontrolled dive. Recovering from this is the same as rising from prone.

## SONIC FORCE IMPACT DRIVER

**Cost:** 4m [1m]; **Mins:** Dexterity 5, Essence 2; **Type:** Reflexive

**Keywords:** Withering-Only

**Duration:** Instant

**Prerequisite charms:** Kinetic Acceleration Drive

A small field of force displaces the air in front of the Alchemical, allowing her to reach higher velocities in her own private slipstream before making a devastating impact against her unfortunate opponent. This charm supplements a rush action in combat against an

opponent out to a range of short (or longer if she has magic that lets her do so). If she manages to successfully rush her opponent and get into a range of close she may then activate this charm, allowing the Alchemical to add an amount of bonus damage to the next **withering** attack equal to the threshold successes she had on the rush action, to a maximum of (Lower of Wits or Dexterity, minimum 3). This charm can be activated a turn after successfully reaching the target, but once used cannot be reactivated until the Alchemical has successfully rushed another opponent.

If a character wants, they may disengage and then rush back in to pummel their opponent.

### **Submodules:**

*Calculated Approach Vector:* The Alchemical zeroes in on the exact spot where the opponents defense are at their weakest. For a surcharge of 1WP all damage on this attack may be post soak instead of pre-soak.

*Blitz Assault Systems:* This charm is now allowed to be used on **decisive** attacks and gains the dual keyword, in which if successful treats the opponents hardness lower equal to the amount of threshold successes on a rush, maximum of (Lower of Wits or Dexterity). At Dexterity 7 Essence 4 if you gain more threshold successes than the opponent's (Stamina or Essence, whichever is higher) then you may ignore hardness outright.

## **PERSONAL-GRAVITY MANIPULATION APPARATUS**

**Cost:** 4m [1m]; **Mins:** Strength 2, Essence 1; **Type:** Reflexive

**Keywords:** Stackable

**Duration:** One Scene

**Prerequisite charms:** None

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. Each mode of the Charm must be activated separately if the two are to function concurrently.

In the primary mode, the Exalt controls the orientation of "down" in relation to himself. Doing so allows the character to walk or run along any surface that would be capable of bearing his weight if it were down, including walls and ceilings. Moving the soles of his feet more than one zone from a surface results in gravity reassuming its normal properties but

does not end the Charm, allowing all manner of improbable acrobatics such as somersaulting off a wall to land on the ceiling.

In its secondary mode, the Champion gains the ability to reduce his weight to as little as 15 percent of normal. Doing so may grant the Alchemicals enhancements to certain charms, but it also doubles penalties due to high wind, adds one zone flung back when subjected to knockback and imposes whatever other effects the Storyteller deems appropriate for the change in weight.

### **Submodules:**

*Weight Enhancing Dynamos:* This submodule reverses the polarity on the Personal Gravity Manipulation Apparatus, allowing the Alchemical's weight to effectively double. This reduces any sort of knockback by one zone and gives an (Essence/2) penalty for all attempts to move the Alchemical.

*Reduced Landing Impact* (3 XP): So long as the Alchemical takes the action to jump, any sort of impact from medium onwards is negated. This has no effect on distances further than long, as terminal velocity will have already happened. Nor does this do anything if an Alchemical is tossed off a ledge. He must have willingly leapt by himself.

*Weight Reduction Transference Field* (Strength 5 Essence 3, 4 XP): The Alchemical may activate this charm to decrease the weight of an object he desires to lift. By paying 4m when making a feat of strength, the minimum strength requirement to lift the object is reduced by one.

*Tactile Compensators* (4 XP, Appearance 3 Essence 2): The charm now makes the Alchemical lightweight to the point where he is extremely difficult to be sensed by others by touch due to his weight. Any roll to sense the alchemical by touch if he is actively hidden fails automatically if mundane. If supernal the opponent still takes a penalty of [Essence] to detect the Alchemical by touch. If the Alchemical is actively attempting to steal something, than this same field is applied to the object he's trying to steal, making it difficult to even realize that the stolen object is gone!

## **GYROSCOPIC STABILITY SYSTEM**

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

**Keywords:** Internal

**Duration:** One Scene

**Prerequisite charms:** Personal Gravity Manipulation Apparatus

This Charm takes the form of a complex micro-assembly of white jade and moonsilver in the Exalt's inner ear. When activated, the Alchemical enjoys perfect balance and automatically succeeds on all balance-related (Dexterity + Athletics) actions. Actions are still needed to actually balance however.

#### **Submodules:**

*Automatic Gyroscopic Adjustments* (2 XP): The Alchemical no longer needs an action to perfectly balance on objects, effectively doing it effortlessly. Even while sleeping!

*Stabilizer Beacon* (Charisma 3): By paying five motes when activating the Charm, an Exalt with this submodule telepathically broadcasts autonomic telemetry impulses and gravity inhibitor waves in a radius of 10 yards for the Charm's duration as a Shaping effect. These signals disorient those who mean the Alchemical any harm, imposing a -1l penalty to all Athletics actions and a -1 dice penalty to non-reflexive actions using other abilities. Friendly and neutral characters in range benefit from the usual effects of Gyroscopic Stability System and may substitute the Alchemical's Essence rating for their own dodge ability for the purposes of calculating their Dodge defense.

## **PARABOLIC LEAP OVERCHARGER DEVICE**

**Cost:** 3m; **Mins:** Strength 3, Essence 1; **Type:** Supplemental

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Personal Gravity Manipulation Apparatus

Expanding the function and design of the Personal Gravity Manipulation Apparatus with components behind each knee, the Alchemical gains the ability to perform gravity defying leaps, her anima erupting in brilliant contrails from the base of her feet to color the air behind her. This charm allows the Alchemical to leap one range brand up in the air as part of his movement action and safely land. If the prerequisite is also active as well, the Exalt to double 9's on jumping rolls.

## **REALITY PHASING PROTOCOLS**

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

**Keywords:** None

**Duration:** One action

### **Prerequisite charms:** Personal Gravity Manipulation Apparatus

The Alchemical gains a phase-shifting device that temporarily distorts the Alchemical's presence in reality, causing her to only half exist in the material world. This isn't enough to cause her to completely fade from reality, as attacks are fast moving enough to disrupt this charm, but it does make the Alchemical's sense of touch almost non-existent.

Superhuman senses are required to detect the Alchemical by touch, and even if they do two successes are subtracted from the roll. This not only can be used for stealth, but also for avoid things such as pressure plate traps or opponents noticing the Alchemical trying to stealth something by touch.

### **Submodules:**

*Locational Dematerialization Field* (3 XP): The charm momentarily redirects all its power into the Alchemical's hands, granting them the ability to temporarily dematerialize. This allows the Alchemical to stealth things even in someone's own pocket or other thin barrier provided the Alchemical knows that they are there. A repurchase of this submodule adds the Alchemical's (Essence) in dice to the roll to stealth anything on a person.

*Smoke Weight Mode* (4 XP): The Alchemical becomes as light as air itself. When combining Reality Phasing Protocols with Personal Gravity Manipulation Apparatus the Alchemical becomes virtually weightless. She may climb and interact with smoke as if it were a physical object. Lastly her falling speed is greatly reduced, taking twice as long to reach terminal velocity.

*Reality Vanishing Stride*: The Alchemical's body becomes intangible for all intents and purposes for a surcharge of 7m 1WP minus attacking. The Alchemical may interact with dematerialize spirits and even walk directly through walls so long as they are able to move through them with a single movement action.

*Pressure Reduction Soles*: The soles of the Alchemical's feet are implanted with a special foam that reduces the amount of pressure they use when on the ground. The Alchemical may commit +2m 1WP to use Reality Phasing Protocols on a tracking roll forcing their opponent to have supernatural senses to even see the Alchemical's trail, and even then opponents subtract two successes. At Essence 3 this charm adds (Essence) bonus dice to the roll. As a side benefit the Alchemical's feet never become sore.

## **MOMENTUM-REDIRECTION PULSE INJECTOR**

**Cost:** 3m; **Mins:** Strength 3, Essence 2; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Parabolic Leap Overcharger Device

This Charm takes the form of a series of Essence injection nozzles fed into its prerequisite. When activated, it allows the Exalt to take a reflexive Jump action, even if she is in midair at the time. The character can extend the length of an ordinary jump by one zone in any direction, change direction in midair, arrest his momentum while falling (functioning as Unbound Eagle Approach pg 319) or be used as Leaping Dodge Method. In the latter case, the effect costs an additional 2i. This Charm may be activated only once per action.

**Submodules:**

*Emergency Blast Off Defense* (Essence 3, Plasma Thruster Assembly): The Alchemical may activate Plasma Thruster Assembly whenever the Leaping Dodge Method version of this charm is activated, immediately rocketing him back two range brands. This can only be done once per scene but can be reset upon successfully disengaging an enemy three times.

*Sonic Speed Burst* (Dexterity 7 Essence 4): The champion may activate this charm to take an additional move action once per scene.

## PLASMA THRUSTER ASSEMBLY

**Cost:** 4m 1WP [1m]; **Mins:** Strength 4, Essence 2; **Type:** Supplemental

**Keywords:** Uniform

**Duration:** Instant

**Prerequisite charms:** Parabolic Leap Overcharger Device, Kinetic Acceleration Drive

The Exalt has a pair of heavily shielded nozzles mounted in the soles of his feet or in a retractable mechanism on his back. Regardless of their placement, the Charm has the same effect, propelling the Alchemical through the air at great speed on jets of glowing force. The Champion can carry up to one passenger of approximately the same size as himself, or an equivalent amount of cargo.

This charm gives several effects all for the same cost. It can be used as part of a disengage or rush action which if the Alchemical succeeds immediately allows the Alchemical to use their reflexive move action to move back or forward another range brand instantly rather than when the opponent moves. However, the Alchemical may only move in single straight line in either case, she cannot change direction.

### Submodules:

*Vectored Thrust Nozzles* (Essence 3, 3 XP): The thrusters on the Alchemical's body are all capable of moving, allowing the Alchemical to make sharp turns. This submodule allows the Alchemical to move two range brands in any direction rather than straight. This Submodule also applies to Roaring Metallic Meteor in the same fashion.

*Efficient Vernier Thrusters* (Essence 3, 3 XP): If the Champion uses this charm to attack an airborne target then she may remain in the air by paying 1m 1i per turn while remaining close to the target.

*Zero-Shift Function* (Appearance 4, 4 XP): Instead of blasting off with jets, this charm temporarily compresses space between the Alchemical and where he wishes to go, making it so that the Alchemical actually teleports. The charm gains the mute keyword and can be used without making noise, however the Alchemical cannot use the attack feature if she uses this option. In addition, so long as there is not a solid wall between the Alchemical and his destination, he effectively teleports to the destination. Said destinations must always be in direct line of sight however.

*High Velocity Streak*: Like a streak of blue lightning, the Champion zooms directly towards his opponent, making it hard to react to his attack. For each range brand flow, any melee or brawl attack adds an amount of automatic successes equal to the range brands travelled.

*Cooperative Vector System* (Strength 3 Dexterity 3, 3xp): The Exalt may grab a willing ally in reach and hold him ahead when using burst flight, to enhance that ally's close combat attack.

## ROARING METALLIC METEOR

**Cost:** 4m 1WP [1m]; **Mins:** Strength 5, Essence 2; **Type:** Reflexive

**Keywords:** Decisive-Only

**Duration:** Instant

**Prerequisite charms:** Plasma Thruster Assembly

*You can't keep up with me! Just look at my speed!*

The Alchemical's Plasma Thruster Assembly roars to life highlighting the Alchemical's silhouette before roaring towards his victim, slamming into them with tremendous force and speed. By using both his movement and action for the turn the Alchemical immediately charges towards an opponent within two range brands and attacks him with a **decisive** attack that deals (Strength) additional damage that uses Melee, Brawl, or martial arts with non-ranged weapons. This bonus damage cannot be higher than his current initiative (If an Alchemical has Strength 7 and has 3 initiative this charm will deal 6 total dice of damage, not 10). In conjunction with charms that provide multiple attacks, only the first attack may be enhanced this way.

### **Submodules:**

*Momentum Conservation Impact Buffer* (Stamina 3): If the Alchemical bursts to strike an enemy with a **decisive** attack with added force and hits, that enemy is also hurled back the remaining number of zones the burst could conceivably have carried the Exalt and suffers automatic knockdown. If the enemy hits a barrier before skidding to a halt, she suffers damage as per Heaven Thunder Hammer (see Exalted 3e page 274) if the champion pays at least 7m reflexively. This does not stack with other knockback adders, only the highest is applied.

*Giga Impact Force* (Strength 6 Essence 3, 3 XP): When hitting an enemy with a **decisive** attack the Alchemical may instead double the final damage dealt instead of adding Strength dice.

## **TACTICAL FLIGHT MODE**

**Cost:** 5m-10m, 1WP; **Mins:** Dexterity 4, Essence 2; **Type:** Reflexive

**Keywords:** None

**Duration:** One hour

**Prerequisite charms:** Plasma Thruster Assembly

The Plasma Thruster Assembly is overhauled significantly to allow it to be vastly more efficient long-distance use. This charm costs 10m 1WP but is reduced to 5m 1WP if she has some means of flight beyond this charm. This allows the Alchemical to fly up to three range brands per turn or roughly the speed of a jet aircraft. Any fine maneuvering requires a reflexive (Dexterity + Athletics) roll with a difficulty of 1–5 as set by the Storyteller for the type of maneuver and environmental conditions. Combat or other highly distracting physical activity aborts this travel mode and deactivates the Charm. Combat forces this charm to shut down. The Alchemical may ignore the Willpower cost after the first activation.



### **Submodule:**

*Tactical Flight Upgrade* (Wits 5, Essence 3): The Alchemical's flight system does not shut off when the character enters combat. The Alchemical must slow down to one range band a turn and still make rolls to avoid dangerous objects lest she crash (likely treated as a fall depending on the difficulty)

The character still moves at full speed at two zones a tick, though, and must plan accordingly, especially as crashing as a result of a failed maneuver roll or failure to move at least one zone per turn results in a crash, which is treated as falling from long distance. The Alchemical gains (Essence) bonus dice to all tests of speed so long as the charm remains active and the Alchemical moves at least one range band per turn, failure deactivates the charm. Plasma Thruster Assembly can still be used for sudden bursts of speed.

*Travel Efficiency Upgrade* (Stamina 3): The duration of the Charm when used for travel becomes Indefinite.

## **FLUIDIC IMPELLER DRIVE**

**Cost:** 2m [1m]; **Mins:** Strength 2, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** None

Retractable jet modules, fins and propeller housings slide out of hidden 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 swimming. The Exalt retains neutral buoyancy regardless of weight and can maneuver in combat at his normal movement speed and otherwise act without penalty while under water or other liquids up to the viscosity of heavy oil.

### **Submodules:**

*High Powered Nozzles* (Strength 4, 3 XP): The champion's thrust nozzles are greatly increased in power, allowing the Champion to effectively swim through nearly any medium without issue, such as molten metal.

*Hydrolysis Micro Plant* (Intelligence 3, 3 XP): By installing a Hydrolysis plant inside of the Alchemical, the Impeller drive is now able to separate Essence out in the water (Or hydrogen in modern) to accelerate respiration rate. So long as the Alchemical remains in water the Alchemical gains (His essence) additional motes per hour to his hourly respiration rate.

## PARAMAGNETIC TETHER BEAM

**Cost:** 6m [1m]; **Mins:** Strength 3, Essence 2; **Type:** Simple

**Keywords:** None

**Duration:** One scene

**Prerequisite charms:** None

*Psychic... BURST!*

Coils of Essence-conducting wire entwine the Exalt's fingers on both hands, just beneath the skin. When fueled with Essence, the Charm becomes able to generate or dismiss a field of semi-palpable force visible as a faint distortion on the air. This field extends as a flexible ray with a maximum range out to short distance, congealing over any object it strikes as directed by the Alchemical's stylized gestures. While the Charm remains active, the beam can be retargeted as appropriate to actions using it.

This beam may be used to remotely manipulate inanimate objects with a miscellaneous action, substituting the Alchemical's Essence for Strength and Dexterity. It provides three automatic successes on all attempts to recall loose weapons or hurled projectiles and may be used to make disarm attempts at short range using (Perception/Dexterity + Occult/Thrown). The beam is also useful for various acrobatic feats, including swinging along ceilings from place to place, hanging suspended from a tether beam and even "winching up" the intangible grapple line. Other stunts may be possible at the Storyteller's discretion.

### Submodules:

*Recursive Force Suspension* (3xp): By reflexively spending one mote, the Exalt may leave a held inanimate object to hover in place at its current location, enveloped in a corona of shimmering force. Suspended objects drop normally when the Charm ends or an external force moves them.

*Cohesion Buffer* (4xp): The beam now has a range out to medium rather than a fixed range. Actions even at long range can be attempted but suffer a -2 penalty. Extreme

range actions can be attempted if the exalt has some method of increasing distance akin to what he'd need with an archery attack. An aim action is needed for distances of medium or higher when attempting to do something against an individual, but not for retrieving weapons at medium range. Lastly, against an inactive opponent, the Alchemical may use this charm to suspend a target in midair or hang them somewhere for a total of (Strength or Essence, whichever is higher) hours for free and regardless of distance. Some champions who wish to avoid the spotlight often hang up criminals for the Perceptors to retrieve for later.

*Psychokinetic Reinforcement Array* (5xp): Instead of Essence, the Alchemical may use Intelligence as if it were her Strength and Perception as if it were her Dexterity when manipulating objects remotely.

*Electromagnetic Crushing Force* (Electric Attraction Dynamos): Upon grappling someone with Electric Attraction Dynamos, the Exalt may actually physically let go of the opponent and continue grappling him out to a distance of short range, while still taking any actions to grapple per normal. The Alchemical can also move the target of his grapple, using (Strength) instead of Dexterity for the disengage roll. Lastly in case the opponent somehow reverses the grapple to grapple the Alchemical instead, so long as the Alchemical is not within close range of the target they do not grapple the Alchemical, instead just break free.

*Weapon Retrieval Grasp* (3 XP): The Alchemical may make retrieving their weapon a reflexive action. This difficulty to do this is 3 at close, 4 at short, 5 at medium with a WITS+BRAWL/MELEE/MARTIAL ARTS roll.

## DYNAMIC REACTION ENHANCEMENT SYSTEM

**Cost:** 4m [1m]; **Mins:** Dexterity 3, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

This Charm takes the form of a complex mechanical assembly in the Alchemical's spine. When activated in battle, it immediately allows the Alchemical to make her action much soon than other characters, acting (Dexterity or Wits) ticks faster than any other character. If this allows her to go first in the turn order then the defense of any enemy is reduced by 1 due to the Alchemical's sheer speed whenever the Alchemical makes a close range attack. In actions such as social influence it allows to act before she would be able to (In case you're keeping order of actions) or complete and address her point faster

than she would otherwise be able, completing a speech that would take an hour in several seconds. Physical actions become highly precise and efficient, cognition occurs with the mind briefly cleansed of all distractions, and speech becomes clipped and slightly rushed as the Alchemical makes his points quickly and concisely.

This charm may be only used to attack a target or socially influence them once per scene, however it resets upon either crashing a target, forcing a target to pay a willpower to resist an argument or instill some sort of intimacy on them.

### **Submodules:**

*Cluster Action Hyperprocessor* (Wits 3, 4 XP): This submodule now allows the Alchemical to automatically move one range band before attacking the target. This cannot be stacked with Plasma Thruster Assembly.

*Subsynaptic Accelerator* (Dexterity 5 Wits 5 Essence 3, 4 XP): Upon activating the charm, time seems to slow for the Alchemical, allowing him much more time to get hits in and making it so his opponents are already at a disadvantage as soon as he approaches. By paying a +1 WP surcharge to the charm, the Alchemical strips (Essence or 3, whichever is higher) initiative from the attack and adds it to the Alchemical before the attack is even made. A repurchase of this submodule allows the Alchemical take his turn order before anyone else automatically.

*Thought As Action Node* (Wits 5, 4 XP): When using this charm to take actions, any penalty that may apply to either defense or the Alchemical's dicepools is reduced by one for a +1m surcharge and the dice penalty for flurrying by (Number of Installations of First DEX and WITS augmentations, maximum 3)

## **INCOMPARABLE EFFICIENCY UPGRADE**

**Cost:** 6m 1WP [1m]; **Mins:** Wits 5, Essence 2; **Type:** Simple

**Keywords:**

**Duration:** Indefinite

**Prerequisite charms:** Dynamic Reaction Enhancement System

*No fluff quote, but since you people seem to forget this charm exists I'm going to say all the stupid things it can do in horrible detail.*

Relay crystals implanted throughout the Champion's nervous system optimize her ability to perform extended, complicated tasks. While active, the Charm quickens all dramatic

actions using Attributes for which the character has an Augmentation installed (AKA: At least one excellency in or any general augmentation in). Depending on the situation, this charm has a variety of effects, but the general rule of thumb is that if an action has some sort of specified time that is not mentioned here, the speed of the action is sped up by (Exalt's Essence x2) times. Specific variations of the charm in specific situations are as follows:

- When making a Strategic Maneuver roll, the Exalt is able to do so in far less time and always has time to make one. So long as the exalt is able to prepare before battle, any amount of time is enough to let him prepare at least one strategy.
- When making a profile of someone by crime scene evidence or reading reports, she does so at an accelerated rate. If the time is five minutes, then the Alchemical will often learn it in seconds. If the proper sense modules are used, the Alchemical may not even need to touch anything.
- When undergoing a project (either sorcerous or otherwise, and everyone seems to love projects these days) the Alchemical's speed and efficiency always counts as an additional means.
- When undergoing crafting actions, time intervals are decreased by one. A millennium into a century, a century becomes into a decade, a decade into a year, 1 year becomes a season, a season becomes a month, a month a week, a week a day, a day an hour, and an hour a minute. Crafting at this increased speed does not make crafting any more difficult, but the Alchemical must still meet the amount of successes needed by the terminus. Materials and tools are still needed.
- Any time needed to complete a Leadership or long-term Bureaucracy action is reduced in a degree as mentioned for crafting above so long as it makes sense.
- When doing medical rolls, any roll of an hour is treated as being done in a minute instead. However for things such as treating a patient's illness this roll can only be done once a day. The patient still needs rest!
- Yes, you can activate this for bedroom activities too, you perverted bastard. In which case each minute of such activity is treated as an hour and each second is treated as if it were a minute. An hour is treated as a day, but it is very rare to find someone with the stamina for this!

*Example: Leander Evans and his ally, Darma Eko, are currently investigating companies who may be conspiring with the Deathlord Masque Hiver. They have entered the CEO's office and don't have much time before the CEO comes back with reinforcements. Normally searching the office would take 15 minutes, but with Incomparable Efficiency Upgrade active, 15 minutes of searching only takes him 90 seconds, little over a minute to find the hidden safe behind a painting in the room. Because he wants to minimize their footprint and Darma is feeding the fish in the fishtank, Leander decides to take out his Omnitool Implant to crack the safe open as he lacks a key. The storyteller says the safe is*

*tough to crack and each roll would take a normal safecracker 15 minutes, but with Incomparable Efficiency Upgrade active it also takes only a little over a minute. Once the safe is open, Leander takes pictures of the document and leaves with Dharma just in time before the security force arrives.*

### **Submodules:**

*Hypercalibration Benediction:* By touching a willing recipient, the Exalt may activate the Charm to bless a target instead of himself. The blessing persists while Essence remains committed, even if the target leaves the presence of her benefactor. The target quickens only actions using the same Attributes that the Charm enhances for the Alchemical.

*Accelerated Sorcerous Protocols* (Essence 3): When purchasing this submodule, the Alchemical is treated as having two means instead of just one. This applies to even Project homebrew.

*Accelerated Follow Up Servicing* (3 XP): Incomparable Efficiency Upgrade may now apply to projects outside of the Alchemical's hands. If the Alchemical submits some paperwork which is at the mercy of some other force outside of the Alchemical or his state's direct authority, it may use this charm to speed up the amount of time for his action to be processed. New trade routes are plotted for faster trading, the Alchemical 'greases' the gears so that productivity flows more smoothly, and other tactics.

*Overclocking Processors* (3 XP): The time actions are reduced by are increased to (Essence x2) + (Number of First Wits Augmentation)

*Bureaucratic Simulation Analysis* (4 XP): The Alchemical becomes very apt at quickly process vast amounts of paperwork. This decreases the time for a Leadership/Creation's Overlord's Action/any bureaucracy related action by another step, lowering it by two steps.

## **TRANSHUMAN EFFICIENCY RELAYS**

**Cost:** 4m [1m]; **Mins:** Wits 3, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Dynamic Enhancement Reaction System

A secondary nervous system is woven through the Exalt's skin, radiating outward from his Dynamic Reaction Enhancement System. This network appears to be an array of circuit-board patterns tattooed onto the Alchemical, which glow while in use.

In combat, immediately upon making a **withering** attack that crashes the opponent, the champion may activate this charm to make an immediate follow up attack which is either a normal **withering** or **decisive** attack.

Upon making a social attack that successfully places an intimacy on the target, the Alchemical may use this charm to make an immediate follow-up social action on the target, counted as part of the same action when used for purposes of timing. This is useful for when time is an issue or if the person wants to get away.

#### **Submodules:**

*Quicksilver Flowing Attack* (Wits 5 Essence 2): The Alchemical may attack an opponent that suffers initiative crash whenever the Alchemical attacked them or no.

*Superkinetic Synthesis Engine* (Wits 5 Essence 3): For an additional cost of 3a, the Alchemical may use this charm to make an additional attack per scene, even if she already attacked. This can be used once per scene but may be reset upon incapacitating an opponent.

## **MAGNETIC JOINT BEARINGS**

**Cost:** - [1m]; **Mins:** Dexterity 3, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

*Morph Ball acquired!*

The Alchemical's joints receive a special anti-friction magnetic coating, with additional installations representing more comprehensive and refined formulas. This allows the Alchemical's body to contort in frightening and unexpected ways. This charm provides the two-dot version of the Ambidextrous merit. In addition, the Alchemical's body can contort and morph to fit in spaces no longer than a foot in diameter, while still maintaining the Alchemical's full speed and sensory awareness. The Alchemical can only do this if she has no armour, otherwise the added bulk makes it impossible to contort. For Colossi, this charm does not allow them to fit in one-foot spaces, but significantly smaller ones compared to their normal size.

#### **Submodules:**

*Morph Sphere Modification* (3 XP): By shunting the body of the Alchemical into elsewhere for the duration, the Alchemical can turn into a small ball that can fit in spaces no more than a foot in diameter, regardless of armour.

## LIMB EXTENSION ARMATURES

**Cost:** 4m; **Mins:** Dexterity 3, Essence 1; **Type:** Simple

**Keywords:** Uniform

**Duration:** One Scene

**Prerequisite charms:** None

Depending on configuration, the Alchemical features complex telescoping articulation in all limbs or stretching moonsilver implants. Upon activation, the Alchemical's limbs surge and crackle with Essence, unfolding or softening in preparation for extension. For the rest of the scene, the Champion treats any melee, brawl, or non-ranged martial arts attacks as having both the Reach and Flexible tags. Counterattacks are made a -2 penalty unless the attack has similar reach.

### Submodules:

*Flowing Extension Style:* A subprocessor in the Alchemical's brain allows him to smoothly move the arms even during extension. Rather than a -2 penalty this affords the Alchemical all the advantages of being mounted unless the opponent is also mounted. Opponents may use a special difficulty 3 gambit to disable this charm, but the Alchemical can reactivate it.

*Gogo Extendo Legs* (Dexterity 5): This submodule has a more official name, but many people refer to it by what the cache children call it. By using extendable legs, the Alchemical is capable of striding across the battlefield with little trouble, allowing him to cross difficult terrain much more easily. Junkyards are simply a walk on the factory floor while even the more extreme examples of difficult terrain add (essence) noncharm dice in all efforts to navigate them.

## STEEL ROCKET KNUCKLE

**Cost:** 5m; **Mins:** Strength/Dexterity 5, Essence 2; **Type:** Simple

**Keywords:** Uniform

**Duration:** Instant



**Prerequisite charms:** Limb Extension Armatures

The Alchemical's fist is modified from the elbow with rocket boosters, causing his fists to fly out to strike a distant opponent before being snapped back in place with a tether. This charm allows the Alchemical to attack someone out to short range with the Melee or Brawl attack. Martial Arts may be used if the style allows for weapons with the Reach or Flexible tags.

**Submodules:**

*Mugen Cross Blow* (Dexterity/Strength 6): A far great amount of material is crammed into the base charm, allowing the Alchemical to make his assaults out to even more impressive distances. For a +2m surcharge the Alchemical may make an attack out to Medium range.

*Snap Capture Assault:* With a flash of his hand the Alchemical can immediately capture and drag people back to his location. For a surcharge of +3i 1WP the Alchemical may make an attack that drags an opponent within close range of him so long as she inflicts five or more damage on a **withering** attack or any damage on a **decisive** attack. If the Alchemical uses a weapon with the Grappling or Flexible tags she may reduce the Willpower cost by 1.

## SOCIAL

### UNCONDITIONAL IMPERATIVE PROGRAMMING

**Cost:** 3m [1m]; **Mins:** Charisma 3, Essence 1; **Type:** Supplemental

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

A coating of red jade in the Alchemical's throat infuses his words or instrument with Essence-driven psychological intensity, drilling them into the minds of listeners. The Alchemical gains double 9s on any Instill, Persuade, Bargain, Threaten, and Inspire roll.

**Submodules:**

*Incarnate Law Speaker* (Any Social attribute 6, Essence 3): By paying a surcharge of +2m 1WP the Alchemical makes this charm's effects last for the scene. The activation for this method is a simple action. The Alchemical may activate this charm reflexively however if

they use the charm on a social influence action that succeeds against its target, immediately allowing the Alchemical activate the scenelong version by just paying the +2m surcharge difference (EX: Don't pay 5m after the 3m activation, just count the 3m committed and add in the extra two)

*Many Is One Node* (Charisma 4, 4xp): The Alchemical can apply this Charm to social attacks directed at groups or all listening (using Performance) as readily as it applies to individual targets taking no penalty to the social action when targeting multiple people.

*Tangible Encouragement Protocols*: The gifts of the Champion's of Autochthon are not turned down lightly. When using this charm to make a bargaining action, add an amount of non-charm die to the bargain action equal to the resources of the item the Champion is using. If the Champion finds out the exact one thing the target wants and is able to supply it, then treat the resource value of the object as 5, regardless of whenever or not it is actually worth that. If it is already worth resources 5, add an additional non-charm success to the roll. This is intended to be used for physical goods only, but if the Storyteller wishes it can apply to services as well.

*Conviction Affirmation Stance* (Charisma 4 Essence 2): By using her very passions of what and those she cares about the Champion can melt the iciest of hearts. The Champion may use an intimacy to give an amount of non-charm bonus die to a social roll equal to the value of the intimacy. However by doing so the Champion cannot use the same intimacy for defense later on, and this gives an single automatic bonus success on attempting to figure out the intimacy the Champion used on such an attack, which can still be targeted later on in the scene.

*Fast Reaction Circuits* (2 XP): The alchemical may activate this charm on social rolls that have a reflexive activation in other charms, such as Righteous Devil Style's form.

## **PATRIOTISM-PROVOKING DISPLAY**

**Cost:** 6m [1m]; **Mins:** Charisma 3, Essence 1; **Type:** Supplemental

**Keywords:** Internal

**Duration:** One Performance/Social action

**Prerequisite charms:** None

Luminescent artificial glands are implanted beneath the Alchemical's skin. When this Charm is used to supplement a social attack, the glands divert a trickle of power from his anima to transform the way light and shadow play across his body, producing deep shadows and bright planes. He looks both inspiring and intimidating, like a commemorative

statue or propaganda poster. Few can resist the dictates of such a starkly heroic figure, only staring in awe.

This charm can be used for any social action, such as a monologue or musical performance. It guarantees that no one will interrupt the Champion so long as he's addressing his point. People can refuse the Alchemical and even use intimacies and spend willpower to resist this effect, but to interrupt the Alchemical during his action costs a single point of Willpower.

### **Submodules:**

*Didactic Legend Display* (Appearance 3, 3 XP): Projectors along the back of the Alchemical light up to show the exploits of him and the nation he represents, showing that he is not a friend to you, but for the machine god himself. Upon the purchasing of this submodule, people automatically become familiar with the Alchemical and who is is. Additionally, people are much more likely to look over minor cultural errors or mistakes, subtracting a single point of penalty an Alchemical may have to unfamiliar cultures. A repurchase of this submodule allows the Alchemical to use this for other assembly mates for a cost of 3m on their action.

*Righteousness Reaffirming Cause* (Essence 3): If a target spends a point of willpower to resist the champion's logic with a decision point, then the Champion gains that point of willpower. In the case of many people spending willpower to resist an argument, the champion only gains a single point.

*Friend to All Methodology* (Charisma 5 Essence 2): The Champion is your friend, he is here to help you. Upon purchasing this submodule, Patriotism-Provoking Display can be activated for an additional WP to apply all its effects for the rest of the scene. In combat, people cannot attack the Alchemical without spending a point of willpower or having a defining intimacy directly against the Champion or his nation that would allow him to do so. Additionally, all actions to knowingly lie to the Champion carry a penalty equal to the Champion's (Essence).

*Star of the Nation Icon* (Charisma 4 Essence 2): All those in the nation regard the Champion as a source of awe, someone to look up an aspire to. Whenever the Alchemical uses this charm, any and all members of his home nation are automatically counted as having a minor intimacy of awe or reverence towards him which he can exploit. Another submodule of this kind called *Ever Watchful Sentinel of the Nation* can be purchased for Manipulation 4 Essence 2 and treats everyone from the Alchemical's home nation as having a minor intimacy of fear to exploit. A repurchase of this charm at

Charisma 7 allows the Champion to treat already existing intimacies of him as one higher when asking something of people who belong to his state.

*Grand Glorious Gathering of Hope* (Charisma 6): The Alchemical is a beacon of light in the vast unforgiving depths in Autochthonia. The Alchemical may activate this charm when people are about to run away (either from fear or from rout). They remain in place and allow the Alchemical one more roll to win them back to the task at hand. Until the social roll succeeds they do not take part in any actions, but they'll defend themselves and listen to the Alchemical's words. At Charisma 7 even the Alchemicals enemies are in awe, unable to do anything unless they resist this charm as per normal. Note that no combination of effects, magical or otherwise, can grant more than one reroll for rout.

*Exemplar Idol Stature* (Charisma 6 Essence 3): The Alchemical is everything you could possibly look for in the Champion of Autochton, and that alone gives him all the leverage he needs. Once per scene, the Alchemical may make a social roll as if he were exploiting a defining intimacy to those who belong in her state.

## PERFECTED UNION PATTERNING

**Cost:** 4m [1m]; **Mins:** Charisma 2, Essence 1; **Type:** Supplemental

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

Bands of the Champion's magical material are injected into the skin of her face, forming hypnotic patterns reminiscent of war paint. When suffused with Essence, the pattern asserts a minor calming effect on all those who witness, looking past any faults the Alchemical may have. Upon using this charm to supplement a social roll the Alchemical rerolls all 10s.

### Submodules:

*Oscillating Light Patterns* (Any First Attribute Augmentation, 3 XP): These lights amplify the effects of the Alchemical's social augmentations, in which for each augmentation the Alchemical is treated as rolling a 10 for the amount of dice rerolled when using that attribute. This doesn't give more dice but does grant additional rerolls.

*Rage Soothing Colours* (Charisma 6 Essence 2): The face paint on the Alchemical's face switches to that of cool or calm colours, calming hearts from the sudden shock of even the

most outrageous offers. For a surcharge of one willpower whenever the Alchemical makes an instill, bargain, or persuade action, the offer sounds completely and perfectly reasonable. Those listening need to pay a willpower themselves in order to take offense. This does not mean the action automatically succeed, but it does make it much harder to offend others.

*Rapid Pulse LED's*: The colours given out by this charm switch colours far more rapidly, drawing all those who look upon the Alchemical's face into a deeper slumber. This charm grants the base charm an additional automatic success when used so long as the subject is in a state of calm. At Charisma 5 the automatic success applies to all rolls regardless of emotion.

*Emotional Waveform Calculus* (Manipulation 6 Essence 4): When the Alchemical uses this charm and uses a defining intimacy against his opponent (EX: One that lowers resolve) the Alchemical instead rerolls as many dice as there are threshold successes instead of 10s. Usable once per scene.

## ONE IS MANY NODE

**Cost:** 6m 1WP; **Mins:** Charisma 4, Essence 2; **Type:** Supplemental

**Keywords:** Void

**Duration:** Instant

**Prerequisite charms:** Unconditional Imperative Programming (Many is One Node), Perfected Union Patterning

By utilizing a unique tone of voice and facial structure the Apostate can reprogram the brains of his opponent, causing intense physical pain whenever one goes against his will. This charm made supplement an Instill, Inspire, or Persuade action. Whenever a character goes against the intimacy, emotion, or course of action the Apostate has chosen against the opponent. In addition to spending a willpower to resist the opponent must pay a single health level in health damage as their brain is forced against the Apostate's words. Alchemicals fill only the most recent, mortals and spirits fill in a -2 health level (Which immediately applies wound penalties).

### Submodules:

*Forced Obedience Module* (Charisma 6 Essence 3): Mortals instead need to pay a number of health levels equal to the Apostate's (Essence). Unless they suffered previous damage in a scene this will not kill mortals, stopping at the -4 health level and filling up the -1s, but resisting this influence is exceptionally painful for them.

## INDUSTRIAL CHAMPION ICON

**Cost:** 4m [1m]; **Mins:** Charisma 5, Essence 3; **Type:** Reflexive

**Keywords:** Axiomatic, Exemplar 1

**Duration:** Instant

**Prerequisite charms:** Unconditional Imperative Programming

A rosette pattern of the magical materials surrounds the Exalt's soulgem, signifying her identity as an ordained Champion of faith and hierarchy, elevated above the forces of chaos and entropy. Upon using this charm to make a successful social influence roll against a creature of the void but before a decision point has been made, the Alchemical may pay 4m to increase the cost of resisting the social attack to two willpower.

### Submodules:

*All Heretics Yield to Truth* (Charisma 6, 4 XP): This submodule makes it so that all targets are viable for this charm, not just creatures of the void. In addition if a Creature of the Void does pay willpower to resist the attack, they take a -2 penalty to their Resolve and Guile against the Champion's next social attack.

*Counter-Dissonance Stabilizer* (Charisma 6): Upon making a successful social attack against an Alchemical with temporary or permanent Gremlin Syndrome—provided the target does not resist the attack with Willpower expenditure—the attacker may commit one mote plus one mote for each time this effect has been used on that target in her life. The infusion suppresses Gremlin Syndrome for one week, converting Dissonance into Clarity while the motes remain committed. The suppression does not stack. One treatment must wear off before another may be applied. The target may deliberately revert to “normal” at any time by reflexively paying one Willpower.

*Heresy Declaration Beacon*: If he makes a close combat attack against an enemy who has taken actions that directly and meaningfully threaten the Design of Autochthon or the divine order of his worshipers' society, the Alchemical may pay five motes and one Willpower when the attack is declared. If the attack hits, filaments of light flash outward in every direction like spider webs, and the target becomes a creature of the Void as a Shaping effect, drawing a momentary red glare from all machine spirits who spin fate in the target's current realm of existence. The heretic can remove this label with a full month spent in penitent and rigorous observance of the Great Maker's laws as revealed to Autochthonia or the Jadeborn, a mercy not available to beings inherently associated with the Void.

## ALLIANCE FORGING DEMONSTRATION

**Cost:** 5m [1m]; **Mins:** Charisma 5, Essence 2; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Patriotism-Provoking Display, Perfected Union Patterning

*Shall I cool your head off a little?*

There are times when words will not suffice alone; action will be needed. This charm is a specially tailored use of Patriotism-Provoking Display that captures all of the Alchemical's glory in a single breathtaking moment. This charm may be activated the moment the Alchemical lands an attack that incapacitates the opponent to make an Instill attempt to create or improve an intimacy towards the Alchemical, his nation, or some cause he represents. This targets both the opponent and everyone witnessing the event. Normal social charms can be used to enhance the instill action as normal.

### Submodules:

*Kinetic Energy Recycling* (3 XP): Special technology allows the Alchemical to take some of the waste energy from the attack in order to fuel the charm. The cost of this charm is discounted by (Stunt level). If the Alchemical pulls off the impossible and lands a three-die stunt then ALL social charms enhancing the Instill roll are discounted by 3m.

*Skill Forging Coalition* (4 XP): The Alchemical may use this charm upon achieving victory or demonstrating mastery over an opponent, such as challenging a fact successfully, getting his bill approved by the Tripartite over his rival's, or holding up a building so Populat workers can escape. Otherwise this charm follows the same rules as the base charm.

*Selfless-Exemplar Demonstration:* When one witnesses the Champion's passion for his home country or cause, people cannot help but to reconsider their own views. Whenever the Champion successfully instills an intimacy using this charm he may also lower one negative intimacy the enemy has that opposes the Champion, his nation, or his cause. The difficulty for this is akin to targetting the higher-level intimacy for raising or lowering. Only a single willpower is needed to negate both Instill attempts (EX: If an Alchemical is targeting someone with a defining intimacy of hatred towards his home nation and no intimacy towards the Alchemical, he may activate this charm to both reduce the defining intimacy by

one level and instill a minor intimacy towards the Alchemical with the difficulty of reducing a defining intimacy)

*Life Flash Retrospective* (Charisma 6, 4XP): Just before they die a person's life flashes before their eyes. Just before the Champion moves into kill them they notice that his blow veers off course at the last second. The Perfected Union Patterning making it so this image remains at the forefront of the opponent's mind. If the Alchemical incapacitates an opponent and elects not to kill or maim them they may treat their Inspire attempt as being benefited from a defining intimacy. If the Alchemical has Skill Forging Coalition, then he may treat completing a task that an onlooker considers to be a life-changing task to be enough instead (EX: Defending their one true love from Gremlins or getting a permit *Magnum Opus* art piece to be displayed in the city). This charm can be used once per opponent per story. At Charisma 7 Essence 3 the Alchemical may use this submod to instill a defining intimacy once per story which may be reset after meeting a reset condition that counts as a life-changing goal.

## ROGUE CELL ISOLATION PROTOCOLS

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

**Keywords:** Exemplar 1

**Duration:** Instant

**Prerequisite charms:** None

Inappropriate sentiment is disruptive to the routines of the Realm of Brass and Shadow. Lumpen should not be unduly pitied, heretics should not be coddled, and personal sentiments must never be placed above the well-being of god and state.

This Charm takes the form of a chrome and soulsteel plating surrounding each eye and extending just beyond the edges of their sockets. When charged with Essence, these hard and pitiless surfaces create a hall of mirrors effect in which the victim's reflection joins the flickers of tortured souls that seem to extend to infinity. Upon using this charm to supplement an Instill, Persuade, Bargain, or Threaten action the Alchemical may treat an intimacy used to bolster resolve as one lower than what it normally is, while Minor intimacies only provide a single bonus point of resolve. Intimacies used at decision points remain unaffected. Only intimacies directly representing hatred towards the Champion or those magically boosted (Such as those protected with Heretical Dogma Lock) are immune to this. Additionally, the Alchemical may use this charm on herself to rid herself of minor intimacies automatically, no roll is needed for this.

**Submodules:**



*Morale Draining Gaze*: Even the most hotheaded of people take pause when the cold gaze of the Soulsteel caste washes over them. When being targeted by an attack that uses its intimacy to provide some sort of damage or bonus, the Alchemical may activate this charm after the attack has been declared to lower the intimacy intensity by one.

*Enhanced Threat Database* (Manipulation 5 Essence 2): If the Alchemical fails a threaten action, he may then attempt to threaten the target again without needing to reset whenever she uses this charm. This can be done once per opponent per story.

*Instructive Fear Resonator* (Manipulation 4, Essence 2, 4xp): Whenever a instill action supplemented with this charm lowers an intimacy by a single step or gets rid of a minor intimacy, it also leaves behind a minor intimacy of fear towards the alchemical if none existed previously or increases the amount of fear a target had toward the Alchemical previously by increasing its intensity from minor to major and major to defining if the Alchemical's drops a defining intimacy in intensity. As a Compulsion, the victim cannot remove this Intimacy by spending scenes attempting to overcome his fear and must apply her resolve and spend Willpower to resist all external influence that would cause him to lose it as a normal intimacy it's level. Removing the Intimacy ends the Compulsion.

*Emotional Irrelevance Systems* (Manipulation 5, Essence 3, 4xp): Characters who have either lost an Intimacy from the Charm or have their intimacy lowered by a level remain affected by a Compulsion requiring one Willpower to have their own actions in a given scene count toward rebuilding the Intimacy. The Compulsion ends once the Intimacy is rebuilt and does not affect others' attempts to rebuild it through persuasion or other means

*Flash Neuralyzer Device* (Manipulation 5 Essence 2): Sometimes it is necessary for the Alchemical's to remove evidence for the good of the state, and sometimes spies need to leave witnesses alive. Rogue Cell Isolation Protocols may use this charm with an instill action, treating memory of the last scene as a minor intimacy. If she succeeds, the target is dazed and susceptible to claims, and will automatically believe them if the claim is believable, such that the crash site isn't an advanced enemy war drone, but a crashed weather balloon. A rule of thumb is that the victim will believe claims that'd give -1 social penalty automatically, but more outlandish tales require the proper evidence or convincing by a social roll. This dazed state lasts for 15 seconds normally, allowing the Alchemical to give a brief statement of what the victim believes and possibly gently tell them to leave the room after. If the victim is attacked during the daze, the daze immediately ends and their belief is reasserted.

## TRANSCENDENT BRUTALITY PROGRAMMING

**Cost:** 3m [1m]; **Mins:** Manipulation 4, Essence 2; **Type:** Supplemental

**Keywords:** Internal, Stackable

**Duration:** Instant

**Prerequisite charms:** Rogue Cell Isolation Protocols

This dreadful Charm consists of a set of retractable soulsteel hooks set into the fingertips, subdermally wired to its prerequisite. The hooks may be extended for use or retracted by “drawing” them as weapons without activating the Charm. When drawn, the hooks cease to be internal and have the traits of mundane tiger claws with the Piercing tag. When Transcendent Brutality Programming is activated to enhance attacks made with its physical components, however, the hooks become terrible instruments of torture and will breaking. If a **decisive** attack hits using this charm and claws, the target loses one Willpower as long as they take one level of damage and during the next night of sleep, the victim must roll willpower with a -1 penalty to actually regain willpower. The difficulty of this roll is one, but the penalty may make things difficult, as the roll is accumulative, adding another -1 penalty that stacks with the previous one. If the victim has no Willpower point for the Charm to drain, she temporarily loses a dot of Willpower instead (to a minimum of Willpower 1). Lost dots return at the rate of one per day of restful (i.e., non-penalized) sleep.

#### **Submodules:**

*Confessional Scream Extractor* (3xp): Whenever this Charm takes a dot of Willpower, the victim reveals an Intimacy of her choice to her torturer by screaming it in her native language. This is a Compulsion costing only one Willpower to resist, but this cost is generally moot given that she has no Willpower to spend. The victim may not choose to reveal an Intimacy she has previously revealed to the Alchemical this way unless she has no secret Intimacies left.

*Lingering Horror Scars* (4xp): Targets who lose any dots of Willpower from this Charm automatically gain or reassert an Intimacy of fear and associated Compulsion as described in the Instructive Fear Resonator for Rogue Cell Isolation Protocols.

*Torturer Satisfaction Engrams* (Essence 3): Whenever this Charm takes a dot of Willpower from a victim, the Alchemical regains one Willpower point. In addition, all time the Exalt spends actively and deliberately inflicting suffering to those who have broken the laws of the Great Maker is considered meditation for the purposes of Essence recovery. Apostates respire the screams and sublimated tears of those faithful to the Great Maker instead.

*Procedure Reset Protocols* (Manipulation 5): If something at first doesn't succeed, try and try again. Whenever the Alchemicals knocks a creature into a new wound penalty with this charm he immediately treats himself as resetting the conditions for Threaten.

*Alternate Torture Methods* (2 XP): This submodule allows the Alchemical to use this charm validly with any sort of brawling aide or unarmed so long as the attack is stunted in a way to inflict as much pain as possible. This submodule allows the charm to be used with Martial arts so long as they are unarmed or use brawling aides.

## CLARITY OF THOUGHT DEMONSTRATION

**Cost:** 4m 1WP [1m]; **Mins:** Manipulation 5, Essence 3; **Type:** Supplemental

**Keywords:** Exemplar 1, Internal

**Duration:** Instant

**Prerequisite charms:** Rogue Cell Isolation Protocols

It is through Clarity one's one actions are officially judged by the ultimate metric: Efficiency and logic. Any other line of thought is foolhardy and ill advised. Upon activating this charm Rogue Cell Isolation Protocol's activate showing the Alchemical's opponent his own foolhardy nature. When used on an Instill or Persuade action can only channel intimacies so long as they relate to the principles of clarity. Rash, foolhardy, or emotional based actions cannot be used. Opponents need to use logic to resist.

Charms that magically reinforce intimacies, such as Righteous Lion Defense, can be used normally despite this charm.

### Submodules:

*Clarity Installation Procedures:* Whenever the Alchemical successfully uses this charm he leaves behind or bolsters a current intimacy of Clarity on the opponent. It functions the same way as clarity intimacies do for Alchemicals but is a mundane intimacy in every way.

## PHEROMONE REGULATION SYSTEMS

**Cost:** 4m [1m]; **Mins:** Manipulation 3, Essence 1; **Type:** Simple

**Keywords:** Internal

**Duration:** One Scene

**Prerequisite charms:** None

A set of micro-pumps and artificial glands implanted beneath the Exalt's skin allow her to synthesize and exude psychoactive biochemical fragrances that accentuate particular emotions. The Alchemical may make an inspire roll to generate any specific emotion against everyone within medium range of the Alchemical or (Appearance x10) meters (if exact measurements are desired) adding an additional (Essence) dice to the attempt. If successful anyone who attempts to take any action that contradicts the emotion takes a -2 penalty to all non-reflexive actions. Mortals are especially vulnerable to this, forcing them to use a major intimacy or higher to defend against the influence, minor intimacies simply cannot be used. Any new target that enters within the Alchemical's range is treated to an immediate Instill effect. The Alchemical can also use this charm in battle, attempting to inspire calm in an opponent then them attacking causes all of their attacks to have a -2 penalty so long as they remain within medium range of the Alchemical.

Alternatively, the Alchemical may use this Charm to mask her own scent entirely. Doing so causes mundane attempts to track the Alchemical via scent to automatically fail. Charms that enhance scent or creatures with strong scent capacities (such as wolves) treat this as a -2 penalty instead.

#### **Submodules:**

*Instinctual Aversion Formula* (4xp): As desired, the Alchemical may exude chemical repellants. Natural animals in range experience a subliminal unnatural to leave the radius of effect and not return for the rest of the scene unless they pay one Willpower to remain. Such beings will not generally resist without a very good instinct-driven reason, such as to protect their offspring or mates.

*Biochemical Lozenge Machine* (Essence 2): The Exalt can distill a specific emotion into a single gelatinous pill as an alternative to normal activation. This pill emerges from a port just below the Exalt's stomach and retains its potency for one month. Anyone who consumes the capsule gets the benefit of the Charm as though she activated it but can only apply the one emotion. These Poison effect pills cannot be tasted or smelled by human-range senses when dissolved into beverages. Doses do not stack in either case, and both types of pills are worth Resources •• apiece. A single dose is easily enough to spike an entire bath tub full of liquid, there is no danger of overdosing on this "drug".

*Unnatural Emotion Strengtheners* (Manipulation 5 Essence 3): The intensity of emotions generated by this charm go above and beyond normal emotions, making it crack even the strongest of poker faces. Before the Alchemical rolls the social attack against someone affected by this charm the affected influence costs an additional willpower point upon using a decision point. In addition, they take a -2 penalty to their Guile.

## UNOBTUSIVE REPARTEE BAFFLES

**Cost:** - (2m); **Mins:** Manipulation 2, Essence 1; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** None

This Charm takes the form of a series of Essence-draining soulsteel coils linking the Exalt's Essence reservoir and her throat, interspersed with red jade filtration baffles. While this device is installed, the Alchemical may pay an extra two-mote surcharge when invoking any Social Attribute Augmentation or social influence charm to prevent any Essence spent on it from adding to her anima banner display, effectively adding the mute keyword.

## MOTIVATIONAL VOCODER

**Cost:** 10m 1WP [1m]; **Mins:** Charisma 5, Essence 3; **Type:** Simple

**Keywords:** Psyche

**Duration:** Instant

**Prerequisite charms:** Any two of the following: Unconditional Imperative Programming, Patriotism Provoking Display, Perfected Union Patterning

This Charm takes the form of a delicate half torc anchored by a rivet in the throat. The Champion makes a social attack against a single target within one yard using ([Charisma or Manipulation] + Presence), in which he extols the virtues of one of his defining intimacies or his state to a target at close range. Those who fail are treated as if they have a defining intimacy towards the Champion or some organization he represents and will do what they can to help accomplish his goals or those of his state. This does not stop them from hating the Champion, but it makes them grovel, beg, or do other behaviors as otherwise mentioned. A character can act against this influence for a scene by using a defining intimacy that goes against the Alchemical with a decision point and can be used once per day per intimacy in this regard. This condition last for (Essence) days. This charm cannot be used while in battle.

While powerful this is still a normal intimacy for all other intents and purposes. If the intimacy disappears then the magic of this charm disappears.

## Submodules:

*Faithful Servant of the Populat:* Those who witness the Alchemical performing some sort of activity on behalf of his state. Upon completing some action on behalf of the state or helping others, such as vanquishing a Gremlin or repairing a boiler, the Alchemical may activate this charm with a discount of (Champion's permanent essence) notes. Furthermore when used in this method the greatness of the champion is unquestioned as it is demonstrated before their very eyes. The target takes a penalty of (Champion's Essence/2) to this Resolve. Lastly, the Alchemical may use this charm in battle now so long as he activates it with the method above.

*Noetic Signal Booster:* The Charm may be used at standard speaking range for a social attack. A second installation of this submodule at Essence 5 allows it to be used in conjunction with a Performance based attack, but an area-effect use wears off on its own after a day, even if unresisted.

*Motivational Booster Signal (Charisma 7):* This subliminal messaging device is a special tone that is designed to invoke subservience in others. The duration of this charm is increased to Indefinite, lasting as long as the Alchemical wishes. Additionally, any request asked by the Alchemical or his nation takes on additional willpower to resist.

## PERSONALITY OVERRIDE SPIKE

**Cost:** 5m 1WP [1m]; **Mins:** Manipulation 4, Essence 1; **Type:** Supplemental

**Keywords:** None

**Duration:** Until Released

**Prerequisite charms:** None

This Charm constitutes a spike mounted in one of the Alchemical's limbs, which can be extended or retracted at any time for free just like a normal weapon. The probe may be stabbed into a victim as a stiletto (stats of a mundane light weapon with the Lethal, Natural and Piercing tags) or inserted without damage into a willing or restrained subject (including those held in a clinch). The spike is not intended to serve as a weapon, however, but rather as an instrument of mind control.

This charm may be invoked when declaring a grapple gambit. If successful, the spike enters the body of the victim and unleashes hundreds of Essence-sculpted microscopic automata that rapidly thread their way through nerve bundles to the spine and up into the brain, forcing his victim immediately into a mindscape. From here on out the action is

resolved as a normal clinch, only the Alchemical uses her ([higher of Manipulation or Wits] + Presence) to control and the defender uses (Wits + Integrity) to resist.

If the Exalt wins, she may deploy the psychic equivalent of a hold action, forcing the victim into an empty mindscape marred only by his own psyche and a vague awareness of the Alchemical's presence, or it can be whatever the Storyteller wants for coolness factor for Inception style stuff. A victim trapped in his own mind still perceives the outside world, as they can still move somehow and if in danger (such as being targeted by an attack) then the brain will make a metaphor of the attack in his mind, so they can dodge it in the real world. If the victim wins, they immediately leave the psychic landscape and may use physical attributes again as normal (In case of a clinch reversal). Crush actions against the victim in the psychic landscape are also possible, and they can be of whatever shape the Alchemical wishes. The pool for these attacks is the Alchemical's (Charisma/Manipulation + Presence) with the opponent using their (Wits) as 'dream soak'. Magical soak boosts this value. However, the damage in the real-world body will be of only bashing.

### **Submodules:**

*Mind Crush* (Strength 3, 3 XP): This submodule allows the Alchemical to perform lethal crushing actions against her target.

*Adamant Optic Efficiency Wires* (Manipulation 6 Essence 3): This replaces the materials of the nanobots and wiring used by the personality spike into thin strips of adamant, greatly increasing the efficiency of the Spike. When used once in a scene, the cost of using it against mortals for the rest of the scene is reduced to a single mote.

*Collective Memory Implantation* (Essence 2): The Alchemical only needs to pay the cost of Personality Override Spike once if he wishes to use this on a selected group to all have roughly the same memories using other charms up to a maximum size of her (Essence/2). How the Champion accomplishes this is left up to her own ingenuity.

*Clinch Link Systems* (Strength 3, 2 XP): The Alchemical may use grapple charms to improve mindspike grapple chances and damage as if it were a normal grapple. Gambits remain the same and unaltered.

*High Powered Mind Crush* (Colossi): The Colossi version of this charm is not only tailored to connect to creatures greatly smaller than himself with no penalty but contains far more power, those without magic have little hope of resisting. Unless the opponent has some sort of magic to resist (EX: Charm or excellency) the Alchemical makes her control roll uncontested.

## ASSASSIN TOOL RECONFIGURATION

**Cost:** - (4m) [1m]; **Mins:** Manipulation 4, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** Personality Override Spike

The Alchemical's Personality Override Spike is reconstructed using the Alchemical's native magical material, allowing it to be far more effective in combat. This gives the Personality Override Spike the traits of a light artifact weapon for a reflexive commitment of 4m so long as the weapon remains out. It has the Brawl, Lethal, Natural, Melee and Piercing tags.

### Submodules:

*Rapid Memory Extraction Protocols* (3 XP): If a Champion kills someone with the Personality Override Spike, the Champion is immediately allowed to ask any one question which the target is forced to comply with. Questions such as, "What are the codes to stop the manse's self-destruct sequence?" are perfectly valid. The only way a dying person can keep their information secret is if they have a charm akin to Righteous Lion Defense, which will allow them to take such knowledge to the grave with them.

*Sectional Downloading Procedure* (Identity Recalibration Signal): While the Alchemical is still not able to instantly download memories into an opponent en masse, she is still able to accomplish such things over time. Every time the Alchemical does damage with Personality Override Spike the Alchemical can make a reflexive Read Motivation action against the opponent to learn of any intimacies. If lethal damage is done then such intimacies do not need a relevant context nearby to be read, as the Alchemical pulls such information from their mind.

## IDENTITY RECALIBRATION SIGNAL

**Cost:** - [1m]; **Mins:** Manipulation 5, Essence 2; **Type:** Permanent

**Keywords:** Psyche, Internal, Stackable

**Duration:** Permanent

**Prerequisite charms:** Personality Override Spike

This Charm expands its prerequisite, allowing the Alchemical to laden successful crush attack with powerful influence that reprograms the opponent's mind. By taking an action



that is basically a crush, this works whenever the Alchemical makes a successful gambit at a difficulty of the opponent's base Resolve. There is no need to roll to hit, only the initiative needed for the gambit needs to be rolled. Success allows the Alchemical to apply the following modifications, once per successful gambit:

- *Intimacy*: One minor intimacy may be added or removed at the Alchemical's leisure, which the Alchemical knows what was removed. A minor intimacy may be brought up to a major intimacy after two successful gambits in a row or a major brought down to a minor with the same effort. Defining intimacies cannot be altered at this level, but they can be socially attacked in the landscape if the Alchemical wishes.
- *Memory*: The victim can be made to forget a specific contiguous period of memory covering as much as five years or all memories associated with an Intimacy the Charm has excised. The Exalt does not learn the details of the memories she deletes. This is counted as an illusion effect.
- *Willpower*: The victim gains or loses a dot of permanent Willpower (maximum 8, minimum 1). For Exalted the dot only remains lost for a week and can be healed as a minor derangement.

When the Exalt is finished, the spike slides painlessly free. The effects are permanent as applied to mortals, who can recover lost dots of Willpower by spending the requisite experience and a month per dot to heal their torn psyches. Essence users can pay four Willpower at any time they are reminded of lost memories to restore a diminished memory to its original rating instead and can pay this cost in installments. Adding Willpower dots is a Training effect for mortals, but Essence users can choose to apply a Training effect or a one-day temporary boost when they gain a dot. Essence users can recover lost memories by seeking out reminders of them or otherwise spending scenes building an Intimacy to the memory. Once the Intimacy forms, it dissolves as the memory returns.

### **Submodules:**

*Memory Deletion Surge* (Manipulation 6 Essence 3): When the brain is experiencing shock that comes with being at the brink of death the Alchemical can employ this charm to wipe all memories from the opponent. Whenever the Alchemical incapacitates an opponent with Mindspike she may elect to use the charm to impose total retrograde amnesia, forgetting their entire lives. Lost memories do not return normally. This is treated as a defining derangement for the purposes of healing magic.

*Memory-Deletion Surge:* Whenever the Alchemical crashes an opponent using Mindspike (Even by crushing or by assassin's tool) they may pay 5m to immediately execute a successful memory gambit and the Intimacy or Memory option of this charm.

## MIND-RIPPING PROBE

**Cost:** - [1m]; **Mins:** Manipulation 5, Essence 3; **Type:** Permanent

**Keywords:** Psyche, Internal, Stackable

**Duration:** Permanent

**Prerequisite charms:** Identity Recalibration Signal

This Charm expands its prerequisite, adding the following options to the list of actions the Alchemical may take while crushing a victim's mind:

- *Essence Drain:* The Alchemical rolls (Manipulation + Lore), transferring the successes as motes to her own reservoirs. Stolen motes beyond her capacity to contain crackle in her anima as though she spent them from her Peripheral Essence pool.
- *Memory Extraction:* She may read the victim's memories, posing a question that is involuntarily answered as the target's mind flashes vignettes of pertinent experiences. If she reads a patch of blank or magically altered memories, she also recognizes them as such but does not gain any insight into what was originally there. Note that "What memories are false?" and "Do you have gaps in your memory?" are valid questions to locate tampering, since the victim's mind knows the answers even if it isn't aware that it does.
- *Spirit Absorption:* If the victim is a spirit of lesser Essence and has no motes remaining, the Alchemical may force it into a dematerialized state and implode its being through her spike and into her soul. The spirit effectively does not exist while contained in this fashion and cannot be interacted with, save that the Exalt can clinch the spirit using Personality Override Spike and successive Charms as though it were currently pierced for no activation cost. If the spirit wins control of the grapple, it merely buys itself a day in which it cannot be further molested in that fashion. Unless they are being psychically probed, captive spirits are otherwise held in stasis in the same blank mindscape the spike imposes. One can be voluntarily released by extending the spike and spending one mote to force it out, emerging with the same traits as it entered with as modified by any additional psychic trauma inflicted upon it. There is no limit on the number of spirits that can be contained this way, but the death of the Alchemical also permanently kills all her captives.

## MEMORY IMPLANTATION SURGE

**Cost:** - [1m]; **Mins:** Manipulation 6, Essence 3; **Type:** Permanent

**Keywords:** Psyche, Internal, Stackable

**Duration:** Permanent

**Prerequisite charms:** Mind-Ripping Probe

This Charm expands the function of Identity Recalibration Signal, adding the following options to the list of actions the Alchemical may take while crushing a victim:

- *Craft Memory:* She may alter the victim's memory by dedicating **gambit** actions doing so. A gambit with a difficulty of the opponent's Resolve if enough to make superficial changes, such as "you arrived to work on time today," where in fact the subject had been late to his shift but had not been discovered or reprimanded. A difficulty of (Resolve + 2) allow gross changes that need not mesh with associative memory continuity. For example, "You Exalted as one of the Anathema this afternoon," where in fact the subject took a nap. A difficulty of (Resolve + 3) allows one sweeping change that permeates throughout the victim's memory, such as "You were the son of a Dynast," where the subject is a peasant. (Resolve + 4) allows for the complete rewriting of a segment of memory up to five years long, doing this while the opponent is crashed allows the Alchemical to completely reconfigure the victim's life story. Victims confronted with evidence of false memories may spend one Willpower to remember the truth behind them for one scene. Once a victim has spent a total of (Alchemical's Manipulation) Willpower this way (or half that [round up] if an Essence user), her memories are fully restored.
- *Restore Memory:* The Alchemical may restore false or deleted memories she has located. She does not have the option of previewing the truth behind such mental alterations before returning them to her patient, although the option of altering them again remains available if they prove inconvenient.

### Submodules:

*Mind-Pattern Restoration Algorithms:* This submodule allows the Alchemical to not only search for broken memories, but also for any sort of unnatural, magical, illusionary, or otherwise sorcerous mental influence the subject may be under. Upon finding evidence of some supernatural mental influence or any other sort of effect. The Alchemical may then pay 5m 1WP to cleanse all unnatural effects on his target that he has discovered. Illusion

effects may or may not be restoring depending on what the storyteller believes, but at the very least the target will realize the extent of the illusion she was previously under. A repurchase at Manipulation 7 allows the Alchemical to cure any mental mutations except for Gremlin Syndrome as a shaping effect.

## SUBSIDIARY PERSONALITY IMPLANT

**Cost:** - [1m]; **Mins:** Manipulation 5, Essence 3; **Type:** Permanent

**Keywords:** Psyche, Internal, Stackable

**Duration:** Permanent

**Prerequisite charms:** Identity Recalibration Signal

This Charm expands its prerequisite, adding the following option to the list of actions the Alchemical may take while modifying a victim:

- *Defining Intimacies:* The Alchemical may now add defining intimacies or lower them down by one with a successful memory alternation gambit. A major can become a defining and a defining can become a major one. This damage can be undone by spending a point of willpower for a scene when presented with evidence support the intimacy. It is broken when (Champion's essence) willpower are spent.
- *Hidden Self:* The Alchemical may design a new suite of Intimacies, then implant them subliminally into her victim. This new personality will emerge for the duration of one scene at some point in the future, replacing the victim's real Intimacies in response to a pre-set stimulus. Examples of potential stimuli include sunrise on the first day of Calibration, when you receive orders to attack the Lap and upon hearing someone ask if it snows often in the summer. The victim must be aware of a stimulus in order to react to it. In the preceding example, the effect would not trigger at dawn on the first day of Calibration if the victim were locked in a lightless oubliette without a calendar. It takes five consecutive gambit actions to complete this. Victims have an opportunity to spend four Willpower to resist the effect when it triggers. Implanting such a suggestion is a gambit with a difficulty of 8.
  - **Make it so you need to install a defining intimacy first?**
- *Force Persona Switch:* If the character has any sort of persona-based magic or anything like it the Alchemical may activate this gambit that has a difficulty the active persona's current Resolve. If successful, the Alchemical may force the opponent to switch out her persona with any other active ones in her library and cannot switch back for a number of days equal to the threshold successes on the gambit

## SAFE MODE REBOOTING PROCEDURE

**Cost:** - [1m]; **Mins:** Manipulation 5, Essence 3; **Type:** Simple

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** Personality Override Spike

It's a sad fact that even the Champion's of Autochthon are sometimes swayed by honeyed words of enemy nations or lies of the Gremlin menace. To combat this, this charm adds an additional function to the Champion's Personality Override Spike, allowing them to use the charm on themselves. To do this, the Alchemical activates Personality Override Spike with an additional willpower and immediately falls into a controlled coma. The Champion is completely ignorant of any events happening in the outside world and is considered inactive in it. What happens to the Champion however is that all of her systems reboot, but only in a special mode which only allow the most essential components of the Alchemical's soul to function. This allows the Alchemical to not only notice any influence that is unnatural/magical/sorcerous but allows her to terminate it at her leisure. Additionally, she is able to do other alterations to herself based on whatever other charms enhance mindspike can do, only needing actions and time to do so, not needing any gambits. The Alchemical could craft false memories for herself or make a new identity so real that she herself could possibly never know she was a Champion, though it is advised to make triggers that will make her recall her old memories if needed. No force can stop the Alchemical from using this charm. This charm may be used once per story but may be used again if the Alchemical makes an entirely new identity for herself or gives complete amnesia. Storytellers are encouraged that if players try to shortcut the system (Such as making a trigger that the rest of the group knows to use whenever the Alchemical makes false memories after only being in this charm for an hour) to make any purged influence also return. Such influence could be rooted out of the Alchemical's systems but it would take time to do so.

### Submodules:

*Synaptic Recalibration* (1 XP): The Alchemical may choose to 'cash out' all of her abilities into XP and choose to purchase all new abilities for her secondary persona. This only affects her abilities, as attributes for Alchemicals are largely physical thus beyond the purview of this submodule.

## REMOTE DOMINATION SPIKE

**Cost:** - (1m, 1 lhl) [1m]; **Mins:** Manipulation 6, Essence 3; **Type:** Simple

**Keywords:** Psyche

**Duration:** Permanent

**Prerequisite charms:** Personality Override Spike

*Assuming direct control*

When using the mindspike charm the Alchemical may choose to pay a single lethal health level to voluntarily snap off the spike inside the opponent, the majority of the spike melting away until only a small nodule remains. This is a gambit on the opponent whose difficulty is equal to the target's remaining health levels. So long as this small nodule remains inside the victim the Alchemical may pay a single mote to share the victim's senses, experiencing everything they are experiencing for the rest of the scene regardless of distance or barriers. Victims may make a reflexive Read Intentions roll against the Alchemical's Guile to know that their senses are currently being hijacked, which they may pay a single point of Willpower to block the Alchemical access.

But this charm has a far more insidious method, in which if the Alchemical pays the cost of Personality Override Spike they may take total control of the target. The Alchemical uses all of the target's physical attributes but the Alchemical may use their own social or mental stats. This is far more difficult to overcome. The target must pay one willpower in order to avoid taking an action and only when it conflicts with a defining intimacy. Upon paying (3 or Essence, higher) willpower resisting the target becomes immune to further takeovers for a week.

This charm however remains inside a target until the nodule is surgically removed with a Intelligence+Medicine roll with a difficulty of (Alchemical's Essence or 3, higher) or when the Alchemical wills it, the nodule breaking down harmlessly in the target's bloodstream. The Alchemical may only have a single nodule installed at any such time. The Alchemical can use this on magical creatures but cannot use any non-permanent charms.

### **Submodules:**

*Spiritual Augmentation Reinforcement* (Intelligence 4): The Alchemical may now use his excellencies when taking over the body of a spirit. The maximum number of dice they may add is the lower of the target's attributes or the Alchemical's (Make a guess for quick NPC's). If the target is a machine spirit or in some way mechanical the Alchemical may add any First Augmentation installations, they have to their dicepool as charm dice. A repurchase of this submodule allows the Alchemical to use any charms the spirit has so long as the Alchemical meets the Essence requirement.

## THOUSANDFOLD COURTESAN CALCULATIONS

**Cost:** 5m 1WP [1m]; **Mins:** Appearance 3, Essence 1; **Type:** Reflexive

**Keywords:** Internal

**Duration:** One Scene

**Prerequisite charms:** None

*I'm just a love machine*

Yes, it's the charm you've been waiting for.

A tiny crystal nodule wrapped in hair-thin filaments of red and green jade is implanted in the Exalt's brain. When tapped, this vast database of sexual techniques and provocative innuendo allows the Alchemical to project a subconscious impression of focused carnal intent, making her an object of intense desire. When this charm is active, seduction againsts against a target are always a valid option, needing no intimacy or emotion to key off when using instill, bargain, persuade, or if you can somehow pull it off as a seduction, threaten. Furthermore if the Alchemical has more appearance than the target, than an amount of dice equal to the amount of times the (First Appearance Augmentation) is installed are automatically converted into automatic successes. If it isn't installed or the opponent's appearance is higher, than the Champion gets one bonus success that counts towards charm limits. Just remember the Red rule kids, and if a player is being a creep with this charm the storyteller is free to hit the player up the side of the head with the nearest rulebook. No, I'm serious, they're allowed to do it, but I'm sure as shit not accepting responsibility for either party.

In addition to radiating sexuality, the Exalt becomes peerless at the art of lovemaking. Hypnotic body rhythms, exotic sex organs, and inhuman muscle control first entrance partners during the act of consummation, then bring them to exhausting climax, leaving them smitten and easily influenced. Any social attack by the Alchemical whispered in the ear mid-coitus or up to one hour following worms deep into the target's psyche, penalizing their Resolve by -2. If the action involves the Alchemical (Such as attempting to instill an intimacy towards the Alchemical or Read motive to know if they like the Alchemical), then the action gains one automatic non-charm success. If the Exalt imposed unwanted sex on the target through physical force, none of these benefits apply. ...Unless they're a masochist.

### Submodules:

Get a snack, you'll be here awhile.

*Synthetic Bliss Engrams* (4xp): The Alchemical's Thousandfold Courtesan Calculations enhance any post-coitus social attack meant to build an Intimacy of lust or infatuation towards him, causing the target to automatically form the Intimacy at Defining strength for (Essence or Appearance days, whichever is higher) if he fails to defend or resist. At Essence 3 a repurchase this increase from days to weeks.

*Ultimate Ador Upgrade* (Appearance 5 Essence 2): The duration of the charm is changed to indefinite.

*Instinctive Lust Resonator* (Manipulation 4 Essence 2 4 XP): This submodule is the same as Instinctive Fear Resonator from Rogue-Cell Isolation Protocols, but instead of an intimacy of it makes an intimacy of lust or love and is activated whenever the target gains an intimacy of lust or love towards the Alchemical when Thousandfold Courtesan Protocol's is activated. If the Champion already has Instinctive Fear Resonator then this submodule only costs a single experience point.

*Courtesan's Pillow Talk Download* (Personality Override Spike): With this submodule, the Alchemical may use Personality Override Spike in a more discreet and intimate fashion. Personality Override Spike may be used during a sexual encounter discreetly, a person only realizing the Alchemical was attempting to manipulate their memories if they break free from the mindspike. Secondly, when using Mindspike in this measure, the Alchemical may use her (Appearance + Performance) if that is beneficial. To gain initiative to use the Mindspike, the Alchemical makes (Appearance + Performance) rolls to damage instead of the normal roll. If the victim climaxes, then the Alchemical gains initiative as if the target crashed.

*Noi Emulation Programming*: The Alchemical's movements during lovemaking are further refined in emulation to the Alchemical god of Noi, her motions and touches as fluid as the Minster of Oil himself. The Alchemical may use her Appearance in any roll assisted in lovemaking, from social attacks, resisting poisons, longevity, and sexual performance. In addition they may turn any specialty dots involved in Lovemaking into automatic successes.

*Temptress Protocols*: Many who have slept with a champion even forsake their own nation in exchange for the Champion's own. If the mid-coitus influence is triggered, then the Alchemical may treat any social attack promoting her state of some agenda which she is a part of as if she is installing an intimacy of lust within her target.

*Harem Sorting Functionality* (Appearance 4 Essence 2): The Alchemical's Thousandfold Protocol Technique is upgraded to include things such as multiple partners. The Alchemical may deliver social attacks post or during coitus to every single member in a



social group, provided the Alchemical has sex with all of them. This may be a part of a dramatic action.

*Biological Beneficence Rewarding Technique* (Manipulation 4): The Alchemical may encourage members of the state for a reward if they work hard enough. This submod enhances Thousandfold Courtesan Technique, in where the Alchemical can promise a mortal belonging to her state a reward for their actions, which if successful gives them an additional (Manipulation/2) successes that may be used on any actions promoting the state for (Manipulation) days. If the Alchemical has direct intercourse with them, this bonus is increased to (Manipulation) successes. The total amount of successes a mortal may apply on his actions may not be more than the mortal's (Attribute + Ability)/2. At Essence 3 the Exalt may use this charm on Exalts in a way, in where the bonus the Alchemical gives is only a onetime bonus of dice with the amounts and conditions listed above and may roll these dice after an action has been rolled. If used on an Exalt which strongly resonates with their material, such as an Orichalcum caste with a Solar or another Orichalcum caste, then the Exalt gains (Champion's Essence/2) successes to any actions for (Manipulation) hours that may be spread around as mortals use them, but only once per day and only when performing actions on behalf of the Exalt's state of some agenda she promotes.

*Masochism Protection Buffers* (Stamina 3, any Survival charm, 4 XP): The Champion's body is lined with a special skin which greatly increases the champion's durability within a bedroom setting. Any sort of sexual action, no matter how intense, will not cause the Champion harm so long as Thousandfold Courtesan Calculation's are active so long as the target is not attempting to inflict some sort of intentional, long lasting harm to the Champion on purpose. A furious romp room to room while smashing through walls will trigger no damage, but making love then having a bolt of Lightning Strike from a nearby panel would hurt. Making love to a Terrestrial in full anima flare would not hurt the champion however, nor would attempting to make love to an Oloorong who is instead made of acid. At Essence 3 the Alchemical may even take objects inside of them that would skewer or split them apart. If a target is too feasibly large enough to take, the Alchemical will still be able to somehow sexually satisfy them so long as the remotest possibility exists.

*Perpetual Lovemaking Engine* (Stamina 5 Essence 2): The Alchemical's lovemaking routines are upgraded so that the action takes almost no effort whatsoever for the Alchemical. Lovemaking rolls for the Alchemical are effortless and may flurry them with any other action without penalty such as making up new policies in her head during the act. If Tireless Pneumatic Musculature is also active at the same time the Alchemical may count acts of lovemaking as rest, allowing her to go indefinitely.

*Passion-Reading Empathy* (Perception 3, 3xp): More secrets spill out in the bedroom than in the interrogation chamber. Whenever the Alchemical engages in sexual intercourse with a character while Thousandfold Courtesan Calculations is active, he may reflexively make a roll to read that character's motivations and counts such a character as if they were unaware of the Alchemical's presence. Alternatively, she may force a reset on a Read Motivation action by making an (Appearance + Performance) roll that exceeds the opponents Resolve, representing an act of lovemaking that makes them stunned in the process.

*Gentle Giant Programming* (Colossi): Normally the Colossi's size and power makes it virtually impossible for any kind of safe and intimate moments. With this submodule a Colossi is capable of being romantically involved with her partner without any sort of damage or discomfort. How exactly this is accomplished is best left up to the players and Storyteller if they feel the need to explain such a thing.

## KUNOICHI ASSASSINATION PROTOCOLS

**Cost:** -; **Mins:** Appearance 5, Essence 2; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** Thousandfold Courtesan Calculations, Secondary Sensory Upgrades (Tympanal Receptor Nodes)

Champion's with his charm are loved by those intimate with them and feared by their enemies. The Champion's bodily fluids are infused with microscopic machines that attach to the erogenous zones of those they are currently intimate with, greatly expanding their sense of touch. Aside from being one of the greatest lovers, this allows the Alchemical to apply the benefits of Keen Touch Technique to his loving making sessions, adding two bonus successes to the act, in which the partners climax erupts to the strongest they've ever had in their lives. If the Alchemical has Expanded Input Processor, then she may also add four bonus successes on her roll, which can be used for social attacks against a target once per story (Though if wishing to measure performance it always remains active).

Mortals are in active danger if this charm is used on them however, for if the Champion wishes they may kill their lover by overloading their nervous system. If the Alchemical scores more than (Mortal's stamina x2) successes on the roll, the mortal immediately dies (This roll does benefit from Secondary Sensory Upgrades). Those attempting to determine the cause of death suffer a penalty of (Alchemical's Essence) to the medical roll, and failure merely shows up as a heart attack or stroke. Even if this option isn't used,

mortals are left numb after the encounter, with a -2 penalty to all actions for a day. This charm will not double the successes for Courtesan's Pillow Talk Download.

### **Submodules:**

*Execution Masking Program:* Anyone analyzing the corpses left behind by this charm count each 1 rolled as one less success on their roll.

*Stimulation Overload Process* (Appearance 7): Those who spend time with the Champion find everything that comes after pale in comparison. If the Alchemical scores three threshold successes over the opponent's Resolve when she attempts to instill an intimacy of lust in them she may instead big the opponent the Obsession (Lust) derangement on the target. This can be upgraded as if it were a normal intimacy and for the purposes of social combat does count as a valid intimacy. The Alchemical must have both prerequisite charms activated to activate this charm.

*Dematerialization Essence Shock* (Intelligence 4): The Alchemical may use this charm to forcefully dematerialize gods using the same rules as killing mortals, maximum difficulty of 10. If successful spirits capable of dematerialization do not die, but the shock of pleasure is so intense that it leaves them reeling and incapable of holding onto a material form. This lasts for a number of days equal to the Alchemical's (Intelligence) during which the spirit cannot rematerialize.

*Resonant Pleasure Amplifiers:* The skill of the Alchemical allows her to deeply satisfy those that resonate with her magical material on a much deeper level. When the Alchemical sleeps with an Exalt that represents her magical material (Orichalcum with Solars, Moonsilver with Lunars, etc...) she causes them to lose a point of limit at the end of the act. This charm can only be used once per story but can be reset upon helping the Exalt complete a major milestone towards his next goal. When used on Dragonblooded it allows them to instead gain a point of experience for heeding the Jade Alchemical's advice instead of giving into their Great Curse.

## **RADIANT ICONOGRAPHY ARRAY**

**Cost:** - (1m); **Mins:** Appearance 3, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

Orichalcum field emitter studs' curve across the Alchemical's ribs and back, wired directly to her Essence reservoir. This Charm is identical to Phantom-Conjuring Performance (see Exalted 3e page 363), save that it may enhance uses of any Social Charm.

#### **Submodules:**

*Chromatic Lies* (Manipulation 3, 3xp): No stunt is necessary to use phantasms for deception purposes, but the Illusion effect has no physical substance and cannot exert any force (as normal). Witnesses presented with definitive proof that the illusions are false or who either spend one Willpower for a day or make a Read Intentions check or Awareness check and beat the Alchemical's Guile (Even if the Alchemical is nowhere nearby, this is just to see if you know they're copies), though they still perceive them. Those fooled act accordingly.

*3D Drawing Procedure* (Dexterity 3): For a cost of 3m, the Alchemical may use her Radiant Iconography Array in any method she pleases. She could use it to draw up a three-dimensional map, show a patient where they are hurt, or give video playback of events she can recall from memory.

*Intrinsic Evocation System* (Essence 3, 1xp): The radius of effect extends to long range or 100 meters if measurements are needed, and phantasms may be invoked at will without accompanying use of an Augmentation. She may use them in stunted actions like using multiple clones of herself to escape.

## **EMOTIVE AESTHETICS OF THE BODY ELECTRIC**

**Cost:** - [1m]; **Mins:** Appearance 4, Essence 2; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** None

The Exalt's body and movements have received exacting calibration, enabling her to communicate intentions and have a profound impact on others without saying a word. She may make social attacks and otherwise communicate without speaking or taking any obvious action, providing the targets of such attacks can perceive her with at least one of their senses. The target does not get the usual +2 to resolve as one normally receives when their opponent makes a social influence check against them only using body language. Outside of combat, this Charm may be used to facilitate quick and subtle battlefield signaling, as well as any other such purpose approved by the Storyteller.

Observers who are not targeted by social attacks facilitated by this Charm can make a reflexive (Perception + Socialize) roll to realize communication is occurring. The difficulty is (6 – the number of silent communications they have already witnessed this scene) and requires that witnesses directly observe the emoting.

As a suggestion, different cultures can count as if they were different language.

#### **Submodules:**

*Dormancy Emotive Upgrade* (Perception 3, 4xp): The Alchemical's ability to emote is so refined that she can affect others even while unconscious or otherwise rendered Inactive. The character remains immobile in such situations but remains aware as though awake and can respond to the situation at hand with social attacks. These attacks may be enhanced with other Charms normally, and the Exalt remembers everything she perceived and did upon awakening. Common examples of use include making a would-be assassin fall in love with the character or run away from her screaming.

## **PATTERN FACILITATION MODULE**

**Cost:** 3m [1m]; **Mins:** Perception 3, Essence 1; **Type:** Supplemental

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

The Alchemical has an artificial complex implanted into her brain, attached to a tiny transmitter diode located just above her ear. When activated it whirs into action, quickly and rapidly putting together any sort of behavior patterns the Exalt may see in anyone she views. This charm supplements a read intentions action. This allows the Alchemical to double 9s on Read Motivation action or when attempting to profile a character.

#### **Submodules:**

*Rapid Reactionary Analysis* (Perception 4, 2 XP): The Alchemical gains a single automatic success when using the charm.

*Adaptive Searching Algorithms* (Perception 4, 4 XP): Whenever the Alchemical successfully uses a read motivation roll on a target in the scene the Alchemical gains an additional die on all Read Intentions rolls up to a maximum of her (Essence).

*Body Language Analysis Function* (Perception 6, 4 XP): The Alchemical no longer needs verbal communication to read the motivation of his target, able to rely on body language alone for a surcharge of 1WP at no additional difficulty. An opponent who knows how Alchemical charms function can make a roll to see if this charm is being used, the difficulty of which is the same of learning how an evocation works.

*Persistence Enduring Method* (Perception 5 Essence 2): If the champion fails a read intentions action against a target, she may treat herself as immediately satisfying the reset condition for a surcharge of +4m.

## CASIE SUPPORT SYSTEM

**Cost:** - [1m]; **Mins:** Perception 3, Essence 2; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** Pattern Facilitation Module, Personnel Database Scanner

Known as the Computer Assisted Social Interaction Enhancer, in which scanning a target it makes it known just exactly what sort of social action would best be suited for the target currently. For example, using Read Intentions on a street thug may show that he's quick to talk if a bargain action is used, or a Glot Boss would be very prone to flattery. This submodule doesn't show any intimacies, but rather as hints for what the best course of social action is at the moment or what social actions would be a very bad idea currently (EX: The submodule will warn you that insulting the Glot Boss's wife would immediately get you thrown out, but holding a firm stance against the Glot Boss is a good thing). You are told which course of action would be most effective each time a read intentions action is made and you successfully beat the opponent's Guile.

### Submodules:

*Personality-Dissecting Analysis* (Perception 5 Essence 3): The CASIE system is upgraded to display likely correlations in patterns the target takes. Whenever the Alchemical successfully uses CASIE to get a sense of what social action to take she may also speculate on an intimacy the target may have. For example if being told insulting a Glot Boss's wife is a bad idea you may guess if he has an intimacy towards her. If the Alchemical has a profile on the target with Personnel Database Scanner she may make a guess of an intimacy anytime a target boosts their Resolve or resists with a decision point.

## WIDE SPECTRUM CALCULATIONS

**Cost:** 6m [1m]; **Mins:** Perception 5, Essence 2; **Type:** Simple

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** Pattern Facilitation Module, CASIE Support System, Personnel Database Scanner (Cultural Profiling Database)

Advanced scanning mechanism are placed in the Alchemical's eyes that rapidly perform preliminary scans of everyone present in the scene. This doesn't give the Alchemical in-depth information of any single individual, but does give her general overall information of the social gathering and what the audience at the event wishes to accomplish. Roll a Read Intentions action against the average Guile of everyone at the scene allowing the Alchemical to apply CASIE Support System to the group, immediately understanding what a good course of action and a bad course of action would be and also what the purpose of the gathering is.

The Alchemical may only use this charm once per scene but may use it again when the scene changes significantly in some way. Such as Viator of Nullspace suddenly teleporting into the party.

#### **Submodules:**

*CASIE Database Retrieval:* Keep the Alchemical's original roll when activating the base charm. If it is high enough to beat any single individual's Guile the Alchemical is treated as having performed an automatically successful application of the CASIE Support System for free. If the original roll isn't enough to beat the opponent's Guile she may still take Read Intentions actions as normal.

*Overlocked Personality Analysis Microprocessor (3 XP):* When the Alchemical activates this charm she adds (Essence) non-charm bonus dice to the roll.

## **CONCEPTUAL ENTROPY MODULE**

**Cost:** 3m [1m]; **Mins:** Manipulation 3, Essence 1; **Type:** Reflexive

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

*Ha! I was only pretending to be retarded!*

The Alchemical has a spiked gland of Soulsteel and Starmetal wires buried in her brain, attached to a tiny transmitter diode located just below her ear. It emits a corrosive subliminal pulse when triggered, tipping popular thought away from what the Exalt wishes the opponent to know subliminally.

This charm may be activated whenever an opponent attempts to read motivation action against the Alchemical. The Alchemical's guile increases by one and applies a -1 penalty to the opponent's roll or a penalty equal to the amount of times the Alchemical has installed (First Manipulation or Appearance Augmentation).

### **Submodules:**

*Adaptive Facial Reaction Mechanism* (Essence 2, 2 XP): For an additional mote, the the Guile bonus this charm provides increases by 1, providing a maximum of +2 bonus Guile.

*False Enamorment Deception* (Manipulation 5 Essence 2): Upon successfully defending against a read motivation attempt, the Champion may tell the target a false reading instead. Be it a different emotional state, a minor intimacy that doesn't exist, or reversing the polarity of a major or defining intimacy (Saying you hate your nation instead of love). The Alchemical knows what deception the opponent has 'learned' of automatically.

*Proximity Alarm* (Perception 5): Upon purchasing his submod and using this charm on an attempt the Alchemical knows just who exactly in the room was using a read motivation action on her. The Alchemical may use this charm on those she cannot even see. This does not give her knowledge of such people but allow a reflexive (Perception+Awareness) roll to find out where they might be.

*Defense Empowering Feedback Loop*: The Alchemical subconsciously takes pride in keeping the secrets of his mission and state a secret. When the Alchemical successfully repels a read intention action when using this charm, they gain an number of motes equal to the resolve bonus the intimacy would give if the charm had failed. Treat anything not an intimacy (Such as reason why the Alchemical is at the event or emotions) as a minor intimacy.

## **MISLEADING DECEPTION TRAP**

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

**Keywords:** Internal, Mute

**Duration:** Instant

**Prerequisite charms:** Conceptual Entropy Module



The Champion's mind is akin to his own nation. The deeper and harder one attempts to go, the more they ensnare themselves into their own trap. Those that try to pray against the Alchemical's weakest points will quickly find out they are hopeless outmatched. Upon using this charm to defend against social influence, each 1 on the opponent's roll cancelling out a single 9 on the opponent's roll (or 8s/7s if no 9s appear)

**Submodules:**

*Metaphorical Snaring Algorithms* (Manipulation 7): Upon activation of this charm, the opponent loses an amount of 10s based on the amount of 1s they rolled (instead of 9s).

## DISSIMULATION JAMMING PROCEDURES

**Cost:** varies per intimacy; **Mins:** Manipulation 6, Essence 2; **Type:** Reflexive

**Keywords:** Internal, Stackable

**Duration:** Instant

**Prerequisite charms:** Conceptual Entropy Module

This charm installs a behavior override modulator in her brain, making it so that even unconsciously she will never reveal her innermost secrets. This charm enhances any intimacy in order to protect it better. First is that the Alchemical can automatically channel an intimacy against a Read Motivation attempt and gain a bonus to her Guile equal to the Resolve bonus it'd normally receive (So a major intimacy gives a +3 to Guile in order to protect itself). Unlike bolstering Resolve however, this can be done an unlimited amount of times so long the motes of this charm are committed, even if the intimacy was used a decision point or to boost resolve earlier in the scene. Secondly the charm also puts the intimacy on guard at all times, meaning that even when spying on the Alchemical when she's unaware, her Guile to protect those specific intimacies are fixed.

The cost for this charm varies on the intimacy type. Minor costs 2m, major 3m, and Defining 4m. This cannot be used on charms that have already be channelled during the scene.

This bonus is NOT a dice bonus and is considered natural.

**Submodules:**

*Enhanced Jamming Procedures* (3 XP, First Manipulation Augmentation): This charm increases the Guile bonus the charm provides, granting an additional +1 Guile for each installation of the First Manipulation Augmentation the Alchemical currently has installed. Again, this does not count towards any dice caps.

*Quantum Flux Behavioral Randomization Simulator*: A small computer is installed, preparing the intimacy for protection against every possible outcome at the result of some... odd behaviors. The Alchemical may pay 1 WP when deciding to protect an intimacy. Upon doing so that charm is considered impossible to read. Any attempt to use Read Intentions on such an intimacy automatically fails.

## HARDENED ARGUMENT PATTERNING

**Cost:** - [1m]; **Mins:** Charisma 3, Essence 1; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** Any social charm or Augmentation

*The guard looks at you with a troubled, uncomfortable glare, like that of a man who must explain to his paraplegic daughter that her dreams of becoming a ballerina will never come true.*

When one looks upon the stern gaze of the Champion who has refused their request, for only the most important requests regarding the state can be recognized. Once the Alchemical has resisted a persuade action, they may apply a -3 penalty to the opponent's roll if the issue is raised again, by either him or someone else. This charm resets at the end of a story.

### Submodules:

*Ironclad Argument Patterning* (Charisma 5 Essence 2): The Champion's mind is a steel gate, in which once the doors have been closed against a particular line of thought, opening them again may prove impossible to all but the cleverest of rogues. This submodule upgrades the penalty, upgrading it so that it subtracts successes rather than just mere dice.

## HIERARCHICAL DOGMA LOCK

**Cost:** -; **Mins:** Intelligence 4, Essence 2; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** None

White jade circuitry imprinted onto the surface of the brain circumvents its logic centers to automatically reject certain lines of argument. This charm functions like Righteous Lion Defense (Exalted 3e page 307) with the following exception: The Alchemical may only select a defining intimacy that represents his service to something larger than larger than himself. This duty may be to a society, an organization, a social class or even a mission, but it cannot be an individual and must not originate with the Exalt. The greater good reinforced by this Charm can benefit the Alchemical, but only as he is a component of that good. If society prospers, the Exalt may prosper, but this Charm affords no protection if he seeks his prosperity over the good of others or ignores his duty in order to pursue selfish ends.

In Modern/Sci-fi this might be more limited, so at the ST's permission the Alchemical can use to represent an organization the Alchemical is involved in so long as the Alchemical can acknowledge the organization goes beyond just himself.

#### **Submodules:**

*Multimodal Duty Integrator* (Intelligence 5 Essence 3): This submodule may only be installed once. Once installed, it allows the Alchemical to pick a second defining intimacy to protect.

*Herald Infuser* (Intelligence 5 Essence 3): As a diceless miscellaneous action, the Champion may touch a character who shares the reinforced Intimacy and commit four motes. That character also gains the benefits of the Charm for as long as it remains installed in the Alchemical.

## **PROGRAMMED CATECHISM REBUTTAL**

**Cost:** 5m 1WP [1m]; **Mins:** Charisma 5, Essence 3; **Type:** Reflexive

**Keywords:** Clash

**Duration:** Instant

**Prerequisite charms:** Any two Charisma charms with at least one Essence 2 submodule installed in each

A series of etched and programmed red memory crystals are implanted in the logic centers of the Champion's brain. These crystals contain an exhaustive catalog of doctrinal

arguments and dogmatically orthodox Autochthonian moral parables. When confronted with heretical blandishments, the Exalt automatically locates and presents the correct justification for denying such requests. This charm allows the Alchemical to clash any Instill, Inspire, Persuade, Bargain, or Intimidate action with their own social roll of their choice. Success on this charm nullifies the opponents social roll with the Alchemical's own and costs 2 WP to resist. If the Alchemical loses however it costs 2 WP to resist instead from the shock of Autochthonian moral parables being proven wrong in this circumstance.

There's not a lot to resist something like this I know. If you want a Guideline you can say that every two dice count as one Resolve for the purposes of effects like Listener-Swaying Argument.

### **Submodules:**

*Flaw-Capitalizing Procedures* (5 XP): For each 1 the opponent rolls the Alchemical adds a single non-charm die to his roll.

*Character Shock Amplifiers*: The Alchemical's rebuttal is so fast and swift that the opponent struggles to recompose themselves. If the Alchemical successfully clashes a social attack the opponent suffers a -2 Resolve and Guile penalty for the rest of the scene.

## **EMPATHY EMULATION SYSTEMS**

**Cost:** 1m [1m]; **Mins:** Manipulation 3, Essence 1; **Type:** Reflexive

**Keywords:** Exemplar 1

**Duration:** One hour

**Prerequisite charms:** Conceptual Entropy Module

Despite its usefulness, an abundance of Clarity makes interaction with less enlightened beings difficult. This Charm was designed to mitigate that problem. It takes the form of a riveted implant in the neck, from which a web of barbed tendrils emerges and stretches taut along the skin to reenter the skull at key anchor points. These tendrils are held in place by means of hooks in the brain. Activating the Charm produces a moment of excruciating pain, there and gone. For the remainder of the scene, the Alchemical ignores all Clarity-based penalties to social actions. They are completely able to falsify a perfect impression of compassion and humanity. He receives no opportunity to reduce Clarity as a result of human interaction, however. When the Charm ends, the Exalt gains a point of Clarity for simulating emotions rather than embracing the human condition.

**Submodule:**

*Alternate Personality Emulation* (Manipulation 6 Essence 3, Safe Mode Rebooting Procedures): This charm allows the Alchemical to store profiles of personas he creates with Safe Mode Rebooting Procedures, allowing him to flip back and forth between personalities without needing to go into Safe Mode Rebooting Procedures every time. Using this method carries a one-time 9m 1WP surcharge on top of the base charm and installing it in the Alchemical takes several hours for the switch to happen. Empathy Emulation Systems also gains a duration of Indefinite if an Alchemical fits it vital for his new disguise.

## WISDOM OF THE MACHINE GOD

**Cost:** - (2m); **Mins:** Intelligence 2, Essence 1; **Type:** Permanent

**Keywords:** Exemplar 1

**Duration:** Permanent

**Prerequisite charms:** None

An Orichalcum and Adamant processor is installed in the Alchemical's brain, bypassing the emotional processing centers directly into the logical center so the Alchemical may better weigh heartfelt pleas entirely based on logic. This charm allows the Alchemical to use his Intelligence for Resolve instead of Wits. Additionally, any time the Alchemical is subject to a social attack that appeals to emotions the Alchemical may pay 2m to subtract a single success from the opponent's roll.

**Submodules:**

*Triumph of Logic Feedback* (Intelligence 4): When the Alchemical pays 2m to subtract a success and successfully applies her Resolve she immediately gains a point of Willpower.

## SERENITY CRANE STANCE

**Cost:** 3m [1m]; **Mins:** Charisma/Manipulation/Appearance 4, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Any Social charm

Cranes in Autocthonía are a symbol of grace and peace. Towering machines capable of terrible damage but instead work on building the Octet. A secondary processor takes over conversation for the Alchemical allowing them to work on constructing relationships even during trying times. This charm allows the Alchemical to flurry any Presence or Socialize roll with a valid combat action. The Alchemical does not suffer any penalties to her defense and reduces the penalty to her dice pools from both actions by one. She reduces the penalties by one for each installation of the relevant social augmentation

### **Submodules:**

*Valkyrie Program* (2 XP): The Alchemical may flurry Performance charms in addition to combat. This is explicitly compatible with Battle Anthem of the Octet (Alchemical Exalted).

## **STEALTH AND DISGUISE**

### **INTEGRATED ARTIFACT TRANSMOGRIFIER**

**Cost:** 5m [1m]; **Mins:** Appearance 1, Essence 1; **Type:** Simple

**Keywords:** Internal

**Duration:** Indefinite

**Prerequisite charms:** None

As a complex system of artificial flesh patches and other mechanisms, this Charm betrays no outward signs of its presence. It is designed to physically conceal non-Internal Alchemical Charms. Affected devices retract and compress under the Exalt's skin through compartment panels, while her claylike flesh morphs and spreads to cover the area they previously occupied. As usual, obvious Internal Charms reveals themselves for the duration of use, though only to the degree that is necessary to perform the obvious function. To change which Charms are hidden, the Charm must be reflexively deactivated and then reactivated normally. Be warned that if the opponent clashes the Alchemical then any activated charm the Alchemical has can be a valid target if it was used during the clash.

As a final benefit, if all of the Alchemical's Charms have the Internal keyword (whether naturally or from use of this Charm) and she is human-sized, she may transmute her claylike flesh and blood into a perfect simulacrum of human physiology and counter-gravitationally compensate for the weight of hidden Charms so that her heavy tread does not betray her nature. In total, the changes allow her to pass as mortal. An Exalt disguised this way may even retract or modify the appearance of her soulgem as a reflexive action.

Without additional charms she cannot appear as anything but a mortal version of herself, but the mortal disguise is near flawless. She automatically passes any mundane roll for inspection and against magically assisted attempts she may roll (Appearance + Larceny) with Essence bonus dice to the roll.

### **Submodules:**

*Loom Server Migration* (Essence 2, 2xp): If the Alchemical activates the Charm in Creation or another realm of existence governed by the Loom of Fate, this Axiomatic submodule can send an autonomic prayer to the pattern spiders to indicate that he, a fellow servant of Autochthon, wishes orderly integration. The machine spirits then spin tattered strands from the broken constellation of the Mask around the Champion, bringing him fully into fate with an innocuous and unremarkable destiny for as long as the Charm remains active. He returns to the Design of Autochthon upon conclusion. This charm functions just the same in Modern Creation settings, where the Alchemical's are also out of Fate by default.

[NB: This submodule will not exist until Alchemicals encounter Creation and discover the horrifying fact that their unregistered presence disrupts the local weave, indirectly (and unintentionally) strengthening the Void. In Modern it's unlocked immediately.]

*Essence-Muting Baffles* (Essence 2, 4xp): While the Charm is active, all Internal Charms the Exalt has are invisible to Essence sight and other means of supernatural detection unless they are active and Obvious. If no Charms are eligible for detection this way, the Alchemical may choose to cloak the fact that she is an Essence user, in which case she appears to be a normal mortal. Toggling the Essence cloak on and off is a reflexive action, but the cloak drops automatically and can't be maintained while her anima banner is flaring at all or is revealed by obvious Charm use.

*Deep Cover Mode* (Appearance 5, Essence 3, 3xp): The Charm's activation cost decreases to two motes.

## **TRANS-CHOSEN EMULATOR**

**Cost:** -; **Mins:** Appearance 3, Essence 2; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** Integrated Artifact Transmogrifier

This Charm enhances its prerequisite. While using the Integrated Artifact Transmogrifier, the Champion can reflexively alter her anima banner to resemble any other specific caste or aspect of Exalt she has personally witnessed and clearly remembers seeing. Even non-Alchemical animas may be copied this way. In effect, the character uses the appropriate anima banner table in lieu of her own, meaning she gains a caste mark and no longer leaks magical materials if disguised as a Celestial and radiates anima flux while copying a Terrestrial, et cetera. Caste- or aspect-specific physical features are also copied, such as Terrestrial aspect markings or the predominant magical material used in the construction of a visibly Alchemical body. The character's specific iconic anima at the totemic level remains distinctive to her soul, however, which could spoil the disguise depending on its appropriateness to her feigned anima type. The operation of Charms does not change, so a "Solar" whose body whips out a pneumatic cannon will certainly raise eyebrows from those who know that that is not how Lawgiver magic works.

Use of this Charm changes only anima display, not anima power.

#### **Submodules:**

*Metatotemic Calibrator* (Appearance 3, 2xp): With this submodule, the Exalt may choose how his iconic anima manifests each time it does so, as long as the display is thematically appropriate to the caste his anima is currently emulating. He may even use this power when not disguised in order to personalize the expressions of his own awesome might. This benefit also applies to Solars with Phantom Conjuring Performance and Essence 3+.

## **HUSK-SCULPTING APPARATUS**

**Cost:** 6m 1WP; **Mins:** Appearance 3, Essence 1; **Type:** Simple

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** Integrated Artifact Transmogrifier

This Charm takes the form of hundreds of tiny wire hooks linking pistons to key points under the Exalt's skin, as well as a bank of Essence-fueled pigment injectors. Upon activation, the Alchemical recalibrates his physical appearance as an extremely rapid disguise action, substituting Appearance for Intelligence without the need for props or prior study of the target beyond a moment's observation. For its duration, the Charm changes the Champion's body instead of merely hiding its true appearance, allowing instant alterations to sex (including hermaphroditic or asexual, the latter of which provides a +2 Resolve bonus against all seduction-based social influence), overall physique, build, race,



voice modulation and pigmentation (including introducing inhuman hues and adding or removing tattoos and scars).

The Exalt cannot modify his new body's final height or weight by more than 10 percent of its unmodified measurements. Virtually any body that a human being could have is fair game for the Charm, even body types that are crippled, deformed, unhealthy or otherwise damaged. Disguising oneself as a character with a lower or higher Appearance rating does not adjust the operation or effectiveness of Charms based on that Attribute, though it affects reactions normally (such as social combat modifiers). Use of this Charm's prerequisite is still necessary to avoid having visibly implanted Charms spoil the disguise. Generally speaking the changes wrought by the Charm result in a difficulty 1 for the disguise roll or 2 if attempting to copy a specific person.

The effectiveness of a disguise created by Husk-Sculpting Apparatus is based on the threshold generated by the roll as normal, but the Charm is imperfect. Witnesses with a (Perception + Awareness) total of 11+ or who have any superhumanly acute senses automatically recognize him as an imposter upon encountering him without need for a roll or suspicion. Although many animals have superhuman senses, few are intelligent enough or well-trained enough to care about a disguise when determining how they react. The Charm is even weaker against Essence sight or comparable Charms, as witnesses with such powers automatically perceive the Alchemical's true form overlaid on the disguise. Of course, failure to use Integrated Artifact Transmogrifier to hide all Charms when disguised as anything other than another Alchemical also spoils the ruse. Once the Charm deactivates, the Alchemical's body resets to its true form.

By the way, that antidote for the poison is hidden in your cupboard behind the plates. You're welcome.

### **Submodules:**

*Self-Sculpt* (3xp): The Alchemical can pay four extra Willpower when activating the Charm to disguise himself as himself, save for whatever modifications he wishes to apply. He can, for example, become himself but female or himself but skinnier, yet he cannot use that activation of the Charm to assist in impersonating someone else. As soon as the work is complete, the Charm deactivates and leaves behind the desired changes as permanent modifications to the character's body. The original unmodified shape of the character's body remains only as a notional concept to determine the validity of possible changes. As these changes are real, they do not alert appropriate senses that a disguise is being used, and they remain even if the Charm is uninstalled. Even Eyes of the Unconquered Sun do nothing as such a change is the Alchemical's new form. When combined with Safe Mode Rebooting Procedure, it's possible to become an entirely new person.

*Identity Distortion Mirage* (Appearance 4, Essence 2, 3xp): Moonsilver microtech pigmentation further refines the visual details of the Exalt's disguise, preventing superhumanly acute sight from automatically piercing the charm and subtract two successes against magically reinforced attempts. Mere sensory excellence is also not sufficient, so the static rating to recognize the Champion as an imposter similarly does not apply.

*Vocal Modulator Field* (Appearance 4, Essence 2, 5xp): A chrome rivet in the Exalt's throat with wires threaded through his voice box allows him to mimic any types of sounds he has heard before. While the Charm is active, his vocal precision blocks superhumanly acute hearing from automatically piercing its disguise and subtracts two successes from magically enhanced senses. In addition, he can speak in the voice of anyone he has heard talk, replicate animal, machine or other inhuman noises, replay an eidetic auditory memory of any scene and perform other such feats of sonic puissance. With Essence 4+, he can issue booming vocal utterances like grinding metal that can be heard for a mile and deafen all mortals within (Appearance x 10) yards with a contested APP+PERFORM roll vs a mortals STA+RES. Deafness induced this way wears off an hour after the listener last heard the sound.

*Essence-Warping Anatomy* (Appearance 5, Essence 3, 3xp): The Charm can no longer be automatically bypassed with Essence sight or comparable effects. A repurchase of this submodule at Appearance 6 upgrades the rolloff to function akin to Essence-Muting Baffle's effect.

*Biochemical Synthesizers* (Appearance 5, Essence 3, 4xp): Artificial distillation micropumps provide pheromones and other natural scents, blocking superhumanly acute smell or taste from automatically piercing the disguise and subtracted two successes from magically enhanced rolls. The character can instead choose to exude a pungent biochemical irritant, imposing a -1 penalty to all mortals and natural animals with a sense of smell within close range as an obvious Poison effect.

*Body Cell Replicators* (Appearance 5, Essence 3, 3 XP): If the Alchemical is able to get a DNA sample from the target then the champion is able to actually use the original of whom she copied's blood for purposes of involving biometrics or other uses. Additionally, if the Champion presses her hands against the target she wishes to copy she can also steal his handprint. This may have more use in modern or sci-fi, but it could be used in vanilla too.

*Metamorphic Physiology* (Appearance 7, Essence 3, 3xp): While Husk-Sculpting Apparatus is active, the character may continue to shift his body by reflexively paying an

uncommitted cost of two motes per change, causing him to morph as though he had reactivated the Charm. These changes do not actually count as a Charm activation.

## OPTICAL SHROUD

**Cost:** 3m [2m]; **Mins:** Appearance 3, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** None

A lattice of sand-sized crystals studded through the Champion's flesh gives her a slightly iridescent sheen when viewed under bright lighting. Charged with Essence, the lattice generates an optic camouflage. The Alchemical wavers like a heat mirage for a moment, then vanishes. So long as this charm is active the Alchemical becomes far more difficult to locate with sight, forcing anyone who wishes to spot her have supernaturally acute vision, and if they do they subtract two successes from their roll in order to do so. The Alchemical can be sensed as normal through other senses, such as Smell or Hearing. Meaning those with superhuman senses other than sight or exotic senses such as echolocation interact with the Champion normally.

Any rapid or violent motion (Physical attacks, jump actions, etc...) will spoil the stealth. The Alchemical can move while in stealth but moving a range brand requires a full action from the Alchemical as they need to concentrate to have the cloaking field remain active and cannot be flurried with anything else. Moving any faster than the permitted speed by means of personal locomotion does not end the Charm but causes the Alchemical to appear as an Obvious rippling distortion in the air that is automatically visible. She fully vanishes again on the tick in which she next moves at an acceptable speed, though until she discreetly moves from that location, any attacks made against her by those who saw where she stopped ignore the Charm's protection. Traveling within a vehicle or by other external means does not disrupt the camouflage this way. Extremely rapid or violent movement (such as the activation of a Plasma Thruster Assembly or the initiation of an attack) terminates the Charm.

### Submodules:

*Rapid Cloak Technology* (2 XP): This upgrades the Champion's Optical Shroud, allowing a much faster transition in and out of stealth. Whenever the Champion's stealth is breached (Such as an attack) she may immediately reactivate Optical Shroud for free. Note this

doesn't give a stealth roll but does allow bonuses to any reflexive stealth roll the Alchemical gains through charms.

*Dynamic Cloaking Module (4xp)*: High definition cameras positioned around the Alchemical's body allows for automatic adjustment to the colour of the surroundings without any actual input from the Alchemical, allowing them to move far more easily when cloaked. Upon the first purchase of the charm the Alchemical may treat moving a range brand as a reflexive action while cloaked, allowing mundane movement combined with other actions without breaking stealth. If purchased a second time the Alchemical may move up to two range brands per turn without Optical Shroud deactivating (Such as the reflexive moves given out by rush/disengage), a third and final purchase makes it so no movement is capable of knocking the alchemical out of this charm. Each purchase of this charm also reduces the penalty for moving while cloaked by one per purchase.

*Kinetic Compensator (Essence 3)*: The Alchemical's cloaking device takes in perfect pattern awareness of the surroundings while shock cushions on his body help. This subtracts two successes from Hearing or Touch based awareness roll to find him so long as the Alchemical does not move. This does not stack with Adamant Lattice Overlay.

*Essence Veil (Essence 3)*: With this submodule installed, the character is no longer automatically spotted by Essence sight, meaning any form of Essence Sight the opponent has doesn't apply any bonuses to spot the Alchemical from such charms.

*Careful Positioning Tactics (3 XP)*: Reflexes help for determining who acts first, but it's the one with better positioning that is more important. When Optical Shroud is active upon rolling Join Battle, the Exalt may use her Appearance+Stealth instead of Wits+Awareness.

*Glass Shield Cloaking System (3 XP)*: By using a system that fine tunes the light bend around the Alchemical even those who have little experience in stealth can blend away in the night. This submodule allows the Alchemical to use Appearance instead of Dexterity for stealth so long as Optical Shroud is active.

*Refresh Rate Booster*: The refresh rate of the Alchemical's cloaking field is increased, making far harder to actively see him in combat. Even if opponents can see the Alchemical they're treated as if they're blind unless they have some sort of superhuman sense. This does not stack with any other roll (EX: Stealth rolls) and is only useful in combat.

*Particle Cloud Cloaking System (Colossi/City)*: The Optical Shroud is reconfigured so a dense cloud of light repelling particles is spread around it, allowing even the tallest of frames to vanish before the user's eyes. This submodule allows a Colossi to cloak without incurring penalties related to size. If the Alchemical is a city she may cloak her entire city in

a dome where no outsiders can see it while those within are unaffected or cloak specific parts of her city which her state may wish to remain secret.

## EXOTIC SENSE COUNTERPROOFING

**Cost:** 6m [1m]; **Mins:** Appearance 5, Essence 3; **Type:** Reflexive

**Keywords:** Mute

**Duration:** One Hour

**Prerequisite charms:** Optical Shroud

The Alchemical's Optical Shroud is reconfigured to work in conjunction with several other charms to provide unparalleled protection from enemy senses. Below is a small list of the features this charm provides provided they have installed the correct charm to go along with it.

- *Adamant Lattice Overlay:* An Adamant crystal lattice is implanted below the Alchemical's skin, allowing for a flawless clarity while cloaked. The Alchemical cannot be spotted by mundane sight anymore, regardless of its acuity. Other senses (Including X-Ray/Thermal), Essence Sight, or Eyes of the Unconquered Sun are needed to see the Alchemical at this point. This features comes as base with the charm, additional charms do not need to be installed to access it.
- *Steam Emulation Program* (Reality Phasing Protocols): The Alchemical's touch becomes as light as the air itself. The Alchemical can no longer be detected by touch.
- *Olfactory Blocker Pheromone* (Pheromone Regulation Systems): The Alchemical becomes impossible to detect by smell or taste. The Alchemical still selects only one sense when activating this charm.
- *Silent Running Mode* (Error Compensating Methods [Leg Silencing Upgrades]): The Alchemical becomes completely silent, becoming unable to be detected by sound.

The Alchemical may only be immune to one sense type at any given time.

### Submodules:

*Exotic Sense Counterproofing:* The Alchemical becomes immune to an exotic sense of his choice. This can include things such as X-Ray/Heat Vision or an opponent's ability to smell the mental thoughts of other creatures. In order to activate this feature the Storyteller determines what traditional sense the exotic sense is closest to and if the Alchemical can

use that option he may become immune to that exotic sense. If there is no sense type available due to how radically different it is it defaults to Adamant Lattice Overlay's purview. An Alchemical cannot ever become immune to Essence Sight.

*EM Field Alteration* (First Appearance Augmentation): A significant improvement is made in the efficiency of this charm. By altering the EM Field produced by the Adamant Lattice Overlay the Alchemical can produce stronger electromagnetic activity filtering incoming and outgoing rays of light. This allows the Alchemical to always activate the Adamant Lattice Overlay feature not only in addition to other sense blockers but also allows it to run in parallel to others.

## **PROWLER ADAPTATIONS MK IV**

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

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** Optical Shroud

The Alchemical's optical shroud is linked to his eyesight, analyzing enemy sight radiuses and adjusting the Alchemical's cloaking field towards the direction of her opponents. This makes her much harder to spot for short durations and allows her to maneuver into better positions to strike. This submodule grants the Alchemical one point of initiative for every opponent that fails to spot her to a maximum of her (Appearance) rating. The Alchemical can continue to take time building this bonus, but for each turn the system strains under the constant stress of trying to adapt to the Champion's opponents, applying a cumulative -1 penalty for every turn after the first. Being spotted or voluntarily leaving stealth ruins the bonus and loses half of the initiative she gained from this charm.

### **Submodules:**

*Directional Field Optimization* (First Appearance Augmentation): By optimizing the electromagnetic field modulator of Optical Shroud the Prower Adaptations are able to identify the precise locations within the cloaking field where maximum diversion of light is needed to maintain invisibility. The Alchemicals gains at minimum an amount of initiative equal to (Number of times First Appearance Augmentation is installed) even if her opponents rolled no 1s. A second purchase of this submodule at Appearance 6 Essence 3 just adds the number to the amount of initiative she gains per turn, subject to the normal maximum.

## ADVANCED STALKER PROTOCOLS

**Cost:** 4m or 2i [1m]; **Mins:** Appearance 5, Essence 2; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Optical Shroud

The Alchemical becomes an unseen hunter. The kind of horror that Gremlins whisper in hushed awe and cause the corrupt Tripartite members to constantly look over their shoulder for. Whenever the Alchemical attacks and incapacitates a target, they may immediately make a reflexive stealth roll for concealment adding (Essence) additional dice. If she succeeds on the roll then she immediately gets the cost he paid for this charm back.

I don't care if this is Hidden Snake Recoil. I made this years ago for my own game god damnit.

### Submodules:

*Efficient Killer Subroutines:* The Alchemical is always sure to use the exact, proper amount of force needed to execute a target. Upon using a **decisive** attack and successfully re-engaging stealth the Alchemical gains an additional amount of initiative equal to the 9's and 10's in her damage roll on her next reset.

*Unstoppable Shadow Killer* (Appearance 6 Essence 3): The Alchemical is seen as a ghost, striking from the shadows and making people disappear one by one. Upon attacking an opponent and successfully engaging stealth once again when there are other opponents left in the scene, the Alchemical may roll join battle once again using her Appearance in place of Wits and add that value to her initiative after landing a successful **decisive** attack, once per scene for a +3m 1WP surcharge. A repurchase of this submodule allows the Alchemical to reset it upon incapacitating an opponent.

## SPLIT SECOND REACTIONARY ATTACK

**Cost:** 3m; **Mins:** Wits 4, Essence 2; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Advanced Stalker Protocols

This charm takes the form of a special overlay that goes over the Alchemical's eyes, allowing the Alchemical to lay out a specific plan of attack before the body takes a special pre-programmed set of movements to attack multiple opponents all at once. If the Alchemical uses a **decisive** attack on a target and successfully incapacitates them the Alchemical may attack a second target with a **decisive** attack within close range. Both attacks are rolled separately but the damage for the second attack are any dice that did not show up as successes on the first **decisive** roll. If neither target is aware of the attack an ambush on the first opponent allows an ambush on the second if all other criteria are filled. The Alchemical does not reset her initiative until the second attack roll is completed.

#### **Submodules:**

*Enhanced Tracking Hardware* (Wits 6 Essence 3): The charm's hardware is upgrade with enhanced processors, greatly increasing the lethality of the secondary attack. The second attack gains an amount of bonus damage equal to the amount of 10s on the damage roll.

*Pre-Calculated Movement Vectors* (Dexterity 5): The Alchemical may move one range brand to attack the secondary opponent. If using a ranged attack, she may attack someone within short range of the original target.

## **MAXIMIZED AMBUSH PROCESSOR**

**Cost:** 3m; **Mins:** Appearance 5, Essence 3; **Type:** Reflexive

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** Split Second Reactionary Attack

The hardware for Split Second Reactionary Attack is further amplified, increasing the processing power and allowing the Alchemical to attack much faster and far more accurately. This charm can only be used with the Alchemical makes a surprise attack. Up to (Appearance or Dexterity) threshold dice on a **withering** attack are turned into post soak while **decisive** attacks add a similar amount of raw damage.

#### **Submodules:**

*Instant Kill Algorithms* (Appearance 6): Extra successes converted by this charm add to both raw damage and to post soak damage on **withering** attacks. Each threshold success on a **decisive** attack converts one die of damage into an automatic success up to a maximum of (Essence).



## ERROR COMPENSATING METHODS

**Cost:** 3m [1m]; **Mins:** Appearance 2, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

Various upgrades to the Alchemical's firmware combined with a frictionless coating on his joints allows the Alchemical to naturally enhance his ability at stealth. The Alchemical rerolls all 10s on her stealth roll. When Optical Shroud is also active the Alchemical rerolls all 9s too.

### Submodules:

*Starmetal-Laced Circuitry* (Appearance 5, 4XP): The wiring within this charm is sheathed with Starmetal, allowing for higher-accuracy visions within the future and allowing the Alchemical to benefit from his own success far more rather than relying on his opponents. When making a stealth roll against opponent the Alchemical adds an additional amount of bonus dice for each 1 her opponents rolled to detect her, maximum of (Essence). These bonus dice are immediately applied to her roll, so even if an opponent may have originally had enough successes to detect the Alchemical, they immediately dismiss such things as shadows out of the corner of their eye.

*Leg Silencing Upgrades* (Dexterity 5 Essence 2): The Leg Silencer Upgrades eliminates virtually all mechanical noise while walking and running, through the activation of sound-dampening hardware, ferrofluid gel surrounding the joints, and mechanical code improvements. Opponents can no longer use mundane sound when attempting to locate the Alchemical with this charm. Magically enhanced senses subtract two successes.

## HIGH EFFICIENCY ORICHALCUM WIRING

**Cost:** - (+5m 1WP) [1m]; **Mins:** Appearance 5, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** Error Compensating Methods

Orichalcum wiring installed in Error Compensating Methods allows the charm to be used with far greater efficiency, resulting in a much lower overall power drain.

In order to process the all possible conditions of the local environment on a millisecond-to-millisecond basis, Error Compensation Methods draws energy through a network of discreet wires running from her reactor core to her systems. When Error Compensating Methods is first installed, the Champion can operate their systems for only very brief periods. This can be improved by using Orichalcum wiring, which carries a much greater efficiency. For a +5m 1WP surcharge, the Alchemical can apply the benefits of this charm to all stealth rolls in a scene. The charm requires a high amount of concentration from the Alchemical however, often taking processing power from combat and locomotion area, the charm ends if the Alchemical makes any sort of rapid movement (more than one range brand per turn) or attack (Attacking or getting hit).

#### **Submodules:**

*Soulsteel Dampening Systems* (4 XP): Small soulsteel dampeners are placed throughout the Alchemical's body, greatly enhancing the Champion's overall capabilities of stealth. So long as High Efficiency Orichalcum Wires are active the Alchemical gains (Essence) dice on all stealth rolls. If Starmetal Laced Circuitry is owned the effects amplify each other, turning one of the additional dice into an automatic success for each 1 an opponent rolls.

## **HIDDEN ASSEMBLY CONCLAVE**

**Cost:** +1m 2WP [1m]; **Mins:** Appearance 3, Essence 3; **Type:** Simple

**Keywords:** Stackable, Internal

**Duration:** Indefinite

**Prerequisite charms:** Optical Shroud

The Exalt has a sensor built into his fingertip connecting to his Optical Shroud. By touching another being and activating this Charm, the Champion may attune that character to his cloaking system. Separate activations can concomitantly apply this blessing to up to (Essence) individuals by paying 2 WP then one mote per target. Whenever a character tagged this way is within medium range of the Alchemical and Optical Shroud is activated, the affected character cloaks as well, including all upgrades from submodules. They remain cloaked as long as the Exalt maintains his own invisibility or until they break out of its concealment via sudden or violent movement. Reactivation of that Charm gathers them back into the effect and hides them once more. As an additional benefit, all characters hidden by the same Champion's cloaking system can ignore it and perceive one another normally, though they can distinguish that they are all hidden.

#### **Submodules:**

*Vapor Mirage Strike Team* (Appearance 6): The Alchemical may attune an entire military unit with Size equal to or less than his (Essence/2, round up) rating in lieu of an individual, paying five motes and two Willpower to do so. For the unit to enjoy the benefits of cloaking, the unit must have Average Drill and it must remain closely together (meaning the majority of members need to be within close range of each other). Once any member breaks out of the cloak via attack, changing formation or the like (including actions by special characters), the entire unit appears and requires reactivation of Hidden Assembly Conclave to hide again.

*Shroud Extension Support Module*: Normally the Alchemical's cloaking field only extends around himself and even by using Hidden Assembly Conclave the Alchemical needs to maintain active concentration to hide his wards. This submodule allows Hidden Assembly Conclave to tap into an ally's own nervous system as well, allowing the Optical Shroud to more accurately hide allies. This charm gives an amount charm-based dice to any ally she's touching equal to the amount of successes she rolled on her stealth roll up to maximum of her (Appearance) or whatever the charm cap for her ally is.

## AURA-DAMPENING COMPONENT

**Cost:** -; **Mins:** Appearance 2, Essence 1; **Type:** Permanent

**Keywords:** Mute, Internal

**Duration:** Permanent

**Prerequisite charms:** Optical Shroud

This Charm expands upon the technology of the Optical Shroud, diverting Essence through white-jade baffles that dampen the resulting display. With the Aura-Dampening Component installed, motes spent on Stealth and Disguise Charms gain the mute keyword. The Storyteller should also extend this benefit to any effects from other Charms deemed solely applicable to stealth or disguise purposes. The effects of this Charm may even be extended to all Excellency and General Charm use, but doing so adds a one mote surcharge to the activation (That is +1m total, not +1m per additional die)

## STORMWALL INTERRUPTER CIRCUITS

**Cost:** 1WP-2WP; **Mins:** Appearance 3, Essence 2; **Type:** Simple

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Aura-Dampening Component

An array of lead plates, black jade baffles and Essence redirecting adamant coils deploy, forcibly suppressing the Alchemical's anima banner. It flickers like a failing circuit and then disappears altogether. The process is briefly but intensely painful. The Exalt's anima is truly dampened out but will flare again with further expenditure of Peripheral Essence. This Charm costs two willpower the first time it's used in a scene, and 1 WP for every time after that.

**Submodules:**

*Nova Flare Flash:* This upgrades the Adamant coils, allowing them to vent extreme bursts of light and sound. This attack takes the place of a special gambit at difficulty 2 upon using Stormwall Interrupter Circuits. The Alchemical does not need to roll to hit, but rather uses an amount of initiative equal to (levels absorbed x3). If successful, the targets are blinded for a total number of actions equal to 1+threshold successes. If the enemy is somehow cannot be blinded, the Alchemical may do the same gambit to render them deaf instead.

## ANALYTIC AND COGNITIVE

### ANTICIPATORY SIMULATION PROCESSOR

**Cost:** 5m [1m]; **Mins:** Perception 3, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

This Charm connects its prerequisite(s) to a core of tangled starmetal monofilaments buried in the center of the Exalt's brain. This core autonomously collates and processes sensory data in conjunction with precognitive modeling of future events using Autochthon's Design and may even override conscious control of the user's body in order to prevent them from harm. This charm may be activated in response to an ambush attack or some other assault that means the Champion harm and she is unaware of. Even if she fails the Perception+Awareness roll to locate such danger, any 9s and 10s on her roll boost her defense by one. If her defense goes back up to its full value, then she may apply additional defensive countermeasures against the attack.

Additionally, against a physical attack the character knows coming, the Charm instead negates all environmental penalties that may hinder the Alchemical's defense.

## Submodules:

*Recursive Pattern Modeling* (Wits 4, Essence 2): Once the Alchemical activates this Charm, the cost of all subsequent activations for the rest of the action is reduced by two motes (minimum zero).

*Threat Vector Analysis Approach* (Perception 4): The core automatically always functions, never ceasing to operate and thus has a better analysis of the environment based on movement patterns. This charm now automatically activates before a surprise attack. For each 1 the opponent rolls the Alchemical gains an additional bonus die to the awareness roll to spot him. At Perception 6 Essence 3 the Alchemical may instead reroll dice OR the Alchemical may turn any dice granted by the First Perception Augmentation into an automatic success by using one of these bonus die.

*Fault Compensating Methodology* (Wits 4, 4 XP): The scan the core gives out is calculated multiple times in an instant, making little room for personal error. Reroll all 1s on a Perception+Awareness test when using this charm.

## PROBABILISTIC CALCULATION ARRAY

**Cost:** 5m 1WP [1m]; **Mins:** Perception 4, Essence 2; **Type:** Reflexive

**Keywords:** Exemplar 1, Internal

**Duration:** Instant

**Prerequisite charms:** Anticipatory Simulation Processor

**Original Charm by:** The Demented One

This Charm is a glistening sphere of Starmetal clockworks slotted into the monofilaments of the Exalt's Anticipatory Simulation Processor. When activated, its intricate gears and cogs whir to life, and nests of miniature jade nozzles spray it down with thaumaturgical coolants to avoid overheating. When the Alchemical activates this Charm, he calculates the most probable results of an event. Upon activating this charm, the Alchemical rolls (Perception + Investigation) as a Read Intentions action against everyone present. If successful the players of all characters he is aware of must declare what action they intend to take on their next action tick, going in the order their characters would act in. Reflexive and Move actions need not be declared, but all others must be. If any player declares their intent to make an attack against the Champion, he may activate Anticipatory Simulation Processor in response to it at no cost whatsoever. Once the Alchemical has activated this Charm, he must wait until his next turn before he may do so again. Additionally, if he fails to use this charm against a person, he must then reset the read intentions action to use it again.

All characters must take the action declared for them in advance by their players, as their actions perfectly re-enact the Alchemical's calculated predictions. Any character who manage to avoid having their intentions read cannot be accounted for in the simulation, and their player need not declare their action and he must then reset the read intentions action to use it again. In addition, if a character's declared action is rendered impossible to fulfill, he may act however he sees fit. If a character acts against the Alchemical's predictions for whatever reason, the Champion gains no benefits against them from this Charm. A character may also spend a point of Willpower on their turn to take an action other than his declared action. However, if all character's act as predicted, the Alchemical may recover a single point of temporary Willpower once they have done so, satisfied that all has gone just as planned. Doing so causes him to gain a point of temporary Clarity, however. The Alchemical may not gain more than a single point of clarity per scene from this charm.

#### **Submodules:**

*Defensive Prognostication* (Dexterity 3): The Alchemical's defense is increased by 1 against any attack that he successfully predicted. Clash attacks add an automatic success instead

*Tactical Simulator* (Strength 3): The Alchemical adds (Essence ÷ 2) bonus dice on all attack rolls against any character who does not defy the prediction until his next turn.

*Argument and Debate Processors* (Manipulation 3/Charisma 3): The Alchemical may also apply this charm while in a social setting too, forcing all opponents present to declare what type of social action they will take (Instill, Inspire, Threaten, etc...) and whom they're using it on. If the Alchemical himself is being targeted, then his Guile or Resolve is boosted by an amount equal to (Essence ÷ 2). The submodule installed for Charisma boosts Resolve and the one installed for Manipulation boosts Guile.

*Feedback Advantage Loop*: The Alchemical gains 1i for each action an opponent takes within his predictions to a maximum of (Essence or Perception, maximum 5) initiative.

## **OPTICAL ENHANCEMENT**

**Cost:** - [2m]; **Mins:** Perception 3, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

*If I could use Predator Vision here, I would.*

A wide array of ocular implants and enhancements have been developed over the centuries, of which the following upgrades constitute only a small sampling. Purchase of this Charm grants 12 experience points worth of submodules whose trait requirements the Champion meets. Others may be acquired normally.

**Submodules:**

*Ultra-High-Resolution Receptors* (4 XP): High Resolution inputs ensure the Alchemical is indeed seeing what he is seeing. The Alchemical gains 2 dice on all awareness rolls.

*Flash Shutters* (2 XP): Translucent lids deploy when the Exalt is exposed to visual overstimulation, blocking the effect. This effect can also protect the Exalt's eyes from other blinding sources such as Nova Flare Flash from Stormwall Interrupter Circuits at the Storyteller's discretion.

*Cross-Phase Scanner* (4 XP): The Exalt can see immaterial beings in Autochthonia as though they were manifested, as well as perceiving them with any senses for which he has Secondary Sensory Upgrades installed. By reflexively committing three motes for a scene as an innate power, he also extends these benefits to all allies within medium range. A second purchase of this submodule improves it to function in other realms of existence. In Modern/Sci-fi, this applies in Creation/Normal reality first, then a repurchase followed into other realms of reality.

*Light-Intensification Filters* (4 XP): Prosthetic chrome eyes allow the Exalt to see clearly in extreme low-light conditions, negating all penalties for anything less than absolute darkness. Bright light, however, subjects the character to a -2 penalty unless he has flash shutters installed. A repurchase allows the Alchemical to see in total darkness.

*Ultraperipheral Awareness* (2 XP): A cluster of jeweled receptors is set in an arc around the Alchemical's head, affording him 360-degree vision. The Alchemical has no blind spots in his vision for opponents to take advantage of.

*Microscopic Lens*: The Alchemical's eyes can focus on small objects and magnify them, granting two automatic successes and double 9's on Perception rolls to examine details about specific objects and structures. The Storyteller should also supply appropriate magnified details when narrating sensory information.

*Telescopic Lens:* The Exalt gains the ability to clearly focus on objects up to a mile away, taking no penalties for doing so. This submodule does not increase the absolute effective range of ranged weapons, but it enables the Exalt to fire them accurately at targets within their upper range limits without any range penalties, treating the first extreme band as Long range the Archery and Thrown tables. Additionally, for viewing objects far away, the Alchemical gains two automatic successes and doubles 9's on perception rolls. As a note, when both this submodule and Microscopic lens are installed, the Alchemical may double 9s and gain two successes on any Perception + Awareness roll.

*Diagnostic Overlay* (Intelligence 3): The Exalt can examine the biology and health of a target patient he can see, performing a diagnosis in a glance spanning a single miscellaneous action instead of needing five minutes of poking and prodding. If the opponent tries to resist they compare their Guile vs the Alchemical's (Perception + Medicine). The Alchemical also knows the amount of health levels the opponent has, exact values in out of character with a general feeling in character.

*Motion-Tracking Glance* (Dexterity 4): To the Alchemical's eye all targets within range are highlighted in an aura, allowing them to become much easier to spot. The Alchemical gains +3 bonus die to spot a character in stealth whenever they move a single range brand. At Perception 6 these bonus die can be traded in to turn the dice granted by First Perception Augmentation into automatic successes at a 1:1 ratio.

*Thermal Vision* (Essence 2): Faintly luminous ruby lenses fitted in the Exalt's eye sockets allow him to see heat in place of conventional light, sliding over his eyes like a second eyelid when needed. Switching between normal and thermographic vision is a reflexive action that the Exalt can perform once per action tick. All heat sources appear to glow while in this vision mode, so warm-blooded creatures stand out against cooler backgrounds, but being within (Perception) yards of a powerful radiant heat source at least as hot as a fire blinds an Exalt using thermal vision unless he has flash shutters. The Alchemical cannot see conventional light while using thermographic mode, so he cannot perceive visual data based on color, pigment contrast (i.e., differentiating between shades of the same color) or brightness. This mode also applies a -2 penalty to the difficulty of all rolls to notice or physically attack anything that is very close in temperature to its surroundings. Storytellers should assess Perception bonuses and penalties to this vision mode at their discretion, taking care to reward creativity on the part of both the Alchemical and his opponents.

*Soulgem Transponder Overlay* (Perception 4, Essence 2): Soulgems attached to living beings or holding a soul light up within a frame of bright, multicolored geometric symbols when viewed by a Champion with this submodule. The palette and orientation of these symbols makes soulgems within medium range are automatically visible to the Exalt's



senses, allowing him to perfectly negate all mundane Stealth actions taken by beings with the devices installed. Charm-assisted stealth of any kind renders a character's gem undetectable, as does the (highly illegal) practice of capping soulgems with lead. Absent such shielding, the Exalt ignores intervening matter to see the precise distance and vector to each soulgem in front of him (or all around, with Ultraperipheral Awareness). Once per turn, he may reflexively analyze a soulgem he can perceive in order to learn its geometric configuration and associated social rank, as well as whether that artifact is presently installed in a living being or housing a disembodied soul.

*Essence Sight Oculars* (Perception 5, Essence 3): An Alchemical with this submodule may reflexively pay one Willpower and commit (10 – Essence) motes to open her eyes to the higher-order truths of the universe for an hour. Using this power causes her eyes to glow brightly in the colors of her anima, inhibiting concealment like a glowing anima flare. The implanted adamant lens reveals the glorious symbols and interwoven patterns by which the Great Maker understands and categorizes the universe. Much of this data is incomprehensible to minds so much less advanced than the Primordial's. The small fragment of useful information gleaned duplicates the effects of All-Encompassing Sorcerer's Sight (see Exalted 3e page 366), but the roll to analyze magic uses ([the Alchemical's lowest-rated Mental Attribute] + [lesser of Awareness or Occult]) as its dice pool. A second installation of this submodule downgrades the associated telltale eye glow to nothing at all and makes it so that the Alchemical can use the higher or each stat.

*High Spectrum Visors* (Perception 5, Essence 2, Modern): The Alchemical is now able to see within the UV and radio spectrums. This allows the Alchemical to literally see transmissions from wireless devices and radio devices. Other charms are needed if the Alchemical wishes to know what the transmissions contain, but at least they can see if their hotel room is *actually* clean (Hint: It's not).

*Mass-Penetrating Scan* (Perception 5, Essence 2): By reflexively spending one mote, the Exalt may selectively see through solid matter until his next action. This vision can penetrate up to (Essence) yards of solid obstructions at full power, but it can also be reflexively adjusted to lower settings. The Alchemical can see into a person's pocket, observe the individual's skeletal structure or peer all the way through the person and the wall behind him with equal ease. This submodule cannot see through the magical materials unless the Alchemical has Essence 5+, and wards against scrying block this vision regardless of Essence rating.

*Recording Systems* (4 XP): The Alchemical's eyes now function as a recording service, in which the Alchemical can record everything she sees and hears. The Alchemical can record up to her (Essence) days in footage and store it on board with her and provides a flawless memory of everything she has personally experienced. No roll is needed to recall

an event in the past (essence) days, only a few minutes as she searches her logs. Past video memory is admissible evidence in any court inside of Autochtonia, but it may be tampered with as if they were normal memories if another Champion uses Personality Override Spike. Sensitive data can be stored at the Vats complex, which the Alchemical may store an infinite amount of recording data there, but any attempt to search through would need normal investigation rolls. Propaganda of the Alchemical's sometimes consist of live shows of declassified actions the Champion's personally took part of, which causes some Alchemicals to needlessly showboat. In Modern, Heaven's Reach, or any other part where video playback is commonplace, this submodule only costs a single experience point. Additionally, if the Alchemical has access to an internet connection she may stream whatever she's experiencing live. Instead of uploading things to a Vats complex, Modern Alchemical's can upload it to whatever device they wish, provided they can somehow directly interface with it.

*Tactical Analysis Engrams* (Wits 3): The Alchemical's Optical Enhancement allows him to discern the Archery, Brawl, Martial Arts (Including which ones), Melee, and Thrown ratings of any character that he can perceive, calling up a visual read-out displaying a relative assessment of their combat capabilities. He also learns any specialties that they have in those Abilities. If one wishes to hide these stats the Alchemical rolls Perception+War/Investigation against a difficulty of the opponent's Guile, failure meaning they need to reset it as a form of Read Intentions action. A second purchase of this submodule adds War to the list of Abilities the Alchemical can detect, and reveals the Drill, Current Magnitude, Might, and Morale of any unit he can perceive in mass combat.

## CLARITY-TINTED SCREEN ENHANCEMENT

**Cost:** 0m or 3m; **Mins:** Perception 4, Essence 2; **Type:** Simple

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** Optical Enhancement

Tiny adamant filaments tipped by crystal gangue riddled with Starmetal extrude from the Alchemical's body, infiltrating windows or similar viewing ports in an object that is not owned by another Essence user. The Starmetal buds sprout, sending invisible tracers through the glass they encounter. A brief sheen is the only clue to the outside world that the nature of the windows has changed. While it remains in effect, this Charm affords those on the same side of the window as the Alchemical the benefits of a selection of the submodules she has learned for the Optical Enhancement Charm. These submodules include: Flash Shuttters, Cross-Phase Scanner, Light-Intensification Filters, Thermal

Vision, and Mass-Penetrating Scan. In the case of submodules like Thermal Vision, it is up to the Alchemical to turn them on or off.

The Alchemical must stay within three yards of the enhanced object, or else the Charm ends. Clarity-Tinted Screen Enhancement costs 3m normally, but its cost falls to 0m when the Champion uses it on an artifact vehicle to which he committed motes to attune.

#### **Submodules:**

*Battlefield Report Overlays* (Wits 4): The perceptual node from which the filaments emerge is overhauled, granting it additional dedicated processing power so that it can make detailed, enhanced information available to all who see through windows enhanced by the Alchemical. Readouts from other of the Alchemical's submodules become possible, including those that require concerted effort on the part of the observer to be of any use. In those cases, passengers must perform the necessary action individually to gain the benefits, as if they were the Alchemical using the submodule. The additional submodules that this Charm extends into the vehicle's windows include: Microscopic Lens, Telescopic Lens, Motion-Tracking Targeting Glance, Soulgem Transponder Overlay, Essence Sight Oculars, and Tactical Analysis Engrams.

## **SECONDARY SENSORY UPGRADES**

**Cost:** 4m per sense type [1m]; **Mins:** Perception 3, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** One Scene

**Prerequisite charms:** None

When this Charm is installed, the Alchemical chooses Chemical Analysis System or Tympanal Receptor Nodes to install for free. The other requires the usual cost XP cost. Activating this Charm costs four motes per sense type invoked among available options.

#### **Submodules:**

*Chemical Analysis System:* The Exalt has a coiled apparatus screwed out of sight into his nostrils and a small device that looks like a ball bearing in the center of his tongue. When active, the submodule functions identically to the smell and taste version of Keen (Sense) Technique (see Exalted 3e page 268) except that the Alchemical may not use it in the indefinite mode.

*Tympanal Receptor Nodes:* The Alchemical's ears have been fitted with invasive cochlear implants covered in hundreds of flexible needles, along with a lacy structure of pressure-sensitive wires beneath the skin. While active, the submodule functions identically to the hearing and touch version of Keen (Sense) Technique (see Exalted 3e page 269) except that the Alchemical may not use it in the indefinite mode.

*Echolocation Navigation Systems* (Tympanal Receptor Nodes, Perception 5, Essence 2): The Champion's brain models' spatial contours through precision mapping of echoes, allowing vectored analysis sufficient to cancel blindness penalties and bypass visual-only concealment such as smoke or fog. True silence is as "blinding" as true darkness, but such conditions occur only when they are magically imposed. In all other situations, the faint rumble of the Alchemical's Essence-charged physiology generates enough sound, though purely visual data remains undetectable in darkness as per the limitations of the Thermal Vision submodule for Optical Enhancement, allowing the Alchemical to 'hear' by sight out to medium range (Long range with Expanded Input Processor). Unlike that submodule, Echolocation Navigation Systems functions in addition to other senses rather than replacing them, so the lack of visual data only really matters when the character's sight is obscured in some way. Storytellers should assess Perception bonuses and penalties to this exotic sense at their discretion, taking care to reward creativity on the part of both the Alchemical and his opponents. If the Champion is rendered blind by a crippling effect with a duration longer than a scene, this submodule is always considered active without needing Tympanal Receptor Nodes. Lastly, if the Champion is hit by a MASSIVE burst of sound (whenever from an enemy, herself, or the environment), deafness effects are negated automatically and the Alchemical doubles all 9's on perception rolls to locate objects.

*Dedicated Analysis Processor* (4 XP, Chemical Analysis System OR Tympanal Receptor Nodes): A processor in the Alchemical's brain helps to analyze the expanded sensory input more effectively, giving double 9s whenever one of its prerequisites are also activated.

*Expanded Input Processor* (Perception 6, Essence 3): Whenever a basic sensory submodule is active, this submodule also boosts the enhanced senses further with effects identical to the appropriate Unsurpassed (Sense) Discipline.

## DECEPTION RECOGNITION SYSTEM

**Cost:** 4m [1m]; **Mins:** Perception 4, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

This Charm takes the form of a pair of metal nodules in front of each ear, just above the jawbone. Depending on configuration (and the prerequisite Charm selected to build upon), subdermal wires link the devices to the ears or across the cheeks to the nose. Based on design, the Champion can either hear the telltale vibrations and distortions when a scrutinized target speaks a lie or else smell the biochemical signature produced by willful deception. Alchemicals with both prerequisites installed may use either mode of detection at their discretion. This Charm is identical to Judge's Ear Technique (see Exalted 3e page 312), save that it gains no bonus to contested effect rolls.

**Submodules:**

*Hyper-Sensitive Chemical Detectors* (Chemical Analysis System, 4 XP): The Alchemical may add (Perception) dice to any effect that contests Judge's Ear.

*Voice Inflection Scanner* (Essence 2): This submodule lowers the cost of Deception Recognition System by 1m each time it is used on a single target in the scene, minimum 0m.

## PERSONNEL DATABASE SCANNER

**Cost:** 0m - 5m 1WP [1m]; **Mins:** Perception 4, Essence 1; **Type:** Simple

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

The innocent and guilty alike of Autochthonia faithfully labelled by the Regulator Forces and the Divine Ministers. This charm takes the place of a database linked to the Alchemical's visual input centers, which gives the Champion information about anyone who she is focused on. A single success on a (Perception + Investigation) roll can tell the Alchemical what crimes and warrants a person is guilty of, their name, address, caste, and workplace for 0m. Crimes that one has committed and not yet been caught are not entered into the database. Those who live outside of nations and are generally unknown may not be scanned in this way. If people try to hide their information, treat the Alchemical's attempt as a special Read Intentions action that can be defended against using Guile and costs the Alchemical an additional mote. Otherwise this charm functions the same as Evidence-Discerning Method, save that the target must be physically in front of the Champion and may be called up again by paying the single mote reflexively whenever he feels a case scene or profile character action involving that character comes

up again (Such as whenever someone interacted with said profiled target). Dissonance of the scene is instead treated as the dissonance of the character themselves, and whenever the target is currently disguised as someone else. The Alchemical can hold a maximum of (Essence or 3, whichever is greater) profiles at once. If she decides to profile her assembly mates, then that does not count towards the maximum amount of profiles.

In Modern Creation, this works so long as the Alchemical has something to a Police Database uploaded to his memory and may hold as many as he wishes. How he gets access to such things is left up to the Alchemical.

As a minor note, Personal Override Spike CAN be used to falsify crime entries in a database entry the Alchemical has. In which case this can only be corrected when the Alchemical returns to the VATS complex to cross check the database or in modern where one may need to hack the entire database due to internet connections.

### **Submodules:**

*Ruse Spotting Method:* The Alchemical is able to tell if a profiled target used his Guile or Resolve against a social attack, allowing her to spot simple yes men from those setting up a conspiracy.

*Personality Construction Simulators (2 XP):* This submodule allows the Alchemical to investigate a person's motivations when he is not even physically at the location. The storyteller may assign penalties depending on how old or damaged the crime scene is. Other sensory charms may allow the Alchemical to gain new clues that normal senses cannot pick up.

*Expanded Profiling Database (Essence 2, 4 XP):* The Alchemical can now hold up to (Perception x2) profiles at once. In addition, any profiles she knows can be stored into the VATS complex for safe keeping, provided she has them when she enters. Additionally, the Alchemical may keep a limitless supply of profiles but such profiles beyond what she can keep will vanish at the end of the scene. A repurchase at Essence allows the Alchemical to profile up to (Essence) targets at once who cannot use magic to raise/alter/protect their Guile. At Essence 4, the Alchemical may store (Perception x3) profiles. A repurchase at Essence 5 increases the number of profiles to infinite.

*Cultural Profiling Database (3 XP):* This upgrade allows the alchemical to profile a social group as if they were an individual.

*Correlation Induction Protocols (Essence 2):* The Alchemical's mind races as she attempts to find psychological correlations of a target she is observing. Unless a target is

interacting with the Alchemical directly, any Read Intention action against a profiled target is made as if the Alchemical were watching them from stealth. If directly interacting with her, she may make at least one Read Intentions actions a target to learn an intimacy even if no action prompts it, learning the most tangentially related intimacy at the time. Additionally, if a target is a member of her state, is a well-known criminal wanted by her state, or the Alchemical has an active profile then she may immediately and reflexively roll her (Perception + Investigation) as a read intentions if an intimacy of her target is within the same area as the same difficulty of the opponents Guile any may be done even if the Alchemical failed on a read intentions action previously in the scene, which on a success tells her what the intimacy is. If the Alchemical fails the reflexive roll, he cannot try again for the rest of the scene.

*Psychological Profiling Analysis* (Essence 2): The psychological profile of the Alchemical's target is so complete that she can see the original habits of a criminal even if he is an incredibly talented actor. If one has a personality profile on a target, then any mundane disguise the target uses is automatically negated. The Champion simply sees through it as if it didn't even exist. Against magical disguises, the Champion gains an additional (Essence) bonus dice that do not count towards caps on all rolls to attempt to see through the disguise as if she had Burning-Eye of the Deliverer (Page 358 of Exalted 3e) but adding the dice instead of successes at Essence 3.

*Personality Flaw Analysis* (Essence 3): When the Alchemical has profiled a person, she may increase the stunt value of any action against that target by one so long as the profile stands so long as she stunts it by taking advantage of the character's personality traits. If the Alchemical gains a natural 3 die stunt, then she gets four successes as her stunt die. The willpower or Experience Point reward can only be used with natural 2 or 3 die stunts.

*Crime Simulation Protocols* (Perception 7 Essence 4): The Champion knows their targets better than they know themselves. If one of the people the Champion has profiled is planning an attack, the Champion may roll her (Perception + Investigation) against a difficulty of the subjects Guile, even if they are not present. On a success, the Alchemical will be able to deduce a crime the character is planning within the next month. Minor crimes are things like petty theft and rarely endanger or cause serious harm to one or more people. Major crimes are things that involve murder or serious harm to the Alchemical's state, Autochthon and Autochthonia, her Agenda, or her assembly. Note this does not stop impulsive or accidental crimes. If Bob the Troubleshooter walked to his shift one morning, and accidentally spilled his morning beverage on important cooling panels which caused an entire district to be covered in deadly molten metal, then this charm would not provide anything beyond telling the Alchemical Bob the Troubleshooter really shouldn't be working at his job with how clumsy he is (And can give odds of what accidents he can cause) and why he's outside of Alpha Complex. Likewise, if Gear Rusty,

the famous robber, decided to head to a hot dog stand and see a truck containing priceless jewels is open and spontaneously decides to rob the truck, this charm would also not spoil the action.

*Truth Detecting Algorithms* (3 XP): The Alchemical becomes highly resistant on attempts to lie to him, as high-speed computers look for any subtle changes in posture, tone, and change in skin temperature to see if something is different than normal. The Alchemical automatically gains (Essence/2) to her Resolve if a profiled subject is knowingly lying. This is allowed to go above the cap, but no more dice can be added if the cap is reached.

*Support Structure Analysis*: Once the Alchemical has profiled a target, the Alchemical may attempt separate investigation rolls to determine the support structure a target has. This includes things such as the Influence, Class, Resources, Backing, Followers, and any other backgrounds the storyteller deems valid. This is treated as a Read Intentions action with a difficulty of the opponent's Guile, and if the read intention action succeeds it tells of one background.

*Flawless Locator Device* (Essence 2): The guilty may run, but they can never hide. Any mundane tracking attempt against an opponent automatically succeeds, while magically enhanced attempts automatically add an extra (Essence) autosuccesses to the roll which may exceed dice cap and count as a supernatural tracking attempt.

*Personality Emulation Systems* (Manipulation 4): This charm allows the Alchemical to flawlessly imitate anyone who she has profiled and spent at least several hours studying. While this charm does not even aid the Alchemical a physical disguise, it allows her to know exactly how her target would think and react in certain circumstances, making it so that any mundane inspection to determine her identity will automatically fail. The Alchemical adds (Manipulation) dice to any roll that is supported by magic or half that value to static defenses to determine such things. The Alchemical may also use this to impersonate the handwriting of a subject flawlessly but impersonating a member of the Tripartite is a very serious crime.

*Psychology Analysis Subroutines* (Perception 6 Essence 4): This submodule allows for the Alchemical to closely analyze anyone to see if they are under the influence of magical, sorcerous, or unnatural social or mental influence. The person must be someone the Alchemical has profiled and one he has an intimacy towards. Upon succeeding at a Perception+Investigation roll with a difficulty of the Guile plus (Essence of the user) of the person who put the social attack on the character in question. Successes doesn't tell the Alchemical what the magical social or mental influence does, but it does allow them to notice the abnormal behaviors in one's personality, allowing them to take steps as they deem fit. Note this even works even if the Alchemical's clarity forbids emotional



attachments, as the knowledge of the intimacy is drawn on the familiarity of the subject on a personal level.

*Analysis Overclocking Device* (Perception 8 Essence 5): Once per day, the Alchemical can turn every die on an investigation roll into an automatic success.

## ANALYTICAL DESIGN ENGINE

**Cost:** 10m 1WP [2m]; **Mins:** Intelligence 5, Essence 3; **Type:** Simple

**Keywords:** Exemplar 2, Stackable, Internal

**Duration:** Varies

**Prerequisite charms:** Any one Analytical and Cognitive charm

**Original Charm by:** The Demented One

Starmetal calculation engines are implanted in the Alchemical's brainstem, their intermeshing columns of clockwork gears turning in unison as the array analyzes information. Activating this Charm, the Alchemical may attempt to predict the future of a social group. Doing so requires a dramatic action spent analyzing information and evidence and plotting out probabilistic projections, taking at least five hours. Once he has completed his analysis, the Alchemical makes a roll at a difficulty of the social group's (size) using the battle group scale on page 206 in *Exalted 3e*. Note this can go above 5 if the group is considered large enough, and as a rule of thumb a social group warrants a size increase after size 5 by a rule of 10 (Size 6 would be 10,000, size 7 would be 100,000, and so on. So a billion people would be difficulty 11). If the Alchemical has the Backing background for the chosen social group, he may subtract its rating from the difficulty of the roll, although this cannot reduce it below half its original value.

If the Alchemical succeeds, he can predict the future that group in a specific field, spanning a single season into the future, plus an additional season for each threshold success rolled. Predicting specific actions by individuals or events is impossible, but the Alchemical can predict socioeconomic trends, statistical information, and other large-scale information. This prediction is made through logical analysis and superinduction, not through magical divination. The Alchemical cannot predict a thing if he has absolutely no research or evidence that could logically produce such a prediction, at the Storyteller's discretion, although the magic of this Charm allows him to make amazing logical deductions with the least of evidence. The Alchemical cannot normally predict anything that results from the use of Charms or other supernatural powers, but he may adjust his prediction to account for them if he knows or has valid reason to believe what specific magical alterations will be made. Such as if Gezlak are known to be more aggressive if resource expeditions go near their courts, then the Alchemical can calculate such things.

The Alchemical may commit the motes spent activating this Charm for a duration of up to the span of time his prediction covered. So long as these motes remain committed, the Alchemical may add  $\lceil \text{Essence}/2 \rceil$  automatic success to any roll where the knowledge granted by his prediction is relevant or applicable but only in broad widespread actions. A commander may use it for a stratagem roll before a battle, but not while attacking an enemy in combat. In addition, he never botches such actions. These bonuses only apply if the Alchemical is acting on information granted by use of this Charm, and if that information is accurate. The Alchemical may stack multiple commitments to gain the bonuses of multiple predictions, but uninstalling this Charm terminates all such commitments. Purchase of this Charm grants twelve experience points worth of Submodules whose trait requirements the Champion meets. Others may be acquired normally.

### **Submodules:**

*Aesthetic Evolution Node* (4xp): The Alchemical may roll (Intelligence + Performance) when activating this Charm to predict the cultural development of a group. Such predictions provide information on future cultural movements and trends within the group, its general population of artists and other creative professionals, and the developing attitudes of group members towards cultural activity and art.

*Arcane Science Node* (4xp): The Alchemical may roll (Intelligence + Occult) when activating this Charm to predict the magical development of a group. Such predictions provide information on the group's general population of enlightened mortals, thaumaturges, and other magically-capable professionals, and its interactions with machine spirits and gremlins.

*Conflict Analysis Node* (4xp): The Alchemical may roll (Intelligence + War) when activating this Charm to predict the military development of a group. Such predictions provide information on the unit's general hostility and willingness to go to war, the size and strength of any military it fields, its manufacture and output of weaponry and other military products, and any hostile action it will initiate.

*Crime Prevention Node* (4xp): The Alchemical may roll (Intelligence + Larceny) when activating this Charm to predict the criminal development of a group. Such predictions provide information on the group's general population of criminals, the rate of crime committed within it, and the crimes most likely to occur.

*Hygiene Evaluation Node* (4xp): The Alchemical may roll (Intelligence + Medicine) when activating this Charm to predict the medical development of a group. Such predictions

provide information on the group's general population of physicians, doctors, and other medical professionals, the general availability of medical supplies, and any plagues or similar widespread medical issues that will affect the group.

*Industrial Progress Node* (4xp): The Alchemical may roll (Intelligence + Bureaucracy) when activating this Charm to predict the economic development of a group. Such predictions provide information on the material resources the group will have access to, its rate of manufacture and output for all goods it produces, trade relationships with other groups, and the general welfare and prosperity of its members.

*Polymath Simulation Node* (4xp): The Alchemical may roll (Intelligence + Lore) when activating this Charm to predict the intellectual development of a group. Such predictions provide information on the educational state of the group, including literacy rates and average levels of education, its general population of scholars, savants, and other academic professionals, and on future intellectual or philosophical movements.

*State Governance Node* (4xp): The Alchemical may roll (Intelligence + Socialize) when activating this Charm to predict the political development of a group. Such predictions provide information on prevailing political opinions among the group's members, the distribution of power between factions within the group, and political issues that will face the group.

*Machine Prophet Equations* (Essence 3): The Alchemical may pay an additional point of Willpower when activating this Charm to make a wide-spanning lateral prediction, creating a composite projection of the future. Instead of analyzing a social group's future in one specific field, the Alchemical instead analyzes it in every field that he has the submodule installed for. He makes a separate roll for each submodule he uses to create a prediction. In addition, by correlating and looping the output of this Charm, he may create a more accurate prediction of the future. For every two Submodules: he uses to create a prediction, he adds one bonus die to all rolls made as part of the composite activation of this Charm.

*Wide Spectrum Analysis Scan*: When the Alchemical uses the charm on the group, then he can get amazing predictions on what the group would do next. For example, if the Alchemical scanned his own city and then asked what would happen if a particular bit of information was widely known, then he would be able to predict the effects in his head. This takes the place of asking the Storyteller yes or no questions, to which he must answer truthfully. This can be done once per story, and only for those submodules that are properly installed. Likewise, the future is not set in stone. While the Storyteller may have said yes, things can change depending on player interaction!

## VIRTUAL MAPPING PROGRAM

**Cost:** 5m [1m]; **Mins:** Perception 3, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** None

This charm takes the place of a delicate sensory apparatus inside of the Alchemical's earlobe, composed of both Orichalcum and white Jade. This causes what appears to be a three-dimensional map to appear over the Alchemical's vision in one of the corners of his vision. This map can be expanded or dismissed reflexively as needed. While the map does not show what the room contains, it does map out the interior of the room as well as any entrances or exits that may exist inside of it. Upon entering a room for the first time, the room is instantly mapped out in full. In case of truly large areas, such as a dome which is miles wide or in the open wilderness inside of Creation, this maps out areas out to the (Champion's Perception x100) yards and however far the Alchemical can physically see. The map will include things such as buildings or trees as well but will not show the inside of them unless the Alchemical physically enters the building. Secret exits or pathways will not show up on the map. Secondly if an area has been updated, such as significant debris or entire rooms shifting (as what happens often in the shifting Authochtonian reaches), then the map will not show that updated information until the Alchemical physically travels there or gets it within range of this charm once again. Wards against scrying also block this charm, appearing as a wall on the mini-map.

If there is an area to where the Alchemical wishes to go to and the pathway to it, the Champion can plot the shortest available path to the location without any roll needed. If the route is cut off or alternated and the Alchemical cannot retrace his steps, new survival rolls will be needed. By default, this charm is pre-uploaded with a map of the city the Champion hails from. Areas the Alchemical may not have the authority to access may not appear... or things the state doesn't wish her to know.

In Modern or Sci-fi games, Alchemicals may also store maps from the internet by downloading them or a subway terminal just by staring at it for a few seconds. Maps can also be made for the Alchemical provided one has a computer and Map Making software or AutoCAD.

### Submodules:

*Grand Escape Options* (3 XP): The Exalt gains 3 bonus die when attempting to figure out the safest escape route out of a building, a safe spot for the eruption of a supervolcano, or other such hazards. This generally does not help in battle or with disengagement rolls.

*Obstacle Scanner* (2 XP): The Virtual Mapping Program is now able to scan out various sorts of obstacles in a room, such as dressers, weapons not in use, barrels, and other details. This charm cannot detect moving objects, but it does allow the Alchemical to effectively navigate in the dark or without sight, provided there are no moving objects that could stop him. If he combines this submodule with Motion Scanning Personnel Tracker, he is able to see moving objects as well.

*Threat Tracer* (2 XP): Projectiles that target the Alchemical have their trails automatically highlighted and have estimated origin area added to the map, adding (Essence) dice to any attempt to notice a ranged attack against the Alchemical. If the Alchemical has reached his dicecap, he may reflexively pay 1m to turn one dice into one success to a maximum of how many dice she'd still be able to get.

*Motion Scanning Personnel Tracker* (Essence 2, 4 XP): The Virtual Mapping Program is upgraded to account for actual moving targets. People on the map now show up in range if they are either moving or the Alchemical can see them. People who are actively trying to remain hidden don't show up, nor will the map track them if they successfully hide once again from the Alchemical. The map will show different colours for people such as allies, Assembly members, VIP's, and enemies. At Perception 6 Essence 3 this submodule can be purchased again, which will allow the Alchemical to see anyone in range who are not actively hiding, even if they are not moving and will also inform the status of any friendly units automatically. Inactive Automatons will not show up on this charm. This charm effectively eliminates any penalties from firing blindly behind cover.

*CPS Coordinate System* (1 XP): This charm allows the Alchemical to access the Creation Positioning System, or CPS system. This will be able to tell him exactly where he is located in Creation. This submodule exists in Exalted Modern by default but can exist in other settings if there is a similar system.

*Structural Mapping Device* (Perception 4 4 XP): High powered emitters on the Alchemical's hands allow him to vibrate with such intensity that he is able to see the inside of an entire structure without physically entering it. This allows the Alchemical to instantly map out a building with the area of a large skyscraper. Additionally, this charm can be used to detect things like underground caverns or tunnels with standard awareness checks.

*Enhanced Frequency Receptors* (Perception 6): This greatly expands the radius of the passive mapping feature, enabling the Alchemical to map out (Perception) miles.

*Autolabe/Compass Function* (3 XP): This upgrades the map with a small compass that will always point the Alchemical towards the Pole of Crystal or some sort of civilization she has personally visited. In other Realms, it will point to what is considered the center of the Realm.

*3-D Shifting Deduction Algorithms* (Perception 5 Essence 3): This charm allows the Alchemical to keep a semi-complete map, even in amidst the shifting areas of the Great Maker, the impossible Geometry of the Wyld, or the nightmares of the Labyrinth. If a room that the Alchemical has mapped shifts in location, then the map function will automatically track where the room is located no matter where it goes. In addition, the Alchemical is much better equipped to traverse such lands. Up to (Perception/2) dice on any roll to find her way in such places are automatically turned into successes and ignore any difficulties that may arise from failed rolls. In Malfeas, this points to the center of the layer the Alchemical is currently on.

*Void Alignment Array*: This charm adds the Void keyword to the charm. The Apostate automatically maps out a blighted area around him equal to double the distance the charm provides and is able to see inside of any buildings. The Apostate still doesn't know the location of any secret doors.

*Substance Scanner Arrays*: This submodule updates the map to show the location of anything that could be considered edible on it, adding (Essence) bonus dice for any attempt to forage for food and water, either personally or enough food for up to (Perception) people. Even a failure will always find enough food for at least one person. Food and water conduits show up on the map properly as does any other meal or foodstuff. The Alchemical will automatically know whenever such food is safe for either him or for a mortal to eat. In Creation this helps find the location of fresh water, fish, fruit, or anything else that can be considered edible. If the Champion has Perception 6, then this charm even works in strange places such as Malfeas, the Underworld, or the Wyld.

## IMPRINTED DATA CLUSTER

**Cost:** - [1m]; **Mins:** Intelligence 3, Essence 1; **Type:** Permanent

**Keywords:** Stackable

**Duration:** Permanent

**Prerequisite charms:** None

**Ideas provided by:** Plague of Hats

The Champion has an ornate set of adamant polyhedral memory crystals implanted in the frontal lobe of his brain. A complicated network of neural wires connects these nodes and

links the entire assembly to the prongs of his soulgem. Each installation of this charm contains up to three specialties as dedicated by the Alchemical at the time of installation. The storyteller may veto any specialties that are considered too broad or deemed impossible. Waive the commitment cost of this charm after the first installation.

### **Submodules:**

*Downloaded Knowledge Specialty* (3 XP): At the end of a story, if the Alchemical made heavy use out a selected specialty by succeeding on a moderate/extremely difficult roll to challenge or make a fact or if the specialty was somehow instrumental in the story, then the Alchemical may add that specialty at no cost and may select a new specialty to put into the blank slot of Imprinted Data Cluster next time she visits the VATS. In Exalted Modern, this happens next time the Alchemical dismisses her exaltation for at least 15 minutes.

*Ignorance Obliterating Dynamos* (2 XP): The Alchemical may treat any purchases of the First Intelligence Augmentation as additional dots of Lore for the requirements of having enough Lore to validly make or challenge a fact.

*Parallel Approach Simulator* (Essence 2, 4 XP): Stripped-down slivers of memory crystals are installed in auspicious patterns around those of the Exalt's Imprinted Data Cluster. This submodule sparks to life when certain subjects tantalize the Alchemical's mind, subtly mirroring his thought patterns to try to solve the problem or synthesize the information from a different angle. Each time the specialties either naturally or from Imprinted Data Cluster apply to a failed knowledge check, the Exalt may reflexively reroll that action at the beginning of his next turn or dramatic action and allows him to ignore any penalties to retrying.

*Knowledge=Power Conversion Formula*: As the Exalt pursues theories and memories that end up failing to unveil the truth of a matter, the vibrant Essence of these coils is excited. This boosts both his intellect and enthusiasm in searching for the answer. Whenever the Exalt succeeds on a roll to introduce or challenge a fact, he gains an amount of motes equal to the threshold successes, to a maximum of (Essence). This submodule adds the Exemplar 1 keyword.

*Lucid Dream Calibration* (Intelligence 6, Essence 4): The Exalt may reassign a specialty contained in the Charm by spending one hour in meditation and paying one Willpower without needing to return to a vats complex.

## CLARIFIED DATA ASSIMILATOR

**Cost:** 3+m; **Mins:** Intelligence 3, Essence 2; **Type:** Supplemental

**Keywords:** Exemplar 1, Internal

**Duration:** Instant

**Prerequisite charms:** None

This Charm takes the form of thousands of microscopic automata scuttling through the Exalt's entire nervous system. When powered with Essence, these creatures link their spindly legs in artificial neural chains that vastly upgrade the interconnectivity of thought and memory. As they combine, the automata resonate in perfect synchronicity with the psychic emanations of the Machine God.

Upon activation, the Alchemical gains a point of temporary Clarity, and this Charm replaces the natural rating of any single Ability with the Exalt's total Clarity for one action, but only to an amount normally allowed by their essence. The Ability's rating does not change apart from determining the number of dice contributed to the one roll or static value calculation. Actions benefiting from this Charm cannot also benefit from any sort of intimacy bonus. The base cost to activate Clarified Data Assimilator is four motes, but each invocation also adds a cumulative one-mote surcharge to future use until the Champion spends an hour meditating to reset his mind.

## INTERPOLATIVE SYNTAX EMULATOR

**Cost:** 5m [1m]; **Mins:** Intelligence 3, Essence 1; **Type:** Reflexive

**Keywords:** Internal, Stackable

**Duration:** Indefinite

**Prerequisite charms:** None

*Beep*

Artificial synapse webs installed in the Alchemical's brain allow him to render any form of communication into raw numeric data and reconfigure it to mesh with currently understood modes of expression. After spending at least an hour listening to or attempting to read an unfamiliar language, the Alchemical may learn to speak or read it himself, paying five motes to do so. He must pay for languages individually and pay separately for spoken and written fluency. When speaking a language provided by this Charm, the Exalt's accent is thick with distinctive inflections and idioms taken from Autochthonic, enough so that anyone listening can tell he is not a native speaker of his assumed tongue. This accent does not inhibit communication, however. Conferred aptitude remains as long as the Exalt



leaves Essence committed to the language. Emulated languages may be permanently integrated with no training times, if desired, letting him get the relevant Merit to speak the language.

### **Submodules:**

*Infallible Fluency Vocoder* (Intelligence 4, 3xp): The Exalt speaks with any accent he has overheard, allowing him to pass as a native speaker of that dialect.

*Programming Language Eloquence* (Intelligence 5, 4xp): The Exalt increases all social bonuses and penalties from Clarity by 1 while using the Charm to apply mathematical hyperfluency to his understanding of Autochthonic. He also receives benefits when dealing with mechanical entities for which Clarity provides an interaction bonus identical to the effects of Mastery of Small Manners (see Exalted 3e page 393). Another version of this submod exists called *Organic Language Elegance* that requires Charisma 5 and may be applied to all living beings for 6 XP.

*Language Code Decryption*: The Champion is now able to use this charm on any sort of hidden code as if it were a language. Additionally, the Champion may spend up to one hour as a dramatic action to think up a new code by rolling (Intelligence + Linguistics + Essence), with the successes one the roll being the difficulty people need to beat. The Alchemical may select an audience or individual who can read the code, as such code is tailored to be readable to only them. This means the Alchemical can hide social influence in a message and only be activated by its target audience. At Intelligence 6+ or Essence 3+ the Alchemical's code is uncrackable by mundane methods.

## **ABSTRACT ABACUS IMPLANT**

**Cost:** 3m; **Mins:** Wits 3, Essence 3; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Interpolative Syntax Emulator

Miniscule orichalcum neurons fire a scrambling signal through the Alchemical's Interpolative Syntax Emulator, momentarily encrypting a language so that he cannot understand it. Activated in response to a spoken or written social influence action (or other mental influence conveyed through such media), the Charm adds the Champion's Guile to his Resolve or visa versa. This charm can only be used once per story, but when first activated in a scene it can continue being activated until the scene is over. This charm

can be reset if the Alchemical puts herself into serious jeopardy protecting her state or a defining intimacy.

## MOBILE SENSORY DRONE

**Cost:** 5m [1m]; **Mins:** Perception 4, Essence 2; **Type:** Simple

**Keywords:** Mute

**Duration:** Indefinite

**Prerequisite charms:** None

One of the Champion's eyes is replaced with a remote drone, outwardly identical to his other eye. When this Charm is activated, the eye slides out of its housing and a clearly prosthetic duplicate pushes its way forward from the back of the socket, preserving the Exalt's binocular vision. The disembodied eye unbraids its optic nerve into spindly leg-tendrils ending in needle tips (with the traits listed in the accompanying sidebar). The drone has no volition or memory and must be issued a constant stream of telepathic orders to know where to go and what specific actions to take. Controlling the drone thus requires a diceless miscellaneous action from the Alchemical each action, which is extremely distracting while in combat and requires the Alchemical to flurry his actions in combat if he wishes for the drone to move and him to act relaying the drone's own sensory input back to its creator during that action.

Absent such control, the drone waits. Wards that block scrying negate this link, and the automaton will automatically retreat out of such fields by the quickest route possible to restore communication. It has an effective transmission range equal to its creator's Essence rating in miles. Ending this Charm or the drone's premature destruction causes it to sublimate into Essence, with a new replacement growing over five hours. Ordering the construct to reflexively reenter into its home socket ends the Charm without imposing a wait time for reactivation. While it exists, the drone acts as an arcane link to its creator.

### Submodules:

*Extra Drones* (5xp): Another of the Alchemical's eyes has been transformed into a drone. Installations more than the Exalt's available eye sockets can be mounted anywhere on the body and do not appear as eyes so much as spherical metal rivets. Multiple drones can be fashioned with a single activation at a cost of five motes per drone, and the Charm gains the Stackable keyword. Because each drone requires its own stream of orders, the Autonomous submodule is a worthwhile investment. This submodule may be installed any number of times.

*Playback* (Intelligence 3, 4xp): The drone records everything it experiences in a memory crystal, allowing the Alchemical to safely ignore its sensory feed. When returned to its socket, these memories integrate into the Alchemical's mind. The destruction of the drone obliterates its memories. If the Alchemical already has the playback module from Optical Sensors, this feature only costs a single point of experience.

*Autonomous* (Intelligence 3): The drone has an Intelligence rating of 2 and can remember instructions, allowing it to operate without ongoing input. At the start of each turn, the Alchemical must choose whether to open the link to receive sensory input and potentially transmit new orders. Doing so provides those benefits but also imposes a -1 penalty to all of the Chosen's non-reflexive actions until his next turn from the strain of multitasking. Although they are intelligent enough to accept complicated instructions, the drones have no ingenuity or true independent initiative and never do anything they have not been tasked specifically with doing.

*Communication* (Charisma 3 or Manipulation 3): The drone can receive and transmit the Alchemical's voice. Alternatively, it can telepathically broadcast the Exalt's words to anyone touching it, preventing the transmissions from being overheard. Social attacks made this way use the Alchemical's own traits as if he were present at the drone's location, and he may enhance them with his own Charms normally. Unless he possesses the Autonomous submodule, however, he must make those attacks as part of a flurry following an action to control the drone.

*Hovering* (Dexterity 3): An antigravitic capacitor allows the drone to fly and hover at the same rate as it can crawl, spinning its legs on a rotary engine for dashing thrust. A second installation adds the double 9's and rerolls all ones on disengage and rush actions.

*Hologram* (Radiant Iconography Array, 4 XP): The Alchemical's drone may activate the charm Radiant Iconography Array through it. If the Alchemical has the Communication submodule installed it allows him to use appearance on any social rolls through the drone.

*Kamikaze Assassin* (Strength 3): The drone may be commanded to overload its internal Essence battery and pounce on an enemy within close range, stabbing with its electrified needle legs. This submodule gives the drone a close combat **decisive** attack that has 10 accuracy and uses an amount of initiative on the attack roll equal to (Health levels expended x3). Since the drone is destroyed at the end of the attack, it's suggested to dump all health levels into the damage.

*Upgraded Senses* (Perception 5): The drone's own senses are upgraded by all Charms the Alchemical has active.

*Stealth* (Essence 3): The drone can camouflage itself with a permanent effect duplicating the Charm Optical Shroud (see page XX). Attacking deactivates this effect until the drone's defebse refreshes. If the Alchemical actually has that Charm in his panoply, the drone's cloaking system is upgraded by whatever submodules he has purchased. He need not have his Optical Shroud installed to share submodules this way.

Here are the traits for the drone:

### **Mobile Sensory Drone**

**Essence:** 1; **Willpower:** 3, **Join Battle:** 10

**Health Levels:** 1x -0/1x -1/1x -3/Incap

**Actions:** Senses: 10 dice; Join Battle: 10 dice; Rush/Disengage: 10 dice, Gymnastics: 10 dice; Stealth: 10 dice

Appearance 1, Resolve 1, Guile 1

#### **Combat:**

See Kamikaze Assassin

Combat movement: 10 dice

Evasion 5; Parry N/A (Cannot parry)

Soak/Hardness: 1/1 (Metal Chitin)

The Drone is considered an automaton and has perfect morale. It cannot be intimidated.

## **BATTLE DRONE CONFIGURATION**

**Cost:** - (+1 WP) [1m]; **Mins:** Perception 5, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** Mobile Sensory Drone

### *FUNNEL!*

This charm takes the place of an external dock somewhere on the Alchemical's body, upon which activated the small machine of war unfolds into a lethal killing machine. This charm expands its prerequisite, in which upon paying a single point of willpower when activating Mobile Sensory Drone, the Alchemical may activate its Battle Configuration instead. In addition to whatever submodules the drone has from its prerequisite, the mobile drone acquires a melee attack with an accuracy of 10 and a damage of 8. The form of this attack is described by the player upon purchasing this charm. Additionally, submodules purchased here allow the Alchemical to further customize her drone into a more effective killing machine.

## Submodules:

*Drone Mascot Decals* (Appearance 3, 1 XP): This submodule allows the Alchemical to add decals to their drones. As one female airheaded Alchemical's battle drone turning into a cute pink ball that parrots what's told to it while another Alchemical may use it to give an intimidating appearance to the drones. This submodule makes your drones look cooler, anyone looking at it unmistakably knows it belongs to the Alchemical.

*Extra Drone Template* (5 XP): This submodule adds another drone for the Alchemical to customize. Basic features, such as armour and health additions remain, but the weapon will need to be repurchased as do submodules such as Aim-Calibrating Sensors, Light-Etched Interception Barrier, and Manifold Transhuman Implants.

*Elite Drone Fighting Protocols*: This charm increases the strength and Dexterity capabilities of the drone, increasing the accuracy of its attacks by 3 and its damage by 6.

*Ranged Attack Option*: This submodule replaces the drone's melee attack with a ranged attack, which may be thrown or archery. In this case the drone's accuracy is that of its ideal range for that attack type (So short for archery, close for thrown). Damage remains the same.

*Additional Health* (4 XP): The Alchemical may add an additional 1x -1 and 1x -2 health level for every time this submodule purchased, up to a maximum of the Alchemical's Essence.

*Additional Armour* (4 XP): The first time this submodule is purchased it sets the drone's natural soak to (3 or essence, whichever is high). Additionally, every addition purchase after the first costs 2 XP and gives the drones armour akin to light mortal armour on page 591 of Exalted 3e. Each additional purchase moves up to Medium and then Heavy armour. For each purchase of armour the drone's hardness value increases by 2 each.

*Aim-Calibrating Sensors* (5 XP): This submodule gives the drones the charm Aim-Calibrating Sensors on page XX, which must be paid for by the Alchemical herself. If the Alchemical has Aim-Calibrating Sensors installed already, she may also then benefit from any submodules it has installed even if the Alchemical does not have it installed currently.

*Light-Etched Interception Barrier* (5 XP): This submodule gives the drones the charm Light-Etched Interception Barrier on page XX, which must be paid for by the Alchemical herself. If the Alchemical has Light-Etched Interception Barrier installed already, she may also then benefit from any submodules it has installed, even if it is not installed on the

Alchemical itself. In addition, purchasing this submodule gives all drones the ability to parry with a value of 5.

*Manifold Transhuman Implants* (5 XP): This submodule gives the drones the charm *Manifold Transhuman Implants* on page XX.

*Drone Swarm Storage* (Stamina 3): This submodule replaces the single drone on the Alchemical's back with that of an Elsewhere container, allowing the Alchemical to store and deploy several battle drones at once. When activated for a +3m surcharge, the drones may be deployed as a Battle Group instead of as a single target. The drones have a size of 1, Average Drill, Might 1, and considered to have Perfect Morale. A repurchase at Essence 3 greatly expands the elsewhere space allowing the Champion to deploy dozens of drones at once with far greater battle prowess. The size increases to 2 along with a Drill of Elite (Might remains the same). However, destruction of these drones is harder to replace than a single one, either requiring a week to restore one size to the drones, a trip to the VATS complex, or manually reconstructing them.

## CORTEX ACCELERATION MODULE

**Cost:** 4m [1m]; **Mins:** Wits 3, Essence 1; **Type:** Reflexive

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

*\*Slo mo sound\**

Six jade cylinders are surgically implanted in the Alchemical's occipital lobe, each one housing a chemical pump filled with synthetic neurostimulants. When the Charm is activated, these chemicals flood the Champion's brain, making time seem to stand still for him as his perception hyper-accelerates. This Charm can enhance any join battle roll, adding the lower of (Perception or Wits) dice to the roll, which is allowed to break the dice cap but no more dice may be added if the limit is already hit.

The Champion's distorted perception of the flow of time allows him to plan out his first move, adding a single additional die to the first attack or social attack he makes in that scene. This bonus is not considered dice from Charms, but dice from Aiming when attacking or single non-charm die on a social attack, as appropriate. The Alchemical must make the attack on his first action to receive this bonus. Lastly this does count as an aiming bonus, so the Alchemical may make a ranged attack out to medium or long if her weapon is capable of it.

## **Submodule:**

*Hyperfocus Concentration* (4xp): The bonus on the Alchemical's first attack increases to two dice. If he received more successes on the initiative roll than any other character, the bonus instead rises to three dice.

*Sustained Release Formula* (4 XP): The effects of this charm last for a much longer duration in combat. If the Alchemical still has the highest initiative out of all his opponents on the second round of combat he maintains his accuracy bonus plus whatever benefits submodules provide.

*Perceptual Awareness Enhancement* (3 XP): Upon using this charm to join battle, the Alchemical may make reflexive roll to search for anyone in stealth before the battle begins. A repurchase of this submodule allows the Alchemical to add the same number of dice she gets from the base charm to her awareness roll. These dice do count towards dice caps.

*High Potency Release Formula* (4 XP): This charm allows the champion to reroll all 10's on a join battle roll, keeping the successes they give and potentially allowing for more.

*Overclocking Cortex Module* (Wits 5 Essence 2): By paying an additional +1WP surcharge, this charm may be activated again in the middle of battle, allowing the Champion to roll Join Battle and add the initiative to her total score. This may only be done once per story. A repurchase at Essence 4 allows the Champion to use this twice per story.

*Twitch Second Reactionary Clockwork Mechanism* (4 XP): The Alchemical may reroll her join battle roll by activating the cost of the base charm again with a 1 WP surcharge. The Alchemical must accept the second roll, even if it is worse.

*Improved Hand-Eye Servo-Motors* (3 XP): Whenever this charm is activated the Alchemical may immediately take a reflexive guard action while still potentially attacking. The guard action only functions against anyone who goes after the Alchemical, not before him.

*Improved Dual Link Processors* (3 XP, Essence 2): The Alchemical may use the higher of Perception or Wits for this charm, rather than the lower of the two.

## BLITZKRIEG ASSAULT MODULE

**Cost:** 3m [1m]; **Mins:** Wits 4, Essence 2; **Type:** Reflexive

**Keywords:** Uniform

**Duration:** Instant

**Prerequisite charms:** Cortex Acceleration Module

This submodule contains extremely powerful servo-motors and actuators built into the Alchemical, in which control is so difficult that the Alchemical can only safely use this charm when her perception of the world is slowed down by Cortex Acceleration Module, but when activated she can be seen immediately blazing to life as a streak faster than the eye can see. This charm may be activated when Cortex Acceleration Module is activated and the Alchemical wins Join Battle (that is going before any enemy present). The Alchemical may immediately make a reflexive attack against her opponent within range, be it **withering** or **decisive**. Additionally, she may also reflexively draw a weapon in order to make such an attack.

### Submodules:

*Blast Acceleration Mode* (Dexterity 4, 3 XP): This submodule allows the Alchemical to reflexively move up to one range band before the attack is made.

*Blitzkrieg Ignition Systems* (Strength 4 Essence 3): Victory goes to those who not only hit first but hit the hardest. If the Alchemical elects to make a **decisive** attack against her opponent as her option upon winning she only loses an amount of initiative equal to the dice that turned up as successes on her damage roll. At Strength 6 the Alchemical may still treat herself as having her pre-attack initiative for the rest of the turn normally.

## METANEURAL UPLINK NODE

**Cost:** - [1m]; **Mins:** Intelligence 2, Essence 1; **Type:** Permanent

**Keywords:** Internal, Modern

**Duration:** Permanent

**Prerequisite charms:** None

A series of Starmetal discs implanted in the Alchemical's visual cortex house microscopic mechanical gods, the least divinities of digital signals. While this Charm is installed, the Alchemical becomes capable of accessing the Internet mentally, viewing it as though it were superimposed over his field of vision. He can provide any needed user input simply by willing it so, "clicking" links or typing out text with thought alone. Viewing the Internet



with this Charm does not impede the Alchemical's normal vision or his ability to take actions, although he must still flurry normally if he wishes to take actions online and in the real world simultaneously. The Metaneural Uplink Node is not capable of being hacked, but the user can be traced. Lastly, the Alchemical can access the internet in any Realm of existence.

The instant and intuitive nature of mental control adds a single success to any computer-based action the Alchemical takes via his mental uplink. He can spend a point of Willpower to increase this bonus to his (Clarity/2) dice that ignores dice cap if it is higher, as a machine-like mind is better suited to interface with computerized systems. Other benefits of constant and instantaneous access to the entire Internet are left to the player's creativity in stunting.

#### **Submodules:**

*Machine Override Authorization* (Intelligence 3, 4xp): When using the digital connection of his Metaneural Uplink Node to hack into computers, the Alchemical is treated as accessing them from the same network for determining the penalty he suffers as long as he is within (Essence x 10) meters of them or medium range in combat. If he is within (Essence) meters or close range of them, he is treated as having physical access to them.

## **UNIVERSAL INPUT RELAYS**

**Cost:** 4m [1m]; **Mins:** Intelligence 3, Essence 2; **Type:** Simple

**Keywords:** Modern

**Duration:** Instant

**Prerequisite charms:** Metaneural Uplink Node

Moonsilver panels on the Alchemical's torso conceal an extensive array of adaptive slots, universal serial ports, and scanning devices. When this Charm is activated, these panels slide back, allowing the Alchemical to insert any form of digital data storage medium into one of these receptacles. CDs, flash drives, smartphones, and even hard drives can all be accessed with this Charm, as are even more exotic forms of digital memory. Once inserted, the medium is processed over a span of ten minutes, allowing the Alchemical a general knowledge of all of its contents.

While this scanning does not provide sufficient detail for the Alchemical to quote specific pieces of information or to learn any Charms or spells stored in the medium, it is sufficient to provide a general overview of the contents and nature of the data contained within it. Universal Input Relays cannot translate text or audio that is in a language that the

Alchemical does not know, nor is it capable of decoding any data that has been encrypted. Likewise, he cannot play back the data for others to hear without charms or some way to upload it to a computer.

### **Submodules:**

*Data Crusher Core:* A high speed network of processors work in parallel in order to speed up any searching or recollection of information the Alchemical has taken by the Universal Input Relays. This allows her to increase the speed of scanning or looking up such information by a factor of (Essence) times. This can stack with Incomparable Efficiency Upgrade.

## **REMOTE DRONE-BODY GUIDANCE**

**Cost:** 10m 1WP; **Mins:** Perception 4, Essence 2; **Type:** Simple

**Keywords:** Colossi, Mute

**Duration:** Indefinite

**Prerequisite charms:** Mobile Sensory Drone

**Assistance from:** Plague of Hats

The Colossus is a mighty and powerful engine that strides across the lands of Autochthonia, a result of the Champion's trading in their smaller forms for one of vastly more power. There are times however when an approach of subtly and precision is needed over a powerful and direct tool, be it intermingling with the Populat or attempting to infiltrate a Gremlin hive. This charm takes the form of an elaborate sarcophagus on the Colossus's back containing an inert clay doll similar to that of an Alchemical before the catalyst step. Upon activating this charm the Colossi's body goes dormant as the Alchemical's consciousness is downloaded into a pseudo-soul gem then implanted into the dummy body in a process that takes five minutes. At the end of this process the sarcophagus opens up in a burst of smoke, a normal Alchemical sized body of the Colossus stepping out into the world and leaving her giant body behind to explore and experience the world with a smaller set of eyes.

The smaller body is a duplicate and while not the Colossi itself still counts as an Alchemical for all intents and purposes. It retains and has the same charms as the Colossus based form of it except for any charms/submodules that have the Colossi keyword or Colossi bonuses on them. All traits, except -1 health level boost and unique Colossi traits, are shared between the drone and the Colossus otherwise. The Colossi's original body goes dormant and is considered inactive. The drone body may still sense with the Colossi's body and immediately becomes aware if its in any danger. She may

switch her consciousness back to her original Colossus body as a reflexive action that may only be done on her turn if in combat and visa versa. The Alchemical always knows the location and direction towards her Colossus body or her drone body regardless of any magic used to try and conceal them. Going to a different plane of existence terminates the connection and causes the drone body to immediately self-destruct. The Colossi's body however is still considered the real body, if the Colossi's body perishes then the drone body also perishes along with it, so it is good practice for the Colossi to leave her original body in a very safe or hidden place.

If the drone body perishes it melts into slag leaving nothing useful behind other than a pile of melted clay and brass. The Colossi immediately takes (10-Essence) levels of non-soakable aggravated damage from the spiritual whiplash of having the connection suddenly terminated and the Remote Drone-Body charm is considered amputated until the Alchemical can get it serviced back at a friendly city. The drone body is intact however it may be retrieved and placed in the sarcophagus normally where it heals as if it were in a VATS complex. If incapacitated it cannot be reactivated until it fully heals. These drone bodies are very expensive, often costing Resources 3 per unit. In Vanilla games the Alchemical's state pays for this, but in games where they are in Creation or modern games some effort might be needed to create such a body.

### **Submodules:**

*Drone Repurposing Methodology* (Personality Override Spike): This submodule allows the Colossi to use Personality Override Spike on his own drone, allowing him to preprogram it with alternative intimacies or memories. If used in combination with disguise charms allowing him to be a completely different person! These intimacies remain intact until the Alchemical decides to change them or 'reset' them back to the Colossi's original intimacy list. The Colossi body maintains its original intimacies; however this can cause some issues or be problematic at times as there have been cases of the Champion coming to hate their original Colossi body!

*Low Power Camouflage Mode* (Optical Shroud): The Alchemical's inactive body may activate Optical Shroud and make (Appearance + Stealth/Essence) rolls in order to hide. The inactive body may not move by itself with this charm, but still represents how hard it is to see the Alchemical.

*Ceaseless Labour Engrams* (Wits 5): By embedding thin sheets of adamant circuitry in the Colossi's brain with a Starmetal core in the brain of the drone body the Colossi's body may carry out some basic functions even when the drone body active and visa versa. The body that is being remotely piloted gains the Automaton traits and has no intimacies but can understand any language the Alchemical knows and may obey such orders if the

Alchemical wills it. By committing a cost of 5m the Alchemical may set his drone or Colossus body to some specific task and may freely use any charms as needed to accomplish said task, taking resources for it as per normal, including even combat. Without this attunement the body under control of this submod can fight back and use defensive charms normally, but not any other action.

*Artifact Miniaturization Factory* (4 XP, Intelligence 3): The Alchemical's drone body may be equipped with personal sized replica versions of the artifacts used by the Colossus. These duplicate artifacts count as normal artifacts for all intents and purposes, including even possessing evocations. If the drone body perishes then the duplicate artifacts melt into brass slag.

*Champion Heart Efficiency Matrix* (4 XP, Essence 3): The mote cost of this charm is now (10 - Essence) motes.

## LABOUR AND UTILITY

### EFFICIENT MANAGEMENT PROTOCOLS

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

**Keywords:** Internal

**Duration:** One Project/One Scene

**Prerequisite charms:** None

This charm is a compilation of some of the greatest works and shortcuts, both legal and illegal, written by some of the brightest minds in all of Autochthonia, allowing the Alchemical to tap into this information in time of his greatest need. This charm supports a Bureaucracy roll on behalf of a state she's a part of. The Champion adds (her essence) in dice to all Bureaucracy, Investigation, or Socialize actions related to the project.

#### **Submodules:**

*100% Efficiency Routines* (Essence 2, 4 XP): Wasting perfectly good resources in Anathema to the bureaucrat. This submodule replaces the wiring inside of the Management Protocols, allowing the flow of data to not only be near instantaneous but also incredibly efficient. If the bonus die afforded by this charm run into the Champion's dice cap, then she may convert dice on her roll into automatic successes at a rate of 1m per die. The amount of dice to successes the Alchemical can produce is equal to however many dice the alchemical had left over after her dice cap to a maximum of intelligence. At

Essence 5, the Alchemical may instead pay 1m per 2 successes. Successes added this way do not count towards dice cap. (EX: If an Intelligence 6 Essence 4 Alchemical spent 6m on an excellency while Efficient Management Protocols were active, she may spend an additional 4m to turn four dice into automatic successes)

*Utilitarian Calculus Apparatus* (4 XP): This submod factors accordings involving Utilitarianism protocols without sacrificing her overall productivity, resulting in a great boost to morale. When a project is finished on behalf of some group, those people in the group automatically gain an minor intimacy of respect or love towards the Alchemical or some sort of social group which she belongs.

*Inefficiency Buffering Dynamos* (Intelligence 4 Essence 2): The Chaos of the void is to be avoided at all cost, but that doesn't meant one shouldn't account for it. This submodule is a database of innumerable contingency plans, allowing the champion to avoid up to her (permanent essence) of penalties on a project.

*Resource Allocation Protocols* (5 XP, Essence 3): Lessons from the Recyclers show that every little thing has value, allowing the Alchemical to put every single resource to use multiple time over as a cost saving measure. When this charm is activated, the Alchemical is counted as having (Intelligence/2, rounded up) dots of resources for a project she has permission to run, maximum 4. This is not actual cash or excess resources but using what she has creatively. The Alchemical with Intelligence 6 could not bribe a Glot Boss with a resource 3 bribe of glots, as the Alchemical physically lacks that wealth. However, the Alchemical does have the resources or favors to hire an artist that could make a piece of art worth Resources 3.

*Long-Term Planning Tamper Proofing* (Manipulation 4 Essence 2): Upon finishing a project with this charm, the Alchemical places numerous redundancies for said plan. Any action attempted to sabotage or somehow damage the project that the Alchemical has taken part in suffers from a penalty of (Intelligence/2 or Manipulation/2, rounded up) and takes at least double the normal amount of time to complete. In order to get rid of this penalty without magic, the owner of the group must take a separate action in order to dig out any sort of backup plans the Champion has planned. The Intelligence or Manipulation from the Alchemical is at when she completed the project, not what it currently is.

*Army of Bureaucrats Functionality* (3 XP): A single Alchemical is said to be worth a hundred men, and with this submodule the Alchemical can indeed substitute for an entire branch in times of crisis. The Alchemical may ignore (Essence) points of penalties that may occur from being understaffed involving Bureaucracy, Investigate, and Socialize rolls.

*Hunter Seeker Algorithm:* The effects of the void are rendered null under the Champion's watchful eye. This submod supplements an action to rid any sort of corruption that exists within an organization the Alchemical owns or represents. If successful upon finding them, the Alchemical pay 4m 1WP to instantly cleanse an organization of any sort of hostile magic that may be targeting it. If the Alchemical discovers that a member of the community is suffering from some sort of magical induced illness that the Alchemical does not have the authority to deal with, she will be able to pass on the proper instructions to the local authorities. This charm cannot pinpoint anyone suffering from Gremlin Syndrome, unless she can find evidence.

*Deep Cover Bureaucrat Mode (3 XP):* Soulsteel emitters around the Efficient Management Protocols allow the charm to be used without contributing to any sort of anima flare. This grants the charm the Mute keyword.

*Authority Bypassing Measures (2 XP):* This submodule is a soulsteel add on to the Protocols, detailing information of confessions from some of the greatest criminals known to Autochthonia. The Alchemical is able to ignore the penalties from having insufficient authority for a given action.

*Bartering Modelling Engine (3 XP):* This submodule upgrades Efficient Management Protocols to properly know the exact value of any sort of item, mundane or magical, even if she's completely unfamiliar about an item. This can be used as a rough approximation to other goods and services, or it can be converted into currency such as glots if desired.

*Precognitive Bartering Simulation (Intelligence 5 Essence 2):* This submodule allows the Alchemical to investigate a community to determine what that community not only desires but will desire in the near future with almost precognitive skill. In order to perform this, the Alchemical must make a proper investigate action against the target in question with a difficulty of the leaders (Wits + Bureaucracy)/2, even if it is her own nation, as even with compliance there are too many variables. If successful, it reveals what that community wants most at that given time or what they will want by the time the Alchemical's trading convoy arrives at the location. Or she may purposely deny the thing that the city or group wants most. If the Alchemical performs any sort of action against the organization exploiting this gap in the market, she gains +(Essence) dice to any action designed to exploit this gap. This gap lasts until the gap in the market has been somehow fulfilled or one season after this submodule was used.

## SYNERGY-PROMOTING UPGRADE

**Cost:** 10m 1WP; **Mins:** Charisma 5, Essence 4; **Type:** Simple

**Keywords:** Stackable

**Duration:** Indefinite

**Prerequisite charms:** Efficient Management Protocols and any two other Essence 2 social charms

The Exalt has a cluster of Orichalcum threads tangled around a jade nodule behind their neck, and when issuing proclamations this jumps to life, making the Alchemical's words and issues on the matter contain the entire power of his state. This charm replicates Taboo-Inflicting Diatribe (Exalted 3e page 288) with the following exception: The champion can only use this on matters relating to his state or some organization he has a defining intimacy towards. If he split off to start a rogue company he cares little about then this charm does nothing. Additionally, if under orders from Autochthon or his Ministers to oversee a task, this charm always functions.

## OMNITOOL IMPLANT

**Cost:** 4m [1m]; **Mins:** Wits 3, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** None

This Charm fits into an Alchemical's hands. Upon activation, the character's hands dissolve into a churning of pulleys, gears, bars and bits to reconfigure themselves on the fly into any combination of tools desired. These utilities range from basic screwdrivers, hammers, and pens to advanced Essence calibration devices such as hyperion keys and valgrind couplers. This tool can be used with the statistics of a light weapon, but that's not it's true purpose. The Alchemical suffers no penalty to working without tools on any action where he'd need one, and amongst one of the finest tools ever made, giving an additional three die equipment bonus on any check that involves using the tools (aside from attacking people).

Cosmetic details, such as using a feature of the Omnitool to do a Champion's fingernails while she listens through a boring speech, are encouraged for free.

**Submodules:**

*Ultra-Fine Precision Adjusters:* Devices in the Alchemical's hand stops any minor movement from the Alchemical and allows him to make pinpoint operations with ease. When using the Omnitool, the Alchemical may reroll up to (Essence) non-successful die per roll. If the action is craft related, it gains double 9's. A repurchase at (Intelligence 5 Essence 2) allows craft actions to double 8's if a gold point and a willpower is also spent before the roll, or double 9's on any other tool related action for a point of willpower. A third repurchase at (Intelligence 5 Essence 3) allows for the Alchemical to double 7's on crafting rolls if a willpower and one white point is spent. At Essence 3+ the Alchemical may make a separate repurchase of this charm to increase the amount of rerolled dice on Crafting actions to a maximum of (Intelligence).

*Advanced Lockpicking Toolkit:* A set of tools specially made for picking locks is produced, which produce several features. First an Alchemical never needs to actually damage a door in order to fully unlock it. Secondly any mundane door is automatically opened without need for a roll. Against magical locks the Alchemical is always permitted to be able to roll to open it. If she has the submodule *Ultra-Fine Precision Adjusters* then she may apply those effects towards her roll and also may apply double 9s to her roll. A repurchase at Wits 5 Essence 2 makes it so that even if a lock has hundreds of non-magical components; small tendrils will unlock all of the doors in a matter of seconds.

*Benediction Reward Program* (Intelligence 3): If the Alchemical accomplishes a craft action on behalf of his a state, an organization he is a part of, a non-Alchemical Celestial Exalt, a Minister, or for a defining tie then the Alchemical gains an additional gold point on any project so long as two out three criteria are met. If all three are met then the Alchemical gains an additional (Intelligence) Silver points.

*Omnitool Recognition System* (Intelligence 3): Tools are made to interface with other devices, and no matter what form or function those devices serve the Alchemical's mind is able to glean ideas from nearly any action involving her Omnitool. Whenever the Alchemical completes an action using her Omnitool, be it from picking a lock or performing a surgery, she gains crafting experience as if she produced something from craft. Minor and Major actions still apply and are contextual. Minor projects include opening the locked door to a shift manager who left their keys at home or applying care to a minor burn. A Major project could include something like attempting to unlock a potent magical door or performing complex surgery.

*Expert Basic Repair:* Alchemical's don't read the manuals, they write them. When making a crafting roll for a minor or major project, each silver experience spent adds on additional non-charm success, up to a maximum of (Essence). At Essence 3 the Alchemical may spend gold experience to apply superior projects or spend white experience on legendary projects if they have the charm *Creator Fugue Construction Engines*.



*Blueprint Scanning and Tutorial Function:* Autochthon is the king of all craftsman, and while his chosen may not know how to build everything consciously, they at least unconsciously know how. So long as an item is not actually vaporized outright the Alchemical is able to repair it using craft by paying an additional 4m and 1WP before starting the rolls. It cannot rebuild metaphorical concepts like a broken heart... unless the Alchemical makes them a new heart that expresses the infinite wisdom of clarity of course.

*Effigy to the Great Maker:* All tools within the Alchemical's omnitool now have the symbol of the Great Maker upon them allowing each item to be a literal prayer in his name. In return the Champions proclaim that they briefly touch upon their god's mind. Each basic objective achieved on craft related actions now increases the amount of Silver Experienced gained by +1 per additional objective. If a craft action gives no silver experience normally, then this doesn't apply.

*Hand of the Great Maker (Ultra-Fine Precision Adjusters):* The hand of the Great Maker carefully guides his Creations, granting them sudden momentary bursts of divine realization when using his hand. If the Alchemical is taking a craft action then for a surcharge of 4m upon making a Craft roll the Alchemical does not count 10s towards the maximum amount of dice to be rerolled and may keep rerolling 10s until they fail to appear. For a +1 WP surcharge the Alchemical may apply this to any other valid action using the Omnitool instead. At least for actions that the Omnitool is intended for, not for things like combat.

*Comprehensive Surgical Systems (Intelligence 3):* Taking the form of a set of bulky bracers built directly into the Exalt's arms, this submodule broadens the Omnitool Implant so that it can produce any surgical tool desired. While the submodule is active, the character takes no penalties for performing medical procedures without proper equipment. Moreover, he can perform surgery without inflicting more than a single level of lethal damage (regardless of the procedure's difficulty or other factors). He also halves the required time for all surgery, adds one automatic success to perform surgery and automatically succeeds on efforts to stanch a patient's bleeding or treat infected wounds (but not other forms of Sickness). A second installation requiring (Intelligence 4, Wits 3) allows him to perform medical treatment procedures that normally take up to an hour using a miscellaneous action and also double 9s on all such medical surgery rolls. Such an action cannot be part of a flurry. A third installation at (Intelligence 5, Essence 3) allows a five-minute-long procedure to remove any Crippling injury less severe than true amputation. If an Exalt could ultimately heal the wound on her own given enough time, the Comprehensive Surgical Systems can rapidly sew and fuse the tissue together. If the body part is still relatively intact after being cut off, it could also be reattached easily.

*Biological Reconstruction Tools* (Intelligence 5, Comprehensive Surgical Systems): This submodule allows the Alchemical to knit flesh as if it were clay. The Alchemical may take a dramatic action lasting no less than an hour to completely remake a person. Skin tone, height, weight, and voice may be changed at the Alchemical's whim. Even the sex of the subject may be changed, complete with functioning reproductional functionality. Otherwise the rest of the charm functions as Husk-Sculpting Apparatus with none of its submods but uses Intelligence instead of appearance and the Alchemical pays 6m 1WP before the surgery as a surcharge. This effect only works on mortals, but a second purchase at Intelligence 5 Essence 3 allows the Alchemical to use this on willing essence users, though Alchemicals still remain infertile. This effect is permanent once performed and can only be undone by another surgery.

*Secondary Telefactor Assembly* (Intelligence 3, Essence 2): Whenever the Exalt successfully crafts a mundane item with his Omnitool Implant (that is non-magical works for both major and minor tasks), that item is automatically exceptional regardless of threshold.

*Systems Integration Interface* (Modern): The Champion's Omnitool Implants extend wires from her arms and fingers, entering the interface ports of a computer. The starmetal prongs and locks on the ends of these flexible wires are compatible with any device. Since the Alchemical need not resort to crude methods like typing on a keyboard, moving a mouse, or tapping a touchscreen, her commands to the device are executed instantaneously. This affords relevant Lore actions a two-die equipment bonus, and speeds them by a factor of (the Exalt's Wits). Alchemicals using this submodule can transfer data between the computer and their own minds, without any indication on display devices. The only limitation in this regard are the data transfer rates of the computer, which will rarely be slow enough to matter, unless the Champion attempts to download a culture's entire library of knowledge. Knowledge gained this way is present in the Exalt's mind, but it was not learned normally and so is not yet assimilated into her thought processes. Relying primarily on this information requires an Investigation roll rather than an Academic Knowledge check, though the Exalt should be allowed to stunt knowledge she otherwise would lack, based on the amount and broadness of data she downloaded.

*Wireless Interface Modality* (Intelligence 5, Modern): With this submodule, the Alchemical can use her Omnitool Implant to extrude antennae to access wireless networks. This acts the same as Systems Integration Interface, above, except it does not speed actions. To access communication networks directly, the Exalt will likely need to hack them, though if the network is accommodating they may provide Alchemicals with access codes and frequencies for their personal use.

*Omnitool Augmentation Booster.* If the Alchemical has the proper First Augmentation installed she may turn one of the bonus equipment dice provided by the charm or its submodules into an automatic success for each installation of the relevant attribute augmentation. Lockpicking, generally a Dexterity + Larceny roll, requires First Dexterity Augmentation. Craft and Medicine typically use Intelligence, thus require the First Intelligence Augmentation.

*Micro-Precision Tools* (Dexterity 4, Colossi): The Alchemical no longer suffers a penalty when using his Omnitool for dexterous and/or complicated tasks involving tool use smaller than him. If need be he could write the entire Tome of the Great Maker on a single teacup or even pick the lock on a normal sized door.

## CREATOR FUGUE CONSTRUCTION ENGINES

**Cost:** - [1m]; **Mins:** Intelligence 5, Essence 2; **Type:** Permanent

**Keywords:** Exemplar 2

**Duration:** Permanent

**Prerequisite charms:** Omnitool Implant

This Charm enhances its prerequisite, allowing it to extrude clusters of tool-tipped tentacles, dexterous armatures, waldos and other grossly oversized personal-scale construction equipment. Provided the upgraded Omnitool Implant remains active for the entire period of a Craft project, its supernal tools double any dice supplied by Excellencies to Craft actions, as well as doubling the cap on Charm bonus dice to better take advantage of this boost. Exalted with this Charm installed cannot lose Clarity from interacting with mortals.

### Submodules:

*Architectural Army of One* (Essence 3): While Omnitool Implant is active, that Charm allows the character and his extruded equipment to act as a unit with a Size equal to his Essence rating for the purposes of counting as labor for large-scale construction projects such as manse building. He need not oversee the project to apply this benefit toward its completion.

*Triage Zone Situation* (Comprehensive Surgical Systems): The charm now expands to deal with multiple patients, allowing the Alchemical to take care many at a time. The Alchemical may treat up to (Intelligence x2) people at once with no additional difficulty. At Essence 3 this increases to (Intelligence x3)

*Enhanced Project Scale Methodology* (1 XP): No task is too big or too small. Each purchase of this submodules grants the Alchemical one major slot and may be purchased up to (Intelligence + Essence) times.

*Efficiency Enhancing Methods*: The cost it takes to purchase major crafting slots is reduced to 3sxp per slot.

*Core's Divine Inspiration*: This charm creates a connection to The Core at ultra-low broadband, but even the tiniest connection is enough to flood the Alchemical's mind with ideas on what to make next. Once every day the Alchemical gains one gold point and (Intelligence) Silver points. Another repurchases grants the Alchemical an amount of gold points up to the amount of permanent major slots she has, then once again at the end of every story. A third repurchase of this submodule when Technological Analysis Engrams and at Intelligence 7 Essence 4 are purchased increases the bandwidth, granting an immediate 3 white points upon being purchased than an additional 1+(Essence) white points at the end of each story along with one gold point.

*Cautious Scaffolding Construction*: Despite the size, the construction equipment the Alchemical emits can easily write calligraphy on a teacup. The difficulty of any action to repair anything is reduced by 1.

*Large-Scale Deconstruction Procedure*: The Alchemical is capable of efficiently taking apart a large-scale object or building under her control, allowing the Alchemical to make a Feat of Strength roll with (Intelligence+Craft/Larceny).

*Universal Assembly Module* (Colossi): The Colossi is capable of unfolding into a vast workshop, capable of becoming a one-man supply depot. If the Colossi decides to make a personal sized minor or major project, such as blades or armour, then the Alchemical may complete up to (Intelligence x3) duplicate items upon a single successful craft roll. If the objective is considered large but non-magical and still the same size as the Colossus (EX: A building, a ship) the Colossus may finish the construction of such an item in the same amount of time a Champion would finishing a house, which may be increased with speed adders. If the project the Colossi undertakes gives benefit for a large group of people then it counts as completing an additional crafting objecting, quite possibly allowing up to four objectives completed.

## DYNAMIC MODIFICATION DATABASE

**Cost:** 5m 1WP [1m]; **Mins:** Intelligence 6, Essence 2; **Type:** Simple  
**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** Creator Fugue Construction Engines

The Alchemical's brain is implanted with a database containing many of the blueprints and diagrams the Great Maker himself used to enhance once mundane objects into those of wonders and miracles. This charm allows the Alchemical to take a single any single mundane item any apply some sort of technological benefit related to it. These can be things such as allowing a sword to fold or collapse giving it the concealable tag or allow it to eject its blade as a form of ranged weapon modelled after a crossbow. A simple rag could be designed to protect against the elements who allow the user to work longer hours granting anyone who wears it the Boundless Endurance merit. Even things like quills can be made so they hold a reservoir of ink internally within them, a ring with the seal of Noi that could make it impossible for the bearer to become pregnant, or bandages that allow a patient to recover from wounds twice as fast. For examples of the power and scope of this charm use merits as a guideline. The modifications to the item are obvious, allowing anyone with a Lore or relevant Craft to identify what the item does.

To use this charm the Alchemical needs to work on the item for several hours (Charms may increase this speed) and may only apply a single enhancement to an item at a time.

The magic in these wondrous pieces of equipment do not last forever. Once a season goes by without the Alchemical reapplying this charm to it then the magic fades away or the equipment's secondary option fails to work because of maintenance issues. Due to these maintenance issues an Alchemical who wants to outfit her army with such weapons generally runs into issues unless the size is kept very small.

#### **Submodules:**

*Form-With-Function Tutorials* (3 XP): The Alchemical may now use this charm to make modifications on item without compromising their appearance. A trumpet could be modified to shoot deadly poison darts while still appearing and functioning as a trumpet, a Lumpens rags could appear and feel as rags but have the same protection as light armour, or in modern a tower computer could become a rocket launcher to show your opponents the real meaning of blast processing.

*Permanence Installation Process* (2 XP): The Alchemical may permanently imbue his works with wonders. Using this feature has an XP surcharge on the charm with the amount of XP paid similar to that of sorcerous workings.

*Multi-Layered Modification Technique* (Essence 3, 3 XP): The charm gains the stackable keyword. The Alchemical may stack up to (Essence/2) modifications on a single piece of equipment.

*Magitech Functionality Enhancement*: The Alchemical may now use the charm to install submodules on any artifact evocation. The rules for these are roughly the same as submodules in that they enhance a specific function of a charm rather than do an entirely different thing. This has no impact on the amount of evocations an artifact contains. If this charm is used on behalf of another player's artifact the Alchemical or the player may the XP cost for the new submodules.

*Widescale Technology Infusion* (Colossi): The Colossus is outfitted with an infernal workshop suspended in elsewhere that allows her to mass produce weapons with this charm albeit on a limited scale. The Colossus can make enough technologically enhanced items to outfit a battlegroup with a size (Essence/2, minimum 2). Permanence Installation Process can also manufacture enough weapons for a battle group of that size for a single activation. City scale Alchemicals increase this to (Essence, maximum 5 per one activation).

## TECHNOLOGICAL ANALYSIS ENGRAMS

**Cost:** - [1m]; **Mins:** Intelligence 6, Essence 2; **Type:** Permanent

**Keywords:** Internal, Exemplar 1

**Duration:** Permanent

**Prerequisite charms:** Creator Fugue Construction Engines

A metallic sub-lobe is added to the top of the Alchemical's brain, providing an intuitive database of mechanical and magical engineering principles. This lowers the difficulty of all craft actions by (Ess/2, round down) minimum 1. In addition any prerequisites needed for the crafting are likewise reduced.

### Submodules:

*Genius Terminal Construction* (Intelligence 7 Ess 3): This submodule permanently increases the terminus of all superior craft slots by one. A repurchase at Essence 5 increases this by another one, giving 7 terminus rolls total.

*Creative Spark Passing*: Upon completing a superior project, the Alchemical may enact a full excellency with (Essence) additional bonus dice either beginning a new crafting roll or using it on a superior project already in place.

*Accelerated Rushing Procedures:* Sometimes the Alchemical needs a job done *now* rather than sooner. The Alchemical may spend gold experience before making a roll, with each gold experience spent adding an additional non-charm success, up to a maximum of (Essence). At Intelligence 7 the Alchemical may increase the maximum to (Intelligence).

*God Forge Multitasking Program* (ESS 3): This submodule allows for an additional superior slot and may be repurchased up to (Essence) times.

*Enhanced Kitbashing Methodology* (Essence 3): It is said that Autochton could make a daiklave fit for a Champion amongst champions just by using the objects around him. This submodule allows the Alchemical to make an artifact 2 object within minutes only using the objects around him once per scene, which may or may not need the help of other players (Such as asking an assembly mate to get a nearby merchant to part with seven chickens). This device, regardless of how it works, does indeed function as an artifact 2 selected by the player for up to (Essence) days or one scene in combat. After which the part breaks down and shatters, becoming a useless mishmash of parts once again. If the artifact was used as a critical component in saving the Alchemical's state/organization, Autochton, or one of his defining intimacies then the Alchemical is rewarded (Essence) gold points immediately. At Essence 5, if the Alchemical can procure proper ingredients she may then attempt to make the item into a full-fledged artifact, such as the inanimate carbon rod that sealed the door to the Grand Autocrat's bunker against a Gremlin attack becoming an Inanimate Orichalcum Rod, and the crafting project is already considered half completed. Additionally at ESS 5 the Alchemical may also make artifact 3 objects. This can be done once per story.

*MAX-ACT Safeguard Removal* (Maximum Activation Mode): Only in times of dire peril is the MAX-ACT mode used, and when every option is exhausted only this option remains. If the Champion activates the charm Maximum Activation Mode then this submodule can be activated, which allows the Alchemical to add as many dice as she pleases on a crafting roll *without any cap whatsoever*. The champion can and is encouraged to spend all the motes she has on this attempt. If the Champion fails to complete the project in this roll then she automatically fails it as if the terminus was exceeded, regardless of the amount of rolls she had left. Additionally, all other superior projects the Alchemical may be doing else at the time have all of their terminus's filled by one, as if the champion rolled but did not make any progress on her works. Activating Maximum Activation Mode does not automatically harm the crafting projects the Champion has however, only if she makes use of this submodule.

## ERROR-ELIMINATION EQUATIONS

**Cost:** 5m, #sxp/gxp/wxp [1m]; **Mins:** Intelligence 6, Essence 2; **Type:** Simple

**Keywords:** Internal, Exemplar 1

**Duration:** Instant

**Prerequisite charms:** Creator Fugue Construction Engines

When overseeing the construction or restoration of one of the greatest works in not only their nation but of their patron god themselves, error is a thing that simply cannot be tolerated. All factors, no matter how minute, must be accounted for lest the fall of everyone. This charm takes place as a multi-core processor within the Alchemical's brain that allows them to understand and process extremely complex math at alarming speeds. Upon activating this charm the Alchemical undertakes a dramatic action taking at least several hours where he painstakingly lays out each and every step they will take in their next crafting action before taking it, at the end of it rolling (Intelligence + Lore + Essence) in which for every two successes rolled the Alchemical may spend 1 crafting experience in order to then add +1 dice to their next crafting roll (sxp for minor/major projects, gxp for Superior, and wxp for Legendary). If the Alchemical cannot afford to pay for any dice, then any excess dice are wasted.

As a side bonus, the Alchemical becomes a savant in mathematics. Able to complete nearly any math equation involving things like calculus or basic math instantly and without a roll.

### Submodules:

*Enhanced Recycling Routines:* Starmetal logic gates within the multi-core processor allow the Alchemical to predict what resources can be left over after her planned crafting action. For each 10 that appears in Error-Elimination Equations when preparing for a superior or legendary project the Alchemical gains +1 sxp.

*Simplification Enhancing Patterns* (3 XP): Additional Adamant Pathways are placed upon the processor, allowing for more calculations per minute which simplifies many of the calculations the processes the Alchemicals needs to achieve. For each 10 that appears in the roll the Alchemical may use the next step down in crafting experience to pay for those dice. For example if the Alchemical was working on a Superior project and got two 10s on the planning roll, then she'd only need to pay 4 sxp to bring those two dice over rather than 4 gxp.

*Microscopic Error Compensating:* The Ultra-Fine Precision Adjustors of the Omnitool Implant were always capable of performing detailed work, but it was always 'human' error



that held them back. By replacing the nerves leading from the brain to the Omnitool Implant with an Adamant and Starmetal weave, the Alchemical is capable of making incredibly precise movements. Any 10s that appear in the planning roll may be brought over to the actual crafting roll at no additional cost. These 10s count as actual rolled 10s on the crafting roll for all intents and purposes.

*Entropy-Elimination Hypothesis* (3 XP): An additional core of Soulsteel is installed in order to better simulate the exact process of failure states in any of the Alchemical's work. When making a planning roll the Alchemical may reroll all 1s that appear in the roll.

## RESOURCE ALLOCATION METHOD

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

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** Creator Fugue Construction Engines

Every invention has its purpose, every creation a specific end in mind. No matter what the task may be, the Alchemical is able to realize the intuitive leaps of logic with this charm that functions as a computer in his head that painstakingly breaks down everything he's ever made into a blueprint. This charm allows the Alchemical to use the charm Sublime Transference on page 289 of Exalted 3e. Additionally, it allows the Alchemical to flawlessly call up a blueprint of anything he's ever made so long as this charm was installed at the time.

## CHAMPION NETWORK NODE

**Cost:** -; **Mins:** Intelligence 5, Essence 2; **Type:** Permanent

**Keywords:** Exemplar 1, Internal, Modern

**Duration:** Permanent

**Prerequisite charms:** Omnitool Implant (Wireless Interface Modality)

A sturdy box installed beneath the surface of the Exalt's neck, the Champion Network Node acts as a wireless computer networking hub. The Alchemical can also act as a computer on the network, at his option, providing access to his knowledge to other computers on the network. The range of the network is limited to (Essence x 5) meters or short range. The Exalt has control over which computers may access his personal network, and whether they may access other networks to which he is connected with

Wireless Interface Modality. The difficulty to hack into this network is always (Essence + [Number of times First Intelligence Excellency has been installed]) minimum.

## TECHNOMORPHIC INTEGRATION ENGINE

**Cost:** 1m or varies [1m]; **Mins:** Intelligence 2, Essence 1; **Type:** Simple

**Keywords:** Stackable

**Duration:** Indefinite

**Prerequisite charms:** None

Autochthon is the Machine God, and the works of his materials are paradigmatically his body. This Charm takes the form of a complex engine mechanism built into the torso adjacent to the central Essence reservoir. It can be activated in one of two ways. For a cost of one mote, the Exalt can internalize an artifact he owns and is touching. The artifact in question can't be notably larger than the Exalt and must predominantly consist of the same magical material as the Alchemical's caste (or an artifact with no material-based permutations). Internalizing a device causes it to fold up with a distinctive whirring-clicking noise and slide into hidden compartments within the Exalt's body. This process bypasses conventional laws of conservation regarding mass and volume, such that each internalized artifact adds no more than a pound to overall weight. In Modern games Alchemicals may digitalize artifacts instead, drawing them up or down into a 3D wireframe floating in midair, either way the charm functions the same.

While internalized, the artifact is as inaccessible and immune to the passage of time as if it were stored Elsewhere. Ending the one-mote commitment causes the artifact to emerge from the body unattuned, but unlike most Charms, the act of releasing an artifact this way is not reflexive and instead requires a zero-mote activation of Technomorphic Integration Engine. The death of the Alchemical causes all internalized objects to emerge from the smoking carcass.

Alternatively, the Alchemical may activate this Charm by paying the standard mote cost to attune an internalized artifact (such as five motes for a daiklave). In this case, the artifact unfolds out of the Exalt's body attuned and immediately available for use as the prior one-mote commitment lapses. Weapons unfolded to hand are drawn and otherwise readied as part of extruding them. Armor cannot be unfolded as immediate protection, but it may be donned normally. This Charm can't be swapped out while any objects remain internalized.

**Submodules:**

*Precursor Technology Absorption* (Wits 2; 4xp): The Alchemical can internalize non-magical items of appropriate size and ownership as if they were valid artifacts for one mote each. No cost is required to attune them on extrusion, as this is not required to use such items. The death of the Exalt does not release such objects. Instead, they are destroyed. A second installation of this submodule reduces the cost to store mundane objects to zero motes, but the cost to activate Technomorphic Integration Engine to extrude them is one mote (uncommitted). In Modern, this can be used to hold ammo.

*Endodiagnostic Analytical Routines* (Perception 4): The Alchemical perfectly understands all properties, powers and other characteristics of any object in the moment of internalizing it. This knowledge remains even after the item is extruded. Through comprehensive empathy algorithms that harmonize with new technology, the Exalt also can internalize objects that lack an owner (claiming instant ownership in the process). Finally, the cumulative difficulty to make a copy, improve a copy or make an improved version of any internalized object via appropriate Craft rolls is halved, rounded up. The example must remain internalized for the entire period of crafting for this benefit to apply.

*Pattern-Mending Integration* (Intelligence 4): The Exalt can perform maintenance or repairs on internalized items by meditating or sleeping instead of spending the same time on actual fixing tasks, with his player making any appropriate rolls for him to do so and requiring the usual trait minimums. Every hour of meditation/sleep counts as (Wits) hours of repairs. This unusual repair process does not require any other tools or expendable materials and restores Essence normally.

*Instant Aegis Upgrade* (Stamina 5): Artifact armor extruded in an attuned state grows into place for immediate protection, as long as the Exalt is not already wearing armor. With *Precursor Technology Absorption* mundane armor can also be used in this way.

*Quick Draw Weapon Compilers* (Strength or Dexterity 4, 3 XP): Any weapon stored with this charm may be immediately and reflexively taken out rather than needing a draw/ready weapon action.

*Resonance Harmonizer* (Essence 3, 4 XP): Each installation of this submodule decreases the commitment cost to extrude attuned artifacts with Technomorphic Integration Engine by one mote, to a minimum of one mote. The submodule can't be installed more times than the Alchemical's Essence rating.

*Energy Transference Systems* (Essence 2): When swapping out for another weapon or armour that is stored with this charm, you may elect to put away any artifact on your person and draw out the weapon as a ready weapon action. When this is done you only pay the difference in attunement costs for the weapons and do not need to pay any

additional attunement. EX: If you have a short daiklave attuned for 4m and decide later on you need your grand daiklave which costs 6m normally to attune, then you only pay a 2m difference to attune it rather than four.

*Panoply Scalar Engine* (2 XP, Colossi): The Technomorphic Integration Engine is reconfigured for the Colossi in when she internalizes an artifact meant for a normal person she may upscale it to her own size for a +1m attunement surcharge. This not only allows her to use any artifact she may find but also makes it very difficult for personal sized people to use them if they're somehow disarmed. If the Alchemical picks Technomorphic Integration Engine as a starting charm this submodule is gained for free. Thanks for the idea ChainsawXIV

## TRANSCENDENT MULTIMODAL ARTIFACT MATRIX

**Cost:** Varies [1m]; **Mins:** Wits 3, Essence 1; **Type:** Simple

**Keywords:** Stackable

**Duration:** Indefinite

**Prerequisite charms:** None

A complex assembly of alloyed magical material matching the Champion's caste is woven across and throughout most of her body. When charged with Essence, it reconfigures itself in a clash of pivoting joints and clicking gears, taking on the form of an artifact-template stored within the Charm. This artifact is directly attached to the Alchemical's body—unless such attachment would obviate its primary use (such as thrown artifacts)—and is impossible to disarm without amputating appropriate portions of the Exalt. Ranged-attack artifacts such as gyroscopic chakrams may be automatically and reflexively drawn back to the Exalt through Elsewhere for one mote. The Transcendent Multimodal Artifact Matrix may take on the form of any artifact, with the following restrictions:

The artifact's template must be stored in the Charm. The alchemical may install artifacts rated at (3 or Essence, whichever is higher), artifact N/A is not allowed. Weapons and Armour are always treated as Artifact 3 whose magical material is always the Alchemical's caste type. The artifact must be either mass-produced or an example of a wide selection of mechanically identical artifacts. (For example, while every daiklave is a unique and storied weapon, all daiklaves share identical base traits and are valid templates for this Charm.) Singular or near-singular artifacts such as the Daiklave of Conquest or Flying Silver Dream are not valid. The artifact must not require maintenance or a hearthstone to power it. The artifact must not be designed to consume itself upon use. The artifact cannot learn any evocations but do gain attunement bonuses; custom charms can also be made off of them

using alchemical charmlots and rules. Finally, the artifact may not be notably larger than the Alchemical.

This Charm's activation cost is the attunement cost of the desired artifact configuration, or one mote if the artifact does not require attunement. It begins with a single Artifact •• template of the Exalt's choosing. Additional templates are downloaded as submodules from the vats for a cost of three experience points per dot rating of the template.

### **Submodules:**

*Clockwork Companion Template* (3xp per dot): The Matrix may be loaded with the templates of a mechanical servant. The cost to deploy such a familiar is two motes per dot rating. Slain familiars are transported back to the Exalt through Elsewhere and prevent the Charm from being reactivated to spawn a familiar for 25 hours.

*External Surge Connector* (Essence 2): Templates for artifacts that depend on hearthstones or equivalent power sources may be installed, though the character must supply this power by plugging in appropriate Essence sources once an artifact is deployed. Plugging in a power source uses the same action as drawing a weapon.

*Magitech Advancement* (Essence 3): Templates for artifacts with a magitech rating may be installed, provided they do not have an artifact rating more than (the Alchemical's Essence). If an integrated artifact falls so far behind on maintenance that it would be irreparably damaged, it remains at its current state without further deterioration but does not operate until fixed. Champions with Pattern-Mending Integration installed in a Technomorphic Integration Engine (above) may use that submodule to repair integrated magitech. Essence 5+ Alchemicals may install miniaturized versions of artifacts normally larger than themselves, provided their function is not intrinsically dependent on their larger size (such as vehicles or warstriders). Miniaturized artifacts function normally, such as a cannon in the arm duplicating a light implosion bow or a storm hammer.

*Essence Pulse Cannon* (Artifact 3): This installs an Essence Pulse Cannon onto the champion, since you all won't shut up about it. The Essence pulse cannon fires blasts which, upon contact with a target, suppresses the quantum field strength of the 'gluons' that hold together atomic nuclei. The matter violently tears itself apart, leaving hydrogen, deuterium and a burst of free neutrons. (Guess where I stole that from). It takes the place of one of the Champion's hands with the traits of a light archery weapon with the tags Archery (Medium), Crossbow, Lethal, One-Handed, Piercing (no initiative cost against mundane armour), and Powerful tags and anyone killed with this has their body outright vaporized. An artifact 4 version installs a hands-free version, either on the shoulders of

the champion, his eyes, fingers, or anywhere else you please. Additional modifications to the item, such as a bashing mode, can be purchased as evocations.

*Energy Transference Systems* (Essence 2): This functions as the same submodule as Technomorphic Integration Engine.

## HYDRAULIC MUSCULATURE REINFORCEMENT

**Cost:** 4m [1m]; **Mins:** Strength 4, Essence 1; **Type:** Supplemental

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

Reinforcing pneumatic musculature is threaded throughout the Champion's body, connected to her Essence reservoir by tubing routed through her veins. By paying four motes the Alchemical is able to treat her strength as two higher for purposes of meeting a strength requirement for a Feat of Strength and adds a single bonus success that does not count towards dice cap. At Essence 4, this charm removes its installation cost.

### Submodules:

*Superior Strength Augmentation* (3 XP, First Strength Augmentation): The Alchemical doubles the amount of dice gained from First Strength Augmentation when attempting Feats of Strength that do not count towards dice cap bonus.

*Diamond Crushing Struts* (4 XP): Instead of adding +2 strength, the charm now allows the champion to attempt a strength one category higher than what would normally be allowed.

*Moonsilver Muscle Expansion* (Essence 2, 3 XP): Instead of gaining an additional success, the champion gains (Essence) bonus dice to feats of strength roll.

*God-Crushing Press Enhancement* (Strength 8 Essence 5, Diamond Crushing Struts): For a surcharge of one willpower the Alchemical may treat himself as having the required amount of Strength for a feat of strength, regardless of what it may actually be.

*Pistol Bolt Rush* (Dexterity 4): Like a piston bolt escaping from a high steam pipe, the Alchemical is capable of charging through nearly anything. When making a rush towards a target or just running around, the Alchemical may make a reflexive feat of strength attempt on anything in her path to knock it aside or charge right through it.

## ORICHALCUM-SOULSTEEL OXIDE LATTICE

**Cost:** -; **Mins:** Strength 5, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** Hydraulic Musculature Reinforcement

The Champion's muscles are laced with an Orichalcum and Soulsteel Lattice, making them far more efficient at the transference of energy. This charm permanently increases the dice cap for feats of strength, increasing to a maximum of (Strength x2). This means at Strength 8, the Alchemical could spend up to 16 motes to add up to 16 dice to the Feat of Strength.

### Submodules:

*Starmetal Muscle Lace* (Strength 6 Essence 3): Thin threads of Starmetal are laced throughout the Champion's body, controlling his muscles until the exact moment they're needed in a burst of strength. This submodule reduces the cost of strength excellencies to enhance a feat of strength to 2 dice per one mote.

*Adamant Buckyball Matrix* (Moonsilver Muscle Expansion, Essence 3): This charm ensures a maximum possible output for Moonsilver Muscle Expansion by installing Adamant Buckyball Matrix lacing to it, allowing it to expand with the Moonsilver. If a maximum dice cap for feats of strength has been reached but there are still dice left over from Moonsilver Muscle Expansion, then the champion may pay 1m per die to turn them into successes. (Example: If you have 7 strength at essence 3 and pay 14m to increase your dice to 21 dice which is the natural dicecap, then you may pay 3m to turn the 3 dice that would come from Moonsilver Muscle Expansion into 3 automatic successes)

## BLUE JADE ELECTROMAGNETIC AMPLIFIERS

**Cost:** 5m; **Mins:** Strength 5, Essence 3; **Type:** Supplemental

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Orichalcum-Soulsteel Oxide Lattice

By replacing the parts which normally have no lifting potential or muscles immediately around them (Such as the elbows or knees) with blue jade amplifiers, the Alchemical is

able to perform feats of might that astonish all who witness. The Alchemical may reroll up to (Strength) non-successful dice on a feat of strength roll.

#### **Submodules:**

*White Jade Stabilizers* (3 XP): By capping the joints with the stabilizing force of white jade, the Alchemical's body contains natural supports that are designed with a certain bare minimum. The user no longer counts 1's towards the number of rerolled dice he may use. At Strength 7 2s also count as 1s for this purpose.

*Red Jade Explosive Accelerators* (Strength 6, 4 XP): The explosive force of Red Jade allows an impulse of power to the Alchemical's systems, greatly amplifying his force for a brief instant. For a surcharge of one willpower when using this charm the Alchemical may double 9s on this feat of strength roll. For each additional increase, this charm may be repurchased to provide double 8s at Essence 4 and double 7's at Essence 5.

## **UPLIFTING CHAMPION MIGHT**

**Cost:** 3m [1m]; **Mins:** Strength 6, Essence 2; **Type:** Reflexive

**Keywords:** None

**Duration:** Until object is released

**Prerequisite charms:** Hydraulic Musculature Reinforcement

Whether a series of locking joints with carefully balanced sliding tracks to maintain a level hold or simply a powerful Essence-driven engine that trivializes lesser effort, this Charm allows the Exalt to maintain an ongoing feat of strength to lift something. After the feat of strength roll is made and if it is successful, the Champion may immediately activate this charm which allows him to hold it for its duration without needing any additional rolls for feats of strength. If the Champion holds up a building, then he can safely hold it while combatants still fight inside. In fact so long as the strength minimum for the object doesn't increase, then the Champion is still able to lift it. As soon as it changes to a higher value however, he will need to make another feat of strength roll. The character must utilize both hands to keep the object aloft.

#### **Submodules:**

*Stalwart God-Body Stopgap* (Strength 7; 5xp): A series of sturdy orichalcum rods in flexible Moonsilver mountings all along the Alchemical's spine, this submodule reinforces both the strength and balance of the load-bearing center of the Champion's body. This



allows the Champion to maintain an ongoing feat of strength with one hand and without need for a flurry. He may still make other actions such as attack or even make another feat of strength (However when he does this only one roll is it made and the total amount of successes split between them, strength requirements do not need to be split). Lastly all feats of strength may be stunted to appear effortless. Flicking a wall is just as valid as an action to break it as it punching it with all your might.

*Grinding God-Body Fingers* (Essence 3; 4xp): A series of reinforcing orichalcum rods trace the backs of the Alchemical's hands, similar to the spinal supports of the Stalwart God-Body Stopgap. These finer sets of sturdy bars focus the easy power of the Exalt's frame into immense crushing strength. By paying 1 willpower (Or 3m at essence 5+) the Alchemical may reduce the time needed for destroying an object down by one step. A week becomes a day, a day becomes an hour, an hour becomes a minute, and a scene becomes a single turn. Lastly any savage actions the champion takes while grappling a target becomes lethal damage.

## ROCKET DRONE FORCE AMPLIFICATION ASSISTANTS

**Cost:** 5m 1WP [1m]; **Mins:** Strength 6, Essence 3; **Type:** Supplemental

**Keywords:** Anti-House

**Duration:** Instant

**Prerequisite charms:** Hydraulic Musculature Reinforcement, Mobile Sensory Drone

Several ports are outfitted along the Alchemical's body, where upon activation of this charm dozens of tiny drones each with a powerful rocket propulsion unit fly out upon command to assist the Champion in achieving a task of might that two arms may not normally accomplish. This charm enhances a Feat of Strength against larger objects, such as a house, allowing the Alchemical to make a single valid feat of the Strength attempt against that object in question. The drones themselves can latch onto the object in order to help the champion lift it or they can use their rocket propelled mass in an effort to destroy it.

These drones are unsuitable for combat purposes, but if the Alchemical has the Titan Support Structures submodule from Electric Attraction Generators than it may allow him to grab truly massive foes.

For Storytellers who believe that magical demigods shouldn't have any problems lifting up a house without it collapsing on them as part of a more narrative theme may ignore this charm.

## TIRELESS PNEUMATIC MUSCULATURE

**Cost:** 3m [1m]; **Mins:** Stamina 3, Essence 1; **Type:** Reflexive

**Keywords:** Internal

**Duration:** Indefinite

**Prerequisite charms:** None

Creatures of flesh are frail and need time to recharge, but Champion is a god machine made of steel. With all the tasks that god and state require there is little time for rest. This charm takes the form of replacing her synthetic muscles and synapses with far more efficient versions, allowing her to operate for greatly increased period of time. This charm multiplies the amount of time the Alchemical can perform strenuous or demanding work by (Stamina or Essence, greater) times. The Alchemical may also go up to (Stamina) days without requiring any sleep. Remove this charm's installation cost at Essence 4.

If this charm remains active for more than (Stamina) days it shuts off, requiring the Alchemical to properly take care of himself before it may be reactivated once more by taking at least a single night's sleep.

### Submodules:

*Slumbering Steel Titan Protocol* (2 XP): This submodule removes any and all penalties related to fatigue while wearing armour so long as it is active. The champion may even sleep in his armour without any issues.

*Machine Mind-Body Processing* (Intelligence 3): Only the flesh needs to rest, the machine does not. When this submodule is installed, the Alchemical reduces the amount of sleep she needs per night by (Clarity) hours. If the Alchemical reaches Clarity 8, then she no longer needs to sleep in order to function, however she will not get her point of Willpower. Purchasing this submod adds the Exemplar 1 keyword to the charm.

## MANIFOLD TRANSHUMAN IMPLANTS

**Cost:** - [1m]; **Mins:** Stamina 2, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

The artificial bodies of the Alchemical Exalted are not limited to merely superhuman feats of Essence-driven prowess. This Charm is actually a vast multitude of different

biomechanical implants typically filled with supernatural merits or other such features. Many of these packages, having been selected again and again over the centuries by Autochthonia's industrial Champions, have developed discrete names and identities as Charms. One common installation for example comprises a bundle of telescoping or Moonsilver limbs attached to hardpoints in the Alchemical's back and sides and is commonly known as the Hyperdexterous Tentacle Apparatus.

Each purchase of this charm contains 5 dots to use. The Alchemical may purchase supernatural merits with it. If these purchases make the Alchemical notably inhuman (such as replacing the arms with tentacles) then the charm carries the exemplar 1 keyword.

All mutations acquired with this Charm must have a mechanical appearance and rationale appropriate to the aesthetics of Alchemical Charms, as approved by the Storyteller. Claws could be installed as whirling drill bits or vibrating saws, hooves as reinforced piston feet, et cetera. The Alchemical is free to concurrently install as many iterations of this Charm as his Essence reserves can sustain.

#### **Submodules:**

*Body Transmogrification Alterations* (Stamina 4): Upon purchasing this submodule the Alchemical the Alchemical gains an additional amount of merit dots to spend on mutations equal to (Essence + First Stamina Augmentation).

## **MULTIFUNCTION HYPODERMIC APPARATUS**

**Cost:** 6m [2m]; **Mins:** Intelligence 4, Essence 1; **Type:** Simple

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

A slender tentacle slides out of a compartment in the Alchemical's torso, tipped with a long, hollow needle. The transparent tendril can reach and touch targets up to two meters away or short range, nimbly targeting a patient's veins or vital clusters. After the needle slides in, quivers of peristaltic motion pump drugs into the patient's body from storage nodes inside the Alchemical. These nodes convert raw Essence into known alchemical formulae as a predominantly benevolent Poison effect.

If this Charm is used to inject an unwilling patient, resolve as a touch attack using a brawl gambit with a difficulty of 3, with success giving the desired poison effect. The Alchemical may also inject himself internally.

At the time of purchase, the Exalt gains two of the templates listed as submodules. Additional formulas from various sources, such as thaumaturgical rituals or exotic animals can be added as well after sufficient research to synthesize them and with Storyteller permission. Such effects should have no broader effect than any other charm relative in power to an Alchemical Exalt. Storytellers should encourage players to design submodules of their own.

### **Submodules:**

*Anagathic:* When injected into a patient, this glittering white gel duplicates a dose of Age-staving Cordial.

*Antiseptic:* This clear fluid sizzles and burns but prevents wounds from becoming infected. Established infections remain.

*Coagulant:* This luminous blue injection automatically stanches bleeding from a wound. Wounds reopen if the patient botches a strenuous physical action.

*Essence Infusion:* Rather than distill Essence into alchemical formulae, the Alchemical can inject it in a pure state, giving the patient five motes.

*Great Maker's Mercy:* This injection replicates a dose of sweet cordial. Like that drug, the infusion cannot heal aggravated damage, and its narcotic haze imposes a one-die penalty to non-reflexive actions as a Poison effect for a number of turns equal to the Champion's Essence.

*Metabolic Accelerator:* This golden injection allows a mortal patient to recover from injuries as Exalted do, with its effects lasting for a number of days equal to half the target's Stamina.

*Antibiotic:* This medical compound is composed of synthetic mold-cultures, infused with essence that is inimical to common disease. When injected into a character, it instantly cures any mundane diseases affecting them so long as the morbidity is less than the Alchemical's (Intelligence). Spiritual or supernatural diseases, or any disease created by a Charm, cannot be cured with this submodule. A repurchase of this submodule allows a patient to add up to the Alchemical's (Intelligence) dice when making their next morbidity roll and allows the Alchemical to combat spiritual or supernatural diseases.

*Antivenom*: This thick coagulative compound binds to any toxins in the bloodstream, rendering them harmless. When injected into a character, it instantly cures any mundane poisons affecting them. Any poison created by a Charm cannot be cured with this submodule. A repurchase of this submodule allows to immediately roll their Stamina + Resistance as if they were exposed to the poison for the first time adding the Alchemical's (Intelligence) bonus dice allowing the patient to shorten the amount of time poisoned as if they were an exalt.

*Serotonic Serum* (Intelligence 5): This advanced psychoactive compound is more difficult to synthesize than most, requiring the Alchemical to pay a surcharge of one Willpower when activating Multifunction Hypodermic Apparatus. It calms the nerves and suppresses anxiety, causing a character injected with it to recover a single point of temporary Willpower. This effect can only affect a person once per scene.

*Technoetic Infusion*: This crimson fluid is a powerful painkiller and euphoric, allowing mortal patients to ignore wound penalties and are considered to have Clarity 10 for a single scene. Those with an Essence score ignore up to three points of wound penalties and also gain clarity 10. Patients with a Clarity or Dissonance track gain one temporary point. Patients cannot channel emotional based intimacies while under this influence, and they suffer a penalty of -2 to Stamina when it wears off. Each day of complete rest removes one die of this penalty.

## INTEGRATED GENESIS SYSTEM

**Cost:** - [1m]; **Mins:** Stamina 3, Essence 1; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** None

An Integrated Genesis System is nothing less than a miniaturized, functional womb-sarcophagus. An Alchemical must be female (or at the very least hermaphroditic) to install this Charm, though the Husk-Sculpting Apparatus makes this a fairly trivial hurdle to overcome. This charm allows the Alchemical to produce, mundane human children. They may either have another male help with the act or they may attempt to artificially inseminate themselves by using a past life as a genetic template. Additionally, the Alchemical takes no penalties that may be normally associated with Pregnancy. This charm has a very bad reputation however, as stories of the Apostates using this charm to birth unholy monsters is well known. The Alchemical may only install the non-void version of this charm if she knows about its existence and has seen another Alchemical with it installed. Considering many Alchemicals or their Propaganda agents take great pains in

hiding or 'disposing' these bastard children if they exist, few Alchemicals are willing to admit they have such a thing installed.

This charm cannot be uninstalled so long a child is inside. Additionally, the non-void version only exists if the Storyteller wants it to.

### **Submodules:**

*Twisted Genesis Laboratory:* This charm greatly expands and warps the original purposes of the charm, allowing it to serve as a fully stocked laboratory to create and make any sort of twisted monster their minds can come up with. This charm grants the prerequisite the Void keyword and has it's XP refunded once they are infected with permanent Gremlin syndrome. If this submodule is purchased, then this doesn't count as witnessing the charm for purposes of learning it.

### **SIDEBAR: Why does this charm lack the Void keyword?**

Considering Sorcery may even blur the lines in the Celestial Ambition tier I personally have doubts that this charm should remain voidtech. But still, whenever a non-void version of Integrated Genesis System exists is between the players and the Storyteller. I gave the option, but I am not the arbiter.

## **UNIVERSAL PILOT KEY**

**Cost:** 3m 1WP [1m]; **Mins:** Wits 2, Essence 1; **Type:** Simple

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** None

The Alchemical has two pairs of retractable tendrils coiled in ports mounted on his forearms and inner calves. When he activates this Charm while piloting an artifact vehicle, these needle-tipped tentacles extend and interface directly with the essence-powered workings of the vehicle, letting the Champion bypass the need for physical controls. While directly interfaced into the ship or vehicle the Alchemical can make piloting rolls to control it as a reflexive action and adds +2 to all speed, balance, and control related rolls. The Alchemical can still take actions normally without it interfering with his control of the vehicle but moving from the spot where he activated the Charm (such as a dehorse gambit or knockback effect) forcibly disconnects the tendrils of this Charm, causing it to deactivate.

To clarify, the reflexive actions to control means making checks to control it. Disengage/Rushes still take the vehicle's/Ship's/Mount's movement action as per normal.

### **Submodules:**

*Electroneural Control Spurs* (Charisma 3, 3xp): This submodule is obsolete with the extinction of Estasian riding rats but may find new uses should the Seal of Eight Divinities be breached. It enables the Alchemical to interface with living mounts using this Charm (dealing a single level of unsoakable lethal damage as its needles penetrate the flanks of a steed). Should the Alchemical wish to interface with an unwilling mount, he must roll (Dexterity + Brawl) as an attack to implant the tendrils. A repurchase of this charm allows the Alchemical to use magical attacks so long as he trains with his interfaced mount as if it were a latent power. A repurchase of this charm allows the Alchemical to unlock all latent abilities that her mount may have. A special medical procedure can be done on an animal, putting a port in the back of their neck that allows the Alchemical to interface with the animal without damaging them.

*Attunement Resonance Couplings* (Wits 4, Essence 2): This submodule upgrades the Universal Pilot Key. Once the Alchemical has used that Charm to interface with a vehicle she may "shift" the attunement of any artifacts on her person into the vehicle, counting it towards its attunement cost. For example, if the Alchemical has 11m committed to a weapon and armour and climbs into a Warstrider with a 15m attunement cost she may instead commit only an additional 4m to meet the 15m attunement cost.

*Industrial Forerunner Adaptation* (1xp): This submodule upgrades the Universal Pilot Key. The Alchemical may use it to interface with mundane vehicles as long as they contain some form of mechanical or electronic controls. Cars, motorcycles, helicopters, and so on are all valid forms of vehicle, but sailboats or hang gliders would not be.

*Remote Piloting Controls* (4 XP): Whenever the Universal Pilot Key is used, the Alchemical may snap off the charm, leaving the key embedded into whatever mount or vehicle it's currently in costing 1 lethal health level for the Alchemical which heals normally. So long as the key remains inside the Alchemical and the Mount/vehicle share a bond. The Alchemical may issue orders to a mount or remotely pilot a vehicle. In addition, the Alchemical is able to see whatever the mount sees.

## MOUNT SYMBIOSIS SYSTEM

**Cost:** 3m 1WP [1m]; **Mins:** Wits 3, Essence 1; **Type:** Reflexive

**Keywords:** Internal (On Creature)

**Duration:** One Scene

**Prerequisite charms:** Universal Pilot Key [Electroneural Control Spurs]

The Electroneural Control Spurs head directly into the brain of the Alchemical's mount, allowing two gears to work as one interlocked whole. This charm may be activated alongside the Alchemical's join battle roll, allowing her mount to gain an initiative track and roll join battle alongside the Alchemical. Both the mount and the Alchemical are capable taking turns normally for the rest of the scene but the mount's **decisive** damage die rolled cannot exceed the Alchemical's current initiative (before charms). The mount is capable of taking move actions on behalf of the Alchemical but needs to decide if it takes a movement action (EX: Rush, Disengage) that turn or attack. The Normal reflexive movement action does not count.

### Submodules:

*Reverse Spinning Gear.* An efficient gear can spin both ways. Upon activating this charm the Alchemical can reverse the damage limiter on the familiar to himself. That is the Alchemical's own raw damage for **decisive** attacks before charms cannot exceed the familiar's own initiative. At Wits 5 whenever the Alchemical or his familiar recover from initiative crash she elect to activate the effects of this submodule.

## NANOMACHINE ROBOTIZATION PROCEDURE

**Cost:** 8m 1WP [1m]; **Mins:** Wits 4, Essence 2; **Type:** Simple

**Keywords:** Internal (On Creature)

**Duration:** Indefinite

**Prerequisite charms:** Universal Pilot Key [Electroneural Control Spurs]

*I just really wanted to make the T-Rex from Turok*

As Autochthon bestowed the gift of his champions of brass and clay long ago, the Alchemical blesses a worthy mount with Autochthon's gift. This charm amplifies Universal Pilot Key by inserting a tank of moonsilver nanomachines laced with magic material native to his caste. The Alchemical may activate this charm on a willing animal currently under the effects of Universal Pilot Key and injects them with the magical liquid metal beginning the catalyst for a drastic metamorphosis. Bits and pieces of the creature's flesh is slowly



replaced by pieces of metal and other advanced machinery. This process takes place over the course of (7 - Essence, minimum 1) days. If a familiar is not friendly or bonded with an Alchemical many animals will choose to pass on rather than undertake any more torment. Those who are close to the Alchemical will endure, which upon the end of the procedure the animal remains altered by the procedure in the following ways:

- The creature becomes a hybrid of metal and flesh, gaining mechanical traits such as a glowing red eye or metallic legs with wicked claws. Moonsilver animals have their augmentations have their augmentations blend in with the creature itself. Natural animal weapons become augmented so that a hedgehog's quills become diamond spikes. This obviously mechanical nature gives it the same innate bonuses as normal Alchemical exalted, including not needing to breathe, immunity to vacuum/space, and going inert rather than dying of hunger.
- The Familiar gains (Essence) points of mutations to reflect its mechanical nature.
- If the animal has a speed bonus lower than 0 it increases 0.
- Certain charms the Alchemical has may now be used by the mount itself so long as the Champion has them installed so long as the Alchemical is present at the scene. They are Piston-Driven Megaton Hammer, Impact Dispersion Module, Body-Reweaving Matrix, Moonsilver Regeneration Fluid/Forceful Resource Acquisition Module, Enshrined Divinity Apparatus, Transcendent Antivenom Omniserum, Industrial Chemical Infusion, Kinetic Acceleration Drive, Personal-Gravity Manipulation Apparatus\*, Tactical Flight Mode (only overland travel), Fluidic Impeller Drive\*, Transhuman Efficiency Relays (The Alchemical or his familiar may make the reflexive attack), Optical Shroud\*, Optical Enhancements (Flash Shuttters, Night/Thermal Vision, High Spectrum Visors, and Recording Systems only), and Cortex Acceleration Module. Charms with an asterisk can benefit both the Alchemical and his familiar in a single activation with a +1m surcharge so long as the Champion is riding them.

This procedure is not actually permanent. If attunement for this charm is dropped then the augmentations of the creature clatter to the ground and vanish into dust.

### **Submodules:**

*Shared Attribute Augmentation* (Any First Attribute Augmentation, Essence 3): The Alchemical's familiar gains access to the Alchemical's own attribute augmentations, validly boosting any roll that requires the attribute.

*Titanic Robotization Procedure* (Stamina 3): The Alchemical may now select familiars with the legendary size merit. Colossi who purchase this submodule may instead increase the

size of their familiar to match the colossi's standard. So they can ride a giant mecha horse. If you think this is dumb then I don't care as it's [actually awesome](#).

*Beastial Frame Optimization* (Stamina 3): Nature is random and chaotic, so many imperfections that can be solved with the application of technology. The animal may add (Essence) additional -1 and -2 health levels to its track spread evenly as possible with -2's taking priority (At Essence 3 an animal would have 1x -1 and 2x -2 health levels). Additionally the Alchemical's familiar grows up to 10+(Essence x3)% larger if the Alchemical desires.

*Logic Driven Instincts* (Intelligence 3): The Alchemical's is exposed to the wisdom of Autochthon and all the benefits it entails. The Alchemical's familiar now gains a clarity track just like the Alchemical with all of the same rules. The familiar itself still has base instincts but does so in a far more methodical and mechanical way. At Clarity 8+ the familiar gains the intelligence of a small child and can communicate with the Alchemical and other machine spirits. Purchasing this submodule grants it the Exemplar 1 keyword (Which the familiar also is under the effect of).

*Invulnerable Hide Plating* (Wits or Stamina 4 Essence 3, Impact Dispersion Module): With a small infusion of Essence the Alchemical's familiar becomes virtually invulnerable to all attacks. When using Impact Dispersion Module against **decisive** attacks the Alchemical may apply (Essence or Alchemical's Stamina, higher to a maximum of 5) soak. At Stamina or Wits 6 when used against **withering** attacks the beast takes only a single die of Overwhelming damage (Attacks that increase post soak still remain effective). These effects have no effect if the Alchemical's familiar is crashed.

*Element Resistant Plating* (Industrial Survival Frame): The Alchemical's familiar can gain a limited version of damage resistance against environmental attacks. The Alchemical's familiar gains (Essence) non-charm bonus successes against any environmental effect which matches the current element selection in Industrial Survival Frame.

*Animality Fatality.exe* (Subliminal Aggression Amplifier): The Alchemical's familiar strikes with horrendous speed and brutality. When the Alchemical uses Subliminal Aggression Amplifier on his familiar he may roll (Charisma + Survival) for the familiar to gain an amount of bonus damage dice equal to the successes on the roll. For a +1WP surcharge she may also activate the effects of Tactical Aggression Configuration along with it if she has that submodule installed.

*Beastial Traits Optimization*: The animal may have up to (Alchemical's Stamina) points of mutations.

*Locomotion Streamlining* (Kinetic Acceleration Drive): The Alchemical's familiars gains (Essence) bonus non-charm dice to all movement related rolls when Kinetic Acceleration Drive is used.

*Tooth and Claw Fabrication Matrix* (Transcendent Multimodal Artifact Matrix): The Alchemical's familiar is capable of generating weapons for itself that enhance its natural attacks, increasing the familiar's overwhelming damage to a minimum of (Essence) and turning one die into an automatic success on **withering** damage rolls or +1 additional damage on **decisive** attacks in addition gaining another weapon tag on their attacks. Quills with the Flexible tag could seek the opponent's heart while claws can gain the piercing tag as they become monocular in nature. Additionally, the Alchemical may purchase artifact templates for their familiar to use, the mote cost to extract such artifacts must be paid by the Alchemical but only cost half as much. Even weapons such as Essence Pulse Cannons or Chainsaw tails are allowed.

*Permanence Overhaul Procedure* (Any five submodules from Nanomachine Robotization Procedure, Essence 4): Upon purchasing this submodule the Alchemical may activate Nanomachine Robotization Procedure with a 4 XP surcharge to make all of effects permanent. The Alchemical no longer need to commit the mote cost to this charm and the animal gains access to all submodule benefits. Charms may even be activated even if the Alchemical is not in the general area so long as the Alchemical has them installed himself. If the Alchemical's familiar dies then the XP is refunded. Only one familiar may be chosen to undertake this procedure at any given time.

*Feral Nano-rabies Plague*: The Apostate bestows the "gift" of dissonance to its familiar, causing it to gain a dissonance track and everything it entails in addition to all other effects. If the Apostate's familiar bites another animal while under the effects of this charm the animal needs to immediately make a saving roll against Nanorabies (See below). This submodule grants the charm the Void Keyword.

### Supernatural Disease: Nanorabies

Virulence: 3, Morbidity 4, Interval: One week

Nanorabies is a horrific blight amongst Autochthonian citizens when it appears. Progressing much more slowly than most other normal diseases, the insidiousness begins with the subtlety it has. Prodding people's feelings of anger to a fever pitch before it finally manifests with them becoming mechanical monsters. With their simpler brains and desires animals are especially vulnerable to this illness. It's said the Estatian Riding Rats are on

the edge of extinction not because of a final heroic battle, but rather a necessary culling Estatica tries to cover up.

- **Minor Symptom:** The victim's life becomes more uncomfortable as he has minor rashes and swelling spread across his body, the sensation coming from within his flesh as his body begins to prepare for its metamorphosis. This constant sensation bombards him with a sense of irritation and intolerance for even the most minor of threats, requiring a WITS+INTEGRITY roll at difficulty 3 in order not to lash out whenever angry or taunted.
- **Major Symptom:** The small red bumps on a victim's skin become unable to contain the pieces of metal that now sprout from the victim's skin. The victim's teeth slowly warp into jagged pieces of metal in order to better devour metallic substances, now preferring to eat such things over normal food. With such radical changes the victim gains the Paranoia derangement at a minor level against anyone from Autochthonia, fearing that they will soon arrive to cull him. Lastly the victim's automatic botch for this stage is more weighted towards an action he takes to attempt to benefit Autochthon as a whole or the nations.
- **Defining Symptom:** Jagged pieces of metal now wrap around the victim's body, bombarding with him pain. The victim may have various mutations to represent his change. Normal food tastes disgusting at this point, only seeking to eat various pieces of metal. At this point any intimacies the victim may have towards Autochthon and the nations are decreased by one level as he no longer feels joy from helping the great maker. Instead causing destruction to such things brings a great sense of joy and accomplishment, gaining a power of willpower whenever they take an action that actively involves harming them. Last, and most severe, is the victim gains a Dissonance track (Which increases by +1 for every time he takes an action that harms Autochthon, willing or not). If the victim gains Dissonance 10 they are treated as automatically failing their next Morbidity roll.
- **Death:** The victim fully embraces his new role as a Gremlin, wishing only to use the corpses of those within Autochthonia to feed the awakening of the Engine of Extinction.

## SHIP REWIRING ENHANCEMENT

**Cost:** 7m 1WP [1m]; **Mins:** Wits 4, Essence 1; **Type:** Simple

**Keywords:** External (On ship), Pilot

**Duration:** Indefinite

**Prerequisite charms:** Universal Pilot Key

Oh fuck, its come making Sail charms using the sail subsystem hasn't it? Alright let's do this.

This charm represents a substantial overhaul to the Universal Pilot Key, storing dozens of meters of wiring in Elsewhere so that the Alchemical may use it upon a ship. These wires spread throughout the ship allowing the Alchemical to treat it as a very extension of himself while benefiting others on board as well. The Alchemical also gains the following advantages:

- The Alchemical always maintains her footing when on board her ship. Even if the poles of Oil wash over the deck itself and make it near impossible to walk on.
- The Alchemical doubles the bonus her attribute enhancements provide so long as it relates to the wellbeing of her ship. This can not only enhance rolls in naval combat, but also on rolls necessary for the ship's protection such as doubling perception to notice hazards to the ship.
- The Alchemical is capable of operating all of the ship's functions by himself. He can steer it no matter where he is on the ship. If the crew dips below half of the amount needed for the ship to function normally then the ship still operates but has a -2 penalty to all rolls and -50% overland speed.
- Charms such as Ship Claiming Stance cannot work so long as the Alchemical has this charm active. So long as the Champion remains alive such effects automatically fail.
- 

### Submodules:

*Anti-Slip Friction Panels:* The deck of the ship is energized so that the crew on board the Alchemical's ship gain (Essence) bonus dice to resist all hazards on board the ship and to resist being knocked down. If the Alchemical installs this charm from Loran then all men on board automatically succeed all balance actions related to an oil soaked deck and turn up to (number of times First Stamina Augmentation has been installed) into automatic successes to resist other Oil based hazards. Xexas has a similar version only it applies to Smoke and commonly installed on airships.

*Crew Invigoration Charge* (Stamina 3): The wires threaded throughout the ship glow dimly throughout the ship, not only providing an amount of light equal to a torch throughout the ship but also reducing all penalties related to fatigue or exhaustion by (2 or Alchemical's Essence, greater).

*Direct Control Assumption* (Intelligence 3 Essence 2): The Alchemical no longer gains any penalties from having a ship without any crew. This submodule grants the charm the Exemplar 2 keyword.

*Kinetic Rerouting Module* (Stamina 3): The wires of the ship are now capable of rerouting any kinetic energy back into the Alchemical himself. The Alchemical may take damage for his ship at the ratio of 3 health levels for every 1 hull level.

*Fiber Wire Optic Sensors* (Perception 3): The wires throughout the ship carry the senses of the Alchemical. The Alchemical may choose their vision point to be at any place on the ship itself. This is not total Omniscience on board, more akin to someone seeing out from the corner of their eyes, but it does always allow the Alchemical a roll to notice something on his ship. Attempting to see through her own eyes and a point of her ship carries a -3 penalty, but if the Alchemical has Perception 5 this penalty is negated.

*Fearless Admiral Emulation* (The Scripture of Blood and Iron): Being a captain of a ship isn't a mere rank. It's both a responsibility to protect your men and for you to fulfill their expectations; backing down isn't an option. The Alchemical adds (Essence/2) to her Resolve for the purposes of resisting fear-based attacks. At Essence 2 the Alchemical may also apply this charm to her men to grant them +1 Resolve for the duration of the charm.

*Molten Salt Wall* (Modern): This charm grants the ship additional protection from external hacking attempts. The Alchemical may add (Essence) to her Firewall and +1 to the maximum terminus track (Still maximum of 5). Additionally, the Scripture of Blood and Iron can be used to resist hacking attempts or local stealth hacking attempts. Lastly even if an enemy hacker manages to succeed in their final terminus charms such as Ship Claiming Stance still will not work, the tendrils need to be physically removed from the ship or the Alchemical destroyed. If not using the hacking subsystem, add (Essence/2) to the difficulty needed to break into the system while active attempts allows the Alchemical to use Sail in place of Lore when contesting hacking actions against his ship.

*Luminant Hull Coating* (Essence 2): This submodule threads the bottom of the ship's hull, laminating it so it effortlessly moves through the oily oceans of Autochthonia. So long as this charm is active the ship gains +1 speed and +25% overland speed. This bonus is lost if the ship becomes undercrewed.

*Photon Bending Camouflage* (Appearance 4 Essence 2, Optical Shroud): The Alchemical may use Optical Shroud to cloak her vessel.

*Reinforced Ship Cocoon* (Colossi): The Colossus version of this charm is far more extreme, allowing the Alchemical him to become one with his ship, coating over it like a large cocoon that protects the crew within. This process takes place over the course of an hour. This charm comes with a number of benefits.

- The Colossi's body ceases to be as it becomes one with the ship. She may still use her arms on the front of the ship, but she requires charms such as Remote Drone Avatar Body to act directly inside the ship. If she does not have this charm she is capable to interacting with the crew via hologram stations spread throughout the ship.
- The inside has its own air supply, everyone within being completely immune to external hazards unless the hull is breached. Likewise, charm can directly damage the crew from the outside of the ship.
- The ship gains +1 additional -2 hull level for each dot of Essence the Alchemical has.
- If the Alchemical has Fluidic Impeller Drive the Alchemical may take seafaring vessels and go underoil with them, even if they are not normally capable.
- 

*Remote Ship Operation* (Essence 3): Advanced transmitters and energy storage allows the tendrils interwoven throughout the ship allow continued operation even if the Alchemical is away from his ship for long durations. This submodule allows the charm and all of its effects to remain active so long as the Alchemical is within (Essence) miles of his ship, including remote piloting of the ship. At Essence 4+ the distance increases to (Essence x2) miles. In Sci-fi games the Alchemical can maintain connection with her ship so long as it roughly remains over her head in orbit or a similar distance on the ground (if capable of entering atmosphere)

If you need a charm to help you navigate at sea, look at Virtual Mapping program.

## THE SCRIPTURE OF BLOOD AND IRON

**Cost:** 5m [1m]; **Mins:** Wits 4, Essence 1; **Type:** Instant

**Keywords:** Internal, Pilot

**Duration:** Instant

**Prerequisite charms:** Ship Rewiring Enhancement

The Scripture of Blood and Iron was penned but rather forged through the sacrifices of countless men, women, and even Champions that came before it. Each of their nautical

parables passed on for future generations to learn. The unabridged version of this manual is normally nearly a thousand pages, but the Alchemical is able to instantly scan the entirety of the manual by using a special version of the charm that exists on a thin piece of metal no bigger than a bolt into his head, allowing him to scan hundreds of pages in a second for the most relevant piece of information. This grants the Alchemical double 9s on any naval maneuver roll.

### **Submodules:**

*Lessons of the Black Ocean:* The Alchemical may use this charm to declare or challenge facts using Wits+Sail so long as it has something to do with the ocean and may count specialties from both Sail and Lore as valid specialties. Declaring a fact about trade involving a coastal nation or sea monster is valid, doing so between two landlocked countries or burrowing monster is not. This charm also works in Creation as the tales of early seamen are a favorite amongst bored sailors, through until they learn a bit about Creation some topics may be declared invalid or at a -3 penalty due to going off tales thousands of years ago.

*Error Compensating Captain Protocol* (Intelligence 3): The Alchemical's hands remain smooth and steady behind the wheel of his ship even in combat. Upon completing a successful positioning stratagem the Alchemical gains  $(\lceil \text{Essence}/2 \rceil + \text{Number of First Charisma/Intelligence Augmentation installations})$  additional momentum.

*Cautious Tale Navigation* (Essence 2): The Scripture of Blood and Iron is rife with tales that describe the innumerable dangers of the sea. The Alchemical may convert to (Essence) dice granted by the First Augmentation a sail related roll to avoid danger (Generally Wits but can be of any attribute if a situation calls for it) into automatic successes. A repurchase of this submodule allows the Alchemical to avoid (Essence) points of penalties from any hazardous sailing roll.

*Strategic Seaman Algorithm* (Essence 2): Learn how to make your coat and crew work as one harmonious machine is the key to victory on the dark oceans. This charm may be used in naval combat to reroll up to (Lower of Wits or Maneuverability, max 5) failed dice from a roll.

*Naval Countermeasures Menu* (Essence 2, 4 XP): If the Alchemical wishes to counter a naval maneuver her opponent is planning she merely needs to pick a valid countermeasure from the Scriptures and learn from their wisdom. Before the opponent declares their action the Alchemical may declare this charm and name a specific naval maneuver such as broadsides, ramming, boarding, or some specific action a sea monster might know. When the Alchemical takes a positioning roll to avoid it she gains +1



momentum per 10 that appears in her opponent's roll. This charm has no function if the opponent chooses a positioning maneuver.

*Flash Sailor's Insight* (Wits 5 Essence 2): After rolling the Alchemical may use this charm again to keep (Essence) successful dice and reroll the remaining dice, repaying the cost for any other charms. This charm may only be used once per scene but may be reset upon successfully performing a Sail Maneuver against an opponent with a difficulty of 5 or more. If the Alchemical has Wits 7 then she does not need to repay the cost of any other charms (minus this one).

## TANGLED WIRES BOARDING PROCEDURE

**Cost:** 4m; **Mins:** Wits 5, Essence 2; **Type:** Instant

**Keywords:** Pilot

**Duration:** Instant

**Prerequisite charms:** Ship Rewiring Enhancement

One cannot pull apart a hoard of tangled wires by force, they need to carefully be taken apart strand by strand by the patient. The Alchemical uses the wires on his vessel to force this upon his opponent's own ship. This charm enhances a boarding procedure by the Alchemical, doubling all 9s on the roll (Double 8s if Scripture of Blood and Iron is used). If the Alchemical is successful the wires from Ship Rewiring Enhancement entangle with the enemy ship. The enemy ship cannot pull away from the Alchemical's ship unless the enemy captain wins an opposed roll with the Alchemical Captain with a penalty of (Alchemical's Essence) dice counting as a positioning roll for charm purposes, gaining no momentum upon winning but allowing him to pull away safely. Charms that automatically beat boarding actions have no effect at this point (You've already been boarded).

### Submodule:

*Polarity Reversing Charge* (3 XP): Any buffs the Alchemical has active on his troops that only work on his ship also work on the enemy ship.

*Enemy Assisting Calculations:* Those who are stupid enough to ram or board the Champion's ship only find themselves aiding his cause. The Alchemical gains a single non-charm success for every 10 on an opponent's roll when counting an opponent's ramming or boarding action.

*Battering Wave Onslaught:* Upon making a successful boarding action the Alchemical may make an immediate War stratagem against the enemy ship using (Wits + Sail) in lieu of the normal dice pool.

*Greased Wheel Maneuvers* (Essence 2, 4 XP): The Alchemical lowers the momentum cost of any boarding maneuver by two.

*Turbine Reversal Switch* (Essence 2): Whenever an enemy ship takes a naval maneuver roll that isn't Positioning or Broadside and fails the Champion may immediately activate this charm outside his turn with a 1WP surcharge for a swift and brutal counter boarding action. The Champion gains an amount of bonus dice to his roll equal to the amount his original opponent failed his roll by.

*Arms Assisted Boarding Procedure* (Colossi, Essence 3, Ship Rewiring Enhancement [Reinforced Ship Cocoon]): The line between stupidity and bravery is a thin line at the sea, but it takes a special sort of enemy captain to close in on a vessel of the Machine God that has massive arms installed in front of it. The Colossi doubles 8s on the roll by default (Or 7s with Scripture of Blood and Iron is used). Attempting to escape is far more difficulty as rather than subtracting (Essence) dice the Colossi subtracts *successes*.

## VEHICLE TRANSFORMING CONFIGURATION

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

**Keywords:** Colossi

**Duration:** Instant

**Prerequisite charms:** Universal Pilot Key

There are times when the Champion's need to take another form in order to better suit the task at hand. A Champion with this charm installed appears to bulky armour plating placed all around his body in odd locations, even a moonsilver Colossus appearing bulkier than normal, but this is only a clue to the true meaning of this charm. When installing this charm the Alchemical picks a single vehicle template no smaller than a normal car and no bigger than a main battle tank. When this charm is activated the Alchemical transforms, the vehicle selected by his template gaining the following benefits:

- The Alchemical retains the same Essence, Health levels, Resolve, and Guile as her Colossi form. The Alchemical may use a listed vehicle dice pool in place of her own Attribute+Ability combination or her natural traits if those are higher. If the vehicle's dice pool is higher than it any dice over the Alchemical's natural dice pool

for that action counts as charm dice. Attacks listed for vehicles apply to withering and decisive. (Ex: If an alchemical has archery 3 and dexterity 7 and a vehicle weapon has accuracy of 12 then the alchemical may add up to 5 extra dice).

- The Alchemical uses the vehicle's own soak which counts as armoured soak. For armoured soak ignoring charms the Alchemical is treated as having (Stamina) points of natural soak. If the Alchemical's natural soak is higher than a vehicle's then use that value instead.
- Any special abilities a vehicle may have access to the Alchemical also has access too. Any bonus dice or successes a vehicle gives out counts towards the Alchemical's dice cap. The single exception to this is that the Alchemical does not gain the Automaton merit.
- The Colossus does *not* gain her devastating action while in vehicle form unless the vehicle itself possesses it.
- The Alchemical has access to any and all weapons the chosen vehicle normally has, counting as mundane weapons. If the Alchemical desires she may "upgrade" these weapons into artifact versions using Transcendent Multimodal Artifact Martix, replacing the stats the weapon normally has with the Alchemical's own dice pools (Vehicle accuracy may still be used if that is higher).
- For all intents and purposes, the Alchemical looks like the vehicle he is appearing as. This disguise is extremely hard requiring superhuman senses and subtracting (3 or Essence, higher) successes from the roll. There are differences between the Colossi's transformation and a normal vehicle, but the differences are very subtle. The Alchemical is still capable of communicating normally. In Modern games the Alchemical may communicate with a 3D animated avatar on smart screen.
- This new transformation counts as natural for all intents and purposes. Eyes of the Unconquered Sun would reveal the Colossus for what she really is but cannot force her back into Colossi form.
- The Colossi may apply the effects of Universal Pilot Key and all of its submodules for free on his vehicle body.
- The Colossi may still welcome people inside of her vehicle form as if it were a normal vehicle. If the Alchemical wishes another wheelman can take control of her in place of the Alchemical and use their charms. However, there must be a choice that either the Colossi must use her traits and charms or driver uses his own. Any attached weapons a vehicle may have may also be either controlled by the Alchemical or the gunner.
- The Alchemical cannot transform if there is insufficient space larger or smaller nor can she transform if there are people currently inside of her. I know what I just said, you know damn well I didn't mean it that way.
- Transforming into a vehicle costs a one-time (non-committed) payment of motes. Transforming back into a Colossus costs no motes.

## **Submodules:**

*Anti-Intrusion Measures:* The Colossi may use Brawl as normal inside the vehicle to fight off combatants. She may raise and lower seats to lash out at people or use a seatbelt to grapple people. If the Alchemical manages to successfully grapple a person using a clinch charm she may elect to use an Ejection Seat function even if her vehicle normally does not possess one, safely ejecting anyone outside of the Colossi's vehicle body.

*Additional Vehicle Template* (3 XP, Essence 2): The Alchemical may add an additional vehicle template to her configurations. She may swap between them with activations of the base charm. She may purchase this submodule (Essence) times.

*Vehicle Modification Mode* (1 XP, Husk Sculpting Apparatus): The Colossus may activate Husk Sculpting Apparatus on her vehicle form, allowing a car to appear from anything as one step before the scrap yard to a fresh off the lot sports car. The vehicle retains all the stats it normally does and the Alchemical must make the vehicle appear as another one of the same type (EX: A car must appear as a car while a tank must be tank like). She may also elect to change her vehicle's colorations and patterns to match any other vehicle she has seen before.

*Moonsilver Protoassembly Gear* (1 XP, Husk Sculpting Apparatus): By taking a miscellaneous action to scan an undamaged enemy mundane vehicle, the Colossi may replace his currently assigned template with that of the scanned vehicle. The Alchemical can only have one 'vehicle' as an active borrowed template at any time.

*Machine God Integration Patterns* (Technomorphic Integration Engine): The Alchemical may approach any non-warstrider based vehicle that isn't currently attuned and touch them, attuning to it normally and folding it up inside of them as Technomorphic Integration Engine normally does for artifacts. The Alchemical may then transform into that artifact vehicle as a perfect replica of it, including getting access to its evocations if the Alchemical possesses Iron-Soul Unification Couplers. The cost of the Vehicle Transforming Configuration is replaced with that of the artifact vehicle and if the Alchemical is concerned about flaring she may keep the cost committed to transform back and forth freely without notes. This mode also replaces a template similar to one the Alchemical already owns. If the Alchemical's base form is a sports car she may attune and transform into an artifact sports car (overriding the old mundane sports car) but cannot absorb and attune into an Artifact tank until she has a tank template.

*Pilot Hologram Mode* (1 XP, Radiant Iconography Array): The Alchemical may use Radiant Iconography to give the appearance of a driver currently in the vehicle as a permanent effect.

## EXTENDED ELSEWHERE STORAGE COMPARTMENT

**Cost:** - [1m]; **Mins:** Stamina 3, Essence 2; **Type:** Permanent

**Keywords:** Colossi

**Duration:** Permanent

**Prerequisite charms:** Technomorphic Integration Engine

An armoured hatch is placed over the Alchemical's stomach that allows it to rapidly unfold into a storage container that's been shunted into elsewhere. This storage container grows in power with the Colossi's essence level over time, but it can be quite a bit bigger than the Colossi itself!

The elsewhere storage space inside the Colossi is nothing but a bare metal box with lights and the necessary atmosphere necessary to breathe. The size inside can fit a Size (Essence/2) battle group. There is no transfer of force between the storage container and the Colossus herself. Violent or sudden movements by the Alchemical won't budge the storage container and likewise even if an object weighs infinity inside the container it will have no effect upon the Colossus.

### Submodules:

I don't need to say these features still follow basic dice cap rules for each Exalt/magical creature that may be using them right? Good.

*Medical Triage Station* (Multifunction Hypodermic Apparatus, 3 XP): The inside of the Colossi contains an emergency triage and recuperation center, allowing those inside to recover in peace and safety. Those inside main benefit from the Colossi's Omnitool Implant and Multifunction Hypodermic Apparatus as if they possessed it themselves for medical purposes only.

*Mobile Construction Bay* (Creator Fugue Construction Engines, 3 XP): The inside of the Colossi is modified to contain an advanced mobile construction and maintenance facility. This allows a group of people inside not only to build and maintain a large amount of weapons close to an enemy base, but also allows maintenance of vehicles that normally require specialized facilities. This counts as a Autochthonian tier workshop with everyone inside benefitting as if they had access to the Colossi's Omnitool Implant charm for craft purposes only.

*Mobile Transport Facility* (3 XP): The inside of the Alchemical is configured into a mobile transport unit, allowing the Alchemical to store and transport a battle group of soldiers along with any and all gear that they may possess. At Essence 3+ this allows transport of any mounts a battle group may possess with no additional difficulty.

*The Plug-and-Socket Club* (Thousandfold Courtesan Calculations, 3 XP): A lavish interior bedroom filled with a variety of “toys” for both plugs and sockets, all lit by a variety of mood lighting. Anyone whom the Colossi wishes inside of her may benefit as if they had the charm Thousandfold Courtesan Calculations and is one of the many methods Colossi can use to be intimate with human partners. This submodule is largely known as a myth, as no good-standing Colossi would ever admit wasting resources to install a bar within themselves... Right?

*Extended Warehouse Storage Facilities* (Polis): A specialized set of space time distortion devices make the inside of warehouse districts inside of a metropolis have vastly more storage space than what is normally possible. This charm multiplies the amount of physical storage the Polis may have by  $(1 + \text{Polis's Essence})$  times.

## SPIRITUAL

### AUXILIARY ESSENCE STORAGE UNIT

**Cost:** - [1m]; **Mins:** Stamina 3, Essence 2; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** None

This Charm increases the storage capacity of the Alchemical's Essence reservoir by adding various strategically placed essence tanks around her body. When this charm is installed, the Alchemical gets an extra motepool for 10 motes. This motepool cannot be accessed normally, but rather whenever the Alchemical uses a scene long or indefinite length Alchemical charm, the Alchemical may transfer any commit those charms may have over to the extra motepool. This does not refund the motes in the Champion's other motepools, but it does allow the opportunity to regain those motes back in battle, but usually more beneficial to use this charm on Indefinite length charms. Attunements to artifacts and the commitment cost to charms cannot be shunted this way.

**Submodules:**

*Ammo-Replicator Battery* (Photosynthetic Ammunition Replicator, 3 XP): This submodule allows the Alchemical to use the motes in the spare motepool as ammunition needed for Photosynthetic Ammunition Replicator, Essence Cannons, or any other charm/artifact that requires motes per shot.

*Expanded Essence Reservoirs* (1 XP): This charm expands the Reservoirs of the charm, giving an additional mote per purchase. It may be purchased up to 10 times.

*Emergency Power Generation* (Any 5 attribute charms of the same attribute): This charm releases all of the pent-up energy the Alchemical has stored in her Essence Storage Unit, adding these motes to her respective pools automatically. This charm can only be reset when the Auxiliary Essence Storage Unit regains all of its motes.

## MULTIPHASE DIVINITY REGULATOR

**Cost:** 2m [1m]; **Mins:** Perception 3, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

Even gods are not above the law of Autochthonia. This Charm takes the form of a coating of powdered starmetal, magnetically bonded to the Champion's skin. When he activates the Charm, he momentarily surges with a wash of prismatic light. He does not differentiate material and immaterial state for the purposes of perception or two-way physical interaction, including attacks.

### Submodules:

*Portal Access Harmonics* (4xp): This submodule allows the character to enter spirit sanctums and Yu-Shan gateways with an activation of this Charm.

*Destruction Energy Protocol:* The Alchemical's arms become washed in pure destructive energy that glows with a sinister purple light. This is a prototype energy Autochthon developed to specifically eliminate spirits and void taint. This charm inflicts aggravated damage upon spirits and mechanical creatures (Except Alchemicals) with a **decisive** attack. Apostates cannot learn this submodule.

*Void-Hammer Engine* (Clarity 5, Essence 2): Once upgraded with this Axiomatic submodule, Multiphase Divinity Regulator may be activated for a cost of five motes after the attack of whenever an Alchemical's attack against a creature of the Void results in that

target dying or becoming mortally wounded. The target is not merely slain by the attack but pulverized into component motes until nothing remains but fading wisps of acrid smoke and whatever indestructible items it carried. This death is permanent for spirits. Exalted with insufficient total Clarity cannot use Void Hammer Engine.

*Multiphase Efficiency Booster.* Strands of Adamant ensure a smoother power flow to the charm. For 5m the Alchemical may make the duration of this charm one action.

## THERMIONIC ORTHODOXY ARRAY

**Cost:** 0m-9m 1WP; **Mins:** Intelligence 4, Essence 2; **Type:** Simple

**Keywords:** Axiomatic, Exemplar 1

**Duration:** Indefinite

**Prerequisite charms:** Any mental charm

The Alchemical Exalted embody the rightness of the Great Maker's artifice. When this Charm is activated, an array of glowing vacuum tubes slides out of ports in the Exalt's back and shoulders. The character radiates the stability of the Machine God out to a radius of short range or 10 meters around the Alchemical, neutralizing all Wyld or blight zone influences and imposing the proper physical laws of Autochthonia. Voidtech Charms cost an additional mote to activate in this radius. Displaced blights still lack Essence to respire. Because Autochthon recognizes the validity of the world he helped forge, this Charm imposes the laws of Creation when used in Creation, duplicating Chaos-Repelling Pattern (Exalted 3e leak page 421). The cost to activate this Charm is (10 – Essence) motes.

### Submodules:

*Holy Banishment Engine (Colossi):* The Colossi version of this charm comes with its own shrine dedicated to the maker that slides out in one of the vacuum tubes, giving it a range of (Clarity x10) meters all around the Alchemical. At Clarity 5 this is medium range, Clarity 10 being long.

*Holy Axiomatic Array (Intelligence 6):* Any spiritual creatures who remain in the radius of the charm have a penalty of (Alchemical's Essence/2) towards all actions so long as they remain within the circle. The Alchemical may select who to effect with this charm and spirits who have a defining intimacy towards Autochthon already are not affected, but spirits who seek harm to the Populat or Octet nations always are affected.



*Spiritual Materialization Particles* (Multiphase Divinity Regulator, Essence 2): Special particles are ejected into the air that are immediately attracted to dematerialized spirits. Any spirits that enter the radius of this charm are highlighted in the same colour as the Alchemical's caste material and are treated as materialized for all intents and purposes. At Intelligence 6+ spirits need to pay a willpower in order not to fully materialize on the spot.

*Thermionic Vessel Energization* (Ship Rewiring Enhancement): The wires running throughout the Alchemical's ship now radiate the same energy, giving the effect of Thermionic Orthodoxy Array on the Alchemical's entire ship.

## MAN-MACHINE WEAVING ENGINE

**Cost:** - [1m]; **Mins:** Intelligence 3, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

This Charm takes the form of an adamant ring implanted around the Alchemical's soulgem, inscribed with hundreds of tiny Old Realm glyphs. When activated, the crystal rapidly spins in its socket and the runes inscribed along its rim light up in patterns consistent with the protocol being invoked. At the consummation of the casting, sparks jump from the ring into the Exalt's soulgem before discharging with a brilliant display of power. This Charm may never be removed once installed.

This charm allows the Alchemical to learn and shape Terrestrial Circle sorcery in addition to workings, and automatically learns one free sorcery spell upon installing this charm. Because this is not a traditional swearing into of sorcery, the Alchemical does not need to make a sorcerous pact and indeed cannot the traditional way. "Pacts" are made as part of the installation processes, what the charm is made out of will influence whatever pact like benefit the Exalt gets.

In vanilla games, demons cannot be summoned until the Seal of Eight Divinities is broken.

Mark 3 and Modern Alchemicals have this charm function differently. The charm is installed but remains inactive until they successfully complete a sorcerous pact gaining the relevant free sorcery spell this charm contains as her control spell.

## GOD-MACHINE WEAVING ENGINE

**Cost:** -; **Mins:** Intelligence 5, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** Man-Machine Weaving Engine

A second, larger ring of adamant surrounds the Alchemical's lesser Weaving Engine. While weaving a God-Machine protocol, both rings turn in opposite directions, with a brilliant storm of sparks jumping between them and arcing into the Exalt's soulgem. This Charm may never be removed once installed. This charm cannot be installed into an Overcharged slot.

This charm allows the Alchemical to learn and shape Celestial Sorcery and workings and automatically learns one free sorcery spell upon installing this charm.

## PERFECTED LOTUS MATRIX

**Cost:** - [2m]; **Mins:** Perception 2, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

This Charm fits into a circular port at the base of the Alchemical's skull, with 10 memory crystals housed in a wheel at its edges, each painstakingly cut to contain one thousand facets. The device enables the Champion to learn, invent and use martial arts Charms by physically housing an infinite capacity library of martial techniques and transcendental epiphanies. Upon installing this charm, the Alchemical may learn her first martial arts charm in a style for free. Like a Weaving Engine, this Charm may not be placed in an Array and can't be removed. If this charm is installed into an Overcharged slot the Champion may treat her Essence as one higher for purposes of meeting martial arts charm prerequisites.

### Sidebar: Alchemical Charms and MA

After giving this some serious thought I am not making Alchemical charms compatible with martial arts. This is not only for narrative reasons (needing a charm to even learn martial arts) but also mechanical balance. Lunar charms function as separate things, Alchemical charms on the other hand are far more potent after several submodules. Personally, I don't even think Lunars should be allowed to combine MA and

their native charms, because even if you lose out on mastery you can easily cover up any remaining holes with your native charms with trivial ease. If you *really* want to combine Alchemical charms and martial arts then go ahead, but I will warn you that it will end up really wonky.

## IRON-SOUL UNIFICATION COUPLERS

**Cost:** - [1m]; **Mins:** Perception 2, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

This charm takes the place of a small ring around the Alchemical's soulgem made from each of the six magical materials, with section of the ring carved with prayers asking for Autochton's blessing and thanks for these tools, for without them all would be lost. The device enables the champion to learn and invent new Evocation charms with the charm being a bridge to the Alchemical and his soul. When the champion uses an artifact made predominantly of a magical material that aligns with his caste, this charm allows him to learn evocations of any level.

### Sidebar: Alchemicals and Evocations

Now some of you may be going "WTF, why do Alchemicals need a charm for evocations? They're the chosen of Autochton, the person who MADE artifacts!" That may be true, but the Alchemical's soul is locked inside of what is a synthetic body so in this logic it has trouble attuning to the outside world. But if you think the chosen of the Machine-God himself should be able to use evocations innately, feel free to ignore this charm.

The exception to this is that Alchemicals *still get* any attunement bonuses the item has, even if its learning a new charm.

## DESTROYER INSTALLATION PRAYER PROGRAM

**Cost:** 15m 1WP [1m]; **Mins:** Intelligence 5, Essence 3; **Type:** Mute

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Omnitool Implant, Multiphase Divinity Regulator

By invoking the words of his god, the Alchemical is capable of imbuing life into mundane pieces of item and equipment to better serve the Machine God and those under it. This charm takes the form of a special set of tools installed in the Alchemical's Omnitoal, one that specifically strengthens and enlightens souls. This charm allows the Alchemical to take any piece of mundane equipment and forge it into a Tsukomogami, which in Autochthonian mythos is the spirits that slumber within each manufactured item in the world. This process for this is a ritual taking (15 - [Intelligence/Charisma + Essence]) hours. This charm can only target mundane (non-magical) pieces of equipment and the power of each item god is roughly that of a First Circle Demon or Elemental. This varies slightly, as older and well-taken care of pieces of equipment tend to be stronger immediately after being born.

Spirits made this way only have basic charms until a Storyteller can approve their charms, stats, intimacies, and other statistics. A spirit will have charms related to the function of the item it currently is (EX: An Armour of a famous general would be a skilled bodyguard and at warfare, the dice of a famous gambler might be an excellent smooth talker and excel in games of chance). The Item God has no traditional sanctum, rather the item itself is its sanctum. If the Item God ventures further than one extreme range brand from his item she immediately begins taking one bashing level of damage per turn. The item remains intact but the spirits grip on the world weakens. Most Spirits use Hurry Home at this point.

There are benefits for the item used by the Item God. The item is treated as if its artifact quality for the purposes of traits and is nigh indestructible when used in combat, only charms which specifically call out breaking mundane weapons work against such weapons and face an increased difficulty of breaking them equal to the spirit's essence. Disarming tactics also face a similar increase in difficulty. The health of both the Item God and the weapon are tied, and short of destruction the weapon recovers in time as the Item God's health levels recover. An Item God whose item is destroyed is immediately incapacitated. The weapon holding the spirit will need to be repaired quickly otherwise their spiritual essence will leak out of the vessel that contained their essence as their power slowly returns to the world's natural essence flows.

A spirit created by this charm is binded to the Alchemical for a single year, but after that may decide to stay with them if they so choose. The older a spirit becomes the stronger they become, in fact some of the older Item God's have their individual items become on par with artifacts themselves with those who wield them capable of learning evocations from them.

Solars can create such spirits as well by using Ephemeral Induction Technique, using a rough guideline of this charm and its submodules.

**Submodules:**

*God-In-The-Machine Artifice Awakening* (Intelligence 6 Essence 4): Artifacts themselves can be awakened this way. Such spirits are much stronger starting off and treat themselves as resonant for any evocations the weapon has.

*Temporary Divinity Empowerment*: This charm allows the Alchemical to use the charm to temporarily bestow sentience and form to an object, allowing the Alchemical to interact with it normally as they would a person for the rest of the scene. When used in this method the charm has no need for a ritual startup and takes effect instantly. The item follows the same rules of this charm and knows anything closely related to its purview. A door can tell the Alchemical who went through it and when, but they might not be the best people to ask on policy. In theory the Alchemical can even convince the item god to do something like a locked door to open, but item gods are leery of going against their primary function. If the Alchemical has Charisma 5 this process is easier as the Item God is considered to have a major intimacy towards the Alchemical.

*Awakening the Slumbering Behemoth* (Intelligence 6): The Alchemical may now use this charm to awaken items that are significantly larger, such as a ship or vehicle.